

the **Ultimate** *texture collection*

About This Demo of The Ultimate Texture Collection

Thanks for trying this demo version of The Ultimate Texture Collection. This demo comes with several textures and will enable you to alter them and fuse them into your artwork. This demo version will only work with the texture effects provided with this software. The full version will work with any texture collections you may already own or create.

The textures included with the full version are high resolution 300PPI color corrected files. The seamless textures can be used for world wide web design or used with 3D applications as texture maps and bump maps. They can also be used in high resolution printing. The full sized textures can be dropped directly into your layout, illustration, or image editing application without the need of any other software. The seamless textures can be used with our software and can be fused into practically anything - regardless of the size or resolution.

Supports Photoshop 3.0 or higher, PhotoDeluxe 1.0+, PageMaker 6.0 & 6.5, Illustrator 6.0+, Photopaint 6.0 or higher, Fractal Design Painter 4.0.3+, Canvas 5.0+, Freehand 7.0, Paintshop Pro. After Effects 3+, plus any other application which fully supports Photoshop 3.0 plug-ins. Fully compatible with Win95/NT, Macintosh System 7.x, Power Macintosh.

Where to Purchase The Full Version

You can purchase the full version of The Ultimate Texture Collection from most US and international mail order catalogs. It is also available for sale on our World Wide Website at <http://www.autofx.com>. If you would like assistance in finding a reseller please call us at (603) 569-8800 or e-mail us at webmaster@autofx.com.

The Ultimate Texture Collection Volume I - Paper & Fabric

The Paper & Fabric volume is a collection of seamless and full sized high-res handmade papers and fabrics from around the world. Handmade papers and fabrics from the Orient, India, Australia, Germany, The United Kingdom, United States and other countries were used as the basis for this collection.

The Ultimate Texture Collection Volume II - Stone & Metal

The Stone & Metal volume is a collection of seamless and full sized high-res stone, marble, slate, granite, tile, rock, brushed and free-formed metal, and metallic surfaces gathered from the far corners of the planet. This is a very cool collection!

The Ultimate Texture Collection Volume III - Art & Organics

Volume III - Art & Organics is a collection of 1,000 high resolution and seamless images of colorful artistic textures, painted surfaces, organic and natural surfaces, and patterns.

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Demo Samples

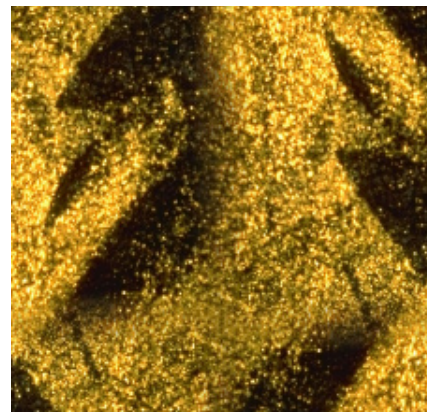
the **Ultimate**
texture collection



AF001.AFX - Volume II - Stone & Metal
(sample included with this demo)
Full Sized High Resolution Texture



AF002.AFX - Volume I - Paper & Fabric
(sample included with this demo)
Full Sized High Resolution Texture



AFS001.AFX - Volume II - Stone & Metal
(sample included with this demo)
UTC Seamless Texture



AFS002.AFX - Volume I - Paper & Fabric
(sample included with this demo)
UTC Seamless Texture



AFS003.AFX - Volume I - Paper & Fabric
(sample included with this demo)
UTC Seamless Texture

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Install Instructions

The Ultimate Texture Collection works as a Photoshop 3.0 compatible plug-in and supports all applications that follow these standards. If you have multiple volumes of The Ultimate Texture Collection to install, it is only necessary to install the programs from one of the volumes. It should always be the volume with the latest version number written on the CD that is installed. The texture files, due to their number and size, are not installed but remain on the CD where you can access them when desired.

Memory Requirements: Windows: The Ultimate Texture Collection gets its memory both from RAM and virtual memory from your startup system hard drive. It may require scratch disk space while working, so make sure you have extra free space on your hard drive before applying the effect. Usually 50 - 100 MB is ample. Macintosh: The Ultimate Texture Collection gets its memory only from RAM. Making at least 10 MB or more of free memory available outside the host application ensures you will be able to produce the best quality effect.

Choose the Application: To install The Ultimate Texture Collection, you must first decide which image editing, page layout, or illustration application will host the plug-in. The application must support the Photoshop 3.0 SDK standard for plug-in filters. See the host application manual or call their tech support if you are not sure if it supports this standard.

To Install The Ultimate Texture Collection: We have optimized this plug-in for Macintosh and Windows systems so you can get maximum speed and performance. The install program automatically detects your hardware type and operating system and installs the appropriate version of the plug-in on your system. Before you begin the installation process quit all running applications. Insert the The Ultimate Texture Collection CD-ROM disc that came with your manual into the CD-ROM drive.

- On a Macintosh, double-click on the install file on the CD to begin the installation.
- On Windows 95/NT make sure no other applications are running and double click on the 'My Computer' icon located on the desktop. Find the CD-ROM icon inside the 'My Computer' directory and double click on it. Locate and double click on the Setup icon.

Select the appropriate folder or directory for your application's Photoshop compatible plug-ins. Follow the onscreen instructions to complete the installation. The Ultimate Texture Collection should appear in the menu where Photoshop plug-ins reside. Depending on the host application you are using you may have to identify the folder or directory where the plug-in resides. Consult the host application's manual or call their tech support if you need further assistance in determining where Photoshop plug-ins go and how to access them. We also have a Readme file on the CD that tells you where to install the plug-in for a number of different applications.

Visit Our Website: <http://www.autofx.com>

The Auto F/X website has tips on using this software, designer resources, beta tests on new versions and software, updates, special promotions and links to lots of cool sites. Come visit us today and see for yourself!

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Quick Start

(for people who hate to read manuals)

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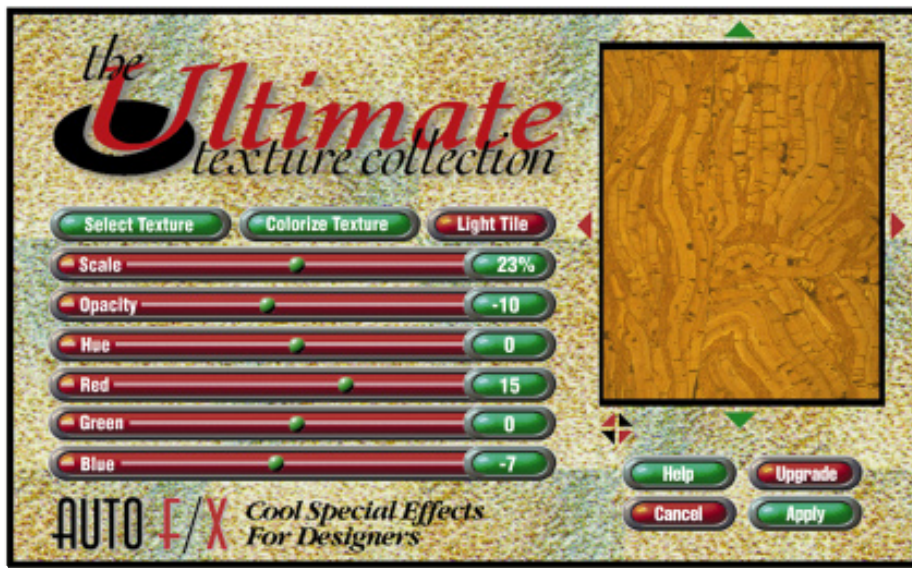
HCR-73, Box 689

Alton Bay, NH 03810

<http://www.autofx.com>

Quick Start

No one likes reading a manual - so use these quick start pages to get up and running fast!



The Basics

The Ultimate Texture Collection (UTC) works as a plug-in. Your application must support Photoshop 3.0 plug-ins for it to work. In an image editing program you must open an image and can either have part of the image selected or can apply the effect to the entire photo. In a layout or illustration program you must have placed an image and have the picture box selected for the plug-in to be available in the plug-ins menu. UTC will fuse the texture into the image and replace it with the texture.

You can use the UTC plug-in to fuse both seamless and full sized textures into type, clip art or any file inside an image editing, layout or illustration program that supports Photoshop 3.0 plug-ins. One of the most powerful features of this software is realized when you work in conjunction with layers and type or with clip art rasterized into an image editing application. As UTC recognizes layer transparency it will only fuse onto non-transparent pixels. This allows you to fuse textures onto shadows, gradients, or any other type of artwork on a layer. Seamless textures will tile themselves to fit the target image or selection and a full sized texture file will resize itself to the dimensions of the file or selection.

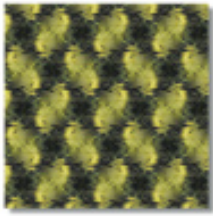
Types of Textures You Can Work With

There are two basic types of textures you can work with: a seamless and a full sized texture. A seamless texture fuses into your artwork as a repeating tile and can endlessly reproduce itself without quality degradation - regardless of the size or resolution of your target image. A full sized texture is a normal content file that gets resized and interpolated to optimally fit your image size and resolution. The full sized textures included with this software are high resolution and vary in size from 6 - 18 MB files. We have built sophisticated interpolation software into UTC to allow it to render full size textures accurately up to three times larger than their original size with minimal quality degradation.

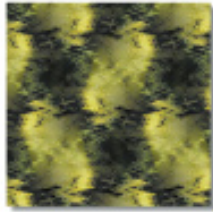
UTC is programmed to recognize the difference between seamless and full textures. You can work with the textures provided with this software or can work with you own collections you purchase or create yourself. UTC recognizes a seamless texture by the first three letters of the file name 'AFS'. If you have your own seamless texture you want to work with, simply name the first three letters of the file AFS, and UTC will tile the texture as seamless. If the file does not have the AFS designation, then UTC assumes it is a full sized texture.

How to Load a Texture Effect

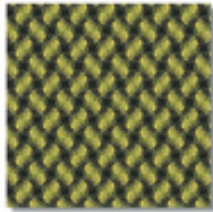
Applying a texture to your artwork is very easy using UTC. Click on the **Select Texture** button and find the texture file on the CD that you want to work with using, the Catalog of Effects as a reference. UTC automatically detects whether the texture you select is seamless or full sized, and will fuse the selected texture into your artwork. If you decide to use a different texture, simply click on **Select Texture** again and then choose another. You can also remove a texture by clicking **Command** (Mac) or **Ctrl** (PC) on the **Select Texture** button.



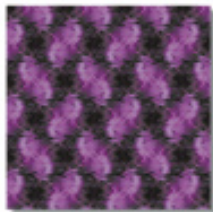
Texture Fused Into Selection



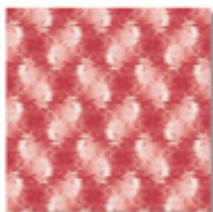
Scale Slider at +110%



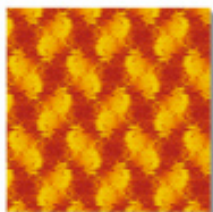
Scale Slider at -110%



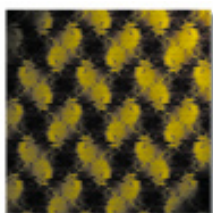
Hue Control Shifts Colors



Colorize Option Used



RGB & Opacity Controls Used



Light Tile, Red & Green Controls



How Can I Magnify the Preview? To zoom in on the effect and view greater detail move the cursor over the preview window and click over the desired area. Clicking while pressing Option (Mac) or Alt (PC) zooms out again. Holding down on the Command (Mac) or Control (PC) keys and clicking over the preview window brings you back to the original miniature preview. The first click on the preview window should happen quickly. Subsequent zooms require that the image be rendered at larger sizes and will take longer to perform. Zooming in more than one time will also cause any changes to the effect to take 2-3 times longer to render in the preview, depending on your target image size and resolution.



While zoomed in on a texture you can hold the Space Bar key down and the cursor will change into a panning hand. Click and drag the hand inside the preview window, in order to pan around on the texture. This feature is useful when working with textures that are fused into type, clip art or irregularly shaped artwork.

What Does the Colorize Texture Button Do? This feature allows you to select a color from the color picker and have it fuse into the tonal values of the texture. You can take a marble texture for example, and by colorizing it, replace the color values with a single color. Anything solid black would become 100% saturated with the selected color. A 50% value in the texture would become a 50% screen of the selected color. Choosing darker colors with the color picker typically yields the best results. This control also works with the Hue and RGB sliders. If you have adjusted the Hue or RGB sliders and then choose a color, the resulting color you see will not be the same as the one you choose in the color picker, as the Hue and RGB settings will alter the specified color. If you decide you don't like the colorize feature, you can remove the effect by Command (Mac) or Ctrl (PC) key while clicking on the Colorize Texture button.



What Does the Lighting Tile Button Do? This feature adds different lighting shades to the texture to help give it depth and added interest. By applying a lighting tile you can enhance an otherwise flat or lifeless texture with simulated cast lighting. Click on the Light Tile button and choose any image, texture or one of the supplied lighting tiles for use with this feature. The light tiles Auto F/X has created on the CD yield good results, as do many of the full sized textures. You can control the opacity of the light tile by holding down the Option (Mac) or Alt (PC) key while working the Opacity slider. A light tile will often darken areas of an image too much and will need to be lightened by using the Option/Alt Opacity control.

What Does the Scale Slider Do? The scale feature allows you to change the size of the texture you are working with so it best fits the design's needs. Seamless textures repeat as larger or smaller tiles when you use the scale controls. Full size textures can only be scaled up in size. When you choose a full size texture it is automatically resized to fit you target image dimensions. You can use the Option (Mac) or Alt (PC) key while working the scale slider to scale the texture in a vertical direction only. You can use the Command (Mac) or Ctrl (PC) key while working the Scale slider to scale the texture in a horizontal direction only.

What Does the Hue Slider Do? The hue slider shifts all the colors in the texture around the color spectrum. This is a great tool for changing the colors around in a texture to find a new look. It works interactively with the Colorize Texture and the RGB slider features so that any colors you have already set are shifted when the Hue controls are changed to a different setting.

What Does the Opacity Slider Do? The opacity slider controls how dark or light the overall texture is. A higher opacity makes the texture lighter and a negative or lower opacity make the texture darker. You can use the Opacity slider to lighten or darken a lighting tile by pressing the Option (Mac) or Alt (PC) key while working the slider.

What Do the RGB Sliders Do? The RGB sliders strengthen or weaken the color values of the texture. Increasing the Red does not necessarily make the entire texture turn red but instead makes all the red values become stronger. Using the RGB sliders with the Opacity slider can add or subtract from the overall color tones and gives you precise control over the colors.



Power Tip

Space Bar

Hold down the space bar while moving the sliders and the preview is held in suspension until you lift the space bar key up. This allows you to make several changes and not have to wait on the preview to update itself.

Quick Start



How Can I Rotate a Texture? You can easily rotate the orientation of a texture by clicking on the Rotate button at the bottom left side of the preview window. Clicking on the button will rotate the texture in a clockwise direction each time it is pressed.



How Do I Flip or Mirror a Texture? You may, at times, like to have the texture flipped so the pattern is going in another direction. You can easily achieve this effect by using the Mirror Buttons (located on each side of the preview window) which flip the orientation of the texture - reversing top and bottom or left and right sides with one another.

BUTTON & SLIDER CONTROLS

Select Texture

No keys

Selects the texture effects. After you have chosen a texture you can select another one to replace the old one by clicking on the button a second time and choosing a different texture.

Cmd (Mac) Ctrl (PC)

Removes the texture effect

Colorize Texture

No keys

Brings up color picker and changes texture values to chosen color

Cmd (Mac) Ctrl (PC)

Removes the colorize effect

Scale

No keys

Allows you to proportionately scale the texture Horiz. & Vert.

Option (Mac) or Alt (PC)

Scales the texture in a vertical direction only

Cmd (Mac) Ctrl (PC)

Scales the texture in a horizontal direction only

Opacity

No keys

Lightens or darkens the texture values

Option (Mac) or Alt (PC)

Makes the lighting tile brighter or darker as it applies to the image

Hue

No keys

Adjusts the texture color by shifting the visible color spectrum

Red

Red, Green & Blue

No keys

Adjusts the individual color's strength within the texture.

Light Tile

No keys

Selects lighting tile for texture

Cmd (Mac) Ctrl (PC)

Removes lighting tile from texture

Rotate Button

No keys -

Rotates the Outset and the Inset (if one is chosen) clockwise

Option (Mac) or Alt (PC)

Rotates just the Outset clockwise

Cmd (Mac) Ctrl (PC)

Rotates just the Inset clockwise

Mirror Buttons

No keys -

Flips the Outset and the Inset edges in the opposite direction

Option (Mac) or Alt (PC)

Flips the Outset edge in the opposite direction

Cmd (Mac) Ctrl (PC)

Flips the Inset edge in the opposite direction

Zoom Tool

No keys

Zooms closer to the area over which it is clicked

Option (Mac) or Alt (PC)

Zooms back from the area over which it is clicked

Cmd (Mac) Ctrl (PC)

Zooms all the way back to a full preview sized window

Space Bar

Space Bar

Depressed

Pans texture when zoomed in.

Temporarily turns off preview while you make control adjustments

Beyond The Basics

Fusing Textures Into Artwork

You can fuse a texture into either an active selection made in an image editing application or you can fuse the texture into the entire file if nothing is selected. When you are working in an image editing application that supports layers (such as Adobe Photoshop 3.0 or higher) the Ultimate Texture plug-in can fuse a texture onto active pixels on the layer.

The Ultimate Texture plug-in opens up new possibilities to designers as you can now fuse textures onto gradients, shadows, and semi-opaque artwork when applying the filter to artwork on layers. The Ultimate Texture Collection protects the transparent pixels during the fusing process so only areas of the active layer that have artwork on it will be affected.

Fusing Textures Onto Type & Clip Art

Instead of filling your type or clip art with a flat and predictably boring color try fusing a texture instead. You will need to work in an image editing application like Adobe Photoshop and have your type either selected or on a layer.



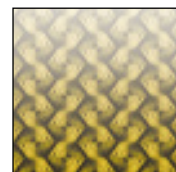
The same texture can be used for each letter in a word to maintain a common look. You can change the hue and color settings in the plug-in to make each word different.

Use the lasso tool in Photoshop to select just the parts of the clip art you want to fuse the texture into. You can fuse textures that look like the elements they are fusing into, such as the water, fish, and sun textures used in the clip art example above.

Fusing Textures Onto Gradients

You can create some interesting effects by fusing textures onto gradients. Try the steps below to get a better understanding of what possibilities await you with this technique. After the gradient is texturized, it can be copied to the clipboard and pasted into type, clip art or it can be used as part of a collage using layers or layer masks. There are too many possibilities for us to list them all, but here is the technique to generate the textured gradients:

- 1) Open a new file in Photoshop and create a new layer above the background (see your Photoshop manual).
- 2) Double click on the Gradient Tool and the Gradient Tool Options palette will appear on your screen. On the Gradient Tool Options palette choose the Style to be Foreground to Transparent and the Type to be Linear. The Midpoint can be set to anything (the 50% default setting is fine for this example).
- 3) You will need to make the Foreground color chip on the Photoshop Tools palette black (Type the letter "D" on your keyboard and this will set the colors to black on top and white on the bottom).
- 4) Drag the gradient tool across the file so you get a good blend from black to transparent.
- 5) Open our filter and choose a texture. The preview will show the texture solid and will not preview the gradient. When you click apply the texture will fuse onto the gradient. Areas of the gradient that are solid will get 100% of the texture. Areas that are less than 100% solid will get a % of the texture based on how solid the artwork is in that area. A 20% solid area of a gradient would only get 20% of the texture applied to it.



Beyond The Basics

Working With Lighting Tiles

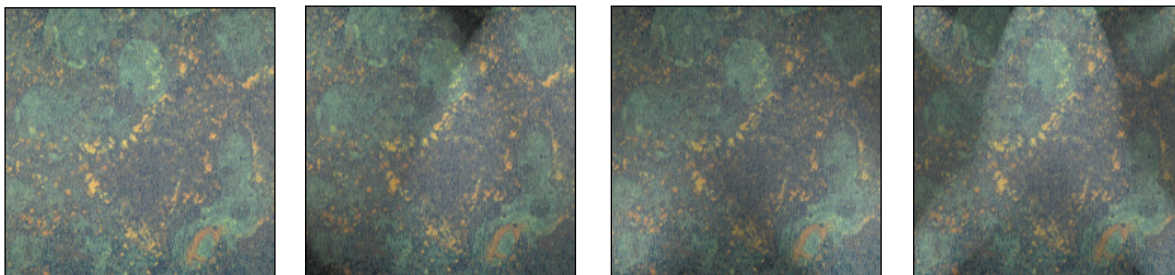
Try fusing different textures into each letter of a headline to create a very distinctive and fun look.

Paper & Fabric

Working With Lighting Tiles

Lighting tiles allow you to simulate various lighting conditions on the texture. You can use any of the pre-created lighting tiles to enhance a texture you are fusing into your artwork. You can also create your own lighting tiles. Most of our tiles are at a 4 x 5 aspect ratio and are at 300 PPI. The tiles will resize themselves to fit your graphic.

When you load a lighting tile you may notice that the texture darkens in some areas. You can change the opacity of the lighting tile by holding down the Option (Mac) or Alt (PC) key and sliding the Opacity slider. This lightens or darkens the effect from the lighting tile.



In the examples above the same texture has been used with several different lighting tiles. Note how the lighting affects the tone of the texture by darkening and lightening certain areas.

Using Textures As Images In A Layout Program

You can use any of the full sized or seamless textures as artwork in a layout or illustration program. All texture files are saved as RGB JPEG files and should be opened up in an image editing application and saved as CMYK Tiff or EPS files before placing them in your application.

Using Seamless Textures In 3D and Animation Applications

You can use any of the seamless textures as seamless tiles or bump maps in 3D and animation applications. You will most likely need to change the file format from JPEG to to the recommended file type used you your application.

Using Seamless Textures On The World Wide Web

You can use any of the seamless textures on the web as they are saved as non-interlaced 72PPI JPEG files ready for uploading. We ask that you use the textures as part of the artwork on your site and not as downloads for others to use.

Power Tip

Applying textures to RGB images is much faster than applying them to CMYK files. Make sure the file you are working with is RGB and your apply time can be up to ten times faster!

Trouble Shooting

Types of Programs Supported

The Ultimate Texture Collection works with any host application which fully supports the Adobe Photoshop 3.0 plug-ins SDK.

Accessing The Plug-in

The Ultimate Texture Collection can be accessed by any application that supports Photoshop 3.0 plug-ins. You must either place a copy of the The Ultimate Texture Collection plug-in in the host application's plug-ins folder before launching the application or set the plug-ins preferences for the host application to the location where you have The Ultimate Texture Collection installed on your computer. Each application has a different setup requirement for where the plug-in belongs. Refer to your host application's manual for more details. You may also want to review any README files on the CD for additional information.

Target Image Color & File Type Support

The Ultimate Texture Collection can only be applied to CMYK, RGB & Grayscale images. If you are working with any other color mode (including duotone) change the file to an RGB image in your image editing application and apply the effect. Convert the file back to the original color mode after it has been textured. The Ultimate Texture Collection will work with any file type supported by the host application including TIFF, EPS, JPEG, PICT, BMP and PCX files.

Out of Memory Alerts

The Ultimate Texture Collection uses RAM on the Macintosh and requires at least 5 - 10MB of extra free RAM available outside the host application in order to give the best quality effect. Windows users should make room on the startup drive or restart from a larger hard drive if they run out of memory as our software uses the Windows virtual memory manager. You should have approximately 2-3 times the target image size available in hard disk space before trying the effect again.

The Texture Color Shifts When It Fuses Into a File

The textures are originally saved and will preview as RGB files. If you are fusing a texture into a CMYK document then you should expect some color shift due to the color conversion. This conversion happens whenever you go from an RGB file to CMYK. If this concerns you, we recommend you work with RGB images and convert them to CMYK using your image editing application after the texture is fused into your artwork.

CMYK Files Take Much Longer To Apply

Textures that are fused into a CMYK file take longer to render as they must go through a conversion process. To speed up the process you can work with RGB files and convert the file to CMYK after the texture has been rendered.

The Textures are Grainy or Pixilated When Applied

The grain may be natural, as many of our textures were created with grain as part of their look. Pixilation can happen especially when working with full sized textures, then fusing them into large files. If you are on a Macintosh and can free up more RAM outside the host application (free RAM not in use by any other application) this may help, as the texture may be loaded into RAM at a larger size for higher quality. On very large images (11 x 17 or larger) you should open up the texture you want to work with in an image editing application and scale it up (make sure you use bicubic interpolation if this is an option) inside the application. You can use the Unsharp Mask feature in Photoshop, for example, to sharpen the image if it gets soft when scaled up. After it has been resized you can try using it with our plug-in again. Seamless textures should never pixelate or get grainy unless this is the intended look.

Problems Outputting Textured Files

You should never encounter printing problems after using our software, as it does not alter the file in any way other than to fuse pixels into the image. Most printing problems are solved by opening and resaving a file as a different format (EPS, TIFF, etc...) or by updating printer drivers so they are current with updated system software or applications.

Getting Technical Support

Tech support is reserved for registered users only. This demo is widely distributed and we are unable to provide technical support for this product under this business model. We encourage you to carefully read the manual and to visit our website to see if the problem has already been addressed as a frequently asked question on our tech support page. If your question is related more to the host application you are working in, you should direct your questions to the tech support department at that company.