Photo/Graphic Patterns

About This Demo of Photo/Graphic Patterns™

Thanks for trying this demo version of Photo/Graphic Patterns. This plug-in lets you take an image and apply it to a surface such as marble, wood, bark or any other texture or pattern and the image looks as if it is printed on that type of surface. Photo/Graphic Patterns comes with a powerful lighting tool to create unique and natural surface lighting effects. You can also add subtle grain effects to the image to enhance the surface altering effect. This product is useful for adding dramatically enhancing images and is a unique creative tool for designers and photographers.

This demo version of this software will only work with the pattern effects provided with this software. The full version will work with any texture collections you may already own or create. The preview shows what the effect will look like when applied. The apply feature is also disabled on this demo version.

This plug-in is compatible with a wide range of applications including Adobe Photoshop, Illustrator, PhotoDeluxe, MacroMedia Freehand, Fractal Design Painter, Canvas 5, Corel Draw, Photopaint, Paint Shop Pro and other popular design applications.

Where to Purchase The Full Version

You can purchase the full version of Photo/Graphic Patterns 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 our products call us at (603) 569-8800 or send e-mail to webmaster@autofx.com.

AUTO F/X
Cool Special Effects For Designers™

http://www.autofx.com

Example Effects

Photo*GRAPHIC* *Patterns*

Original Image

Original Image

Pattern and Lighting Tile Applied

Subtle Pattern and Colorize FX Used

Pattern applied with a slight Grain FX

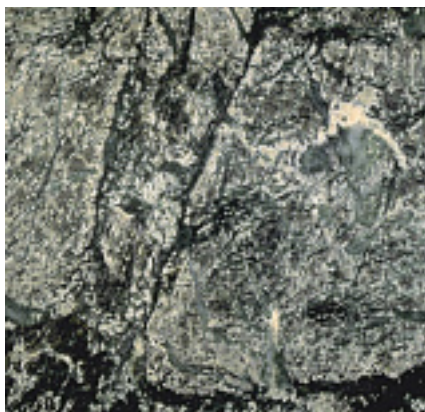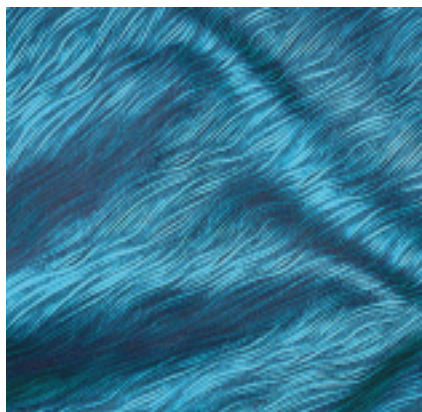## AUTO F/X
Cool Special Effects For Designers™

Demo Samples

PhotoGRAPHIC Patterns

AF001.AFX - Full Sized Pattern
(sample included with this demo)
Full Sized High Resolution Pattern

AF002.AFX - Full Sized Pattern
(sample included with this demo)
Full Sized High Resolution Pattern

AF003.AFX - Full Sized Pattern
(sample included with this demo)
Full Sized High Resolution Pattern

AFS001.AFX- Seamless Pattern
(sample included with this demo)
High Resolution Seamless Pattern

AF001.AFX - Lighting Tile
(sample included with this demo)
High Resolution Lighting Tile

AUTO F/X
Cool Special Effects For Designers™

Photo/Graphic Patterns™

SOFTWARE LICENSE AGREEMENT, LIMITED WARRANTY, DEVELOPER CREDITS & COPYRIGHT NOTICES

By installing and using this software you accept the terms and conditions of this License Agreement. Please read this software license carefully before using the software. By using the software you are agreeing to be bound by the terms of this license. If you do not agree to the terms of this license do not install this software.

SOFTWARE LICENSE AGREEMENT AND LIMITED WARRANTY

1. Title. This License is not a sale of the Software or any copy thereof. Auto F/X Corporation retains title and ownership of the Software recorded on the original disk and all copies, regardless of the form or media on or in which the original or any copy may exist. Auto F/X Corporation retains all rights in the software and documentation (as defined below) not specifically granted to Licensee.

2. Limited Use License. Auto F/X Corporation as Licensor, grants you, the end user, as Licensee, a non-exclusive license to use the information (Software) contained on the CD-ROM with a single computer system at a single location. This Software may not be transferred from one computer to another (either by electronically downloading/uploading the Software or by making an electronic copy of the Software except in the case of creating backups). This License is not transferable to any other person, company or entity. This License Agreement shall inure to the benefit of Auto F/X Corporation and its successors and assignees. In the event of any conflict between the terms of this License and the terms of the License included in any manual or documentation packaged with the Software, this License shall govern.

3. Restrictions. The Software and all accompanying written materials (Documentation) are copyrighted by Auto F/X Corporation. The contents of this CD-ROM and all accompanying written materials are not to be reproduced in any part or form for commercial software resale. The software contains copyrighted material, trade secrets and other proprietary material. In order to protect them you may not decompile, reverse engineer, disassemble or otherwise reduce the software to a human-perceivable form. You may not modify, network, rent, loan, distribute or create derivative works based upon the software in whole or in part. You may not electronically transmit the software or place it on a BBS or internet in any form. For network licenses contact Auto F/X. In no event may this software or the techniques used by this software be utilized to create special effects or content based products (including edged artwork) for commercial resale as software. This includes, but is not limited to, typefaces (fonts).

4. Limited Warranty and Disclaimer of Liability. The Software is licensed 'as is' and once opened is non-returnable in any case. If your product is defective, contact Auto F/X for a replacement unit. Auto F/X Corporation warrants the CD-ROM to be free from defective workmanship and materials for 30 days from the date of sale. If defects appear during the warranty period, return the CD-ROM and all accompanying documentation to the place where you obtained it for a free replacement. No dealer, company or person is authorized to expand or alter any portion of these warranties or this Agreement, and such representation shall not bind Auto F/X Corporation. In no event shall Auto F/X Corporation be responsible for any indirect, special, incidental,consequential or similar damages, or lost data or profits to you or any other person or entity regardless of the legal theory, even if we have been advised of the possibility of such damage. Some states do not allow the exclusion or limitation of consequential damages, so the above limitation or exclusion may not apply to you. Our liability for any damage you or any party in the event that any of the above limitations are held unenforceable shall not exceed the license fee you paid, regardless of the form of any claim.

5. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the software and related documentation. This license will terminate immediately without notice from Auto F/X if you fail to comply with any provision of this license. Upon termination you must destroy the software and related documentation and all copies thereof.

6. Export Law Assurances. You agree and certify that neither the software nor any other technical data received from Auto F/X, nor the direct product thereof, will be exported outside the United States except as authorized and as permitted by the laws and regulations of the United States.

7. Government End Users. If you are acquiring the software on behalf of any unit or agency of the United States Government, the following provisions apply. The government agrees: (i) if the software is supplied to the Department of Defense (DoD), the software is classified "Commercial Computer Software" and the government is acquiring only "restricted rights" in the software and its documentation as that term is defined in Clause 252.227-7013(c)(1) of the DFARS; and (ii) if the software is supplied to any unit or agency of the United States Government other than DoD, the Government's rights in the software and its documentation will be as defined in clause 52.227-19(c)(2) of the FAR or, in the case of NASA, in Clause 18-52.227-86(d) of the NASA Supplement to the FAR.

8. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this license will be binding unless in writing and signed by a duly authorized representative of Auto F/X.

Trademarks, Copyrights and Patent Pending Notice

The Auto F/X® name and logo are registered trademarks and are Copyright © 1993 - 1997 by Auto F/X™ Corporation. Ultimate Texture Collection™ name, logo, software interface, texture effects and all possible creative variations of textures supplied by this software are Copyright © 1997 by Auto F/X Corporation - All Rights Reserved Worldwide.

Photo/Graphic Patterns product and plug-in are United States Patent Pending.

Adobe Photoshop is a trademarked product of Adobe Systems.
All other product names and logos used in the manual are most likely trademarked by their respective owners.

Table Of Contents

Install Instructions

Photo/Graphic Patterns 1.0 works as a Photoshop 3.0 compatible plug-in and supports all applications that follow these standards. The pattern and lighting tile files, due to their number and size, are not installed but remain on the CD where you can access them when desired. You are required to run this software with the CD in your drive.

Memory Requirements: <u>Windows</u>: Photo/Graphic Patterns 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. <u>Macintosh</u>: Photo/Graphic Patterns 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 Photo/Graphic Patterns, 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 Photo/Graphic Patterns: We have optimized this plug-in for Macintosh and Windows systems so you can get maximum speed and performance. The install program automatically detects both your hardware type and your operating system, and installs the appropriate version of the plug-in on your system. <u>Before you begin the installation process quit all running applications</u>. Insert the Photo/Graphic Patterns 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 <u>make sure no other applications are running</u> 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 <u>Photoshop compatible plug-ins</u>. Follow the onscreen instructions to complete the installation. Photo/Graphic Patterns 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!

Auto F/X Corporation
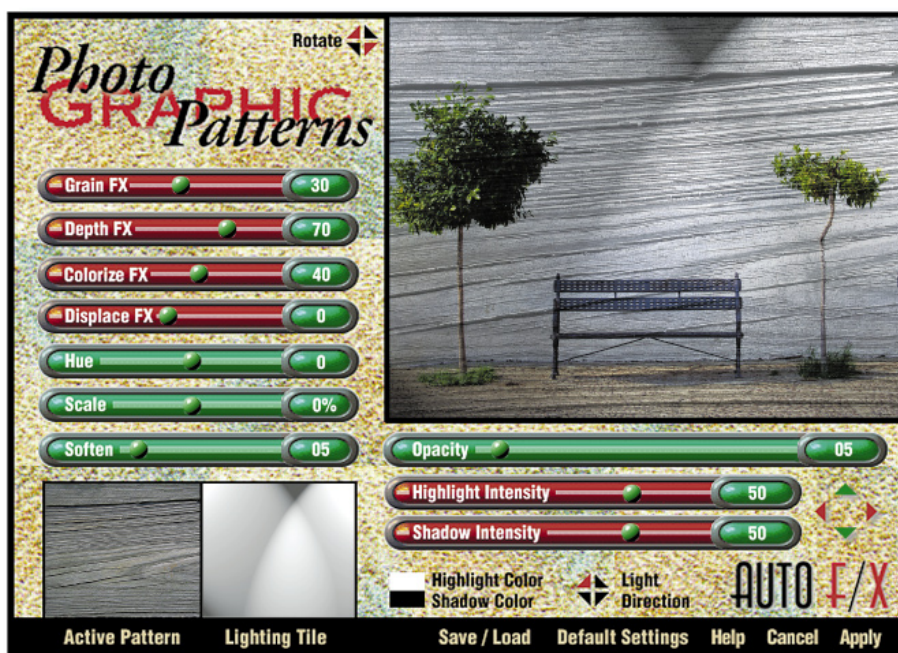
HCR-73, Box 689

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

Photo/Graphic Patterns (PGP) 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 first have placed an image and have the picture box selected in order for the plug-in to be available in the plug-ins menu.

This plug-in lets you take an image and apply it to a surface such as marble, wood, bark or any other texture or pattern and the image looks as if it is printed on that type of surface. Photo/Graphic Patterns comes with a powerful lighting tool to create unique and natural surface lighting effects. You can also add subtle grain effects to the image to enhance the surface altering effect. Applying PGP to artwork such as type or very dark photos may not show favorable results as darker or solid areas of the target image may obscure the pattern when the two are merged together. The pattern and the image meld together to form the final artwork. The pattern changes to match values in the image, while the image will in turn change to match values in the pattern.

Types of Patterns You Can Work With

There are two basic types of patterns you can work with: a seamless and a full sized pattern. A seamless pattern fuses into your artwork as a repeating tile and can endlessly reproduce itself, regardless of the size or resolution of your target image. A full sized pattern is a normal content file that gets resized and interpolated to optimally fit your image size and resolution. The full sized patterns included with this software are high resolution and vary in size from 6 - 18 MB files. We have built sophisticated interpolation software into PGP to allow it to accurately render full size patterns accurately up to ten times larger than their original size with minimal quality degradation when applied to the image. Photo/Graphic Patterns allows you to work with any source file as a pattern so long as the file you want to use is a raster (pixel) based file. We support most file formats so you should have little problem importing a file as a pattern from within the plug-in. PGP is programmed to recognize the difference between seamless and full size patterns. You can work with the patterns provided with this software or you can work with your own collections you purchased or created. PGP recognizes a seamless pattern by the first three letters of the file name 'AFS'. If you have your own seamless pattern you want to work with, simply name the first three letters of the file AFS, and PGP will tile the texture as seamless. If the file does not have the AFS designation, then PGP assumes it is a full sized pattern and resizes it to fit the target image.

How to Load a Pattern Effect

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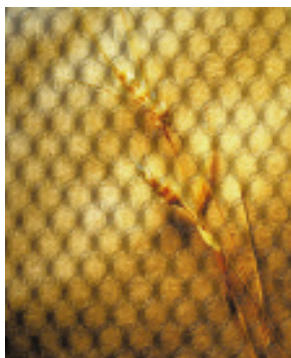
Original Image

Grain FX with Lighting Tile

35% Opacity Slight Grain FX

Opacity, Depth & Colorize FX

Patterns Can Simulate Shadows

Lighting Tile **What Does the Lighting Tile Button Do?** This feature adds different lighting shades to the image to help give it depth and added interest. By applying a lighting tile you can enhance an image with simulated surface lighting. Click on the Lighting 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 patterns. 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 works by darkening certain parts of an image and highlighting other. To change the opacity of the light tile use the Option/Alt Opacity control. This is useful if you want to lessen how much the light tile affects the image.

| Original Image | Lighting Tile Applied | Lighting Tile & Pattern Applied |

Grain FX **What Does the Grain FX Slider Do?** This slider adds a subtle grain to the image when used. This helps the image blend in with the surface pattern as the image has a slight surface 'grain'. Adding a little grain can help deepen the contrast of an image. Grain FX is subtle and doesn't normally detract from an image so much as make the image have a more granular or roughened surface. You can apply Grain FX without having an Active Pattern loaded. Try adding just the Grain FX and a lighting tile to an image.

Depth FX **What Does the Depth FX Slider Do?** The depth slider takes the pattern and impresses the image into it. This can create a sort of embossed/recessed look. The depth effect you get depends on the contrast of the pattern and the tonal range of the target image. The more contrast in the pattern, the better the depth effect you will get. Depth effect does not always give a result if the pattern and image tonal ranges are similar or if the pattern does not have much contrast. The depth controls work well when used in conjunction with the Opacity Slider and the Colorize FX slider. If you hold down the Option (Mac) or Alt (PC) key while working the Depth FX slider the pattern is given extra depth before it is applied.

Colorize FX **What Does the Colorize Slider Do?** The colorize slider controls how much of the pattern color will fuse into the image. The colors of the pattern mix with the colors of the image to blend before applying. By pressing the Option (Mac) or Alt (PC) key while working the Colorize FX slider, you are able to alter the pattern colors before it is applied to the image.

Displace FX **What Does the Displace Slider Do?** The displace slider shifts the pixels in the target image based on the pattern's pixels. This can create wonderful distortions and painted effects on the image. The Displace FX slider works great when used with the Grain FX slider. The displace slider adds distortion to the image while the grain slider roughens it.

Hue **What Does the Hue Slider Do?** The Hue feature allows you to shift the colors of the pattern you are working with as it gets applied to the image. Hue adjustments are only seen when the Colorize FX slider is being used at higher settings (usually around 20 or more).

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

Soften **What Does the Soften Slider Do?** This control slider softens the pattern before it gets used by the Depth FX, Colorize FX, Displace FX and the Opacity controls.
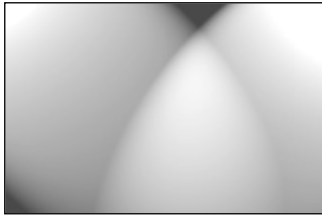
Power Tip
Space Bar

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

Lighting Tile

Lighting Tile w/Default Colors

Lighting Tile w/Highlight Color

What Does the Opacity Slider Do? The opacity slider is one of the most powerful effect controls in this plug-in. With this slider you can control how much of the pattern's tonal values get mixed with those of the image. If does not simply let more of the pattern show through - it fuses the tonal values together. With most textures you only need to set low values with the Opacity slider in order to get a desirable result.

You can use the Opacity Slider to also control the opacity of a lighting tile. Sometimes when a lighting tile is loaded it darkens the image too much. By holding down the Option (Mac) or Alt (PC) key while working the slider you can make the lighting effect more subdued.

What Does the Highlight Intensity Slider Do? Once you have loaded a lighting tile you can use the Highlight Intensity slider to make the highlight areas of the light tile further brighten the image.

What Does the Shadow Intensity Slider Do? Once you have loaded a lighting tile you can use the Shadow Intensity slider is used to make the shadow areas of the light tile further darken the image.

What Do the Highlight and Shadow Color Buttons Do? When you have loaded a lighting tile you can change the color of these buttons to make the highlight or shadow colors change. This is an extremely powerful tool for creating unique effects with light. Anywhere the lighting tile is white the Highlight color alters and anywhere the lighting tile is dark the Shadow color alters.

What Does the Light Direction Control Do? You can easily rotate the orientation of a lighting tile, thereby affecting how the lighting applies to the image, by clicking on the Light Direction button. Clicking on the button will rotate the Lighting tile in a clockwise direction each time it is pressed.

How Can I Move The Pattern Around? You may at times like to have the pattern moved so that the pattern is applying in different places. You can easily nudge the pattern around by clicking on the nudge arrows and the pattern will be offset in the direction you indicate. To move in large increments hold down the space bar to temporarily turn off the preview then click several times in the direction you want the pattern to move in. Lift the space bar and the pattern will offset in increments equal to the number of times you clicked. Each click is equal to an offset of 25 pixels.

What Does the Rotate Control Do? You can easily rotate the orientation of a pattern, thereby affecting how the pattern applies to the image, by clicking on the Rotate button. Clicking on the rotate button will rotate the pattern in a clockwise direction each time it is pressed.

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 returns you 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 once will also cause any further changes to the effect to take 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 patterned image.

Quick Start

Can I Save An Effect Setting I Like? We have built into PGP the ability to save and load effect settings. Click on the Save button and save your effect settings. To load a previously saved effect setting simply click on the Load button and find the settings file you saved.

Save / Load

How Do I Reset All The Controls Back To The Default Settings? You can quickly reset all the controls back to the default setting by clicking on the Default Settings button. This will keep the pattern and lighting tiles loaded and will simply reset all the buttons and sliders back to the plug-in's original settings.

Default Settings

Slider & Button Modifiers

Active Pattern
No Keys - Selects the pattern effect
Cmd (Mac) Ctrl (PC) - Removes the pattern

Lighting Tile
No Keys - Selects the lighting tile
Cmd (Mac) Ctrl (PC) - Removes the lighting tile

Nudges the pattern in the direction indicated by the arrows

Highlight Color Shadow Color
No Keys - Selects the highlight or shadow color of the lighting tile

Light Direction
No Keys - Rotates the lighting tile in a clockwise direction

Rotate
No Keys - Rotates the pattern in a clockwise direction

Save / Load
Save allows you to save the current effect settings
Load allows you to load a previously saved effect setting

Default Settings
Resets all the controls to their default setting

No Keys - Zooms closer
Option (Mac) or Alt (PC) - Zooms back
Cmd (Mac) Ctrl (PC) - Zooms out 100%

Space Bar
Move controls without updating preview
Pans preview window when zoomed in

Grain FX
No Keys - Adds grain to the image

Depth FX
No Keys - Makes the pattern raise or sink out of the image

Colorize FX
No Keys - Allows the pattern color to blend into the image

Displace FX
No Keys - Uses the pattern to alter the pixels in the image creating a painted like surface pattern

Hue
No Keys - Shifts the color hue of the pattern when it is applied with the colorize slider

Scale
No Keys - Scales the pattern horizontally and vertically
Option (Mac) or Alt (PC) - Scales the pattern vertically
Cmd (Mac) Ctrl (PC) - Scales the pattern horizontally

Soften
No Keys - Blurs the pattern as it gets applied to the image

Opacity
No Keys - Allows more of the pattern to show against the image
Option (Mac) or Alt (PC) - changes the opacity of the lighting tile

Shadow Intensity   **Highlight Intensity**
Adjusts the image in the areas affected by the lighting tile.

4

Trouble Shooting

Types of Programs Supported

Photo/Graphic Patterns works with any host application which fully supports the Adobe Photoshop 3.0 plug-ins SDK.

Accessing The Plug-in

Photo/Graphic Patterns can be accessed by any application that supports Photoshop 3.0 plug-ins. You must either place a copy of the Photo/Graphic Patterns plug-in in the host applications' plug-ins folder before launching the application or set the plug-ins preferences for the host application to the location where you have Photo/Graphic Patterns installed on your computer. Each application has a different setup required for where you put the plug-ins. 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

Photo/Graphic Patterns 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 edged. Photo/Graphic Patterns will work with any file type supported by the host application including TIFF, EPS, JPEG, PICT, BMP and PCX files.

Out of Memory Alerts

Photo/Graphic Patterns uses RAM on the Macintosh and needs to have at least 6 - 12 MB of 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 scheme. You should have approximately 2-3 times the target image size available in hard disk space before trying the effect again.

Problems Outputting Patterned 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.