tors. You can set their direction and their strength. They will act ont the corresponding area of the image. Vectors In this window you can place your vectors. By clicking on the Add button, you add a vector at center of the window, whereas clicking with the Middle Mouse Button puts it where you click. Vectors are red when selected, and gray when they are not, with a white point at tip. Clicking with the Left Mouse Button displaces the selected vector to the clicked point. When clicking with the Right Mouse Button, the selected vector points to where you have clicked. Clicking on << et >> buttons displaces focus from a vector to another. The Delete button allows you to delete the selected vector. Preview This Preview gives you an idea of the action of the different vectors. Vector parameters Angle: Direction of the selected vector. This slider has the same action as right-clicking (see above). Angle Offset: This slider allows you to change the angle of ALL vectors. Strength: This slider acts on the influence domain of the selected vector. This influence lowers with distance. Strength is showed with the vector length. Strength Exp.: This slider acts on the length of ALL vectors, and so changes the strength of all brush strokes. Voronoi: A Voronoi's diagram consists in partitioning a plane with n master points into n polygons where each polygon has only one of these n master points and where any given other point of the polygon is closer to the master point than to any other. So each polygon limit is midway between two master point. Here is an example of a Voronoi's diagram: Here, when this option is checked, only the vector closest to a given point of the image influences this point. Type You have there some types to arrange the brush strokes within the selected vector domain. Describing them is difficult, but you can see the result in the Preview. Prev Up Next 11.4. GIMPressionist Home 11.6. GIMPressionist- Size Map Editor