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The Sinus filter lets you make sinusoidally based textures, which look rather like watered silk or maybe plywood. This plug-in works by using two different colors that you can define in the Colors tab. These two colors then create wave patterns based on a sine function. You can set the X and Y scales, which determine how stretched or packed the texture will be. You can also set the Complexity of the function: a high value creates more interference or repetition in the pattern. An example is shown below. Options X and Y Scales A low X/Y value will maximize the horizontal/vertical stretch of the texture, whereas a high value will compress it. Complexity This controls how the two colors interact with each other (the amount of interplay or repetition). Random Seed Random Seed controls the randomization element. The Randomize checkbox will set the seed using the hardware clock of the computer. There is no reason to use anything else unless you want to be able to repeat the exact same pattern of randomization on a later occasion. Tip Changing to a new seed often produces a very different-looking result. Force Tiling? If you check this, you'll get a pattern that can be used as for tiling. For example, you can use it as a background in an HTML page, and the tile edges will be joined seamlessly. Ideal/Distorted This option gives additional control of the interaction between the two colors. Distorted creates a more distorted interference between the two colors than Ideal. Colors Here, you set the two colors that make up your texture. You can use Black and white or the foreground/background colors in the toolbox, or you can choose a color with the color icons. The Alpha Channels sliders allow you to assign an opacity to each of the colors. (If the layer you are working on does not have an alpha channel, they will be grayed out.) Blend Settings: Gradient You can choose between three functions to set the shapes of the waves that are produced: Linear, Bilinear and Sinusoidal. Blend Settings: Exponent The Exponent controls which of the two colors is dominant, and how dominant it is. If you set the exponent to -7.5, the left color will dominate totally, and if you set it to +7.5 it will be the other way around. A zero value is neutral. [Prev](#) [Up](#) [Next](#)

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