

Kai's Power Tools 3.0.2

Microsoft Windows 95/Windows NT

About Kai's Power Tools

Kai's Power Tools 3 is a collection of extensions that plug into Adobe Photoshop™, or any paint application that fully and correctly subscribes to the Adobe Plug-in architecture. Over two years since its 1.0 release, KPT again is pushing the envelope of possibilities with version 3.

Contained on this CD ROM:

Installer-see instructions below for installation information

Art- collections from various artists, digital masters & Kai (double click or run the Quickshow application in each folder to see a digital slide show of the artists work)

Acrobat Reader Installer-please install before trying to open the online manual

Products-product information on all our products

Manual-the online version in PDF format

Tip- a tip written for creating cool glass effects

Bump Maps-extra bump maps are included for use in the Spheroid Designer

Kai's Tips-Kai's tips on using Photoshop and channel operations

KPT Classics-Included are the "classic" versions of the KPT Texture Explorer and the KPT Fractal Explorer. Run the setup program included in the KPT Classics directory. (See the instructions below on installation)

System Requirements

IBM PC or compatible 486; KPT runs under the host application's RAM requirements (consult your host application's memory requirements); 16-bit video; Windows '95 or Windows NT; applications that 100% support the Adobe plug-in specification; CD-ROM drive.

Recommended: Pentium processor; 16 MB RAM; 24-bit video.

Installation

Please follow these steps to successfully install **Kai's Power Tools 3**:

CD INSTALLATION INSTRUCTIONS

From the Windows 95 START menu choose RUN. In Windows NT Program Manager select FILE and choose RUN. Type x:\INSTALL\SETUP, where "x" is the drive letter of your CD ROM drive.

During the Kai's Power Tools 3 installation process you will be asked to determine which plug-ins folder you would like to install the KPT3 files.

for PHOTOSHOP 3.0.x INSTALLATION OF KPT 3

When you are in the CHOOSE DIRECTORY screen select the drive and directory that you want to install KPT into. Select the directory where PhotoShop is installed and choose the PLUGINS sub-directory (i.e. c:\photoshp\plugins). Press OK then press the INSTALL>> button. When installation is complete KPT 3.0 will now appear in the FILTERS menu of PhotoShop.

SERIAL NUMBER LOCATION

At the end of the installation you will be asked to fill out the electronic registration card which will appear automatically. The registration form can be sent via modem, mail or fax. Don't forget you're serial number!!! You will find your KPT 3.0 serial number on the product registration card in the lower right hand corner. There is also a serial number sticker in the lower right hand corner of the title page in the KPT 3 manual. The format of the serial number is xxxxx-xxxxx-xxxxx.

A Couple Important Notes:

-To clear Key Frames in the Spheroid Designer or Interform...Alt > left click on the selected Key Frame.

- Lightwave users will need to re-install Windows 95/NT
- Microsoft RLE and Intel Indeo Video compression methods will not work inside of Interform and Spheroid Designer. However several other compression methods are available.
- In order to use the Lens fx preview the image must be at a 1:1 zoom ratio.

Host Application Compatibility

We are fully compliant with Adobes Plug-in standard, and therefore KPT3 will run most effectively under Adobe Photoshop™. While there are many other companies that claim to accept Adobe-compatible plug-ins, there are those who do not fully or correctly implement Adobes specifications. In these cases, KPT3 may not be able to run properly. We cannot, therefore, make any guarantees about compatibility with anything other than Adobe Photoshop™. Should you encounter any problems with other host applications, please consult their manual or contact the manufacturer for further assistance.

Talk To Us

On America Online, we can be reached by using the keyword KPT to go to our online forum, or you may send e-mail directly to KPTSupport for general questions. Via CompuServe, we can be reached at GOKPTSUPPORT. Also, visit our World Wide Web site at <http://www.metatools.com>.

If you are not on America Online, you can send us e-mail via any Internet gateway. Our Internet address is kptsupport@aol.com.

Registered users may also contact our Technical Support Department, Monday through Friday, 9:00 am to 5:00 pm Pacific Standard Time, at (805) 566-6200.

We invite you to get online and join the rapidly growing group of graphics professionals and enthusiasts who share knowledge and ideas in our weekly America Online live chat, often hosted by Kai himself. Currently we meet Tuesday nights at 7:30 pm Pacific Time. Use Keyword KPT to enter our forum, and click on the Meta Chat button to enter the fray!

Included in KPT3:

KPT Interform · KPT Spheroid Designer · KPT Gradient Designer · KPT Texture Explorer · KPT 3D Stereo Noise · KPT Glass Lens · KPT Page Curl · KPT Planar Tile · KPT Seamless Welder · KPT Twirl · KPT Video Feedback · KPT Vortex Tile · KPT Noise f/x · KPT Gaussian f/x · KPT Pixel f/x · KPT Smudge f/x · KPT Edge f/x · KPT Intensity f/x.

What's New to Kai's Power Tools 3?

Over 200 enhancements in a single upgrade... man, oh man! Some of the highlights:

KPT Spheroid Designer - sometimes referred to as the world's first operating system dedicated to the creation of spheres... ;) This long-awaited extension allows you to create, design, multiply, randomize, splatter, pack, build, stack, scatter, and yes, even to animate spheres... Spheres are raytraced, with multiple light sources, bump mapping, colors, curvature and more...

KPT Texture Explorer (new) - Loaded with a brand new texture engine which supports multilayered textures, infinite (as opposed to tiled) patterns, realtime panning and zooming, rotation, live tweaking of colors, contrast, brightness, and more. It's as if the Convolver were packed right into KPT Texture Explorer!

KPT Interform - A major animation utility dedicated to the task of animating the morphing of textures over time. Dozens of preset motion trajectories, realtime "scooting" by hand, compositing with a source image in realtime, and animation capabilities make this the killer thing for animated textures, backdrops, and more. The mother texture and the father texture mix together to make offspring, and then the children grow up to make movies... hmmm... ;)

KPT Lens fx - A high precision graphic effects instrument, containing all of the space covered previously by KPT 2.0's "one-step" filters; and then multiplied by at least a hundred. Add in the ability to drag the lens

anywhere onscreen, watching the changes in realtime as you drag... The lenses even cast shadows on your screen... ;)

Graphical Presets - View and pick from all of your presets as graphics! Hundreds are included, and you can add thousands more! One of our extensions, the Gradient Designer, even includes Graphical Undo!

Preset Management - Finally, KPT3 introduces the ability to import, export, and delete presets easily. Now it becomes possible to swap, save, or post preset files as you like, anytime.

Previews four times larger than before, and faster too...!

Channel operations available in every plug-in!

Every filter now has its own user interface with realtime previewing of effects as you make changes...

And hundreds of other changes and hidden surprises!

Kai's Power Tools 3 is published exclusively by:
MetaTools, Inc.
6303 Carpinteria Avenue
Carpinteria, CA 93013
(805) 566-6200 phone
(805) 566-6385 fax

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MetaTools, Inc.
6303 Carpinteria Avenue
Carpinteria, CA 93013
(805) 566-6200 phone
(805) 566-6385 fax