

# KPT Fiber Optix Tutorial

Welcome to KPT Fiber Optix, the filter that lets you create amazingly realistic fibers on any image. You can use Fiber Optix to make hair, fur, rugs or even really creepy vines.

In this tutorial you'll learn the basics of setting up Fiber Optix parameters and working with the images and mask.

## Getting Started

Begin by loading the background image for your shape.

To load the tutorial file:

- 1 Choose **File menu > Open** and locate the file **Tutorial: FiberOptix: Fiberoptix tutorial.PSD** on the KPT5 CD-ROM.



*The background image.*

- 2 Access KPT Fiber Optix from your host application.

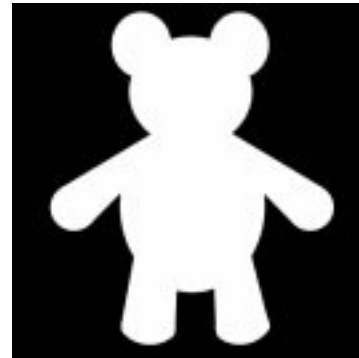
## Lesson 1: Adding a Mask

You'll notice that the minute you entered Fiber Optix, it generated a number of fibers and applied them your image. This the type of effect you'd want if you were creating a rug.

However, one of the most unique things about the filter is its ability to apply fibers to specific part of an image. Specific areas are defined using masks.

To add a mask to your image:

- 1 In the Mask panel, click the preview window. An Open dialog appears.
- 2 Locate the file **Tutorial: FiberOptix: TeddyMask.JPG** on the KPT5 CD-ROM and click Open. The image appears in the panel.



*The mask image.*

Notice that the fibers now grow out of the teddy's body and not the entire image.



*The effect applied to the masked image.*

To set mask parameters:

- 1 Set Bevel Width = 75%.

- 2 Set Blend Noise to Mask = 88%



*The results of adjusting Mask parameters.*

## Lesson 2: Setting Fiber Parameters

Now that you've got the fiber growing where you want, you're ready to adjust the parameters of the fibers themselves. The Fiber Control panel lets you set everything from the length of the fibers to the direction in which they grow.

To set fiber parameters:

- 1 In the Fiber Controls panel, set Fiber Density = 89.7%
- 2 Set Length = 8%

- 3 Set Direction Angle = 314°.
- 4 Set Intensity = 15%.

To set fiber noise parameters:

- 1 In the Noise panel, set Noise Scale =0%.



*The results of adjusting Fiber and Noise parameters.*

### Lesson 3: Coloring Fibers

Fibers can be colored by a number of sources. Their color usually comes from the background image. However, that color can be affected by the light color, a tint color. It can also be replaced altogether by a gradient.

To color fibers using light sources:

- ✱ In the 3D Lighting panel, set up your lights as shown.  
If you don't know how to use the 3D Lighting panel, refer to the KPT5 Users Guide for instructions.



*Your 3D Lighting panel should look something like the one shown.*

To color fibers using a gradient:

- ✱ In the Gradient panel, choose the colors shown.  
If you don't know how to use the Gradient panel, refer to the KPT5 Users Guide for instructions.



*Your Gradient panel should look something like the one shown.*

To apply a gradient:

- \* In the Fiber Color palette, set Mix Gradient Color = 20%.



*The results of adjusting Fiber Color parameters.*

From here you can use the techniques you've just learned to add other parts to the teddy. You can also use other filters like ShapeShifter add more elements to the image.



*This final bear was created by using another mask to make different colored hair. Then using ShapeShifter to make the eyes and nose.*