

# KPT Orb-It Tutorial

Welcome to KPT Orb-it, the filter that makes 3D spheres over your background image. In this tutorial, you'll learn how to import components and set controls to put a bunch of orbs over an image.

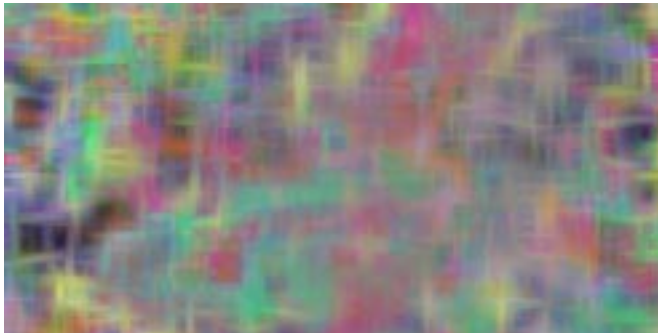
## Getting Started

First, you'll need to load a background image.

To load the background image:

To load the tutorial file:

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



*The background image.*

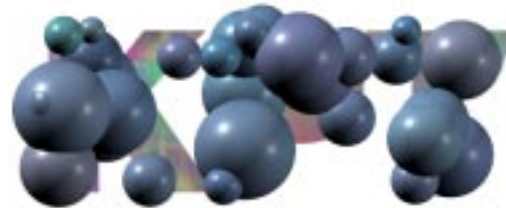
Usually, you would just apply the orbs to the entire image. However, you can create much more interesting Orb-It effects by applying the orbs to a specific selection.

- 2 In the host application, load the file's alpha channel as a selection. Refer to your host application's User Guide for instructions.



*The background image with a selection created using the alpha channel.*

- 3 Access the KPT Orb-it filter from your host application. When the filter appears, it automatically generates an orb field.



*The default orb field generated when first access the filter.*

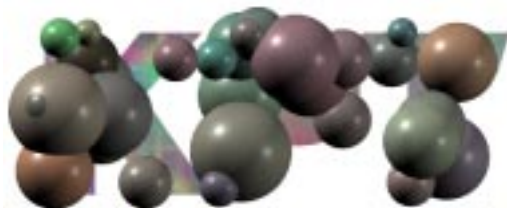
## Lesson 1: Setting Orb Material

Since each orb is a 3D object, you can change its material properties to create different looks.

To set sphere color using the background:

- ✳ In the Orb Color panel, set Tint to Background = 100%.

When you use this setting, orb color is picked up from the background image. At 100% the orbs are colored entirely using colors in the image.



*The orb field colored using the colors in the background image.*

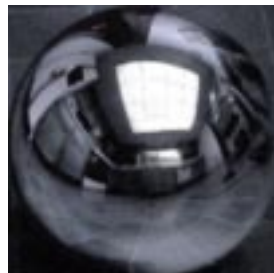
## Lesson 2: Applying an Environment Map

You can make the surface of your sphere reflective by importing an Environment map. The map is projected onto the surface of each sphere to create reflections.

To add an environment map:

- 1 In the Orb Color panel, click the preview window. The Open dialog appears.

- 2 Locate the file **Tutorial: Orb-t: Cool Kitchen.JPG** on the KPT5 CD-ROM and click Open.



*The environment map image.*

To set environment properties:

- 1 In the Orb Color panel, set Mix Environment = 60%.



*The image after you apply an environment map.*

## Lesson 3: Setting Sphere Properties

You can control the size and number of orbs generated in your sphere field using the controls on the Orb Controls panel. By adjusting a few parameters, you can create vastly different effects.

### Example 1:

- 1 In the Orb Controls palette, set Average Size = 4%.
- 2 Set Size Variance = 6%.
- 3 Set Packing Density = 90%.
- 4 Set Z Spread = 80%.



*The image after you apply Spheres settings.*

### Example 2:

- 1 In the Orb Controls palette, set Average Size = 17%.
- 2 Set Size Variance = 25%.
- 3 Set Packing Density = 90%.

- 4 Set Z Spread = 75%.



*The image after you apply Spheres settings.*

### Example 3:

- 1 In the Spheres palette, set Average Size = 2.8%.
- 2 Set Size Variance = 3%.
- 3 Set Packing Density = 75%.
- 4 Set Z Spread = 80%.



*The image after you apply Spheres settings.*

## Lesson 4: Lighting Spheres

Since spheres are actually 3D objects they can be highlighted using a variety of light sources and colors.

To set up 3D lighting:

- ✳ Using the 3D Lighting panel, add, position and color your lights to match those shown below.



*The 3D lighting panel.*

Your final image should look like the one shown.



*The finished image.*