Photoshop: Kais Power Tips & Tricks:

Note:

Use the Microsoft Write (Accessories Group in Windows 3.1) to view this document. If you enlarge the Write window to its maximum size, this document will be easier to read. To do so, click the Maximize button in the top-right corner of the window or open the Control menu in the top-left corner of the Write window (press **ALT+SPACEBAR**), and then choose the Maximize command.

To move through the document, press your **PG UP** or **PG DOWN** keys or click the arrows at the top and bottom of the scroll bar along the right side of the Write window.

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Requirements: Photoshop, should work with any version, menu descriptions are for Windows V2.5.
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For comments, questions, further variations there is a corresponding folder on Compuserve in the Graphics area: **Go Graphics>Graphics B Vendor+ forum>HSC** or **Go KPT**, and on America Online in the Graphic Arts & CAD area (keyword MGR) under **> Special Interest Groups > Photoshop > Discussion > Kais Power Tips And Tricks**

#7C: Displace Filter Examples

There is a basic file in this folder explaining details of the Displacement Map process. Please read it first. Following is only a short description of a particular filter, (which is part of this archive and can be applied to any image)
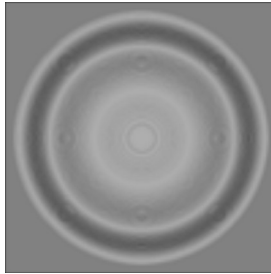
KPTDSP7C.DSP

fig 1a)
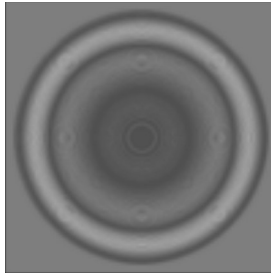
The horizontal offset is controlled by channel #1
The grey outside corners will not affect the image at all,
while the concentric circles will displace in a controlled
fashion, darker to the right, lighter to the left.

fig 1b)

The vertical offset is controlled by channel #2
The vertical component is symmetrical to the horizontal. You
can modify this with Levels.. too.

fig 2)
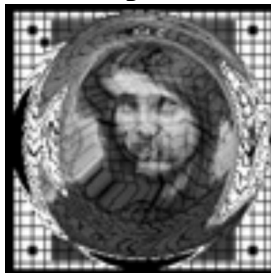
The combined effect at a scale setting of 33 / 33 shows the
glassy spheroid effect . In the Displacement map the
concentric circles create an overall twirl to suggest the
sphere, while the gray center portions leave portions of the
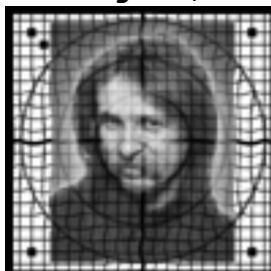original image, slightly warbled as if diffracted by glass.
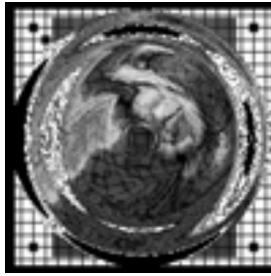
fig 3a)

fig 3b)

At 3/3 the circular ripple effect is beginning to be visible
(In this case the test image has a circle accentuating the
effect...) while at 66/66 the sphere is quite complete with
the center image still roughly indentifiable. The advantage
over a simple Spherize filter is in the details, the typical
non-linear distortions, reflections and refractions that
make this potentially much more realistic. The way the face
gets contorted, the nose bent and squashed is quite unlike
the other filters, which are very clean.

In fact, while the straight application of this Displacement
map may be somewhat harsh, it is very useful in supplying
raw information to be combined with other general
techniques. The Instant Sphere document found in this forum
(KPT #5) combined with channel operations can yield even
more realistic spheroid and glassy effects such as seen in
fig 4) below. I may include a complex example image in the
future.

fig 4)
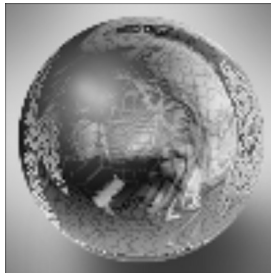
Note: The image being displaced here is 200x200 pixels. If
your image is larger you have to increase the Scale
variables accordingly. Read the main Displace document for
further details.

Discover, Displace, Describe the results in the KPT
folder..... thanks, Kai Krause