How Bliss Saver Works

Bliss Saver uses three main components – Scribblers, Distributors, and the Color Synthesizer – to display Bliss Paintings. These components are directly available in the Bliss Paint application, also available from Imaja. In Bliss Saver, only the color synthesizer is available, in partial form. The choice of scribblers, distributors, and color synthesizer settings are made within the composition of a Bliss Painting.

Scribblers draw shapes on the screen, or modify what is already there. There is a set of about 100 scribblers. Distributors determine where the Scribblers do their work on the painting. There are about 30 distributors. The color synthesizer creates and moves the color through the painting, using three oscillators and a set of about 20 waveforms. On a color monitor set to 256-color mode, 254 colors are reserved for color animation. New colors are created by the synthesizer and inserted at one end of the table as the rest of the table is shifted. The table shifting gives the effect of color moving through the painting.

Bliss Saver uses a new color synthesis technology to create endless sequences of colors. Simultaneously, various forms are created from the Bliss Paintings, designed to help the colors flow across the screen.

Oscillators are used to create periodic waves. In Bliss Saver these waves are used to manipulate the colors that are fed into the color table. There are three oscillators for generating color. Usually these control the amount of red, green, and blue (RGB). These primary video colors can be mixed in various ways to create all of the colors that the video hardware is capable of creating.

Color Models

While colors are always created with red/green/blue beams in the video hardware, there are other systems of color that may be presented to the user by the software. These include cyan/magenta/yellow (CMY), hue/saturation/lightness (HSL), and hue/saturation/value (HSV). CMY is basically the inverse of the RGB model. The RGB, HSL, and HSV color models can be directly accessed in the Bliss Paint application, available from Imaja.

The keyboard commands for manipulating the color are mostly designed for working within the RGB model, including keys for red, green, blue, cyan, magenta, yellow, white, and black. Many other colors are available on the keyboard. The Keyboard Shortcuts chapter has more information.

See Color Synthesizer and Keyboard Shortcuts.

Table of Contents