

Color Synthesizer

The Color Synthesizer window lets you observe and change the settings of the color synthesizer. Bliss Saver's innovative color synthesizer generates colors that flow through the shapes in a Bliss painting. It is controllable from the Color Synthesizer window, from the keyboard, from sound input, and from MIDI. To open the Color Synthesizer window, choose Color Synthesizer from the Bliss menu (⌘-Y).

The color synthesizer is in many ways the heart and soul of a Bliss painting. It is with the color synthesizer that many of the moods of a painting are created; learning how to "play" the color synthesizer will aid you immeasurably in creating fabulous effects in Bliss Saver.

To stop or start color animation, click the arrow button in the lower left of the Color Synthesizer window, or press the Comma key. Colors flow from the left to the right in the color bar (color table) in the Color Synthesizer window. New colors are created using the state of the RGB oscillators and are fed into the left end of the color bar, and colors disappear at the right end. The moving lines in the oscillators are the values (ranges) of RGB that combine to create a color.

Changing Settings

- To change an oscillator's range, click and drag the desired range in the long horizontal bar at the left the Color Synthesizer window or apply [Keyboard Shortcuts](#).
- To change an oscillator's speed, use the numeric pop-up menus near the right side of the Color Synthesizer window. The speed will have different effects depending on the waveform. You can also change the speed using the plus (+) and minus (-) buttons in the Color Synthesizer window. Option-clicking the + or - buttons changes the value by 20. To change all the speeds at once, make the Color Synthesizer window active and apply [Keyboard Shortcuts](#).
- To change the oscillator's waveform, apply [Keyboard Shortcuts](#). For example, Shift-2 sets all the waveforms to Triangle, and Option-4 sets the waveforms to Random Spike.
- You can also change the color model used to generate the video colors. The three models available are Red/Green/Blue; Hue/Saturation/Lightness; and Hue/Saturation/Value. See [Keyboard Shortcuts](#).

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