

# Creating Animations with Bliss Paint

Bliss Saver paintings can be created with the Bliss Paint™ application, also from Imaja. With Bliss Paint, you create interactive animated color paintings that play on your Macintosh. Endless combinations of color flow through your paintings while you generate new images by selecting from a large library of animated shapes and patterns. Bliss Paint makes it easy to craft an infinite array of living, breathing images for video and multimedia productions, textures and backgrounds, interactive performances, logo animation, image processing, fine arts, and more. The Bliss paintings you make can even be played in Bliss Saver™, the screen saver companion to Bliss Paint. (You must update from Bliss Saver 1.0 to Bliss Saver 2.0 to display certain effects created in Bliss Paint.)

How does Bliss Paint help you create interactive animated color paintings? In Bliss Paint you work with a huge library of Scribblers—geometric and organic shape generators—and Distributors, which tell Scribblers where to paint. At the same time, you also have complete control over the color synthesizer. These variables and others can be brought together in the Sequence window, in which you arrange a series of timed painting events to create animated Bliss paintings. Many of Bliss Paint's features are also controllable in real time from the keyboard.

Conducting the innovative color synthesizer—the heart and soul of your Bliss paintings—can be done in four ways: from within the sequencer, from the Macintosh keyboard, by sound input via your Macintosh's microphone, or from a MIDI instrument. Like an audio synthesizer, Bliss Paint's [Color Synthesizer](#) uses wave shapes, frequencies, and amplitudes to generate colors that constantly evolve into new combinations. With sound input, Bliss paintings respond to music from your stereo, live music, or even the sound of your voice. Animated Bliss Paintings can also be recorded into QuickTime movies for use in other multimedia production software.

- Over 100 scribblers, 30 distributors, and 20 waveshapes for endless Bliss!
- Add external Scribbler and Distributor modules by programming in C or Pascal
- Add more paintings with Bliss Gallery, a collection of elaborate long-playing paintings
- Create QuickTime movies
- Create PICT files for other programs
- System 6, System 7, OS 8 compatible
- Accelerated for Power Macintosh, 68K version available on special request
- On-line manual with hypertext references
- Balloon help
- Earth friendly packaging

Bliss Paint requires 8-bit (256 colors) color video for color animation. Bliss Paint is compatible with System 6, System 7, OS 8 and Power Macintosh and 68K-based Macintosh computers.

Please contact Imaja for ordering information.

**imaja**

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