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Andromeda Series Filters

QUICKSTART Series 2 Three D Filter

The Quickstart document uses "cookbook" approach for guiding a user through the steps required to surface wrap a sample Input Photo onto a 3D surface and subsequently modify the 3D effect.

Just the Sphere and Box surfaces are briefly covered in this Quickstart tutorial, please refer to the on-line HELP for a more comprehensive explanation of all Filter functions.

To Install the Series 2 Three D demo filter :

1. 3-D32DEM.8BF (or 3-D16DEM.8BF for older 16-bit hosts) to the Plug-Ins directory on your hard disk.
2. 3-D.PRF and 3-D.HLP to the same directory.
3. Restart Adobe Photoshop (or Premiere). 3-D Demo will show in the Andromeda sub-menu under the Filter menu.To use this Quickstart/Step-by-Step:Drag or copy the image -color.pho+ from the Quickstart folder/directory to your hard disk. In Photoshop or any other host application that accepts Photoshop plug-ins, open the image "color.pho" now on your hard disk. Then open the Filter User Interface dialog box by choosing "3-D Demo" from the Andromeda sub-menu in the FILTER menu (or another menu item that provides access to the installed Photoshop plug-ins). The 3-D Demo Filter User Interface Dialog Box should appear on the screen with "color.pho" displayed in the upper left-hand corner in the Preview Window.

THE SPHERE

Surface Wrapping

Step 1: First click on the Defaults button and then click on the bottom button "All settings for all surfaces". Then click on the OK button.
Step 2: Click on the Preview button to see the Input Photo wrapped on the sphere.
Step 3: Click on the bottom right corner of the dashed rectangle in the Wireframe Window and move it in halfway, towards the center of the sphere. Click on Preview. Observe the "zooming in" effect. Next, click on the same corner and move it out towards the edge of the Wireframe Window. The dashed rectangle should grow so that it is larger than the sphere. To center the dashed rectangle around the sphere, click in the middle and drag. Click on Preview. Observe the "zooming out" effect. Click on the Revert button.
Step 4: Click on Photo. Click on Scale. Move the Overall slider to 100, observe the outline of the photo grow on the surface in the Wireframe Window. Click on Preview. Notice that the Input Photo is stretched to cover almost the entire sphere. Click on Revert.
Step 5: Move the Overall slider to 30. Click on the Tile checkbox to turn it on. Click on Preview. Notice that the entire surface of the sphere has been -tiled+ with the Input Photo. Click on Tile checkbox to turn it off. Set the Overall slider to 100. Click on Revert.

Viewpoint

Step 1: Click on the Viewpoint button. Experiment with the Latitude and Longitude sliders while observing the rotation of the sphere. Click on Preview to observe the effects. Click on Revert.
Step 2: Set the Longitude and Latitude sliders to 0. Set the Distance slider to 500. Click on Preview. When Distance is changed, a true perspective change takes place-not just a change in scale. Click on Revert. Set the Latitude and Longitude slider to 50. Set the Distance slider to

300.

Lighting

Step 1: Click on the Shading button. The Green Oval represents the area of the sphere surface that has more than 50% of the maximum illumination from a "point of light" source. The Yellow Cross represents the location of a glossy highlight that is a reflection of the light source. Click on Preview. Observe the correspondence between the Green Oval and Yellow Cross on the sphere in the Wireframe Window and the actual lighting effects generated on the sphere in the Preview Window. Click on Revert.
Step 2: Move the "point of light" around the sphere by experimenting with the p.o.l. lat. and the p.o.l. long. sliders. Click on the Preview button after each slider manipulation to observe lighting changes. Click on Revert.
Step 3: Set p.o.l. lat to -30. Set p.o.l. long. to -30. Move the p.o.l. dist. slider to 125 and observe as the light source moves closer-the Green Oval becomes smaller. Click on Preview. Move the p.o.l. dist. slider to 400, observe as the light source moves away the Green Oval becomes larger. Click on Preview. The surface and photo are brighter because a larger area is being illuminated.

THE BOX

Surface Wrapping

Step 1: Click on the Surface button. Click on the Box button. Click on the Cutout X button. Observe that the quadrant in the upper right hand corner of the Input Photo has been -cut out+. (This process is analogous to "cutting out" a piece of a square "wrapping paper" so that it will wrap perfectly). The remaining three quadrants will be mapped onto their corresponding surfaces on the three visible sides of the box in the Wireframe Window. Click on Preview. Observe the wrapped corner of the box surface in the Preview Window. Click on Revert.
Step 2: Click on the Show checkbox to turn it off. Click on Preview and the box is perfectly wrapped! Note that by disabling the Surface Show-the non-wrapped surface of the box becomes invisible. Unlike the Sphere, the image does not have to be stretched over the entire box surface, simply use the corner and then make the rest of the surface invisible! Click on Revert.

Viewpoint

Step 1: Click on the Viewpoint button. Change the Latitude and Longitude sliders to observe rotations of the box surface. Click on Preview. Return both slider settings to 30. Experiment with the Distance slider to observe the change in perspective of the box. Return the Distance setting to 300.

Lighting

Step 1: Click on the Shading button. Unlike shading for the sphere, seven buttons provide for automatic "reference point" positioning of the light source.

Step 2: Click on XY Face. Click on Preview. Observe the movement in position of Green Oval to the top face. Click on YZ Face. Click on Preview. Repeat with Corner, X Edge. This feature moves the "point of light" source in the space around the box.

Step 3: Click on Cross to. Click on XY Face. Click on Preview. Observe the movement of Yellow Cross to the top face. Click on ZX Corner. Click on Preview. The "Cross to" feature moves the glossy highlight, which is a reflection of the light source, in the space around the box. The location of glossy highlight will change when Viewpoint and position of white light source is changed. Click on Move Oval. Click on XY Face.

Step 4: Click on the Effects button. Change the Amb(ient)-Photo slider to 35. Click on Preview.

Change it again to 45. Click on Preview. Observe that the image becomes brighter. Increasing Amb-Photo is similar to opening shades in a room or increasing "room light" (also called ambient light). Return Amb-Photo setting to 25.

Step 5: Increase the Spread slider from 12 to 20. Click on Preview. Observe the glossy highlight spread out more in size. Return the Spread slider to 12

Step 6: Change the Glare slider from 100 to 60. Click on Preview. The glare due to the glossy highlight is decreased. Reduce it further to 0. Click on Preview. The glossy highlight (reflection) is no longer shading the surface, leaving just the illumination from the light source.

Step 7: Click on Defaults button. Click on All Settings For All Surfaces. Click on the OK button.

Step 8: Click on Save button. Click on Save Settings for All Surfaces. The Filter is set back to its original installed "default" state.

We hope this quick tutorial acquainted you with some of the functionality of the Andromeda Series 2 Three D Filter. There is much, much more ... !

Please experiment with the Filter. Click on Preview frequently to see your progress and use the Defaults button to set the surface you are experimenting with back to familiar settings if you get too entangled in 3D space ... and start again.

Refer to the on-line HELP file for additional explanation of all Filter functions.

For Questions or Technical Support Call 805 379 4109

Andromeda Software Inc.
699 Hampshire Rd.,
Suite 109
Thousand Oaks, CA. 91361 USA
Questions may be FAXed to: 805 379 5253