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## Welcome to KPT effects

**procreate**<sup>™</sup> presents KPT<sup>®</sup> effects<sup>™</sup>, the next generation of the revolutionary KPT series of filters designed to help you create dazzling and unique effects.

In this section, you'll learn about

- ◆ KPT effects filters
- ◆ KPT effects Help
- ◆ KPT effects tutorials
- ◆ **procreate**
- ◆ support and services

## KPT effects

The KPT effects filters are KPT® Channel Surfing™, KPT® Fluid™, KPT® FraxFlame II™, KPT® Gradient Lab™, KPT® Hyper Tiling™, KPT® Ink Dropper™, KPT® Lightning, KPT® Pyramid Paint™, and KPT® Scatter™.

### **KPT Channel Surfing**

The KPT Channel Surfing filter lets you apply effects to individual channels in an image. You can blur or sharpen a channel, or you can adjust its contrast or value. You can adjust the amount and transparency of the effect and control how the effect blends with the source image.

### **KPT Fluid**

The KPT Fluid filter lets you manipulate images by applying liquid-like transformations and distortions that simulate dragging a brush across a wet surface. You can control the effect by setting the thickness of the fluid as well as the brush size and velocity. You can use various preview techniques to fine-tune the effect, and choose to save the fluid in motion as a movie.

### **KPT FraxFlame II**

The KPT FraxFlame II filter lets you explore and mutate an infinite variety of flame fractals. You can also customize fractals with various color, contrast, and distortion techniques.

## **KPT Gradient Lab**

The KPT Gradient Lab filter lets you create complex color blends with various levels of transparency. You can also customize gradients with interesting shapes, styles, and pixel distortions.

## **KPT Hyper Tiling**

The KPT Hyper Tiling filter lets you create and save intricate tiling effects by reducing a source image to create a tile. The tile is then repeated to create a hypertiling effect. You can create different blends between the source image and the effect, and you can change the viewer's perceived distance from the effect. You can also change the depth, transparency, position, and size of the effect, and you can rotate it through space.

## **KPT Ink Dropper**

The KPT Ink Dropper filter lets you create the effect of dropping colored liquid (ink) on a surface. You can create fluid drops, stains, and smoky swirls. You can choose the color of the liquid, and change its intensity and transparency. You can also change the size of the individual drops, and the rate at which they disperse on the surface.

## **KPT Lightning**

The KPT Lightning filter lets you create customized lightning bolts. You can control every aspect of a lightning bolt, from setting its length and color, to

determining its path and how much it zags and wanders. The lightning effect can then be realistically integrated into your source image using one of several blend modes.

## **KPT Pyramid Paint**

The KPT Pyramid Paint filter uses the Lab color mode to let you transform source images into effects that resemble paintings and perform various color and contrast adjustments to them.

## **KPT Scatter**

The KPT Scatter filter lets you disperse particles over a source image. You can disperse a single particle or a grid of particles over an effect to emulate intricate effects such as paint strokes or mosaics. You can also use variants to create special effects based on the way particles interact with different components of a source image. You can control every aspect of particle placement, color, and shadow.

## **About KPT effects Help**

The KPT effects Help assumes you are already familiar with basic Mac® OS and Windows® concepts — menus, dialog boxes, and mouse operations, such as clicking and dragging. If you need more information on these subjects, or about the Apple® Finder™ or the Windows desktop, refer to the Mac® OS User Manual or the Microsoft® Windows® User Guide, respectively.

## KPT effects Help conventions

The KPT effects Help is for both Mac OS and Windows platforms. By convention, Mac OS commands precede Windows commands in the text. For example, Command/Ctrl + I, is equivalent to the Mac OS Command + I and the Windows Ctrl + I, and indicates that you must hold down the Command or Ctrl key, and press I. For simplicity, the term “folder” refers to directories as well as folders. The KPT effects interface for Mac OS and Windows platforms is identical.

## KPT effects tutorials

The KPT effects tutorials introduce you to KPT effects and help you become productive quickly.

To access the tutorials, [click here](#).

The KPT effects tutorials page is updated regularly, and new tutorials are added as we create them.

## About procreate

**procreate** is a new line of software expressly designed to extend the possibilities of creative professionals. It defines a new category of products that add enhanced capabilities to the user’s collection of tools. With **procreate**, creative professionals can bring their most ambitious ideas to life. Featuring KnockOut 2, KPT effects and Painter 7™, **procreate** makes the impossible possible.

Learn more. Visit [www.procreate.com](http://www.procreate.com).

## Support and services

We are committed to providing quality customer service and support that is easy to access and convenient to use, while fostering one-to-one customer relationships. If you have a question about the features and functions of our applications or operating systems, see the user guide or Help for the product you are using. Updates and technical information are also available in the Release Notes.

## Registering products

Registering products is important. Registration provides you with timely access to the latest product updates, valuable information about product releases and access to free downloads, articles, tips and tricks, and special offers.

For more information about registering a product, see the Help for the product or see <http://www.corel.com/support/register> on the Internet.

## Technical support

The Web address for Corel is <http://www.corel.com> on the Internet. A list of localized Corel Web sites is available at

<http://www.corel.com/international> on the Internet.

## **Self-serve technical support options**

Several self-serve tools are available to address technical questions 24 hours a day, seven days a week.

### **Support newsgroups**

<http://www.corel.com/support/newsgroup.htm>

### **Knowledge base**

<http://kb.corel.com>

### **FAQs**

<http://www.corel.com/support/faq>

### **File Transfer Protocol (FTP)**

<ftp://ftp.corel.com>

### **FTP information**

<http://www.corel.com/support/downloads/index.htm>

### **Automated Fax on Demand\***

1-877-422-6735

\*Fax on Demand is available only in North America.

## Telephone technical support options

Users can use complimentary and fee-based telephone technical support options. Three levels of support are available.

### Classic Service

Classic Service is a complimentary, 30-day service designed to address installation, configuration, and new feature issues. This service begins on the day of your first technical support call.

Classic Service is a paid for service for OEM, “White box,” Jewel Case (CD only), trial, or Academic versions of products.

### Priority Service

Priority Service is a fee-based service for users who require the help of second-level technicians. Priority Service may be purchased by the minute, by the incident, or on a term basis. Options range from core-business-hour access for individual users to around-the-clock access for multiuser environments.

### Premium Service

Premium Service is the highest level of support. This service is designed for organizations that want to establish a direct relationship with Corel and for organizations that employ dedicated support professionals or have centralized technical management.

## **Customer Service**

Customer Service can provide you with prompt and accurate information about product features, specifications, pricing, availability, and services. Customer Service does not provide technical support. You can access Customer Service support through the following avenues.

## **World Wide Web**

You can access general customer service and product information at <http://www.procreate.com> on the Internet.

## **Mail, fax, email**

You can send specific customer-service questions to Customer Service representatives by mail, fax, and email.

Corel Corporation  
Corel Customer Service  
1600 Carling Avenue  
Ottawa, Ontario  
Canada K1Z 8R7

Fax: 1-613-761-9176

Email: [custserv2@corel.ca](mailto:custserv2@corel.ca)

## Telephone

You can telephone Customer Service centers with your questions.

In North America, you can reach Customer Service by calling the 1-800-772-6735 toll-free line.

The hours of operation are 9:00 a.m. to 9:00 p.m., eastern time (ET), Monday through Friday, and 10:00 a.m. to 7:00 p.m. on Saturdays.

Corel customers outside North America can call a local authorized Corel Customer Service Partner.

## Getting started with KPT effects

KPT effects is an extraordinary collection of filters that produce dazzling and unique effects for print and the Web. Whether you are a professional designer, artist, Web author, or hobbyist, the KPT effects filters will help you take your work to a new creative level, and enhance your productivity.

In this section, you'll learn about

- ♦ installing KPT effects
- ♦ accessing and quitting KPT effects filters
- ♦ the workspace
- ♦ using panels and sliders
- ♦ previewing filter effects
- ♦ customizing the workspace
- ♦ storing workspace and panel settings
- ♦ working with presets

## Installing KPT effects

You can install KPT effects in host applications compatible with Mac OS and Windows.

### To install KPT effects in Mac OS

- 1 Insert the **KPT effects** CD into the computer's CD drive.
- 2 Browse to the **KPT effects** folder.
- 3 Double-click the **KPT effects installer** icon.
- 4 Follow the instructions on your screen.

### To install KPT effects in Windows

- 1 Insert the **KPT effects** CD into the computer's CD drive.
- 2 Click **Install**.
- 3 Follow the instructions on your screen.

## Accessing and quitting KPT effects filters

You can access a KPT effects filter from the host application. You can quit a KPT effects filter in two ways. You can quit a filter and apply the effect to the source image in the host application. You can also quit a filter without applying the effect to the source image in the host application.

# Getting started with KPT effects

## To access a filter

- ◆ Do one of the following:
  - ◆ In Adobe® Photoshop®, click **Filters** ▶ **KPT effects**, and click a filter.
  - ◆ In Painter 7™, click **Effects** ▶ **KPT effects**, and click a filter.
  - ◆ In Corel PHOTO-PAINT®10, click **Effects** ▶ **KPT effects**, and click a filter.
  - ◆ In Bryce®, click a flyout arrow in the **Pictures** dialog box in **Picture editor**, click **KPT effects**, and click a filter.



If you want to access a KPT effects filter in Bryce for the first time, you must first click a flyout arrow in the **Pictures** dialog box, click **Select plug-ins folder**, choose the folder where KPT effects is installed, and click **Choose/OK**.

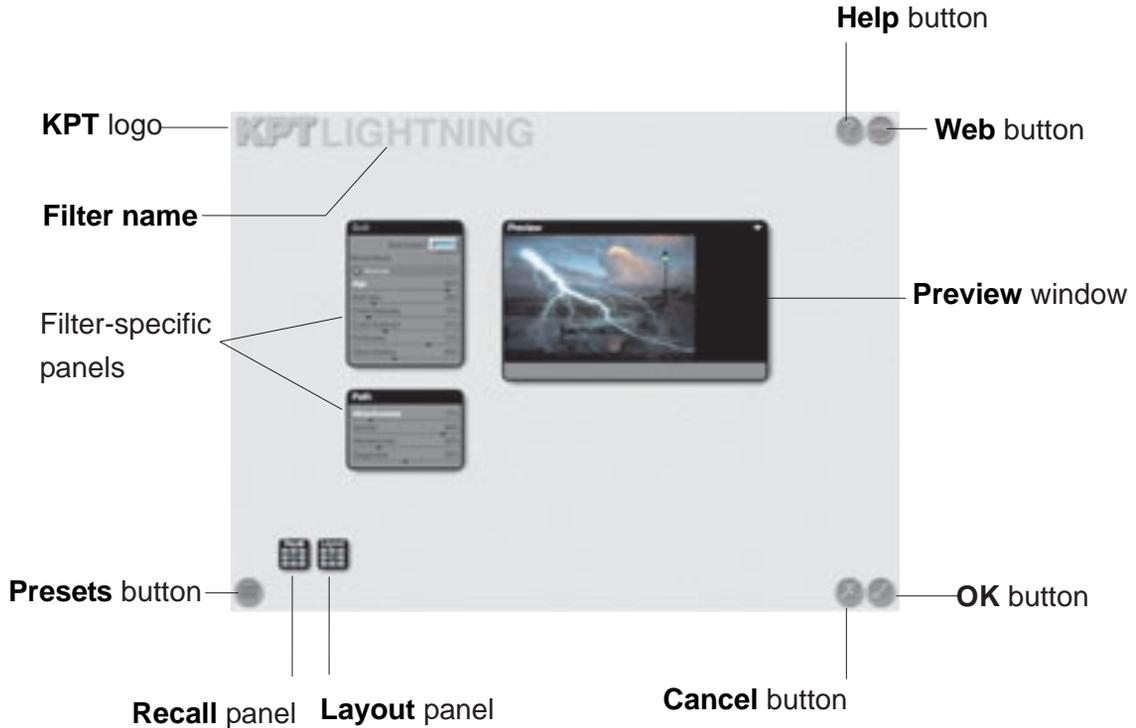
## To quit a filter

- ◆ Click one of the following buttons:
  - ◆ **OK** — to quit a filter and apply the effect
  - ◆ **Cancel** — to quit a filter without applying the effect

# Getting started with KPT effects

## Exploring the workspace

The KPT effects workspace contains a **Preview** window and a set of controls.



# Getting started with KPT effects

The following table provides a description of each common control in the KPT effects workspace, starting with the **Preview** window.

Control name	Description
<b>Preview</b> window	Lets you preview the effects you create. For more information about setting preview options, see <a href="#">“Previewing filter effects.”</a>
<b>KPT</b> logo	Lets you customize the display of the KPT workspace, and access product information
<b>Filter name</b>	Lets you customize the display of panels. For more information about setting panel display options, see <a href="#">“Using panels and sliders.”</a>
<b>Web</b> button	Lets you connect to the <b>procreate</b> Web site where you can access information about KPT effects and other <b>procreate</b> products

# Getting started with KPT effects

Control name	Description
<b>Help</b> button	Lets you access the KPT effects Help
<b>Layout</b> panel	Lets you store workspace layout settings. For more information about using the <b>Layout</b> panel, see <a href="#">“Storing workspace and panel settings.”</a>
<b>Recall</b> panel	Lets you store panel settings. For information about using the <b>Recall</b> panel, see <a href="#">“Storing workspace and panel settings.”</a>
<b>Presets</b> button	Lets you load and store presets. For more information about using presets, see <a href="#">“Working with presets.”</a>
<b>Cancel</b> button	Returns to the host application without applying the effect to the source image
<b>OK</b> button	Returns to the host application and applies the effect to the source image

## Using panels and sliders

You can set the style in which panels display. You can also move sliders.

### To set a panel display style

- 1 Click the filter name.
- 2 From the **Filter options** list box, choose one of the following styles:
  - ◆ **Panel auto popup** — to automatically expand panels as you move the pointer over them
  - ◆ **Panel manual popup** — to manually expand panels by clicking the **Cycler** button in the title bar
  - ◆ **Panel solo mode** — to expand the current panel and automatically collapse those not in use



In **Panel auto popup** mode, sliders expand to display a panel with additional controls you can use to adjust slider settings incrementally, and view previous slider settings (indicated by the location of the gray arrow).

# Getting started with KPT effects



In **Panel manual popup** mode, you can expand a panel by clicking the **Cycler** button in the right corner of its title bar.

In **Panel solo mode**, you can collapse an expanded panel by double-clicking its title bar.

## To move a slider

- ◆ Drag the black slider arrow.

## Previewing filter effects

The **Preview** window lets you dynamically view the results of your work. You can apply a background to the **Preview** window. You can also move and size the **Preview** window.

## To apply a background to the Preview window

- ◆ Click the flyout arrow in the **Preview** window, and choose one of the following options from the **Preview options** list box:
  - ◆ **Preview against black** — to display an effect against a solid black background
  - ◆ **Preview against white** — to display an effect against a solid white background
  - ◆ **Preview against checkerboard** — to display an effect against a background of gray squares

# Getting started with KPT effects

- ◆ **Preview against dark checkerboard** — to display an effect against a background of dark gray squares
- ◆ **Preview against gradient** — to display an effect against a grayscale gradient background



The effect only displays against the background while it is in the **Preview** window. The background is not applied to the source image in the host application, and does not impact the final render of the effect.

## To move the Preview window

- ◆ Drag the title bar.

## To size the Preview window

- 1 Click the flyout arrow in the **Preview** window.
- 2 From the **Preview options** list box, choose one of the following **Preview** window sizes:
  - ◆ **Small preview**
  - ◆ **Medium preview**
  - ◆ **Large preview**

## Customizing the workspace

You can apply a fun icon style to the common workspace. If the KPT workspace is smaller than the resolution of your screen, you can also display or hide common workspace controls.

### To apply a fun icon style to the common workspace

- 1 Click the **KPT** logo.
- 2 Choose **Smileys!** from the **Global options** list box.

### To display or hide common workspace controls

- 1 Click the **KPT** logo.
- 2 Choose **Black out screen** from the **Global options** list box.

## Storing workspace and panel settings

Storing workspace settings lets you save different workspace layouts. For example, you can arrange all panels on one side of the workspace and enlarge the **Preview** window, and then save this layout for later use.

Storing panel settings lets you save and compare different versions of a filter effect.

The workspace and panel settings you save are retained from one session to another, so you can use them again and again. When you no longer need stored

# Getting started with KPT effects

workspace and panel settings, you can clear them. You can also restore default workspace or panel settings.

## To store workspace settings

- ◆ Click a gray memory dot in the **Layout** panel.



Empty memory dots display gray, full memory dots display green, and memory dots currently in use display yellow.

## To store panel settings

- ◆ Click a gray memory dot in the **Recall** panel.

## To use stored workspace or panel settings

- ◆ Click a green memory dot in one of the following panels:
  - ◆ **Layout** — to use stored workspace settings
  - ◆ **Recall** — to use stored panel settings

## To clear stored workspace or panel settings

- ◆ Hold down **Option/Alt**, and click the corresponding green memory dot in one of the following panels:
  - ◆ **Layout** — to clear stored workspace settings
  - ◆ **Recall** — to clear stored panel settings

# Getting started with KPT effects

## To restore default workspace or panel settings

- ◆ Click the memory dot in the center of one of the following panels:
  - ◆ **Layout** — to restore default workspace settings
  - ◆ **Recall** — to restore default panel settings

## Working with presets

Some KPT effects filters provide you with preset effects. You can load a preset effect. You can also save an effect you create as a preset. You can create multiple presets categories in which to organize the presets you store.

You can import and export presets.

### To load a preset

- 1 Click the **Presets** button.
- 2 Double-click a preset thumbnail in the **Presets library** panel.

If the preset is stored in a category, you must first choose the category from the middle-left tile of the **Presets library** panel, then double-click a preset thumbnail.



You can preview a preset by single-clicking a preset thumbnail. A larger version of the preset thumbnail displays in the upper-left tile of the **Presets library** panel.

# Getting started with KPT effects

## To save an effect as a preset

- 1 Click the **Presets** button.
- 2 Choose a category from the middle-left tile of the **Presets library** panel.
- 3 Click **Add preset**.

A preset thumbnail displays in the **Presets library** panel.



You can also delete a preset from a category by clicking a preset thumbnail, and clicking **Delete preset**.

## To create a presets category

- 1 Click the **Presets** button.
- 2 Click the flyout arrow in the **Presets library** panel, and click **Create new category**.

A text box displays in the middle-left tile of the **Presets library** panel.

- 3 Type a name.
- 4 Press **Return/Enter**.



Each category can store up to 24 presets.

## To import a preset

- 1 Click the **Presets** button.
- 2 Click **Import** in the **Presets library** panel.  
If you want to import a preset to a specific category, you must first choose the category from the middle-left tile of the **Presets library** panel, and then click **Import**.
- 3 Choose the folder where the file is stored in the **From** dialog box.
- 4 Click the file.
- 5 Click **Open**.  
The preset displays as a thumbnail in the **Presets library** panel.

## To export a preset

- 1 Click the **Presets** button.
- 2 Choose a category from the middle-left tile of the **Presets library** panel.
- 3 Click a preset thumbnail.
- 4 Click **Export**.
- 5 In the **Save as** dialog box, type a filename in the **Save as** box.
- 6 In the **Where** box, choose the folder where you want to export the file.
- 7 Click **Save**.

## Using KPT Gradient Lab

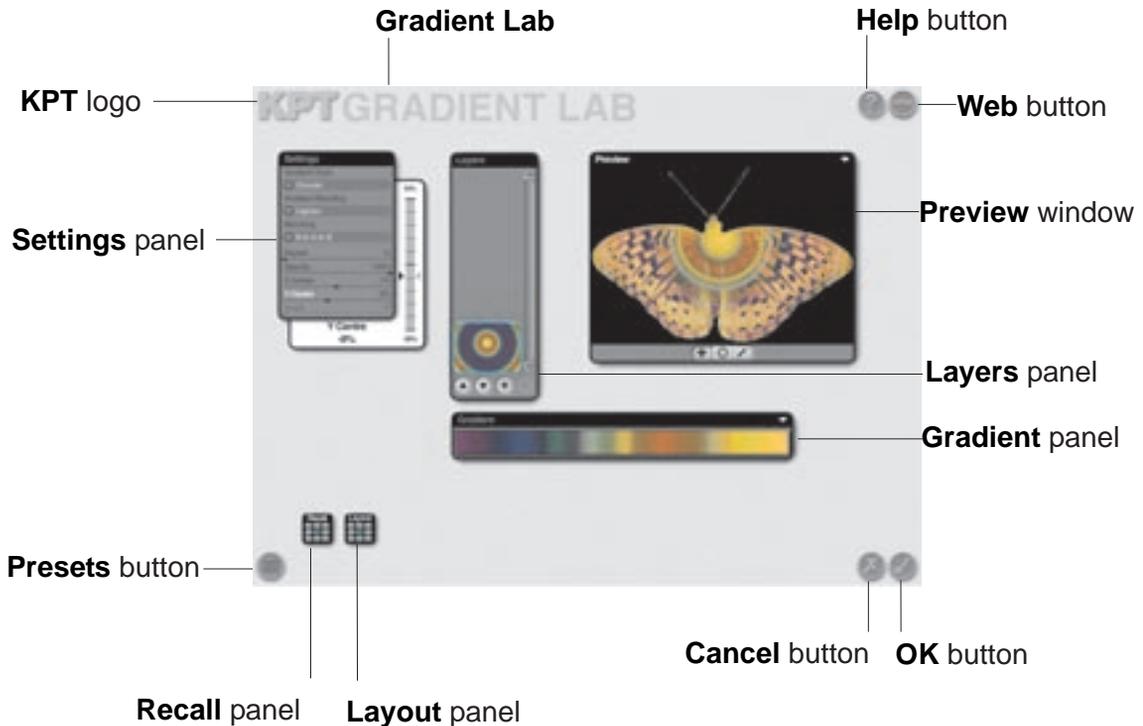
The KPT Gradient Lab filter lets you create complex, multi-layered gradients with interesting shapes and styles. You can also control the color, contrast, and orientation of gradients you create.

In this section, you'll learn about

- ◆ exploring the workspace
- ◆ defining a work area
- ◆ working with color and contrast
- ◆ distorting gradients
- ◆ changing gradient orientation
- ◆ mirroring gradients
- ◆ layering gradients
- ◆ blending gradients
- ◆ applying styles to gradients
- ◆ viewing gradients from different perspectives

## Exploring the workspace

The KPT Gradient Lab workspace contains a **Preview** window and a set of panels and controls.



The following table provides a description of each control in KPT Gradient Lab, starting with the filter-specific panels.

<b>Control</b>	<b>Description</b>
<b>Settings</b> panel	Lets you apply a style or blend to a gradient. You can also change the orientation, frequency, and opacity of a gradient.
<b>Layers</b> panel	Lets you add, delete, and stack layers in a gradient
<b>Gradient</b> panel	Lets you define a work area in a gradient, and apply a color, shade of gray, or level of transparency. You can also adjust the intensity, contrast, and transition of colors in a gradient.
<b>Preview</b> window	Lets you preview the effects you create. For more information about setting preview options, see <a href="#">“Previewing filter effects.”</a>
<b>KPT</b> logo	Lets you customize the display of the KPT workspace, and access product information

**Gradient Lab** Lets you customize the display of the **Settings**, **Layers**, and **Gradient** panels. For more information about setting panel display options, see [“Using panels and sliders.”](#)

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**procreate** button Lets you connect to the **procreate** Web site where you can access information about KPT effects and other **procreate** products

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**Help** button Lets you access the KPT effects Help

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**Layout** panel Lets you store workspace layout settings. For more information about using the **Layout** panel, see [“Storing workspace and panel settings.”](#)

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**Recall** panel Lets you store different settings of the **Settings**, **Layers**, and **Gradient** panels. For information about using the **Recall** panel, see [“Storing workspace and panel settings.”](#)

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**Presets** button Lets you store presets. For more information about using presets, see [“Working with presets.”](#)

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<b>Cancel</b> button	Returns to the host application without applying the effect to the source image
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<b>OK</b> button	Returns to the host application and applies the effect to the source image
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## Defining a work area

By default, effects that you apply encompass the entire gradient, and are not isolated to a specific section unless you define a work area. You can define a work area by sizing the bracket located directly above the combination palette. You can move or pivot the work area. You can also reset the work area.

### To define a work area

- ◆ In the **Gradient** panel, drag an edge of the bracket left or right.

### You can also

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Move the work area	Click the bracket, and drag left or right.
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Pivot the work area	Drag one edge of the bracket past the opposite edge.
---------------------	--

Reset the work area

Double-click the bracket.

---



You cannot apply effects to areas of a gradient that are not contained in the bracket. If you want to apply effects to another area of a gradient, you must move the work area.

## Working with color and contrast

You can apply a color, shade of gray, or level of transparency to a gradient.

You can adjust the intensity of colors in a gradient by modifying the hue, saturation, and brightness. Hue represents the pigment of a color and is measured in degrees. Saturation describes the vividness or dullness of a color and is measured in percent from 0 to 100 (the higher the percentage, the more vivid the color). Brightness describes the amount of white contained in a color and is measured in percent from 0 to 100 (the higher the percentage, the brighter the color).

You can adjust the contrast of colors in a gradient. By adjusting the contrast, the differences in the color values of neighboring light and dark pixels is adjusted.

You can adjust the transition from one color to another. You can sample color from a gradient.

## To apply a color or shade of gray

- 1 In the **Gradient** panel, click and hold down the pointer on the **Combination** palette.
- 2 Drag the pointer over one of the following:
  - ♦ **Color** bar — to apply a color
  - ♦ **Grayscale** bar — to apply a shade of gray
- 3 Release the pointer on the preferred color or shade of gray.



When you click the **Combination** palette, three bars display. The top bar is the **Grayscale** bar, which lets you apply a shade of gray from black to white. The middle bar is the **Color** bar, which lets you apply a color from a spectrum of colors and shades. The lower bar is the **Opacity** bar, which lets you adjust the transparency through which the source image can display. For more information about adjusting the

transparency of a gradient, see [“To adjust the transparency of a gradient.”](#)

Where you click on the **Combination** palette determines where the effect will display in the gradient. For example, clicking on the far left side of the **Combination** palette lets you apply the effect to the far left side of the gradient. Similarly, clicking on the far right side of the **Combination** palette lets you apply the effect to the far right side of the gradient.

## To adjust the transparency of a gradient

- 1 In the **Gradient** panel, click and hold down the pointer on the **Combination** palette.
- 2 Drag the pointer over the **Opacity** bar.
- 3 Release the pointer on the preferred transparency.



When you adjust the transparency of a gradient, you change the grayscale values of its individual pixels. Grayscale values range from black (a transparent value of 0), to white (an opaque value of 255).

## To adjust the color intensity of a gradient

- 1 In the **Gradient** panel, click one of the following:
  - ♦ **Hue** — to rotate hues
  - ♦ **Saturation** — to modify the intensity of colors

- ◆ **Brightness** — to modify the brightness of colors

2 In the expanded panel, move the black slider arrow.



When you rotate the hue in a gradient, you cycle through all colors in the spectrum, but maintain the relative distance, in pixels, between each color.

## To adjust the color contrast

1 Click **Contrast** in the **Gradient** panel.

2 Move the black slider arrow in the expanded **Contrast** panel.



If you increase the contrast, the difference between colors is exaggerated. If you decrease the contrast, the colors are homogenized.



You can decrease the contrast to the point where the gradient displays in a shade of gray.

## To adjust gradient color transition

1 Click the **Transition** slider in the **Gradient** panel.

A triangle displays in the color located directly above, in the **Combination** palette.

2 Move the triangle left or right.



The **Transition** slider displays below the **Combination** palette.

You can create as many triangle sliders as required to adjust the gradient color transition.



You can remove a triangle from the **Transition** slider by holding down **Option/Alt**, and clicking a triangle.

## To sample color

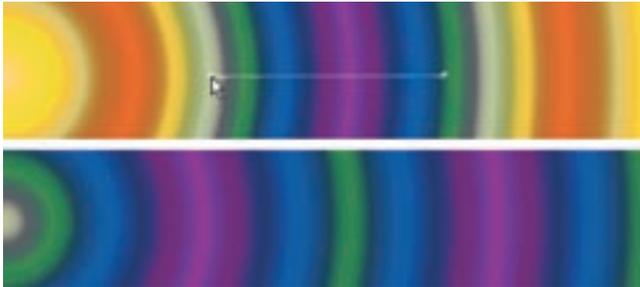
1 In the **Preview** window, click one of the following buttons:

- ◆ **Linear sample** — to sample color from along a straight path
- ◆ **Circular sample** — to sample color from within a circular area

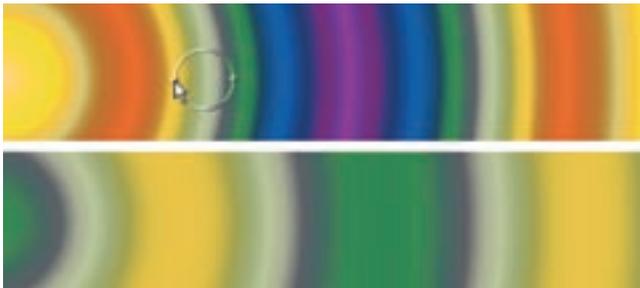
2 Drag across the color you want to sample.



The sample begins where you click in the **Preview** window, and ends where you release, at the end of the drag. The sample displays in the **Combination** palette.



*A Linear sample*



*A Circular sample*

## Distorting gradients

You can feather or blur a gradient. Feathering softens the edges of pixels by gradually increasing their transparency. Blurring smudges the edges of pixels by gradually blending them together.

You can squeeze a gradient. You can also repeat a gradient, increasing its frequency multiple times.

## To feather a gradient

- ◆ Click the flyout arrow in the **Gradient** panel, and click **Feathering**.

## To blur a gradient

- 1 Click **Blur** in the **Gradient** panel.
- 2 Move the black slider arrow in the expanded **Blur** panel.



Dragging up increases the blur; dragging down decreases the blur.



*A blurred gradient*

## To squeeze a gradient

- 1 Click **Squeeze** in the **Gradient** panel.
- 2 Move the black slider arrow in the expanded **Squeeze** panel.



If you have defined a work area, the squeeze starts at the center of the bracket and moves to the end.

For more information about defining a work area, see [“Defining a work area.”](#)



If you want to start a squeeze from a point other than the center of the bracket, you must hold down **Option/Alt**, and drag in the **Combination** palette.



*A squeezed gradient*

## To repeat a gradient

- 1 Click **Frequency** in the **Gradient** panel.
- 2 Move the black slider arrow in the expanded **Frequency** panel.



You can repeat a gradient multiple times.



*A repeated gradient*

## Changing gradient orientation

You can flip, rotate, or change the angle of a gradient.

## To flip a gradient

- ◆ Click the flyout arrow in the **Gradient** panel, and click **Flip gradient**.

## To rotate a gradient

- 1 Click **Cycle** in the **Gradient** panel.
- 2 Move the black slider arrow in the expanded **Cycle** panel.



*A rotated gradient*

## To change the angle of a gradient

- ◆ Move the **Angle** slider in the **Settings** panel.



If you have applied a circular, elliptical, radial, rectangular, or squared style to a gradient that you have angled, you can view it from different perspectives. For more information, see [“Viewing gradients from different perspectives.”](#)



*Two examples of angles at which you can position a gradient*

## Mirroring gradients

You mirror a gradient from:

- ◆ left to right
- ◆ right to left
- ◆ left to right, and back to left
- ◆ right to left, and back to right.

### To mirror a gradient

- 1 In the **Settings** panel, click the flyout arrow in the **Mirroring** area.
- 2 From the **Mirroring** list box, choose one of the following settings:
  - ◆ **A to B** — to set a left to right transition

- ◆ **B to A** — to set a right to left transition
- ◆ **A to B to A** — to set a left to right to left transition
- ◆ **B to A to B** — to set a right to left to right transition

## Layering gradients

You can add multiple layers to a gradient. You can display each layer individually, so that you can apply effects. The layer you display is called the active layer. You can move a layer toward the surface or the foundation of a gradient. You can also delete a layer.

### To add a layer to a gradient

- ◆ Click the **Add** button in the **Layers** panel.

### To display a gradient layer

- 1 Click a layer in the **Layers** panel.
- 2 Click the **Up** arrow until the layer displays in the **Preview** window.



If the gradient layer you display has a squared or rectangular style applied to it, you can view it from different perspectives using the **X,Y** button in the **Preview** window. For more information about viewing gradients from different perspectives, see [“Viewing gradients from different perspectives.”](#)

As you move between layers, the active layer changes, and dynamically displays in the **Combination** palette.

For more information about applying styles to gradients, see [“Applying styles to gradients.”](#)

## To delete a layer from a gradient

- 1 Click a layer in the **Layers** panel.
- 2 Click the **Trash** button.



If there is only one layer in the **Layers** panel, it cannot be deleted.

## Blending gradients

You can apply one of the following blend modes to a gradient.

### Example



### Description

The **Add** blend mode adds the values of the effect and the source image.

## Example

## Description



The **Blend** blend mode averages the pixel, alpha, and channel values of the effect and source image. You can use the **Opacity** slider to adjust the transparency of the effect.



The **Blend into** blend mode blends the RGB channels of all layers of the effect, except the bottom layer. This blend mode does not alter the alpha channels of the effect.



The **Darken** blend mode compares, pixel by pixel, the combined RGB values of the source image and the effect, and uses the darker pixels of the two. The result is a darker image. This is the inverse of the **Lighten** blend mode.

## Example



## Description

The **Difference** blend mode inverts the color values of the source image based on the luminance (brightness) values of the effect pixels. The black areas of the effect, which have no luminance, do not change the source image; while the white areas of the effect cause the source image pixels to be inverted. Where the effect has both black and white color values, the source image is inverted only partially.

## Example



## Description

The **Difference 2** blend mode inverts the color values of the effect based on the luminance (brightness) values of the source image pixels. The black areas of the source image, which have no luminance, do not change the effect; while the white areas of the source image cause the effect pixels to be inverted. Where the source image has both black and white color values, the effect is inverted only partially.

## Example



## Description

The **Lighten** blend mode compares, pixel by pixel, the combined RGB values of the source image and the effect. If a source image pixel is lighter than the corresponding effect pixel, the source image pixel is used. If a source image pixel is darker than its corresponding effect pixel, the effect pixel is used. The result is a lighter image.



The **Multiply** blend mode applies only the darker areas of an effect to the source image. This blend mode is useful for adding shadows to an image.

## Example



## Description

The **Normal** blend mode blends the transparency and color values of the effect and the source image.



The **Procedural** blend mode combines the effect with the source image based on the luminance (brightness) value of each individual pixel in the source image. The effect is applied on top of the source image pixels that have the median luminance value of 128 (out of 256). Where source image pixels are brighter than the median value, the effect brightens. Conversely, where source pixels are darker than the median value, the effect darkens.

## Example



## Description

The **Replace hue** blend mode replaces the hue values of the source image with the corresponding hue values of the effect.



The **Replace luminance** blend mode replaces the brightness values of the source image with the corresponding brightness values of the effect.



The **Replace saturation** blend mode replaces the saturation values of the source image with the corresponding saturation values of the effect.

## Example



## Description

The **Reverse** blend mode combines the effect with the source image based on the luminance (brightness) value of each individual pixel in the source image. The effect darkens where source image pixels are brighter than the median value of 128 (out of 256), and brightens where source image pixels are darker than the median value. This is the inverse of the **Procedural** blend mode.



The **Screen** blend mode applies only the lighter areas of the effect to the source image. This mode is the inverse of the **Multiply** blend mode.

## Example



## Description

The **Similarity** blend mode inverts the color values of the source image pixels based on the luminance (brightness) values of the effect pixels. The black areas of the effect, which have no luminance, cause the source image pixels to be inverted; while the white areas of the effect do not affect the source image. Where the effect has both black and white color values, the source image is inverted only partially. This is the inverse of the **Difference** blend mode.

## Example



## Description

The **Subtract** blend mode adds the values of the effect and the source image and subtracts 255 from the result. This blend mode treats the color channels as subtractive, so the result is never lighter than the source image.

## To apply a blend

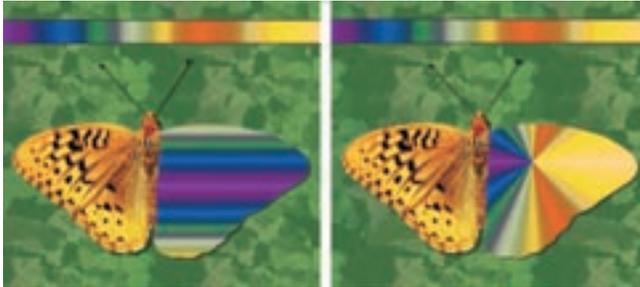
- ◆ In the **Settings** panel, click the flyout arrow in the **Gradient blending** area, and click a blend.

## Applying styles to gradients

You can apply a style to a gradient.

### Linear and radial styles

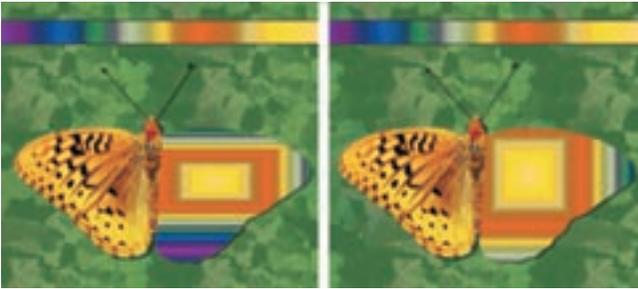
You can create a linear transition from one end of a gradient to the other. You can also create a radial sweep of a gradient, similar to a radar scope, or the motion of hands on a clock.



*On the left, the linear style, and on the right, the radial style*

## **Rectangular and squared styles**

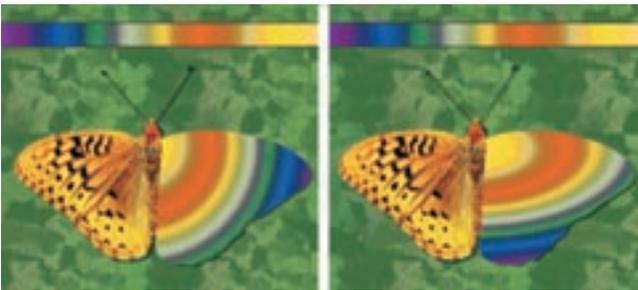
You can create a rectangular gradient, in which the influence of the source image displays in the gradient. You can also create a squared gradient, in which the aspect ratio is symmetrical.



*On the left, the rectangular style, and on the right, the squared style*

## **Circular and elliptical styles**

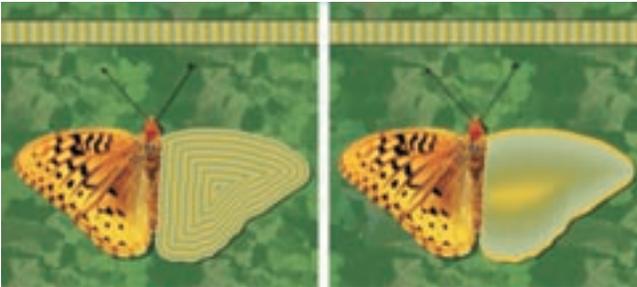
You can create a circular core-to-perimeter gradient. You can also create an elliptical core-to-perimeter gradient, in which the shape of the ellipse is influenced by the shape of the source image.



*On the left, the circular style, and on the right, the elliptical style*

## Angular and curved shapeburst styles

You can create an angular shapeburst with sharp edges and harsh transitions, for a crystalline look. You can also create a curved shapeburst, that gently conforms to the source image, for a rounded look.



*On the left, the angular shapeburst style, and on the right, the curved shapeburst style*

## Mapped styles

You can apply mapped styles that use the hue, luminance, or saturation values of the source image to define the map point at which the gradient is shaped. Points of minimum hue, luminance, or saturation apply most to the left side of the gradient, and shift to the right as the value increases.

You can also use the transparency levels of the gradient to define the map point. The point furthest to the right, where a gradient is less transparent, marks the start of mapping.

## To apply a linear or radial style

- 1 In the **Settings** panel, click the flyout arrow in the **Gradient style** area.
- 2 From the **Style** list box, choose one of the following styles:
  - ♦ **Linear**
  - ♦ **Radial**



If you are applying a radial style, you can view the gradient from different perspectives. For more information, see [“Viewing gradients from different perspectives.”](#)

You can also change the angle of a linear or radial gradient relative to the source image. For more information about angling a gradient, see [“Changing gradient orientation.”](#)

## To apply a rectangular or squared style

- 1 In the **Settings** panel, click the flyout arrow in the **Gradient style** area.
- 2 From the **Style** list box, choose one of the following styles:
  - ♦ **Rectangular**
  - ♦ **Square**



You can view a rectangular or squared gradient from different perspectives. For more information, see [“Viewing gradients from different perspectives.”](#)

You can also change the angle of a rectangular or squared gradient relative to the source image. For more information about angling a gradient, see [“Changing gradient orientation.”](#)

## To apply a circular or elliptical style

- 1 In the **Settings** panel, click the flyout arrow in the **Gradient style** area.
- 2 From the **Style** list box, choose one of the following styles:
  - ◆ **Circular**
  - ◆ **Elliptical**

## To apply an angular or curved shapeburst style

- 1 In the **Settings** panel, click the flyout arrow in the **Gradient style** area.
- 2 From the **Style** list box, choose one of the following styles:
  - ◆ **Shapeburst-Angular**
  - ◆ **Shapeburst-Curved**

## To apply a mapped style

- 1 In the **Settings** panel, click the down arrow in the **Gradient style** area.
- 2 From the **Style** list box, choose one of the following styles:

- ◆ Hue map
- ◆ Luminance map
- ◆ Saturation map
- ◆ Selection map

## Viewing gradients from different perspectives

If you have applied a circular, elliptical, radial, rectangular, or squared style to a gradient, you can view its active layer from different perspectives.

For more information about styles, see [“Applying styles to gradients.”](#)

### To view a gradient from different perspectives

- 1 Click the **X,Y** button in the **Preview** window.
- 2 Drag in the **Preview** window.



If you move a squared or rectangular gradient, the new view is also reflected in the position of the **X center** and **Y center** sliders in the **Settings** panel. As you move the active layer of a gradient with the **X,Y** button, the **X center** and **Y center** sliders also move according to the new settings.