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Welcome to KPT effects

procreate[™] presents KPT[®] effects[™], 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.

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

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**.

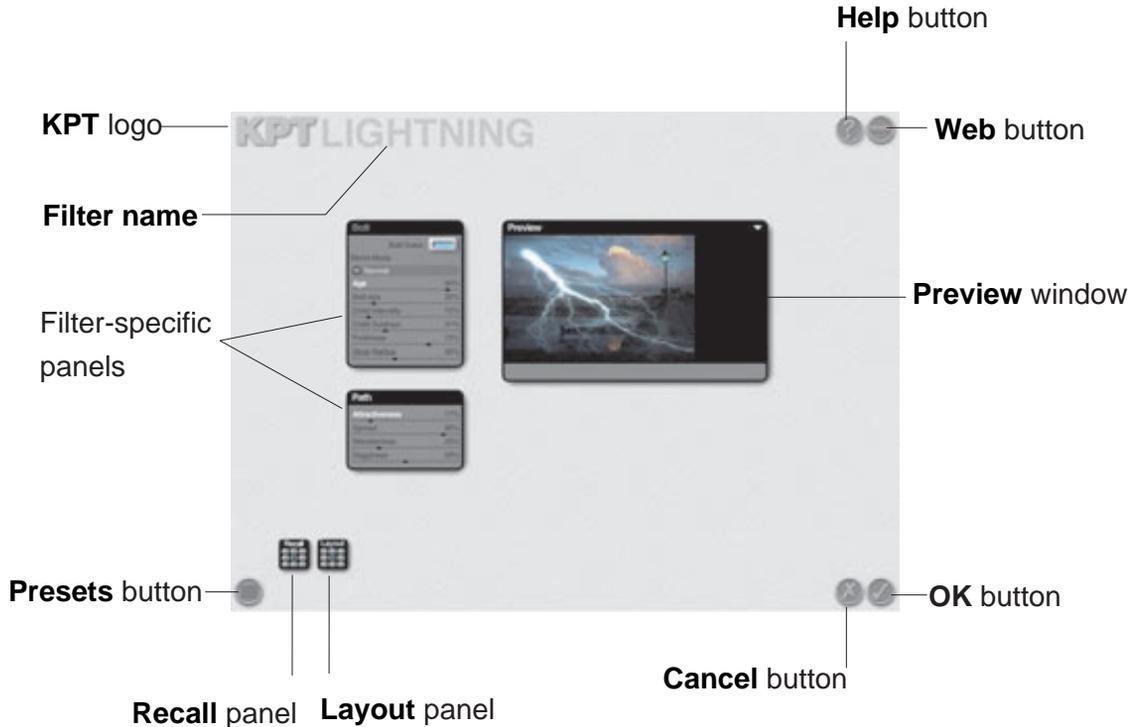
To quit a filter

- ◆ 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
Preview window	Lets you preview the effects you create. For more information about setting preview options, see “Previewing filter effects.”
KPT logo	Lets you customize the display of the KPT workspace, and access product information
Filter name	Lets you customize the display of panels. For more information about setting panel display options, see “Using panels and sliders.”
Web button	Lets you connect to the procreate Web site where you can access information about KPT effects and other procreate products

Getting started with KPT effects

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



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

Getting started with KPT effects

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

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 Lightning

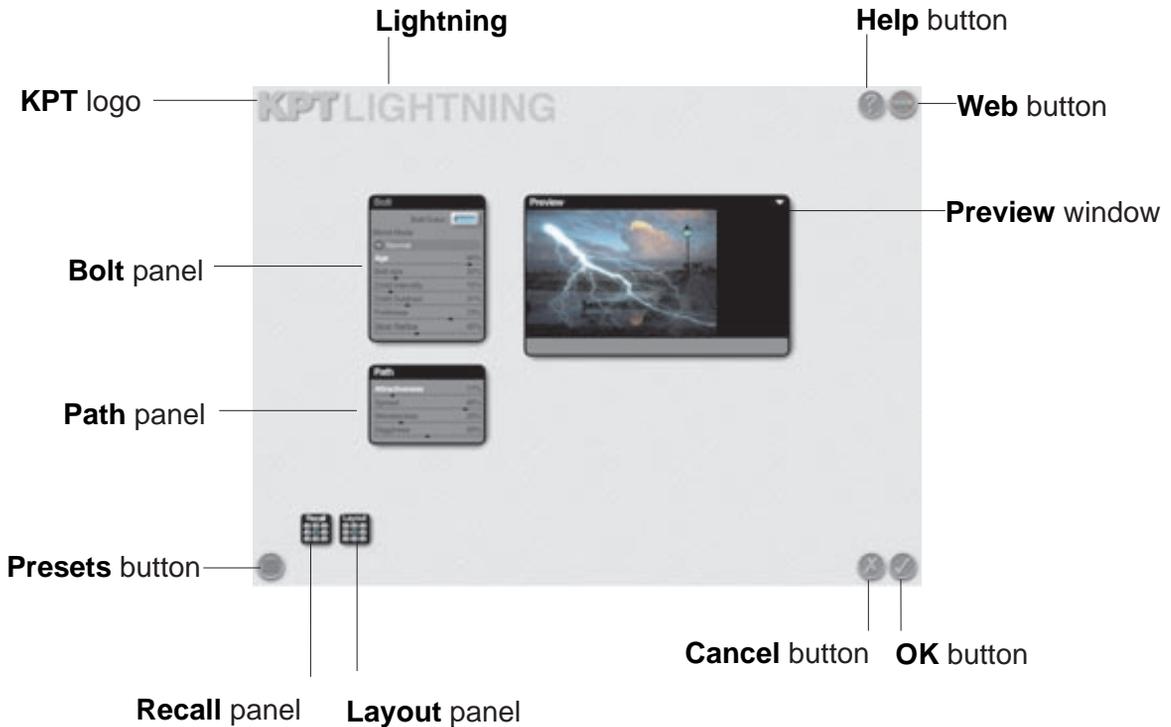
The KPT Lightning filter lets you create customized lightning bolts. You can control every aspect of a lightning bolt, from setting its length and color, to determining its path and how much it zags and wanders. The lightning effect can then be realistically integrated into your source image using one of several blend modes.

In this section, you'll learn about

- ♦ the workspace
- ♦ positioning lightning bolts
- ♦ sizing and branching lightning bolts
- ♦ setting the path of lightning bolts
- ♦ setting the color of a lightning bolt's glow
- ♦ choosing a blend mode

Exploring the workspace

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



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

Control	Description
Bolt panel	Lets you change the size and appearance of a lightning bolt. You can set the length and thickness of the bolt, control how much it branches, and change its glow.
Path panel	Lets you set the path of a lightning bolt
Preview window	Lets you preview the effect you create. For more information about setting preview options, see “Previewing filter effects.”
KPT logo	Lets you customize the display of the KPT workspace, and access product information

Lightning

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

Web button

Connects you to the **procreate** Web site where you can find information about KPT and other **procreate** products

Help button

Lets you access the KPT effects Help

Layout panel

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

Recall panel

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

Presets button	Lets you load and store presets. For more information about using presets, see “Working with presets.”
Cancel button	Returns to the host application without applying the effect to the source image
OK button	Returns to the host application and applies the effect to the source image

Positioning lightning bolts

KPT Lightning lets you position lightning bolts. You can choose where you want the lightning bolt to originate (generator point), and where you want the lightning to point to (attractor point).



You can change the origin of a lightning bolt.

To set the origin and direction of a lightning bolt

- 1 In the **Preview** window, click where you want the lightning bolt to originate.
- 2 Hold down **Shift**, and click where you want the lightning bolt to point to.



You can change the direction of a lightning bolt.

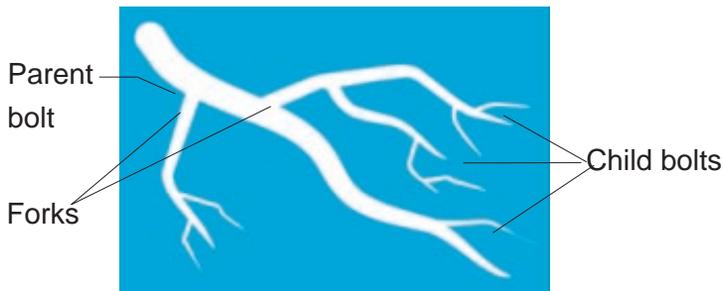
To move a lightning bolt

- ◆ Drag the lightning bolt to a new position in the **Preview** window.

Sizing and branching lightning bolts

KPT Lightning lets you size and branch lightning bolts.

A lightning effect consists of a parent bolt and child bolts. The parent bolt is the backbone of the lightning effect and can be compared to the trunk of a tree. In its path, the parent bolt may branch into thinner strips of light, known as forks. Forks, in turn, can have multiple branches. Forks and their branches are referred to as child bolts.



The components of a lightning bolt

You can increase or decrease the length and thickness of the parent and child bolts. You can also control the intensity of child bolts. When you decrease the child intensity, child bolts become less prominent and may completely disappear. You can increase or decrease the number of child bolts. You can also control how many times a parent bolt forks in its path.

You can increase or decrease the glow radius around the lightning. When you increase the glow radius, the lightning appears bigger and its edges become softer and blurrier. When you decrease the glow radius, the lightning effect appears smaller and its edges become sharper and more defined.

To set the length and thickness of a lightning bolt

- ◆ In the **Bolt** panel, move the following sliders:
 - ◆ **Age** — to lengthen or shorten a lightning bolt
 - ◆ **Bolt size** — to increase or decrease the thickness of a lightning bolt



When you set the length and thickness of a lightning bolt, you change the length and thickness of both parent and child bolts.

To change the intensity and number of child bolts

- ◆ In the **Bolt** panel, move the following sliders:
 - ◆ **Child intensity** — to make child bolts more or less prominent
 - ◆ **Child subtract** — to decrease or increase the number of child bolts



The minimum **Child intensity** value of 0 percent makes all child bolts invisible; the maximum **Child subtract** value of 100 percent removes all child bolts.

When **Forkiness** is set to 0 percent, **Child intensity** and **Child subtract** values become irrelevant because all child bolts disappear.



You can set precise values for **Child intensity** and **Child subtract** by expanding the **Bolt** panel and typing values in the numeric areas on the additional slider controls. For information about using expanded panels, see “Using panels and sliders” on page 19.

To fork a lightning bolt

- ◆ Move the **Forkiness** slider in the **Bolt** panel.



Higher values produce a parent bolt that has many forks, lower values produce a parent bolt with few forks.



You can set a precise **Forkiness** value by expanding the **Bolt** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see [“Using panels and sliders.”](#)



These images illustrate the effect of the minimum (left) and maximum (right) Forkiness values.

To change a lightning bolt's glow radius

- ◆ Move the **Glow radius** slider in the **Bolt** panel.

You can set a precise **Glow radius** value by expanding the **Bolt** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see [“Using panels and sliders.”](#)



You can increase the glow radius of a lightning bolt to increase its size and soften its edges.

Setting the color of a lightning bolt's glow

KPT Lightning lets you set the color of a lightning bolt's glow. You can choose to apply a color or a shade of gray to the glow depending on the effect you want to achieve.

To set the color of a lightning bolt's glow

- 1 In the **Bolt manager** panel, click and hold the color swatch to activate the **Color** picker.
- 2 Drag the pointer over one of the following bars:
 - ♦ **Color** bar — to apply a color
 - ♦ **Grayscale** bar — to apply a shade of gray

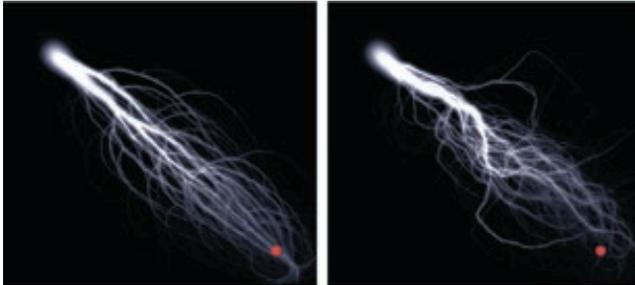
3 Release the pointer on the preferred color or shade of gray.

Setting the path of lightning bolts

KPT Lightning lets you set the path of a lightning bolt to customize its appearance.

You can control the paths of child bolts in relation to the parent bolt. You can have child bolts follow more or less closely the path of the parent bolt. You can also control the angle at which child bolts branch off the parent bolt. The greater the angle, the farther the child bolts spread away from the parent bolt.

You can set the paths of both parent and child bolts in relation to the attractor point of the lightning, that is the point at which a lightning bolt aims. For example, you can have parent and child bolts stray away from the attractor point, or point straight at it. For information about setting the attractor point of a lightning bolt, see [“Positioning lightning bolts.”](#)



On the left, parent and child bolts point straight at the attractor point, indicated by the red dot; on the right, both parent and child bolts stray away from the attractor point.

You can also set the overall appearance of a lightning bolt's path by controlling how straight or jagged the paths of parent and child bolts appear.

To set the paths of child bolts in relation to the parent bolt

- ◆ In the **Path** panel, move one or both of the following sliders:
 - ◆ **Attractiveness** — determines the proximity of the end of the child bolt to the end of the parent bolt
 - ◆ **Spread** — determines the angle at which the child bolt leaves the parent bolt



Spread and **Attractiveness** work in opposition. If you set the highest values of both, the child bolts branch away from the parent bolt, and then go back in the direction of the parent bolt.



You can set precise values for **Attractiveness** and **Spread** by expanding the **Bolt** panel and typing values in the numeric areas on the additional slider controls. For information about using expanded panels, see [“Using panels and sliders.”](#)



The image illustrates the effect the attractiveness and spread values set to maximum.

To set the paths of parent and child bolts in relation to the lightning’s attractor point

- ◆ Move the **Wanderness** slider in the **Path** panel.



Higher values result in the lightning bolt straying away from its attractor point, lower values result in the lightning bolt pointing straight at the attractor point.



You can set a precise **Wanderness** value by expanding the **Bolt** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see [“Using panels and sliders.”](#)

To set the overall appearance of a lightning bolt’s path

- ◆ Move the **Zagginess** slider in the **Path** panel.



Higher values result in more jagged and irregular paths, lower values result in smoother and straighter paths.



You can set a precise **Zagginess** value by expanding the **Bolt** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see [“Using panels and sliders.”](#)



The image on the left illustrates a low zagginess value. The image on the right illustrates a high zagginess value.

Choosing a blend mode

A blend mode lets you determine how the pixels of the lightning effect blend with the pixels of the source image to produce the result image you want. You can choose from the following blend modes.

Example



Description

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



The **Put behind** blend mode applies the effect only to transparent areas of an image. If the source image has no transparent areas, the effect becomes invisible.

Example

Description



The **Dissolve** blend mode creates transparent areas in the effect by hiding random pixels.



The **Inverse** blend mode inverts the color values of the effect and applies the inverted values to the source image. The inverted effect does not blend with the source 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 **Multiply norm** blend mode normalizes the darker areas of an effect before applying them to the source image.



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.



The **Screen norm** blend mode normalizes the lighter areas of an effect before applying them to the source image.

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 **Darken** blend mode is the inverse of the **Lighten** mode. This 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.

Example



Description

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



The **Extrapolate** blend mode calculates the difference between the transparency values of the effect and the source image. Then, it subtracts the transparency values of the source image from the difference for each RGB channel.

Example



Description

The **Difference** 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, 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 **Similarity** blend mode inverts the color values of the source image pixels based on the luminance (brightness) values of the effect pixels. This mode is the inverse of the **Difference** mode. 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.



The **Difference inv** blend mode is the inverse of the **Difference** blend mode.

Example

Description



The **Similarity inv** blend mode is the inverse of the **Similarity** blend mode.



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



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



The **Color** blend mode replaces the RGB values of the source image with the corresponding RGB values of the effect.

Example



Description

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

To choose a blend mode

- ◆ In the **Bolt** panel, click the flyout arrow in the **Blend mode** area, and choose a blend mode from the list box.