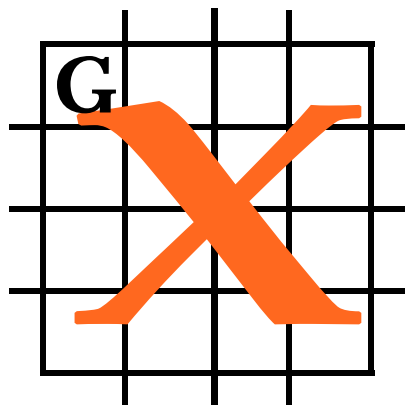


ANDREW'S PLUG-INS VOL 16 - GX POWER BLEND



Install	Please place the plugin in the plugins or plug-ins path (this will vary from application to application). Even better would be a sub folder. Please place the ini files in the same location. Access via the filters menu and Andrew's Plugins vol 16 category. The plugin set also includes a bonus distort plugin. Use this plugin in combo with the power blend for stunning gradient effects
De-install	Please remove the plugin GX16* from the plugins path
Quick Start	Please use the presets or the xtrme button
Requirements	Photoshop(r) 6 / 7 / CS Photoshop is registered trademark of Adobe Software (but also works in many other applications such as PSP and Canvas)
Platform	98, ME, NT, XP
Copyright	(c) 2004 Andrew Buckle and Abneil Software Ltd
Further Info	Please e-mail us at support@graphicxtras.com http://www.graphicxtras.com
Version	16.0.0

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GX Power Blend

The power blend plugin creates gradients based on the current foreground and background color palette and combines with an additional gradient for many additional gradient effects and blendings

The plugin has a number of components such as dropdown box and combinations of combos, sliders to manipulate the color channel, intensity, center of the gradient. and the mix of the gradient effects and the output mode

The plug-in works in many different applications such as Photoshop and Paint Shop Pro as well as Painter and others. The plug-in was designed for standard RGB color mode but the plugin can also be used to great effect on CMYK images, grayscale etc and into 16bit color modes (not every color mode is supported in this version and not all color modes are tweaked as was devised by the plug-in development. The 16bit color mode support is very limited

Quick start

A quick start would be to select a foreground and background color (say red and green) and then run the plugin. You can either use the xtrme button to tryout a range of different settings or use the presets. The plugin comes with a default set of 50 or so presets for you to tryout.

Presets

The plug-in can save and recall presets. The presets are a snapshot of the screen settings but they do not reflect the foreground and background nor are any randomisation results saved, so if the gradient is a randomised FG BG the combo is saved, the result of the combo is not.

The plug-in comes with a 'default' set of presets. These presets can be accessed via the presets dropdown (with the category set to 'category'). Simply select an entry in the presets dropdown from the first up to the 100th preset. If you wish to select a preset from one of the other categories such as 'wacky' or 'subtle' then select that category and then select a preset from the presets list.

The presets are held in an ini file in the same folder as the plugin. The files are called GX16_PowerBlend.ini (or the variants for 'wacky' and 'subtle' etc are marked as GX16_powerblend_wacky.ini etc)

If you don't want the preset file, simply delete the ini file.

Only a 100 presets are saved per preset file, 100s of presets can be saved across many files. If you wish to save a preset, simply click the save (the save does not relate to the current preset displayed, the save reference number is just the next 'empty' preset number, so if you have 40 presets already, the save saves the settings to the 41st preset position)

If you want to create 100s of presets files, simply copy the presets files and save them, rename the ini file to the required ini file and these will be picked up by the plugin.

Please check out the additional 'presets' documentation available on the plugins pages of the graphicxtras.com site

Gradients

The gradient is a linear gradient by default though there are a number of variants indicated by gradient 1, 2, 3... in the gradient dropdown. They are a mix of linear, radial, diagonal, etc The first gradient is 'color controlled' by the foreground and background color palette so set these before (or after in the case of a re-apply) A black n white gradient combo will be generally different from the result of a red / green or yellow / purple or light green / dark green combo. The secondary gradient is controlled by the second column dropdown (default black-white)

Buttons

The plug-in comes with a number of buttons. The **Xtrm** button (extreme) sets a number of the factors and settings to fairly extreme settings (though not all limits are approached and not all sliders are touched as the results might be less than useful i.e blank screens). **Color** button just sets the color additions (though if the randomization options have been set then randomization will also occur). **Boost** button boosts some of the settings by 1 or 2 pts, such as the center of the gradient as well as the color. **Gradient** button just runs through all the gradients without tweaking anything else, so you can try a range of gradient variants. The buttons can also be applied by using alt-X, etc. Use the **Juggle** button to just randomize (without changing the settings), if nothing is marked as randomize then the **Juggle** button will have no effect. The **save** button saves the current settings to the current category file (preset file) so if set to 'loose ends the preset will be placed in the looseends.ini file and can only be accessed when the category is again set to 'loose ends. The save doesn't save it to the current preset in the presets dropdown. **Reset** resets all the settings back to the factory default (the presets are untouched)

Mixing

The plugin by default displays the first gradient only (created using the current FG / BG). The mixing sliders can be modified to blend in more or less of the second gradient. There is also a blending dropdown which by default is set to 'normal, which obeys the current mixing. The other settings mix using different algorithms. Some of the mixing settings combine without reference to the mixing settings and these are marked by a * such as the gap (which is just the difference between the two gradients and use that as the 'gradient')

Dropdowns or combos

The plug-in comes with a number of dropdowns or combo boxes offering presets, filters etc.

Presets - a selection of presets

Category - select a category of presets (the 'category' one is the default set of presets, others include freebies and general and wackyand subtle etc)

Gradients - Two gradients are supplied. The plugin works on the mix of the two gradients. By default, the first gradient is used but by changing the mixing and the mixing dropdown, 100s of different gradient combos can be applied by changing the second gradient (second column). The gradients are a mix of gradients such as linear etc. They are indicated as gradient 1, gradient 2, ...

Gradient Type - Additional gradient combinations can be created using the type or input into the gradient. By default the gradient is linear but by changing the second row gradient type from horizontal, to say radial or vertical, many different combinations of gradient can be created. The gradient type and gradient also use the gradient center in different ways, some gradients will ignore the vertical center info or vica versa. By changing the type, position of the center and gradient, as well as combining the secondary gradient, 1000s of different gradient effects can be created.

Blends - Blends the gradients in different combinations

Output - The final output depends on this dropdown. The default being just 'output', the result is 'as is'. The other modes are such as only output the gradient in the blue channel and use the image red and green channels. Other such as wrap, wraps the color channels if the values for the output are less than 0 (black) or greater than 255 (white) and this can provide interesting color combinations.

There are a number of sub-combo/dropdowns and these are related to the primary dropdown (the combos are grouped in columns

FG/BG - The first gradient (first column) use the foreground and

backgrounds color palette (though this varies from application to application, this information might not be available or modified or called different things such as a fill or stroke color). The secondary gradient uses the dropdown at the bottom of the secondary column and uses black n white, yellow and green combos etc. The start point uses the foreground color and the end point uses the background and the rest of the gradient is calculated using the gradient and gradient type and the coordinates for each pixel. The dropdown includes a jitter option to jitter the randomization of the gradient FG and BG, also randomization from black to the FG and BG, as well as randomization from the FG / BG to white, total randomization, as well as a reverse or swap of the FG/ BG information. At the bottom of the gradient columns you will see two small colored panels, they display the 'current' internal RGB gradient for the 'foreground' and 'background'. These might or might not match the palette or the secondary dropdown depending on the randomisation or the jitter factors but the colors displayed match the color used as the starting and end points for the color calculation. The gradient, depending on its position, blending etc might look red-yellow or any number of possible combinations

Black - White - The color settings for the secondary gradient, yellow - purple etc

Sliders

Intensity Setting - this is a factor applied to the output (1000 is the default, making no modification to the output) Greater than 1000 then the picture will be brighter, less than 1000, darker.

Grad/Grad Mixing - Blends the gradients. By default only the first gradient is shown but by changing the mixing more or less of the secondary gradient can be used

Gradient Center (xy) - this modifies the center of the gradient, by changing these settings the gradient can be shifted up or down or the center of the gradient shifted. Some of the gradient types such as pulse use the center information to also create additional gradient effects.

sc (scaling)

This squeezes or expands the gradient effect

rpt (repeats)

This creates repeat gradients, this might or might not be useful but it can create interesting repeat patterns for many of the gradients but not all where the general response might be a small barely visible gradient structure

Smooth

Smooths the gradient, averages the gradient across a number of pixels and can remove some of the effects of banding or coarseness

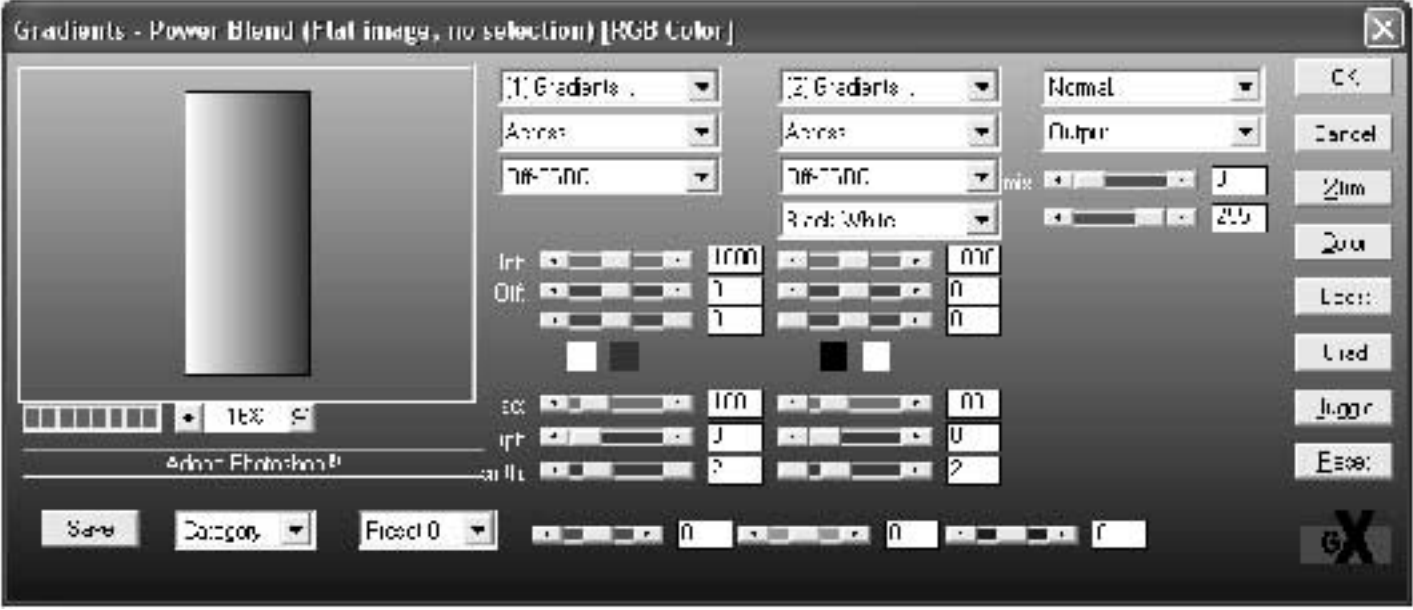
Red green blue - the sliders at the bottom add an additional tweak to the color, setting the red greater than 0 will redder the image, etc

How to use

Use on RGB images in general but the plugin can be used in a variety of ways, combining with selections, layering, blending modes, fading, combining with some of the native effects. In some cases, you might like to apply a grain or noise and a blur to the end result to remove any banding of the gradient information (especially with smallish pictures). The plug-in can be re-applied and re-applied to creating different color effects. If gradients are the prime output then the gradients can also be combined, rotated, blended, and re-applied to create 100s of variant gradient effects.

Preview

The preview should in most cases be fairly accurate, the preview can be moved, zoomed (it defaults to 16% etc for large pics, perhaps 33% for smaller images)



FAQ

Why can't I see a gradient?

It is possible that the settings are such that no gradient is visible. Perhaps the gradient settings are white and white or two virtually equal colors or the gradient itself reveals it structure only 'off' screen (so the gradient center needs to be changed); or the two gradients combining combines to create a 'zero' gradient. Or perhaps the sliders (RGB) at the bottom of the screen are so high to set all the pixels to white.

Presets, where are they held?

They are held in an ini file in the same folder as the plugin. The plugin ini file or presets file is called GX16_Power_Blend_Presets.ini for the basic 'category' set but there are a number of additional preset files or categories such as wacky or freebies or colorful etc and these are stored with the same name but with the _subtle added to the file name. You can delete them if you so desire or use some of the supplied presets and add to these. The files are just text files and can be edited and the settings changed by hand, just keep the same structure otherwise the settings file will be mis-read by the plugin and the settings will no longer match the desired presets.

How can I save to the presets..?

Get the settings as required and click the save button and this will save the presets to the next available slot (this might be 20, 40.. but to find the preset, you will need to quickly go through the preset dropdown (use the arrow keys while having the presets dropdown selected). The preset will be saved to the current category displayed such as 'category' or 'subtle'. If you select a different category then the preset will not be found in that category. Up to 100 presets can be saved per category. In future versions it is hoped that names will be used and not a numbering system

Presets.. what is actually saved?

The information on the screen, that is it. The current foreground and background color is not saved so if you use the preset later with a white-green combo the structure of the gradient will be used but the color combination will result in a different output, likewise if randomisation is used, the randomisation settings are saved such as 0-FGBG but the randomisation internal settings are not saved. This might or might not change in future. If any future updates to the ini file are made, the ini file names will be changed and the old and the new formats will be usable but additional information will not be available to the old presets.

Combining gradients?

The plugin uses two gradients but the default combine is purely to display the result of the first column gradient. You will need to change the mixing percentages or the mixing mode such as a blending mode marked with a * to see the effect of the secondary gradient. Combining the gradients, nearly infinite combinations of gradients can be created.

rpt? smooth?

The repeat and smooth and scaling functions (lower half of the dialog per gradient) are additional tweaks to apply to the gradient. The scaling reduces or zooms into the gradient, so instead of a small square gradient, a larger (similar colored and structured) gradient can be created. The smooth averages out the gradient effect across n pixels and can result in a smoother gradient effect

and generally less banding or coarseness in the gradient. The repeat function attempts to apply a repeat of the gradient effect and can be used to generate subtle or surreal multiples of the gradients (generally smaller versions of the gradients), this function can achieve some interesting effects but not all gradients structures work well with the repeat option.

Juggle button?

If there is nothing to randomise then this button is ignored. You can click it and nothing will happen. If the 0-FG Rnd etc or random options are set then the plugin will alter none of the screen dialog settings but will randomise the color settings according to the dialog dropdown option. If 0-FG then the color will be set to a value between 0 and the Foreground color, hit juggle again and this will be randomised yet again and will vary the colors of the gradient.

DEMO?

What happens.. each and everytime I run this plugin I get a demo message + random grain bar across the image... Yes, you are running a demo. It is not a time limited demo or a functions removed demo, this is the same as the full release except for the demo message and the randomised grain. In some cases, of course, the grain is fairly hidden but in many images, the grain will be clearer to see. All the same, it is the demo. If you like the plug-in, please check out the site and the purchase page 'how to purchase the plugin' and the shareit link and sales.

Output mode

The default output is 'as is' but the output can be inverted, wrapped etc by changing the output dropdown. The output results are always capped by the preview screen to 255 or white but internally the output can be greater than 255, the wrap, wraps the result around to black again and so on

red, Green, blue sliders...?

The sliders modify the output color.. so setting the red to 255 would make the image fairly red. Click the color button to tryout the range of possible color variations.