

*frischluft.com* 

Flair for Photoshop v1.1 manual

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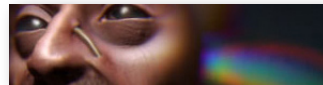
# Introduction

This is a manual for the Flair filter package. It explains the functionality and provides you with hints and tips how to use the filters properly. The filter set contains the following plug-ins::

1. Amiga Rules



2. Box Blur



3. Glass Sphere



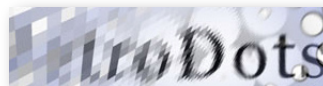
4. Glow



5. Highlight



6. Mosaic Plane



7. Radial Blur



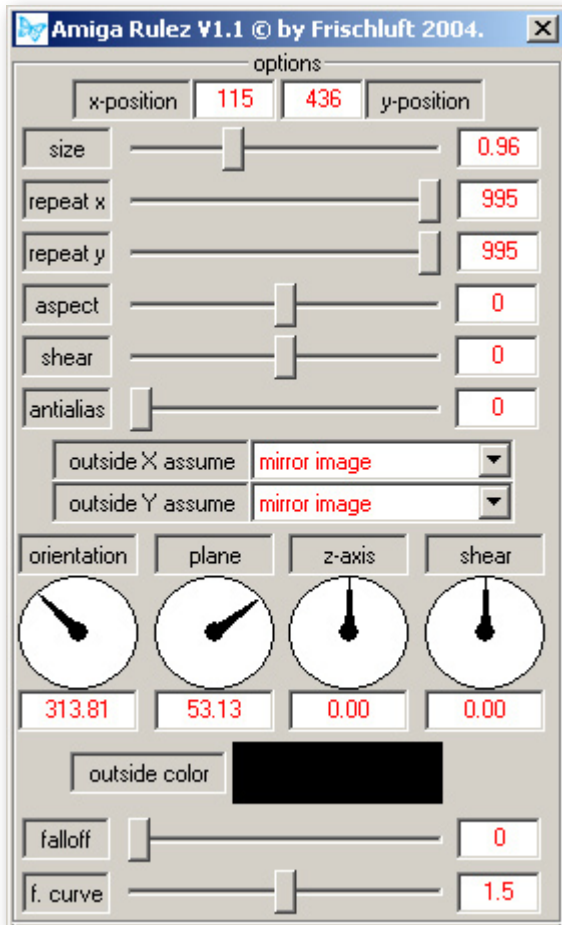
8. Volumetrics



# 1. Amiga Rulez

Images or textures can be tiled and rotated around freely on a virtual plane. The controls are similar to those in 'Mosaic Plane'. In addition to the options to alter the images appearance on the plane there are controls to have the color adjust to the backgrounds (outside) color with increasing distance.





'size'

Scale factor for the underlying texture.

'repeat x', 'repeat y'

Determines how big the plane is in horizontal and vertical direction. In terms of texture sizes.

'aspect'

Changes the textures x-y proportions.

**'shear'**

Applies a shear effect along the 'Shear axis'

**'antialias'**

Oversampling rate. Should be increased for final high quality renders.

**'outside X assume', 'outside Y assume'**

These parameters determine what is assumed outside the center image:

**'border color'**

the images border colors are assumed to continue on the outside

**'mirrored image'**

a mirrored image is assumed on the outside

**'repeated image'**

a repeated (tiled) image is assumed on the outside

**orientation', 'plane', 'z-axis'**

Rotation around one of the given three axis where 'z-axis' means that the 'plane' axis is rotated around the z-axis.

**'shear (axis)'**

Orientation of the Shear axis that the 'shear' parameter refers to.

**'outside color'**

The color that is displayed outside the texture.

**'falloff'**

Distance falloff intensity.

**'falloff curve'**

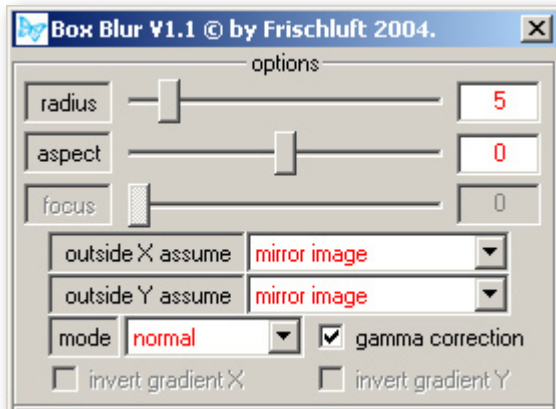
Distance falloff curve variation.

## 2. Box Blur

This blur can also be used as compound blur when used with a selection. The blurs strength will be related to that selections values on a per pixel base. The focus parameter is the selection offset at which the blurs radius is zero. The aberrative blur mode is the same as in the radial blur filter. Just in two dimensions here. Maybe it's good only for psychedelic effects but it sure looks interesting.







If the filter is called with a selection it'll be used to determine the pixels blurriness on a per pixel base. Other parameters that affect the blur radius for a pixel at a certain offset are: 'focus' and 'radius'.

#### 'radius'

The blur radius. If the is called with a selection the blur radius also depends on 'focus' and on the offset value from the selection.

#### 'aspect'

Changes the blurs x-y proportions.

#### 'focus'

This is the offset (or depth) value where the image will not be blurred and in thus be in focus. All other points will be blurred by an amount that is relative to 'radius' and the pixels offset value.

#### 'outside X assume', 'outside Y assume'

These parameters determine what is assumed outside the current image and changing it will only result in changes at the borders:

#### 'border color':

the images border colors are assumed to continue on the outside

**'mirrored image'**

a mirrored image is assumed on the outside

**'repeated image'**

a repeated (tiled) image is assumed on the outside

**'mode'**

**'normal'**

normal box blur

**'abberative'**

spreads colors into it's HSL components.

**'gamma correction'**

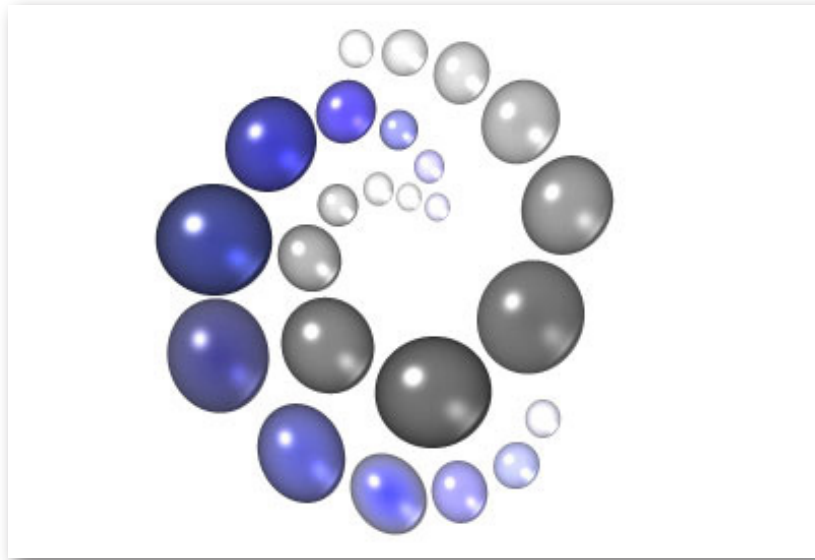
If gamma correction is turned on, the image will be transformed to linear space before any calculation takes place. Afterwards it is transformed back again. Usually this option should be turned on because it simulates what happens in cameras! Blurred colors will look less realistic otherwise.

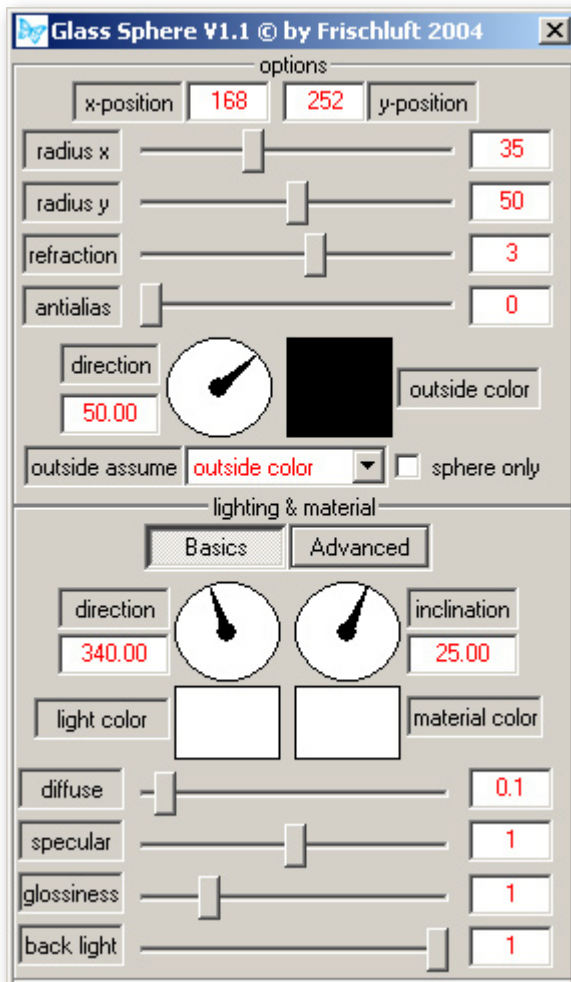
**'invert gradient X', 'invert gradient Y'**

Only available when in abberative blur mode. Reverts the color gradient horizontal and/or vertical.

### 3. Glass Sphere

These spheres can be adjusted by mean of plenty of parameters for lighting and material. Not much more to say about this one. For the parameter details refer to the reference part.





**'x-position and y-position'**

The position of where the Glass Sphere will sit.

**'radius x', 'radius y'**

Horizontal and vertical radius of the sphere.

**'refraction'**

How strong the light passing through the sphere will be refracted.

**'antialias'**

Oversampling rate. Should be increased for final high quality renders.

**'direction'**

Rotates the sphere around it's center.

**'outside color'**

The color that assumed on the images outside if outside assume is set to that mode .

**'outside assume'**

This parameters determines what is assumed outside the source image.

**'outside color'**

the selected color is assumed outside the image.

**'border color'**

the images border colors are assumed to continue on the outside

**'mirrored image'**

a mirrored image is assumed on the outside

**'repeated image'**

a repeated (tiled) image is assumed on the outside

**'sphere only'**

Only the sphere will be displayed. Everything else will be removed.

**(light) 'direction'**

This is where the light comes from.

**'inclination'**

This is where the light comes from, vol. 2: the second rotation axis.

**'light color'**

Color of the light falling in.

**'material color'**

The sphere's color.

**'diffuse'**

The lights diffuse part intensity.

**'specular'**

The lights specular components intensity.

**'glossiness'**

Influences the size of the specular lobe.

**'back light'**

Determines how bright the light on the back of the sphere will be compared to the front light.

**'fresnel'**

The fresnel effect determines how the light is reflected depending on the angle from which it comes in. This is the effects intensity.

**'fresnel curve'**

Influences the fresnel curve.

**'color fresnel'**

Same as 'fresnel' for the sphere's color

**'color fresnel curve'**

Same as 'fresnel curve' for the spheres color.

**'transparency'**

How transparent the glass sphere will is.

'transparency fresnel'

Same as 'fresnel' for the sphere's color'

'transparency fresnel curve'

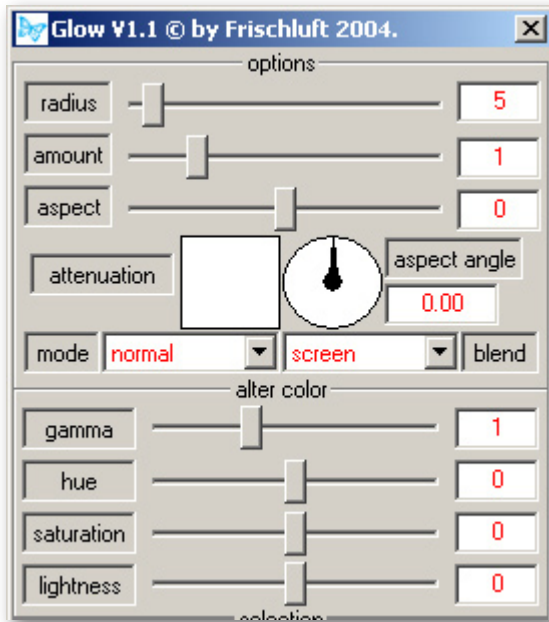
Same as 'fresnel curve' for the spheres color.

## 4. Glow

Glow is used to apply a glow to images. The basic parameters are pretty straight forward. The radius controls the glow's size and the intensity its brightness. Attenuation tints the glow's color. It's also possible to change the glow's x/y aspect and rotate it. There are four different glow types where the normal mode will most likely be the one that'll be used most. The two last modes are based on the box blur's algorithms.







When used with a selection that selection will be used to determine which areas are to glow. The effect will also be applied to the image outside of that selection. Note that the plugins selection scheme as described in the chapter Common Parameters can still be used to further refine that selection.

**'radius'**

The glows size.

**'amount'**

The glows brightness

**'aspect'**

Changes the glows x-y proportions.

**'attenuation'**

The glow's color can be attenuated using this color. Basically it's just a color multiplication. A white color here will leave the glow unchanged. A pure red for example will only leave red part of the glow intact.

### **'aspect angle'**

When altering the glows proportion using the 'aspect' parameter this parameter can be used to change the angle so that the aspect takes place no longer just horizontal and vertical but following this angle.

### **'mode'**

There are four different glow which you can choose from where the first is probably the one you'll use most:

#### **'standard'**

normal glow

#### **'angular'**

in between std and box

#### **'box'**

a very boxy looking one

#### **abberative'**

spreads colors into it's HSL components.

### **'blend'**

see chapter Common Parameters

### **'gamma'**

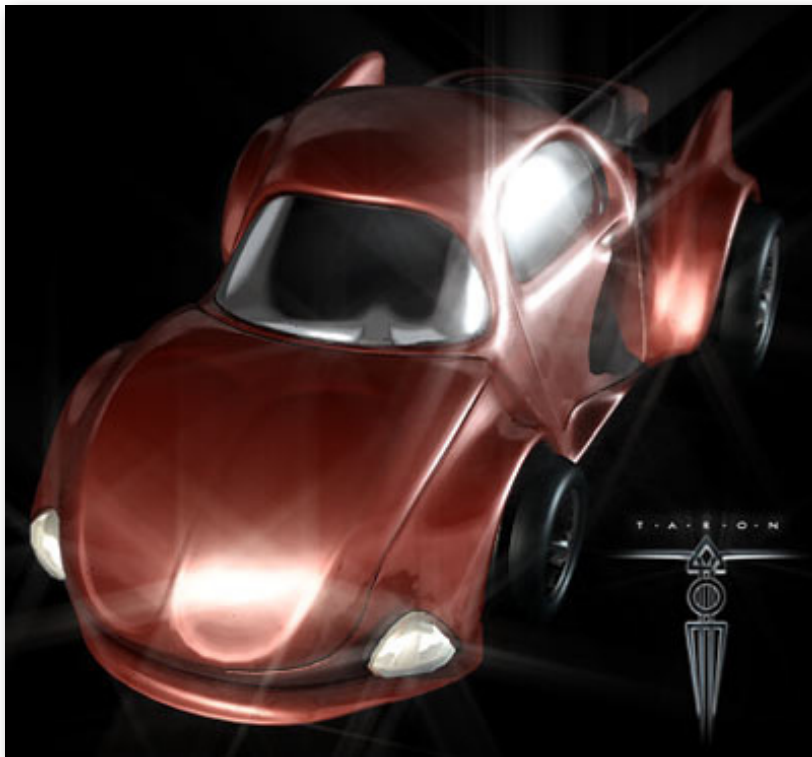
Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

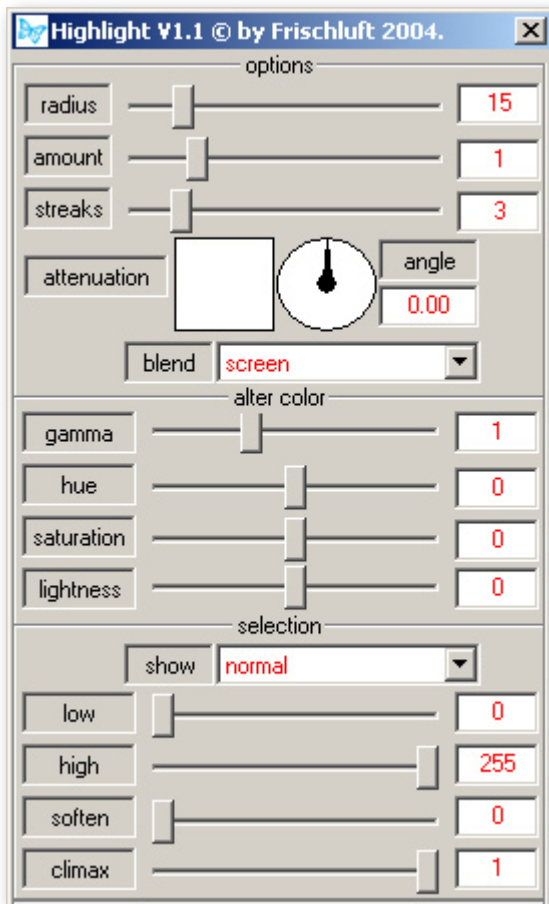
### **'hue', 'saturation', 'lightness'**

see chapter Common Parameters

## 5. Highlight

Highlight generates highlight sparkles. The usual selection scheme can be used to determine the parts that are to be affected. Specific parameters to alter this effect are radius, streak count, intensity, angle and color attenuation.





When used with a selection it will be used to determine which areas are to cast sparkles. The effect will also be applied to the image outside of that selection. Note that the plugins selection scheme as described in the chapter Common Parameters can still be used to further refine that selection.

**'radius'**

the highlight's size.

**'amount'**

the highlight's brightness

**'streaks'**

amount of streaks

**'attenuation'**

The glow's color can be attenuated using this color. Basically it's just a color multiplication. A white color here will leave the glow unchanged. A pure red for example will only leave red part of the glow intact.

**'angle'**

the streak's angle offset or rotation.

**'blend'**

see chapter Common Parameters

**'gamma'**

a gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

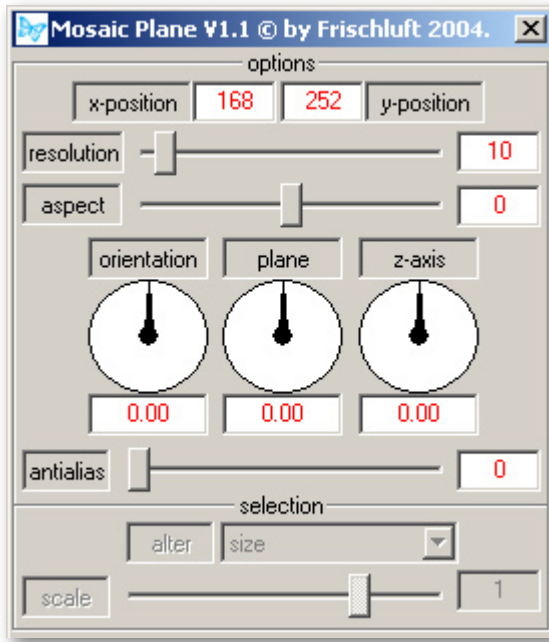
**'hue', 'saturation', 'lightness'**

see chapter Common Parameters

## 6. Mosaic Plane

This plugin extends the regular mosaic effect in a few regards. The resolution can be adjusted with subpixel accuracy opposed to usual implementation which only consider pixel aligned boxes. Furthermore the effect may be rotated freely around on a virtual plane. The boxes aspect ratio can be given as well as. The effects origin determines the point which the resolution is related to. So if it is changed the box structure will be zoomed towards or away from that point.





When the filter is used with a selection it will be used to alter a property of the effect per pixel. You can decide what property you want to alter.

#### 'x-position and y-position'

This is a 2D offset of the rotation origin which is in the image's center by default.

#### 'resolution'

Resolution factor. Determines how big those boxes are.

#### 'aspect'

Changes the resolutions x-y proportions.

#### 'orientation', 'plane' and 'z-axis'

Rotation around one of the given three axes where 'z-axis' means that the 'plane' axis is rotated around the z-axis.

**'antialias'**

Oversampling rate. Should be increased for final high quality renders.

**'alter'**

Which property should be altered by the selection.

**'scale'**

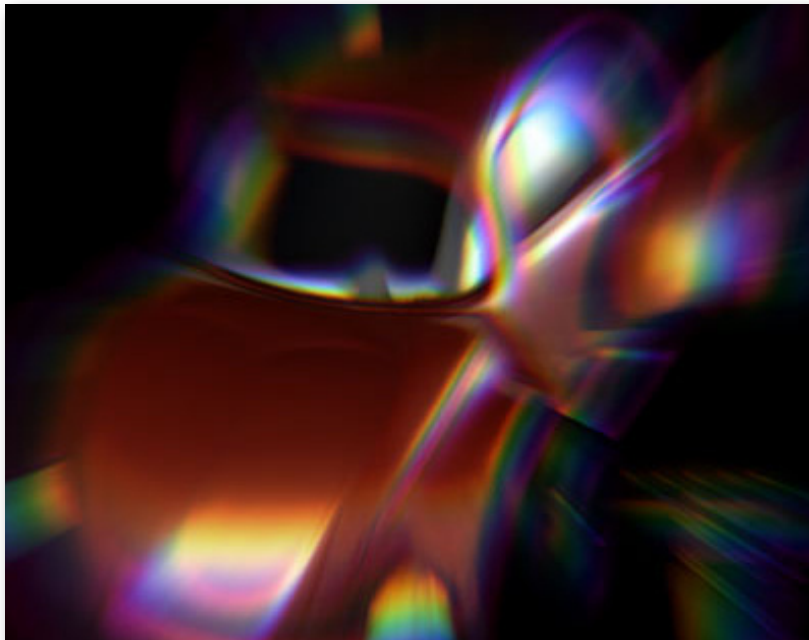
Multiplication factor for the value selected to alter the selection.

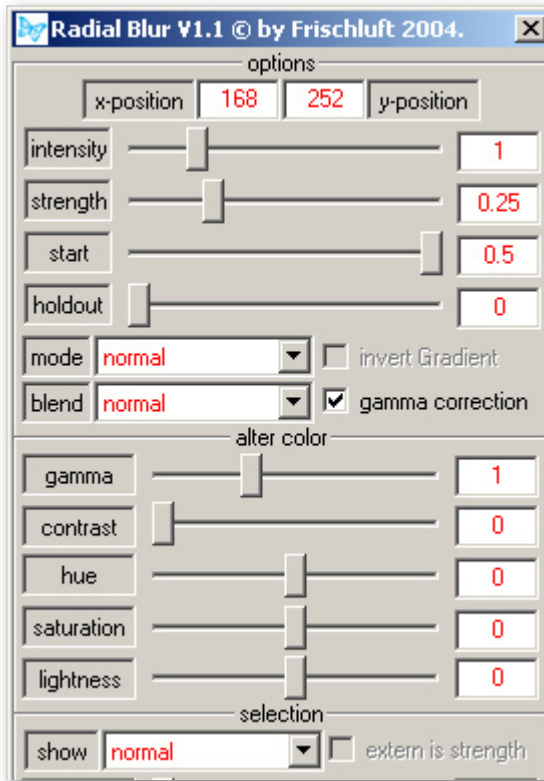


## 7. Radial Blur

Radial Blur is a fast filter to blur the image radially. It has two modes, a traditional blur and an aberrative one. This mode was developed to simulate color aberration that can be seen in a lens or prism.

With cameras or camera setups this aberration is subtle. The intention was to have something that could be applied to computer generated footage to make it look more realistic. However the aberration is not physically correct but generates just a HSL instead of a real rainbow like gradient.





The idea in mind when creating this filter was to generate simple fast radial blurs. But it also can be used in a similar way to Volumetrics. In order to do that another blend mode should be chosen. The intensity can then be set to something else than 1.0. Radial Blur also features similar parameters to Volumetrics and has an additional holdout radius which defines where the blur starts and there is also the possibility to use another layer or selection to tell the plugin how much blur should happen per pixel.

There are two ways to use this plugin with a selection. Normal behavior is that a selection is used to determine which areas are transparent for the light and light will also be applied to the image outside of that selection. The plugin's selection scheme as described in the chapter Common Parameters can still be used to further refine that selection. The other method to use the selection is to turn on the 'extern is strength' checkbox. In that case the selection will alter the blur's strength. This is probably more what one would expect from a normal filter.

### **'x-positon' and 'y-position'**

The origin of where the radial blur originates from.

### **'intensity'**

The effects brightness. For a simple non blended radial blur set this to 1 as in the defaults.

### **'strength'**

The blur amount.

### **'start'**

Feels like a zoom factor.

### **'holdout'**

Everything within this radius will not be affected by the blur.

### **'mode'**

#### **'normal'**

normal box blur

#### **'abberative'**

spreads colors into it's HSL components.

### **'blend'**

see chapter Common Parameters

### **'invert gradient'**

Only available when in abberative blur mode. Reverts the color gradient.

### **'gamma correction'**

If gamma correction is turned on, the image will be transformed to linear space before any calculation takes place. Afterwards it is transformed back again. Usually this option should be turned on because it simulates what happens in cameras! Blurred colors will look less realistic otherwise.

**'gamma'**

Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

**'contrast'**

Global contrast that is applied to the effects result before blending takes place.

**'hue', 'saturation', 'lightness'**

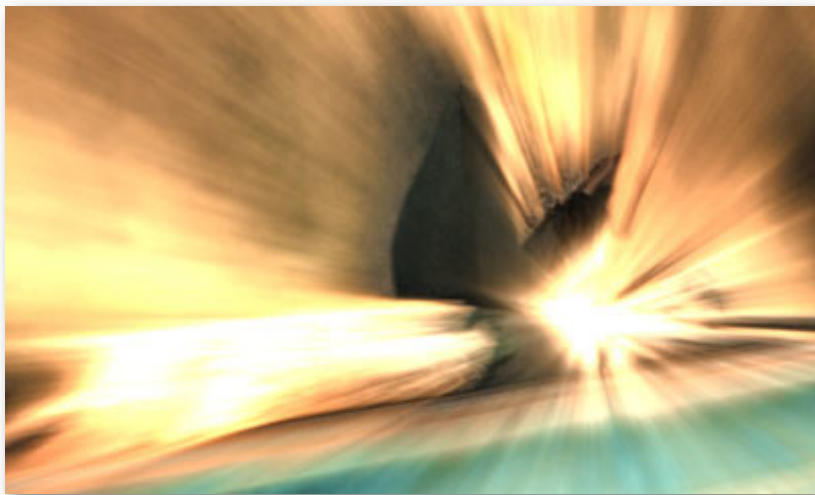
see chapter Common Parameters

**'extern is strength'**

If the filter has been called with a selection this checkbox is available. If it's enabled the selection will be used to alter the strength per pixel. Otherwise the selection is used to determine which areas are transparent for the light. Light will also be applied to the image outside of that selection. Note that the plugins selection scheme as described in the chapter Common Parameters can still be used to further refine that selection.

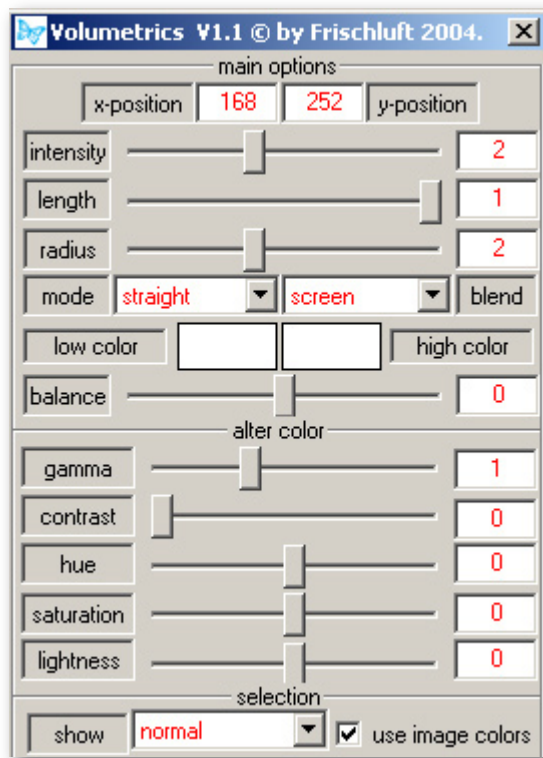
## 8. Volumetrics

This plugin generates fast volumetric light effects. There are two different algorithms to calculate the effect where one results in smoother light rays than the other one.



To control the light's falloff value with distance from the light origin there is a radius parameter and a parameter to control the ray's length. It's also possible to attenuate the lights color with two selected colors. One for high and one for low intensities where the balance between high and low color and be adjusted.

When used with a selection this selection is used to determine which areas are transparent for the light. Light will also be applied to the image outside of that selection. Note that the plugins selection scheme as described in the chapter Common Parameters can still be used to further refine that selection.



#### 'x-position and y-position'

The origin of where the light is emitted from.

#### 'intensity'

The light's brightness.

**'length'**

The length of the light rays.

**'radius'**

The light get gradually darker and is not visible outside of this radius.

**'mode'**

Volumetrics has two different Algorithms to choose from, where the one gives smoother results. This is more appropriate sometimes.

**'blend'**

see chapter Common Parameters

**'low color'**

Attenuates low intensity colors.

**'high color'**

High intensities are tinted with this color.

**'balance'**

Use this parameter to favour either 'low color' or 'high color'. Values below zero make 'low color' more prominent while greater values shift to 'high color'. This parameter has no effect with default settings where low and high color are white.

**'gamma'**

Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

**'contrast'**

Global contrast that is applied to the effects result before blending takes place.

**'hue', 'saturation', 'lightness'**

see chapter Common Parameters

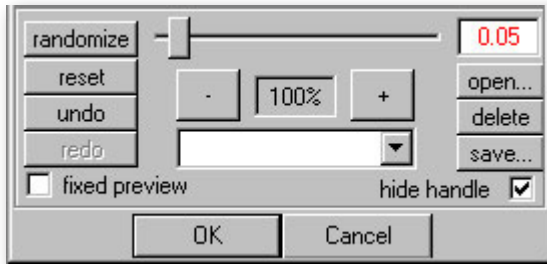
**'use image colors'**

If this box is not checked the lights color will only be determined by the low and high color parameter and not by the images colors.



## Standard Parameters

The plugins have a few standard controls that do not alter the effect. Among them there are controls to load and save settings. Settings are stored in external setting files where only one is active at a time. All operations on settings take place on that active file. These controls are located at the bottom of the control window.



'+'

enlarge preview image. If the image is large than the preview window you can use the right mouse button to scroll around the preview image.

'\_'

decrease preview image size

'randomize'

Randomize parameters the fraction that is specified by the slider control. A slider value of 1.0 randomizes parameters with a maximal difference to the previous value of 100%

'reset'

This resets all parameters to their default values

'undo'

Undo the last operation.

'redo'

Redo the last undone operation.

'open'

This brings up a file dialog that lets you choose a settings file. You can either choose an existing settings file or create a new one by typing in a new file name. The available settings from that file will be listed in the dropdown box and can be selected from there.

### 'delete'

Deletes the setting from the settings file whose name is currently shown in the dropdown box.

### 'save'

Opens a dialog asking for a new settings name and saves the new setting in the current settings file.

### 'fixed preview'

When turned on the images resolution will not be decreased in order to show a lower quality realtime preview. The image will then be displayed after it has been calculated completely.

### 'hide handle'

If there are point parameters in the plugin check this to hide the handles within the preview window.

### 'parameter types'

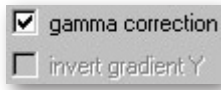
The different parameter types and their usage is described here. Generally it's pretty straight-forward but maybe you can find one or two hints here.



### 'slider'

Sliders are usually associated with a textbox which represents the value. It is either possible to enter the value into the textbox or drag the slider to change the value.

**HINT** — The value range represented by the slider is not necessarily the whole range the filter can process. Sometimes when it makes sense it is possible to enter values into the textbox that lie out of the slider range.



### 'checkboxes'

Just regular checkboxes. No special notes.



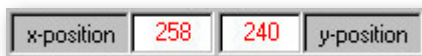
### 'dropdown'

Regular dropdown boxes. No comments.



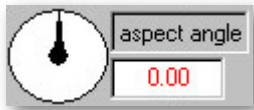
### 'color'

There are two methods to select a color. Either by left or right clicking on the color field. Left click will bring up a color dialog from which a color can be changed. A right click will turn the mouse pointer into color picker which can be used to select a color from the preview image.



### 'point'

A point parameter always has it's x and y parameter as textbox represented within the parameter window. It can either be changed by editing the textbox or just left clicking to the preview window where the point is supposed to be located at. A point parameter has a handle attached to it which is usually visible in the preview window but can be turned off using the standard 'hide handle' parameter.



### 'angle'

The angle is represented visually by the dial control and always has a textbox attached which can be edited just like with the other parameters. To use the dial control grab the needle and rotate it into the desired position. You can move the pointer outside of the box as long as you hold the button down.

# Common Parameters

Several parameters occur in multiple filters but not in all of them. This is a overview of common parameters in Flair.

Show parameter

Blend parameter

Color Bias

Selection

### **'show parameter'**

This parameter is used to see alternative views or additional information about the filter. Currently there are just these two extra modes to see your selection.

#### **'normal'**

Normal effect view.

#### **'selected footage'**

Show all the footage that has been selected. Non-selected footage is blended out.

#### **'selection only'**

Show the selection only as a grayscale image. White color indicates a completely selected pixel. Darker values indicated particaly selected pixels.

### **'blend parameter'**

Filters with this parameter can blend their results with the source image. Several blend modes are available which are described here. Please note that these blending not necessarily act exactly like those in Photoshop.

#### **'normal'**

This is regular alpha blending.

#### **'max weight'**

Source image and effect result are weighted using the maximum channel value of the effects image. Darken and brightens images. Interesting to use with Volumetrics and Radial Blur.

#### **'screen'**

Results in a brighter overall image.

#### **'overlay'**

Combination of screen and multiply depending on pixels brightness.

**'addition'**

Simple color addition, brightens the image.

**'subtraction'**

Color subtraction, darkens the image.

**'multiply'**

Color Multiplication. Results in darker images.

**'divide'**

Color Division. Brightens images.

**'difference'**

Calculates the Difference between two images.

**'exclusion'**

Similar to difference and very much like the 'Invert' adjustment in Photoshop.

**'lighten'**

The brighter color is maintained.

**'darken'**

The darker color is maintained.

**'maximum'**

The brighter channel is maintained.

**'minimum'**

The darker channel is maintained.

**'hue', 'saturation', 'color' and 'luminosity'**

Combines source and results HSL channels in different ways.



#### 'alpha add'

The source's alpha channel is increased by the results brightness.

#### 'alpha sub'

The source's alpha channel is decreased by the results brightness.

#### 'alpha mult'

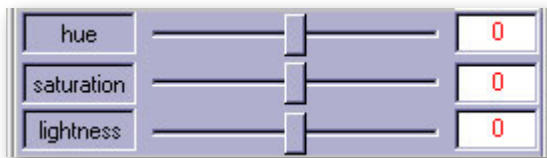
The source's alpha channel is multiplied with the results brightness.

#### 'alpha replace'

The source's alpha channel is replaced by the results brightness.

#### 'none (replace)'

No blending at all. The source image is completely replaced with the effects result.



#### 'color bias'

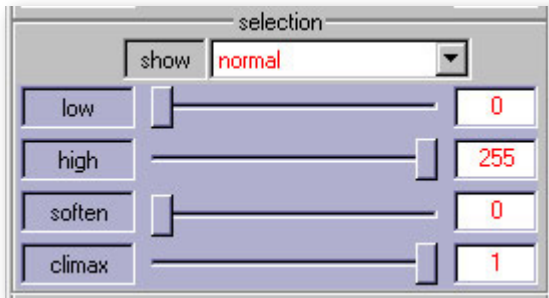
This is a possibility to alter the effects color. These parameters are applied before the generated image is blended with the original image.

#### 'hue', 'saturation' and 'lightness'

Alters the effect's result's Hue Saturation and Lightness. Very much (but not similar) to what Photoshop and After Effects standard filters do.

### 'selection'

Several filters allow for selection of certain image parts using the same selection mechanisms. Using this sub topic, areas can be selected. Based on the footage you can select brightness ranges.



### 'lightness start' and 'lightness end'

Mark the lower and upper brightness threshold. Everything in between will be visible.

### 'lightness climax'

This refers to soften parameters and only takes effect if 'lightness soften' is not zero. This marks the relative position in between start and end which is not influenced by soften.

### 'lightness soften'

Darkens the selection relative to the climax position.

To fully understand climax, soften and offset it is best to load in a black to white gradient and play around with these parameters. This will allow you to quickly get a feel for each control. The parameters for Hue and Saturation work the same way as those for the lightness parameters.

# Copyright Notice

Enclosed with this manual there are some example images. Please note that these images are copyrighted. We thank all the authors by heart for their help. Special thanks go out to Taron ([www.taron.de](http://www.taron.de)) whose pictures we demolished. Sorry for that.

:-D