Contents

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.

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.

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

Exploring the workspace

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

Help button

KPT logo

Web button

Filter name

Preview window

Filter-specific panels

Presets button

OK button

Cancel button

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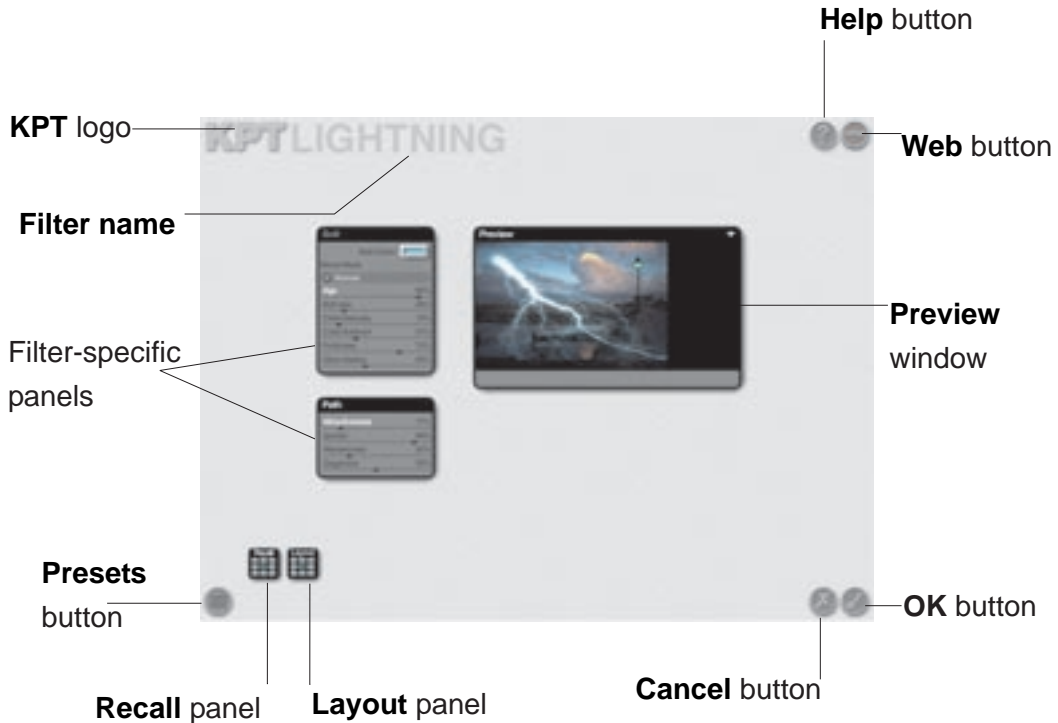
The following table provides a description of each common control in the KPT effects workspace, starting with the **Preview** window.

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

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

IIn **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

  * **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

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

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.

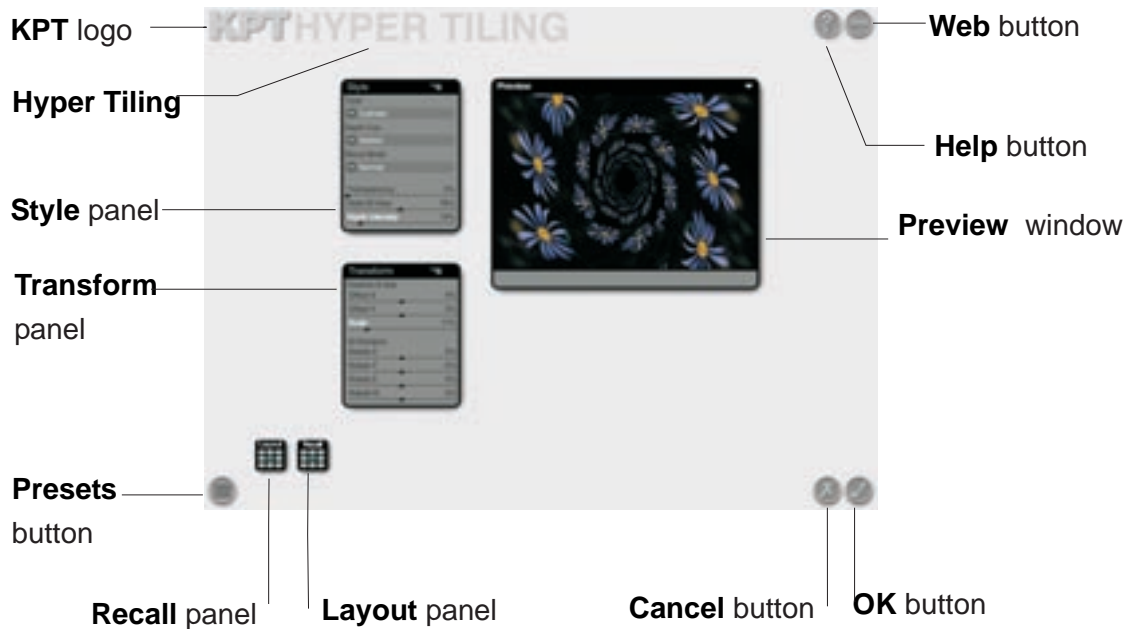**7** Click **Save**.

Using KPT Hyper Tiling

The KPT Hyper Tiling filter lets you create and save intricate tiling effects. This filter reduces the 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 change the viewer's perceived distance from the effect. You can also change the effect's depth, transparency, position, and size, and rotate it through space.

In this section, you'll learn about

* the workspace

* choosing a hypertiling style

* setting the depth of hypertiling effects

* choosing a blend mode

* setting the transparency and field of view of hypertiling effects

* positioning and sizing hypertiling effects

* rotating hypertiling effects

Exploring the workspace

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

KPT logo

Hyper Tiling

Style panel

Transform panel

Presets button

Recall panel

Layout panel

Web button

Help button

Preview window

Cancel button

OK button

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

Control	Description
Style panel	Lets you choose a hypertiling style and blend mode; set the depth and transparency of the effect; and set the viewer's perceived distance from the effect
Transform panel	Lets you position, size and rotate the hypertiling effect you create
Preview window	Lets you preview the hypertiling effect, and set where the effect originates. For information about setting preview options, see "Previewing filter effects."
KPT logo	Lets you customize the display of the KPT workspace, and access product information

Hyper Tiling	Lets you customize the display of the **Style** and **Transform** panels. For more information about setting filter display options, "Using panels and sliders."
procreate button	Connects you to the **procreate** Web site where you can find information about KPT effects 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 **Style** and **Transform** 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

Choosing a hypertiling style

You can choose one of five preset hypertiling styles to apply to an image:

◆ **Vortex** — lets you create the illusion that the image is being sucked into a black hole

◆ **Pinch** — lets you create a 'pinch' or 'punch' effect

◆ **Cube** — lets you tile the source image onto a cubical framework

◆ **Sphere** — lets you tile the source image onto a spherical framework

◆ **Cylinder** — lets you tile the source image onto a cylindrical framework
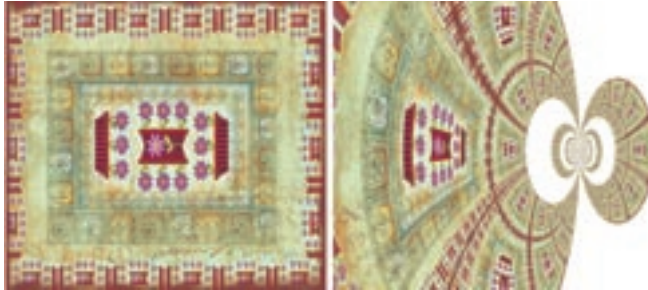
Source image on the left; Vortex hypertiling style on the right

Pinch hypertiling style on the left; Cube hypertiling style on the right

Sphere hypertiling style on the left; Cylinder hypertiling style on the right

To choose a hypertiling style

1 In the **Style** panel, click the flyout arrow in the **Type** area.

2 Choose one of the following styles from the **Type** list box:

- ◆ **Vortex**
- ◆ **Pinch**
- ◆ **Cube**
- ◆ **Sphere**
- ◆ **Cylinder**

✍ If you apply the **Vortex** or **Pinch** style, the **Depth cue**, **Depth intensity**, **Field of view**, and **Rotate X**, **Y** and **W** controls are disabled. If you apply the **Cube**, **Sphere**, or **Cylinder** style, all controls can be adjusted.

The **Pinch** style is controlled by the **Scale** slider. Decreasing the **Scale** below 50 percent creates a "pinch" effect, while increasing the **Scale** above 50 percent creates a "punch" effect.

Setting the depth of hypertiling effects

Depth cue is the amount of lightening, darkening, or fading of a hypertiling effect. The amount of depth cue applied depends on the perceived distance between a particular pixel and the viewer.

The source image without any Depth cue applied (left); the image with Alpha Depth cue applied (right)

*The hypertiling effect with Lighten Depth cue applied
(left); and with Darken Depth cue applied (right)*

Depth intensity is the perceived depth of a hypertiling effect. It interacts with the depth cue. By increasing the perceived distance between the viewer and a particular pixel in the source image, you intensify the specified depth cue. If you decrease the depth intensity, you decrease the specified depth cue.

*The hypertiling effect with different Depth intensity
values*

To choose the depth cue of a hypertiling effect

1 In the **Style** panel, click the flyout arrow in the **Depth cue** area.

2 Choose one of the following from the **Depth cue** list box:

- **Lighten** — brightens the effect
- **Darken** — darkens the effect
- **Alpha** — reduces the transparency based on the distance from the viewer, making the effect fade

If there is a layer beneath the layer you are applying the filter to, you'll see the underlying layer show through the gaps.

- **None** — does not apply any depth cue

✍ The **Depth cue** control is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see "Choosing a hypertiling style."

If the **Depth cue** is set to **None**, **Depth intensity** is disabled.

To set the depth intensity of a hypertiling effect

- Move the **Depth intensity** slider in the **Style** panel.

The **Depth intensity** slider is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see "Choosing a hypertiling style."
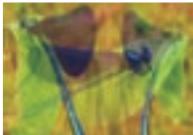
If **Depth cue** is set to **None**, **Depth intensity** is disabled.

You can set a precise **Depth intensity** value by expanding the **Style** 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."

Choosing a blend mode

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

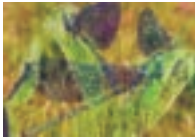| Example	Description
	The **Normal** blend mode blends the transparency and color values of the effect and the source image. This is the default blend mode.
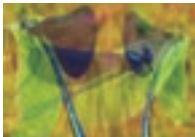
The **Put behind** blend mode applies the effect only to transparent areas of an image. If the source image has no transparent areas, the effect becomes invisible.

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.

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.

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

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.

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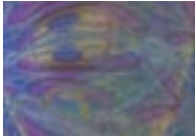
The **Difference** blend mode inverts the color values of the source image pixels based on the luminance (brightness) values of the effect pixels. The black areas of the effect, which have no luminance, do not change the source image; while the white areas of the effect cause the source image pixels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

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.

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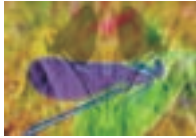
The **Brightness** blend mode replaces the brightness values of the source image with the corresponding brightness values of the effect.

To choose a blend mode

1 In the **Style** panel, click the flyout arrow in the **Blend mode** area.

2 Choose a blend mode from the **Blend mode** list box.

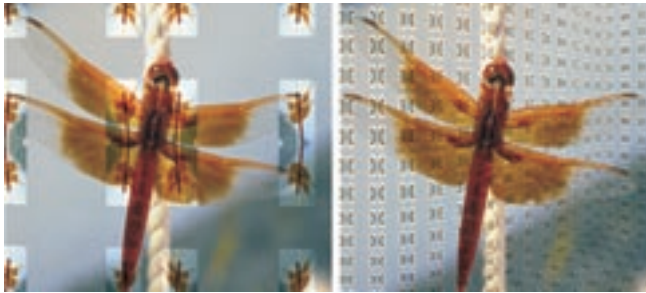## Setting the transparency and field of view of hypertiling effects

You can control the transparency of a hypertiling effect. When the hypertiling effect is more transparent, the source image is more visible; when opaque, more invisible

A hypertiling effect with different Transparency values

This filter lets you control the viewer's perceived distance from the effect. Increasing the field of view creates the illusion that the viewer is stepping away from the image, and can see a larger portion of the effect. Decreasing the field of view makes the image look as if the viewer is very close to it, and can see only the central part of the effect.

A hypertiling effect with different Field of view values

To set the transparency of a hypertiling effect

◆ Move the **Transparency** slider in the **Style** panel.

You can set a precise **Transparency** value by expanding the **Style** 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 field of view of a hypertiling effect

◆ Move the **Field of view** slider in the **Style** panel.

The **Field of view** slider is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see "Choosing a hypertiling style."

You can set a precise **Field of view** value by expanding the **Style** 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."

Positioning and sizing hypertiling effects

You can change the position of a hypertiling effect. By default, the effect is centrally positioned, but you can also move the hypertiling effect to the left or right, and up or down.

A hypertiling effect offset to the left and to the right

You can also resize the hypertiling effect by increasing or decreasing the tile repetitions. When you increase the tile repetitions, the size of each individual tile is reduced. When you decrease the tile repetitions, the size of each individual tile is increased.
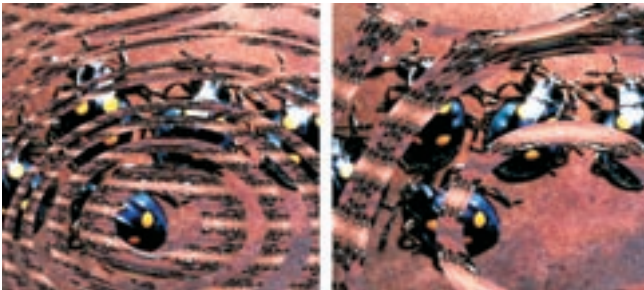
A hypertiling effect with different scale values

To position a hypertiling effect

◆ In the **Transform** panel, move one of the following sliders:

  ◆ **Offset X** –– offsets the effect to the left or right

  ◆ **Offset Y** –– offsets the effect up or down

You can also change the position of the hypertiling effect by clicking in the **Preview** window.

You can set precise **Offset X** and **Y** values by expanding the **Transform** panel and typing values in the numeric areas on the additional slider controls. For information about using expanded panels, see "Using panels and sliders."

To size a hypertiling effect

◆ Move the **Scale** slider in the **Transform** panel.

Decreasing the **Scale** value increases the tile size, while reducing their number. Increasing the **Scale** value decreases the tile size, while increasing their number.

You can set a precise **Scale** value by expanding the **Transform** 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."

Rotating hypertiling effects

You can rotate a hypertiling effect around the X, Y, and Z axes. You can also rotate a hypertiling effect through 4-D space.
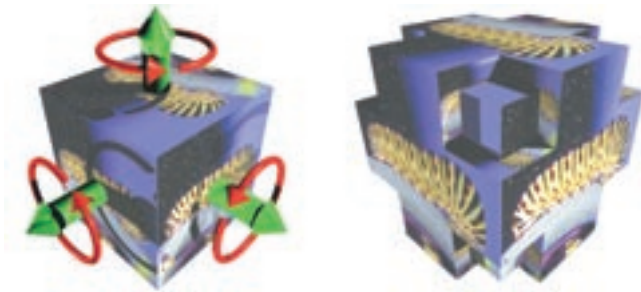
The fourth dimension, the W axis, is a mathematically generated exploration axis. Although the effects of this rotation are unpredictable, they tend to emulate turning the geometric 3-D construct of the hypertiling effect inside out.

An image with all four rotations applied

To rotate a hypertiling effect

- In the **Transform** panel, move one of the following sliders:
  - **Rotate X** — rotates the effect around the X axis
  - **Rotate Y** — rotates the effect around the Y axis
  - **Rotate Z** — rotates the effect around the Z axis
  - **Rotate W** — rotates the effect through 4-D space

  For **Pinch** and **Vortex** styles, you can only rotate the hypertiling effect around the Z axis. For **Cube**, **Sphere** and **Cylinder** styles, you can rotate the effect through 4-D space (around all 4 axes).
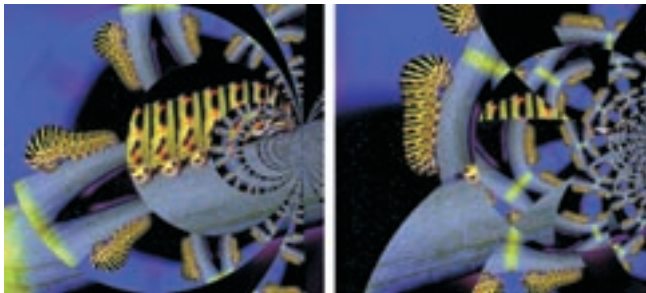
You can set a precise rotation value by expanding the **Transform** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see "Using panels and sliders."

Rotate X on the left; Rotate Y on the right

Rotate Z on the left; Rotate W on the right