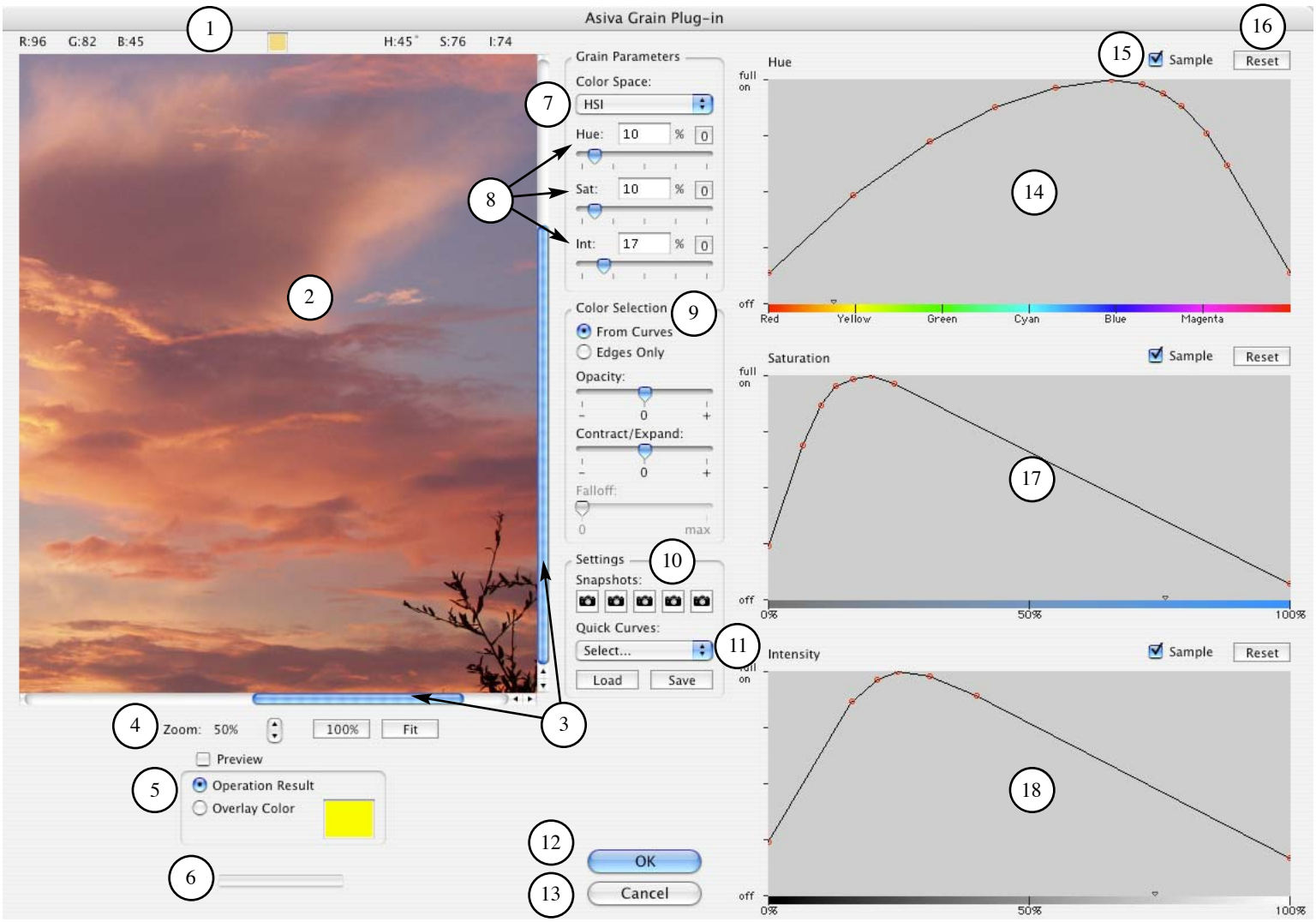
Asiva® Grain Plug-in 1.2 Demo, Mac OS 9.x/OS X
Quick Reference



Introduction

Thank you for trying out the Asiva® Grain plug-in.

The OK Button will remain disabled with the demo version, however you may preview its effects at 100% in the Image Pane.

The Asiva Grain plug-in allows you add grain to images, which is useful when working with digital images that have a synthetic or 'plastic' feel. This gives texture and feel to an otherwise sterile image.

By specifying grain amounts in the Color Space sliders in combination with relative levels in the three HSI curves, one can create grain patterns similar to those found in various film speeds and stocks.

Installing the Asiva Grain Plug-in

Make sure Photoshop® is not running. Double-click the archive file to decompress it into two separate folders. Drag the *Asiva Grain 1.2 demo* folder to your Photoshop® Plug-Ins folder. Read the License Agreement located in the Asiva® Grain 1.2 Demo Documents folder.

Run Photoshop® and access the plug-in by selecting *Asiva®* and *Grain* 1.2 demo from the *Filter* menu.

The Asiva® Grain plug-in has been set with a default curve set and parameters to roughly simulate film. Change the plug-in's curves and parameters to suite your particular needs.

Asiva Grain Dialog Legend

1. **Color Information** - displays RGB/CMYK and HSI pixel color along with a color swatch in between, as the Color Sampler cursor moves over pixels in the

Image Pane. Note that small triangles in all three HSI Maps along the horizontal axes show the precise HSI position of the respective pixel colors as the Color Sampler cursor moves.

2. **Image Pane** - displays a scaled version of the full-sized image, either source or rendered. The Color Sampler is displayed with an "eyedropper" cursor in this area for automatic curve setting of the Maps on the right.

If you hold the spacebar down while the mouse is over the image pane, the cursor changes to a hand. While holding the spacebar, click the mouse button and pan the image in the desired direction.

3. **Scroll Bars** - these are used to navigate around the image. You can also use the pan tool (pressing the spacebar) for quicker results.

4. **Zoom Controls** - use the up and down arrows to zoom into or out of the image in the Image Pane. Click the "100%" button to see the image at its actual size. Click the "Fit" button to fit the whole image inside the pane.

5. **Preview Controls** - enable the "Preview" checkbox to view the rendered or filtered version of the image. Disable it to view the source (original) image. When the checkbox is enabled, the controls in the preview box define how the rendered version of the image will appear. If "Operation Result" is selected, then the result of the grain filter will be displayed. Sometimes the results of a filter are subtle and you really cannot tell exactly where the filter is "hitting". Use the Overlay Color radio button in these instances. The specified color will be placed everywhere the source image is affected by the Grain filter, as defined by the three maps.

6. **Progress Bar** - displays progress of opening, translating, or rendering the current image.

7. **Color Space Pop-Up Menu** - the grain filter can be applied in three different color spaces: the image color space (RGB or CMYK), HSI (Hue-Saturation-Intensity), or YUV (Luminance-Chrominance).

8. **Component Sliders** - for the color space selected, the sliders allow you to select the maximum grain amount for each component in the selected color space. Note that the three curves in the three Asiva® Maps then determine the relative grain amount depending upon hue, saturation and intensity.

9. **Color Selection Controls** - the "From Curves" radio button specifies that the filter will be applied to the areas defined by the three maps. If you select "Edges Only", then the filter will only be applied to the edges of those areas. The "Opacity" slider acts as a master control that you can use to increase or decrease the overall effect of the filter. The "Contract/Expand" allows you to physically contract or expand the area defined by the maps. The "Falloff" slider specifies how the filter will behave on the edges of the selected areas: a lower value means an abrupt edge, while a higher value causes the filter to gradually taper off.

10. **Snapshot Settings** - use the "Snapshots" to temporarily store up to five different sets of parameters. Click one of the snapshot buttons to store your current settings. The button turns green to indicate that a snapshot has been stored. Click while pressing the Control key in order to recall a previously stored snapshot. Use the "Save" button to save your parameters permanently to disk. The "Load" button is used to load a previously saved set of parameters.

11. **Quick Curves Settings** - use the "Quick Curves" pop-up menu to use one of several built-in sets of curves. Please note this is to assist you as a starting point, only for setting the three curves and **NOT** the other parameters.

12. **OK Button** - This button is disabled for the demo version of the Asiva® Grain plug-in.

13. **Cancel Button** - selecting the Cancel button at any time will dismiss the plug-in dialog window without applying the filter.

Asiva® Maps - Hue, Saturation and Intensity - the curves in these three maps specify the color range to select, and determine relative grain amounts.

14. **Hue Map** - for a source pixel's hue, determines the grain amount to be applied, relative to the other maps and the amounts set in the component sliders.

15. **Sample Checkbox** - enables hue map automatic curve setting by sampling in the Image Pane. Same for the other two maps.

16. **Reset Button** - resets the hue map to its default curve. Same for the other two maps.

17. **Saturation Map** - specifies how much grain to apply to a pixel based on its saturation.

18. **Intensity Map** - specifies how much to grain to apply to a pixel based on its intensity.