



KPT 6 Basics

KPT 6 image filter plug-ins, with the exception of KPT SceneBuilder and KPT SkyEffects, share a standard user interface. This chapter describes the basics of using KPT 6 filters, including:

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Accessing KPT 6 Filters

KPT 6 filters are plug-ins, meaning that you access them through a host application.

To launch a filter:

- 1 In a host application, open the image you want to work with.

You can work with RGB and grayscale images in a KPT 6 filter.

- 2 If you want to apply the filter to the entire image, make sure nothing is selected.

If you want to apply the filter to a specific area, first make a selection in the host application.

If you want to apply a filter to a specific layer, select it in the host application.

- 3 Choose **Filter menu> KPT6> Filter Name**

The filter launches and occupies the entire screen.

For example, to launch KPT Equalizer from Adobe Photoshop, choose:

Filter menu> KPT6> KPT Equalizer.

The KPT 6 Workspace

The KPT 6 workspace contains a set of controls and floating panels. Panels change based on the filter you are working with.

KPT Logo

The KPT logo provides access to global preferences. Refer to [“Setting Global Options”](#) for more information.

Plug-in Name

The Plug-in name displays a menu of filter display options. Refer to [“Setting Filter Options”](#) for more information.

Panels

Panels provide various settings for working with a filter. Refer to [“Working with Panels”](#) for more information.

The Preview window is a panel that provides a preview of filter effects. Refer to [“Working with the Preview Window”](#) for more information.

Presets Button

The Presets button provides access to the Presets Library. Refer to [“Working with the Presets Library”](#) for more information.

WWW Button

The WWW button connects you to the MetaCreations Web site, where you can find information about KPT 6 and other MetaCreations products.

Note

The buttons in the KPT 6 workspace have two display states: Smileys on and Smileys off. This section describes button icons in their default state—with Smileys off. Refer to [“Setting Global Options”](#) for more information about Smiley icons.

Help Button

The Help button displays KPT 6’s online documentation.

Cancel and OK Buttons

The Cancel and OK buttons let you exit a KPT plug-ins and return to the host application:

- Click the check icon to apply the filter effects and return to the host application.
- Click the X icon to cancel the filter effects and return to the host application.

Memory Dots

Memory dots let you store the workspace layouts and panel settings. Refer to [“Using Memory Dots”](#) for more information.



The KPT 6 workspace.

KPT Basics

This section provides basic information about using the KPT interface; it explains how to work with KPT's controls and panels.

Note

KPT SkyEffects and KPT SceneBuilder have unique interface controls and panels. For information about how to work with KPT SkyEffects and KPT SceneBuilder, refer to their individual chapters.

Applying KPT Effects

To apply a KPT effect:

- 1 Create the effect you want to apply in the KPT plug-in.
- 2 Click the OK button in the lower corner of the KPT workspace.

To exit a KPT plug-in without applying an effect:

- Click the Cancel button in the lower corner of the KPT workspace.

Setting Global Options

Global options control the appearance of the overall workspace.










To set global options:

- 1 Click on the KPT logo.



- 2 Choose a menu item:

- **Black Out Screen** toggles between showing and hiding (blacking out) the extended KPT desktop.
- **Smileys!** toggles workspace buttons between fun Smiley icons and default icons.

	Smileys Off	Smileys On
WWW button		
Help button		
Presets button		
Cancel button		
OK button		

- **About KPT** displays information about the product and its development.

Setting Filter Options

The Filter Options menu lets you control how panels behave in the workspace.

To set filter options:

- 1 Click on the plug-in name in the workspace.



- 2 Choose a panel display option:
 - **Panel Auto Popup** automatically expands panels as you pass your cursor over them. When you move the cursor to a different location, panels collapse to a preview-only state.
 - **Panel Manual Popup** lets you cycle through panel states by clicking the Cycler icon.



- **Panel Solo Mode** expands the panel you're currently working in but collapses any other panels. Panel Solo mode helps you isolate each control as you work with it.

Working with Panels

All of the controls for a filter are divided into panels. These panels float over the workspace and can be repositioned to best suit your workflow preferences.

Panel States

Each panel has three states: collapsed, standard, and expanded. The states are designed to help you focus on a task by hiding unused controls.

- A Collapsed panel appears as a small black bar displaying the name of the control. Use this state to store controls you're not currently using.
- A Standard panel displays available tools and sliders.
- An Expanded panel displays additional information about the slider you are using.

Setting Sliders

Sliders are mechanisms for adjusting a panel's settings. The slider's scale varies depending on the filter and panel you are using.

When you move a slider, the panel expands to give you an additional slider control. The ticks on the expanded ruler show you the adjustment increments. The small ghosted

arrow indicates the last slider position. The numerical field displays the current value of the slider.



The expanded ruler.

You can adjust sliders by moving them manually or entering a value.

To adjust a setting manually:

- 1 Click the setting you want to adjust.
- 2 Drag the slider to the right or left.

When you move a slider, the KPT panel expands to give you additional information. The ticks on the ruler show you the adjustment increments. The small ghosted arrow (on the right) indicates the last value you entered. Move the expanded slider up or down to fine-tune a setting.

To enter a numerical value for a control:

- 1 Click the setting you want to adjust.
- 2 Click in the numerical display field.
- 3 Enter the desired value.

To reset a slider to its default value:

- Option/Alt+Click the slider.

Using Keyboard Commands

Keyboard commands are especially useful for operations that you perform frequently. In the following table, the Macintosh modifier key is listed first, followed by a slash and the Windows modifier key. For example, “Option/Alt” instructs Macintosh users press the Option key and Windows users press the Alt key.

What you press:	The results you get:
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Command/ Ctrl+Tab	Move focus between panels
Tab	Move focus between sliders
Option/Alt+Click	Reset a slider to its default value

Working with the Preview Window

The Preview window displays a filter’s effects on an image. As you adjust filter settings, the Preview window dynamically updates to display the results.

As with other panels, the Preview window floats over the workspace and can be repositioned to best suit your workflow preferences.

To reposition the Preview window:

- Drag the window’s title bar to any position on the screen.

Some KPT 6 plug-ins let you resize the Preview window interactively. Other plug-ins provide menu options for selecting a predetermined window size.

To adjust the Preview window size interactively:

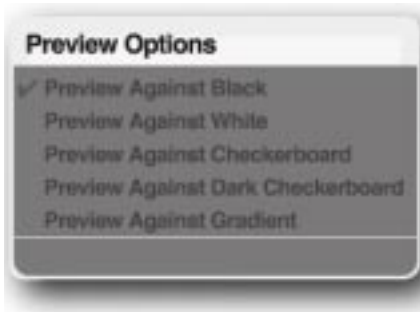
- Drag the lower right-hand corner of the Preview window.

To select a Preview window size:

- Click the triangle at the top right corner of the Preview window and select the desired window size from the menu.

Setting Preview Window Options

The Preview window menu provides options for viewing images with transparency. These options are the equivalent of mask display modes.



The Preview Options menu.

Note

Some KPT plug-ins include additional preview options. Refer to the plug-in-specific chapters for detailed information.

To set the Preview window display mode:

- 1 Click the triangle icon at the top of the Preview window.
- 2 Choose a display mode from the menu.

Preview Against Black



Preview Against Checkerboard



Preview Against Gradient



Preview Against White



Preview Against Dark Checkerboard



Using Memory Dots

Memory dots let you store and recall values with a single click. There are three types of memory dots: Layout, Recall, and panel-specific dots.



- Layout memory dots store the state of the workspace. You can use them to store various panel placements. For example, you can have all the panels arranged on one side of the workspace and the Preview window enlarged when working on a project. By using the Layout dots, you can store that layout and return to that configuration when you return to work on the project. Layout memory dots retain values from one KPT plug-in session to the next.
- Recall memory dots store values for all the panels in the workspace. You can quickly reset all of your panels by simply clicking a Recall dot. You can use Recall dots to store various stages of an effect, as you change settings. You can also quickly return panel settings to default values. Recall memory dots retain values from one KPT plug-in session to the next.
- Some panels contain panel-specific memory dots. These dots let you store values so that you return to different stages of an effect within the panel. Unlike Layout and Recall memory dots, panel-specific dots store settings for the current “work in progress” and are not retained from session to session.

To store the workspace configuration in a Layout dot:

- 1 Set up the workspace the way you want it to be arranged.
- 2 Click an empty Layout dot. Empty dots are gray.

To store all panel values in a Recall dot:

- 1 Set values in the panels.
- 2 Click an empty Recall dot. Empty dots are gray.

To store panel settings in a panel-specific dot:

- 1 Set up values in the panel.
- 2 Click an empty Panel dot. Empty dots are gray.

To use memory dot settings:

- Click on a full dot. Full dots are green. The selected dot turns yellow and the stored settings are applied.

To clear a memory dot:

- Option/Alt+Click a full (green) memory dot. The selected dot turns gray.

To restore default settings:

- Click a center memory dot. The center memory dot is used only for restoring default settings. It has a black dot in the middle to distinguish it from storage memory dots.

Working with the Presets Library

Some KPT 6 plug-ins include a Presets Library. Presets Libraries store settings or other content which can be used on any image.



Presets Libraries store effect settings.

Inside a library, presets are divided into categories. Each category can hold up to 24 presets.

Presets are shown in a library as thumbnails. The thumbnails represent the effect settings for that preset.

The currently selected preset appears in a larger preview at the top of the library. A name and description for the current preset appears across the top of the library. You can add or delete categories, and import or export presets.

Global vs. Panel-Specific Presets

When you access the Presets Library from the main workspace, the library contains global presets which, when loaded, set the values in all the panels and load all the images necessary to reproduce the preset exactly.

When you access the Presets Library from the 3D Lighting or Environments panel, it displays presets specifically suited to that panel. For example, when you access the Presets Library from the 3D Lighting panel, a series of lighting map thumbnails display.

Loading Presets

Loading either a global or a panel-specific preset is only a matter of selecting the preset you want to use.

To load a global preset:

- 1 Click the Presets button.



The Presets Library panel appears.

- 2 Click a category name (if categories are present) on the left side of the library. A set of up to 24 thumbnails appears.
- 3 Click the preset you want to use.
- 4 Click the OK (check) icon.

To load a panel-specific preset:

- 1 Click the triangle in the top right corner of the 3D Lighting or Environment panel and choose Load Preset.
The Presets Library panel appears.
- 2 Click a category name (if categories are present) on the left side of the library. A set of up to 24 thumbnails appears.
- 3 Click the preset you want to use.
- 4 Click the OK (check) icon.

Adding and Deleting Presets

You can save global or panel-specific presets of your own. Save presets into an existing category or create categories. You can save up to 24 presets in a category.

When you add presets to a library, you can also add a title for the preset and comments that further explain the effect settings you're saving.

To add a preset:

- 1 Open the Presets Library.
- 2 If categories exist, click the category where you want the preset to be added.
- 3 Click the next available Preset Library slot.
- 4 Click the Title area on the panel to enter a title for the preset.
If you want the preset to have a title, be sure to enter one at this point. Once a

preset is added to the library, a title can't be added or changed.

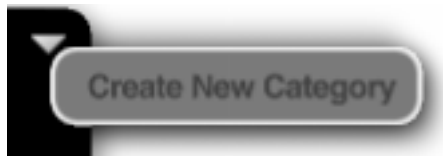
- 5 Click directly below the Title area to enter a comment for the preset.
If you want the preset to have a comment, be sure to enter one at this point. Once a preset is added to the library, a comment can't be added or changed.
- 6 Click the Add Preset button. The preset is added to the library and a thumbnail is displayed to represent the settings.

To delete a preset:

- 1 In the Presets Library, choose the category and preset you want to delete.
- 2 Click the Delete Preset text label. The preset is removed from the library.

To add a new category to a Presets Library:

- 1 In the Presets Library, click the options menu icon and choose Create New Category to display the Create Category dialog.



Use the Create New Category command to create your own Preset Library categories.

- 2 Type a name for the category.
- 3 Click OK.

To delete a category:

- 1 Locate the KPT6 folder on your hard drive.
- 2 Go to the Preset folder and locate the specific filter you wish to delete a category from.
- 3 Look inside the folder and move to the trash the category you want to delete.

To export a preset:

- 1 Click the category for the preset you want to export.
- 2 Click the preset's thumbnail in the library.
- 3 Click the Export button at the bottom of the library. A Save dialog appears.
- 4 Select a name and location for the preset file, then click Save.

Importing and Exporting Presets

You can export or import presets as preset files. This can be useful. For example, presets can be shared when more than one artist is working on a project, moved to new locations on a computer or file server, or sent via email when artists are collaborating from remote locations. You can import a preset from any location on your system.

To import a preset:

- 1 If you want to import an image into a specific category, click the category name to make it active.
- 2 Click the next empty slot in the library.
- 3 Click the Import button at the bottom of the library.
An Open dialog appears.
- 4 Locate the file you want to import and click Open.
- 5 The preset's thumbnail appears in the selected slot.