

## Splat! Reviewer's Guide

Thank you for reviewing Splat! This guide highlights the important features in the product and is designed to make the review process easier. A copy of this Reviewer's Guide has also been included on the marketing CD in the reviewer's package. Please feel free to contact Alien Skin Software with any questions.

### Overview

**Splat!** is a powerful new plug-in filter set for Photoshop®, Fireworks®, Paint Shop Pro®, and other image editors. Splat! gives digital artists frames, textures, edges, borders, mosaics and more in one user-friendly package. Like prior Alien Skin Software filter sets, Eye Candy and Xenofex, the Splat! filters adapt to irregular selections (with the exception of the Frame filter), work exceptionally well in print compositions, and share the same easy-to-use Alien Skin Software user interface. Unlike Eye Candy and Xenofex, however, the Splat! filters are *content-powered* special effects engines. The Frame, Resurface, Fill Stamp, Border Stamp, and Patchwork filters use a variety of source images, held in *content files*, to make their effects. Since adding new content files yields a fresh variety of effects, content-powered effects expand infinitely. The individual filter sections below describe the types of content files powering the Splat! filters.

**Note:** High resolution versions of the example images included in this guide can be found on the CD in your reviewer's package.

### Audience

The Splat! audience includes both professional and novice users, as well as everyone in-between. Photographers will appreciate the one-click mattes and frames, as well as the unique mosaics created by Patchwork. Designers can create thematic backgrounds for posters and Web pages, or accent their works with leaves, buttons, coins, food, flowers, and more. Beginners can easily decorate invitations and greeting cards. Anyone using type can render text, titles, and headlines in stone, torn paper, rose petals, and mosaics, or use the border nibbling effects of Edges. Are you old-school? Splat! will crank out realistic ASCII-text renditions of photos in seconds.

### Frame

**Frame** adds realistic mattes and frames to any photo or rectangular selection. We provide over 100 frames for users to browse through using a thumbnail preview, which they scale to fit and then apply. Frame includes traditional wood frames, Dover and geometric borders, and novelty frames such as grommets and pushpins.

#### **Frame Files**

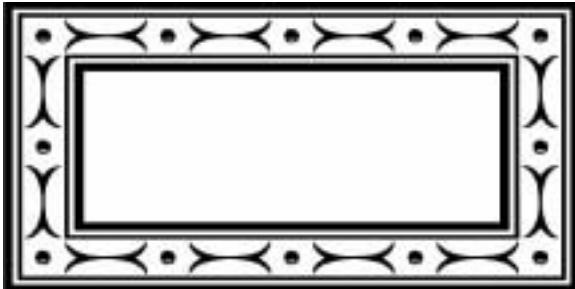
The infinitely extensible Frame filter uses Frame Files to create frames, mattes, and borders in a composition or selection. Users of Photoshop 5 or later can download new Frame Files from the Alien Skin Software Web site. Users with Photoshop 6 and later can also create and save original Frame Files. Please see the Splat! instruction guide for more information. Frame Files (\*.RFR) are similar to

Stamp Files. They contain scalable tiles and corners that users apply to any rectangular selection. Frame Files are organized as themes such as wooden frames and Art Nouveau borders.

**Tip!** When using the Frame filter, pay particular attention to the Margin slider. Margin controls frame placement with respect to the selection border. Negative values place the frame outside of the selection border; a value of zero starts the placement of the frame at the selection border and works inward. Higher values place the frame inside of the selection border.



*One of dozens of photo-realistic wooden frames and mattes included on the Splat! CD.*



*The Art Nouveau border on the left is licensed from Dover Publications, Inc. There are over fifty included on the Splat! CD.*



*The leopard skin frame to the left is one of the many novelty borders included with Splat! Others include grommets, push pins, and masking tape corners.*



*One of dozens of geometric frames included on the Splat! CD.*

## Resurface

**Resurface** adds any of over 100 high-resolution surface textures to any object, selection, or composition. Resurface is an easy way to work in natural media; with a few clicks artists can apply textures such as paper, metal, stone, wood, and leather. Other surfaces include several variations of brick, carpet, concrete, dirt, fur, and more. Designers can distort images to simulate most surfaces.

### **Surface Files**

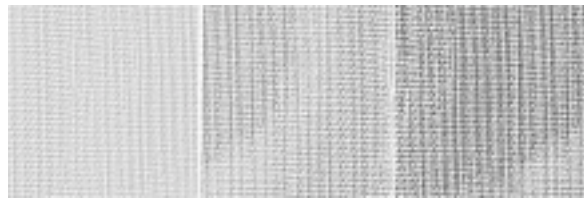
Surface files are seamlessly tiling grayscale JPEG (\*.JPG) files. Since Resurface can use any seamlessly tileable JPEG file as a texture, it has infinite possibilities as a texture application engine. Users can create their own bump maps or use other available bump maps by converting them to grayscale JPEGs. Users can also download new textures from the Alien Skin Software Web site or grab one of the thousands available on the Internet for free.



*Surface textures can be applied to anything—type, backgrounds, or any selection. Shown here are examples of canvas, metal plate, quarry stone, and wicker.*



*Left to right: increasing Distortion levels makes the S adhere to the contours created by the surface texture.*



*Left to right: increasing the Height Scale value deepens the texture map.*

## Edges

**Edges** adds versatile, decorative edge effects to any graphic. Users can ornament invitations and greeting cards with a variety of edges such as halftone patterns, torn paper, and pixelated edges. These effects look great applied to text because they adapt to any selection shape.

**Tip!** When using Edges, pay particular attention to the Scale slider. Incrementing the Scale value increases the size of the edge effect applied to your selection. In the case of halftone dots, for example, a larger value produces visible circles; smaller values yield a shadowy gradient that varies from semi-opaque to totally opaque.



*Edge applied to type with Transparent Fill enabled. e: Lumpy edge with high Scale. l: Rough edge with low Scale. v: Halftone Dots applied with medium Scale and Edge Width. i: Halftone Lines applied with medium Scale at a 45 degree angle. s: Pixels applied with medium Margin and Scale settings. !: Torn Paper applied with a medium Scale value.*

## Fill Stamp

**Fill Stamp** fills any selection with familiar objects. Users can accent any composition by choosing from over 100 stamp libraries including leaves, buttons, coins, food, and flowers, then scaling the objects, and applying. Creating thematic backgrounds for print and Web has never been easier.

### **Stamp Files**

Stamp Files are based on the Paint Shop Pro picture tube (\*.TUB) format. A stamp file is a grid of cells; each cell contains a themed image, such as a rose petal, photographed at different angles. Fill Stamp uses Stamp Files as image sources to paint a selection with a chosen theme.

Like the other content-powered filters, Fill Stamp is endlessly expandable. Users of Photoshop 5 or later can download new Stamp Files from the Alien Skin Software Web site. Users of Photoshop 6 and later can also create and save original Stamp Files. For more information on creating Stamp Files with Photoshop 6 and later, please refer to the Splat! instruction manual. Thousands of free picture tubes can also be found on the Internet.

**Tip!** Do not use Stamp Sizes that are larger than the selected area. The filter will not render stamps larger than the selection.

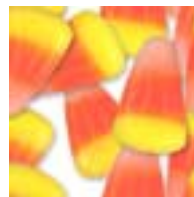
**Tip!** When adding shadows to stamps, obtain the best results by keeping the Distance and Blur levels low.



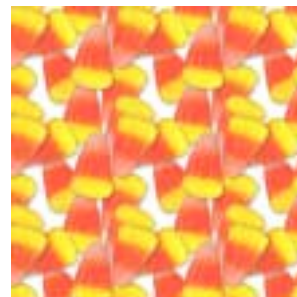
*The Colorize Stamp option makes the color of your stamps match any underlying tints.*



*Fill Stamp works great with text!*



*Above: Users can easily create seamless tiles with Fill Stamp.*



*Above: A block filled with the seamless candy corn tile.*

## Border Stamp

**Border Stamp** applies the power of Fill Stamp to borders. Users can create themed borders from everyday objects such as pebbles, rose petals, seashells, candy, and more. Border Stamp works with any shape or selection.

Again, Border Stamp is infinitely expandable. Users can check with Alien Skin Software regularly for new stamp files to download or they can search the Web for Paint Shop Pro picture tubes. For more information on creating Stamp Files with Photoshop 6 and later, refer to the Splat! instruction manual. Border Stamp uses the same content files (Stamp Files) as Fill Stamp to make its effects.

**Tip!** Do not use Stamp Sizes that are larger than the selected area. The filter will not render stamps larger than the selection.

**Tip!** When adding shadows to stamps, obtain the best results by keeping the Distance and Blur levels low.



*Above: Border Stamp can be used in a variety of ways: as a rectangular frame, a non-rectangular frame, or even a text effect.*



*Above: When using a shadow, keep the Distance close to the stamp to avoid obscuring underlying stamps. Shown here is Booper surrounded in a cat food border.*

## Patchwork

**Patchwork** recreates any selection, shape, or image as a mosaic. Users choose from Patchwork tile libraries including ceramic tiles, cross-stitch, light pegs, and ASCII art. Users simply browse the libraries and then scale the tiles to fit.

### **Patchwork Files**

Patchwork Files (\*.PTL) are libraries of image tiles that Patchwork matches to variations in color and contrast in a selection to create a mosaic. Users can't make or save their own Patchwork files, but they can check the Alien Skin Software Web site regularly for Patchwork content.

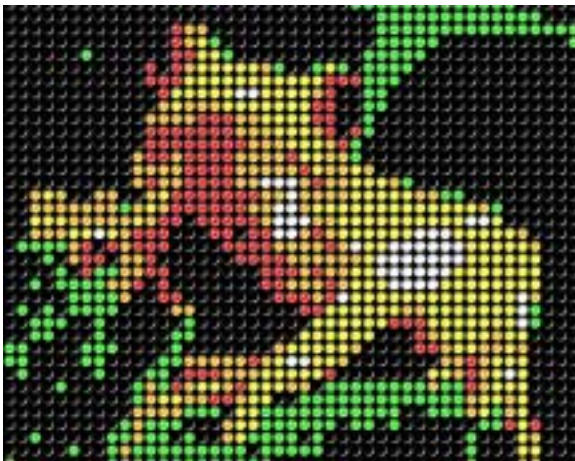
**Tip!** Keep tile sizes low. Small tiles preserve the integrity of the original image and looks great in print.



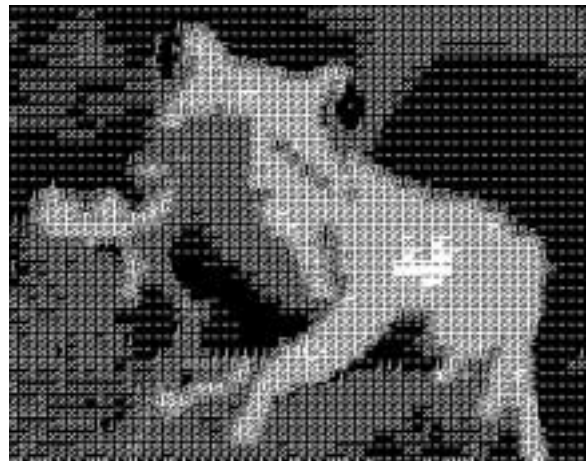
*A cute little froggy.*



*A cross-stitched froggy.*



*A light-pegged froggy.*



*An ASCII-text froggy.*

## User Interface

Splat! is built on the easy-to-use Alien Skin Software user interface (UI) that premiered in Eye Candy 4000. The UI design incorporates industry-standard image editor controls and shortcuts; users get exactly what they expect from the Splat! interface. Following are some of the highlights of the Splat! UI:

- **Huge preview with visible underlying layers**—This fully resizable preview allows users to examine an effect with all layers in the image visible.
- **Unlimited Undo/Redo**—You can undo as many mess-ups as you want!
- **Photoshop-style keyboard shortcuts**—Wherever possible, we have implemented keyboard shortcuts identical to those used in Photoshop to streamline the production process.
- **Menus accessible from the Filter Window**—Users can switch easily from one Splat! filter to another inside the preview.
- **Handy mouseover help text describes the function of each filter control**—Provides quick insight into the meaning of each filter control.
- **Seamless tiling** (in the Fill Stamp filter)—Making textured backgrounds for Web pages, games, or multimedia presentations is extremely easy.
- **Filters work as “Live Effects” in Fireworks 3 and later**—When a filter such as Edges is applied to text, the edge effect will automatically update if the user makes a change to the original text. In addition, effects can be modified even after the filter has been applied.
- **Real-world absolute parameter units** (Photoshop users)—A great time-saver for graphic designers who regularly move from print to the Web, or who create proofs at screen resolution before going to print.

## Host Requirements

### *Macintosh*

- Adobe Photoshop 5.0 or later (You can save Frame and Stamp Files in Photoshop 6 and later.)
- Macromedia Fireworks 3 or later

### *Windows*

- Adobe Photoshop 5.0 or later (You can save Frame and Stamp Files in Photoshop 6 and later.)
- Macromedia Fireworks 3 or later
- Jasc Paint Shop Pro 5.0 or later (You can use Paint Shop Pro Picture Tubes from Version 6 and later.)

**Note:** Macintosh and Windows versions ship on the same CD.

## Minimum System Requirements

### *Macintosh*

- PowerPC Processor
- System Software 8.6 or later; OS X 10.1 or later
- 32 MB or more of physical RAM
- Color monitor with 24-bit video card
- At least 50 MB free space on hard drive. The full installation requires 300 MB.

### *Windows*

- At least a Pentium II-class processor
- Windows 98/ME/2000/XP
- 32 MB or more of physical RAM
- Color monitor with 24 bit or greater video card
- At least 50 MB free space on hard drive. The full installation requires 300 MB.

## Pricing and Availability

Splat! has an estimated street price of US \$99. The sidegrade price for registered users of Eye Candy 4000, Xenofex, or Eye Candy for After Effects is \$69. Academic pricing is available.

Splat! is available worldwide through normal distribution channels and is also sold directly from Alien Skin Software. Online delivery is available via our Web site at <http://www.alienskin.com>.

Phone: 1-919-832-4124

Toll-free in USA: 1-888-921-SKIN (7546)

Fax: 1-919-832-4065

Press email: [press@alienskin.com](mailto:press@alienskin.com)

Customer email: [sales@alienskin.com](mailto:sales@alienskin.com)

Technical Support email: [support@alienskin.com](mailto:support@alienskin.com)

Web: <http://www.alienskin.com>

## Company Information

Makers of award-winning plug-in filters since 1994, Alien Skin Software was the first company to create a drop shadow filter for use in Photoshop. Our Black Box filter set, released in April of 1994, quickly became an industry-standard collection. Version 3, released in 1997, saw the name changed to Eye Candy. Our next release in 1997, Eye Candy for After Effects, marked Alien Skin Software's expansion into the video compositing market. This set of filters for Adobe's After Effects motion graphics tool was based on our popular Eye Candy 3 set. Released to rave reviews in 1998, Xenofex introduced new natural phenomena filters. Eye Candy 4000, released in 2000 is the latest addition to one of the oldest and best-selling lines of graphics plug-ins ever. Released March 19<sup>th</sup>, 2002, Splat! is a fun and useful program for photo-enthusiasts and graphic designers alike.

Alien Skin Software's reputation for bug-free software and fast, friendly tech support has grown worldwide throughout the years. Alien Skin Software continues to do what it has always done well: write and sell filters that users love.

Copyright © 2002 Alien Skin Software, LLC. All rights reserved. Alien Skin Software and Splat! are trademarks of, and Eye Candy is a registered trademark of Alien Skin Software, LLC. All other trademarks are properties of their respective owners. We will never wear suits.