

# Boss Emboss

**Flaming Pear Software**

[What it does](#)

[How to install](#)

[Quick start](#)

[Main controls](#)

[Other controls](#)

[Memory dots](#)

[Things to try](#)

[Versions](#)

[How to purchase](#)

[Questions](#)



## **What it does**

Boss Emboss does heavy-duty embossing.

## How to install

Illustrated installation instructions are online at [www.flamingpear.com/faq.html](http://www.flamingpear.com/faq.html) .

To use this software, you need a paint program which accepts standard Photoshop 3.02 plugins.

Just put the plug-in filter into the folder where your paint program expects to find it. If you have Photoshop, the folder is Photoshop:Plugins:Filters or Photoshop:Plug-ins. You must restart Photoshop before it will notice the new plug-in. It will appear in the menus as Filters->Flaming Pear->Boss Emboss.

Most other paint programs follow a similar scheme.

If you have Paint Shop Pro: you have to create a new folder, put the plug-in filter into it, and then tell PSP to look there.

PSP 7:

Choose the menu File-> Preferences-> File Locations... and choose the Plug-in Filters tab. Use one of the "Browse" buttons to choose the folder that contains the plug-in.

The plug-in is now installed. To use it, open any image and select an area. From the menus, choose Effects->Plug-in Filters->Flaming Pear->Boss Emboss.

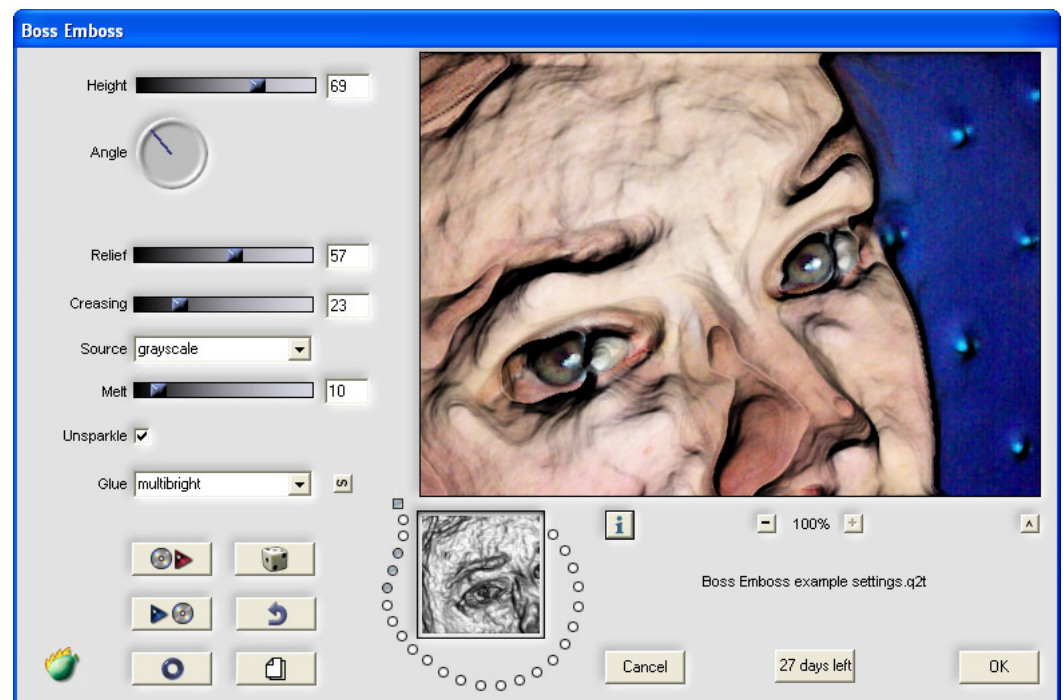
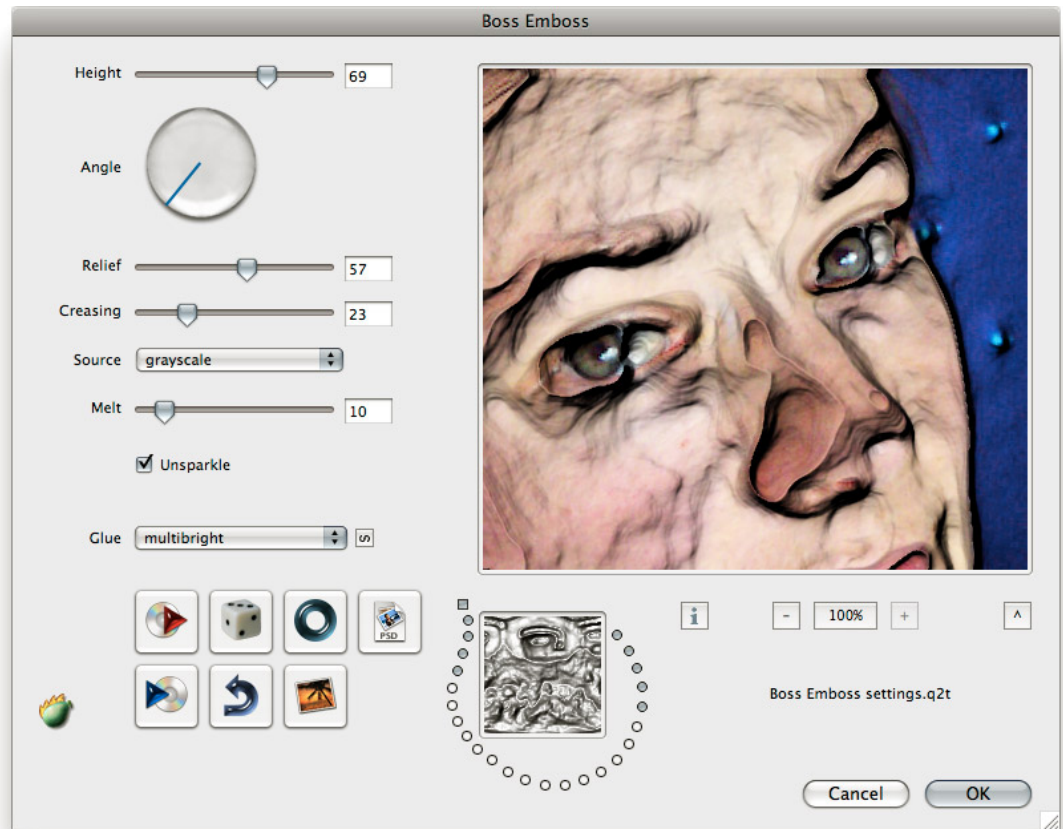
PSP 8, 9, X, XI, and X2:

Choose the menu File-> Preferences-> File Locations... In the dialog box that appears, choose Plug-ins from the list. Click "Add." If you are using PSP 8 or 9, click "Browse". Now choose the folder that contains the plug-in.

The plug-in is now installed. To use it, open any image and select an area. From the menus, choose Effects->Plugins->Flaming Pear->Boss Emboss.

## Quick start

When you invoke Boss Emboss, a dialog box will appear.



If you just want to see some effects quickly, click the dice button until you see an effect you like; then click OK.

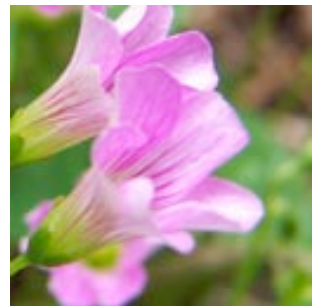


Using the dice is the easiest way to use Boss Emboss. If you want to hand-tune your own effects, it helps to learn the controls, which are explained below.

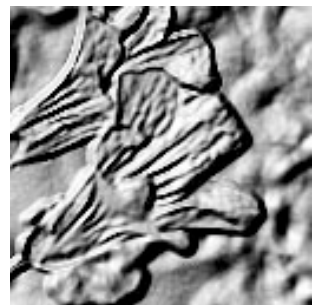
## Main controls

Boss Emboss develops a 3-D surface from the picture, then shines a light on it.

The basic result is gray, but you can use glue modes like 'overlay' to merge the embossing effect with your original image.



original image



embossed



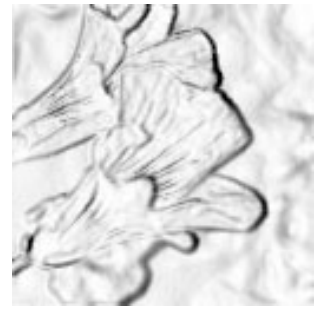
embossed + overlay

**Height** is the altitude of the light source.

**Angle** is the direction of the light source.

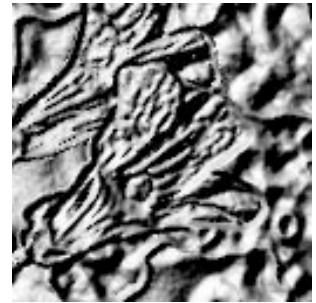
(The mathematically-minded may like to call these controls right ascension and azimuth respectively.)

**Relief** is the strength of the embossing.



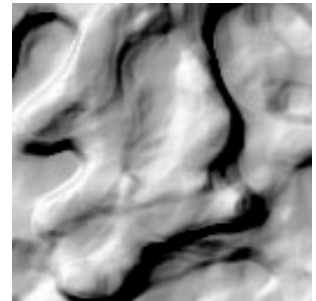
different light, less relief

**Creasing** folds the surface into sharp-edged V-shapes. It adds life to flat areas.

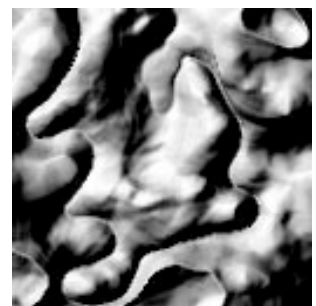


creased

**Melt** blurs the shapes together while retaining some detail. Useful when the picture is too busy.



melted



melted and creased

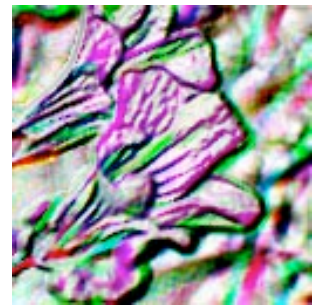


**Unsparkle** removes sparkly highlights from the creases. It makes Boss Emboss run more slowly.



melted and creased +  
overlay

**Source** chooses whether to use the grey version of the picture; only its red, green, or blue color channels; or all three channels independently. Mostly you will want to use grey.



3-channel source

## Other controls

**Dice:** This randomizes the settings. Click it as much as you want to see different effects.



dice

**Reset:** Gives you the factory settings.



reset

**Glue:** Lets you combine the result image with the original, instead of replacing it. The **next-glue** button advances to the next glue mode.



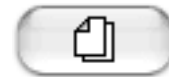
next glue

**Send to photo manager:** Sends the result to iPhoto (on Macintosh).



send to photo manager

**Export to PSD:** Renders the result to a .psd file.



export to PSD

**Make Gallery:** Builds a web page showing all the presets in a folder that you choose.



make gallery

**Plus, % and minus buttons:** If the selected image area is bigger than the preview, these buttons let you zoom in and out. Drag the preview to move it.

**Load preset:** Presets are files containing settings. To load one, click this button and browse for a preset file.



load preset

**Save preset:** When you make an effect you like, click this button to save the settings in a file.



save preset

**Undo** backs up one step.



undo

**Info:** briefly explains the controls.



info

Three more buttons:

**OK:** Applies the effect to your image.

**Cancel:** Dismisses the plug-in, and leaves the image unchanged.

**Register:** Allows you to type in a registration code and remove the time limit from the demo.

## Memory dots

Although you can [save your settings permanently to files](#), you can also stash settings in memory dots.

Click an empty dot to stash the current settings in it.

Click a full dot to retrieve its settings.

Hover the mouse over a dot to see what it contains.

Option-click to erase a dot on Macintosh.

Right-click to erase a dot on Windows.

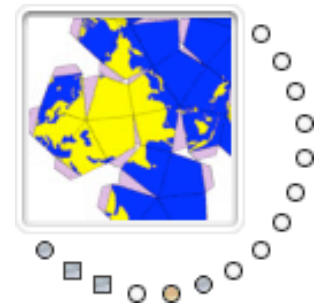
If a dot is orange, Boss Emboss is currently using that dot's settings.

Dots remember their contents until you erase them. If you'd rather make a temporary dot that forgets when you exit Boss Emboss, control-click it. Temporary dots are square.

When you start Boss Emboss, it puts the starting settings in a temporary dot. That way it's easy to start over without exiting the plug-in.

On Mac, you can drag-and-drop settings files from the central memory well.

You can build a web page showing how the current image would look with every memdot setting. Just option-click (Mac) or right-click (Windows) on the big memdot image.



memory dots

-  empty
-  full
-  current
-  temporary



## Things to try

Use different glue modes like 'luminance' and 'soft light' to add life to the embossing.

Open a picture and run the filter. Change the angle control and the height slider to extreme settings.

## **Version history**

### **Version 1.5 December 2009**

64-bit version for Windows.

### **Version 1.4.1 June 2008**

Fixes a crash that can happen on Macintosh PowerPC machines.

### **Version 1.4 May 2008**

Adds convenience features to the interface. The Mac version is resizable.

### **Version 1.35 June 2007**

Fixes a Macintosh problem where the plug-in could have bad settings or crash when installed on a machine for the first time.

### **Version 1.3 February 2007**

Universal binary for Macintosh. Works as a Smart Filter in Adobe Photoshop CS3 Macintosh. Fixes a Windows problem where the plug-in wouldn't remember its registration when it was installed in one user account but activated in another.

### **Version 1.2 June 2005**

More glue modes. Faster. Larger previews in the file chooser.

### **Version 1.1 May 2004**

More glue modes. Works with 16-bit-per-component color.

### **Version 1.04 December 2003**

Recordable as a Photoshop action.

### **Version 1.02 September 2003**

Adds more glue modes and the next-glue button.

### **Version 1.0 March 2003**

The first release in this form.

The Furbo Filters were originally developed by Craig Hockenberry.

## **How to purchase**

You can place an order online [here](#). A secure server for transactions is available.

## **Questions**

The software, documentation, and supporting materials are made by Flaming Pear Software. Answers to common technical questions appear on our [support page](#), and free updates appear periodically on the [download page](#).

Trouble with your order? Orders are handled by [Kagi](#); please contact them at [admin@kagi.com](mailto:admin@kagi.com).

For bug reports and technical questions about the software, please write to [support@flamingpear.com](mailto:support@flamingpear.com).

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