

Vibrant Patterns

Flaming Pear Software

[What it does](#)

[How to install](#)

[Quick start](#)

[Controls](#)

[Other controls](#)

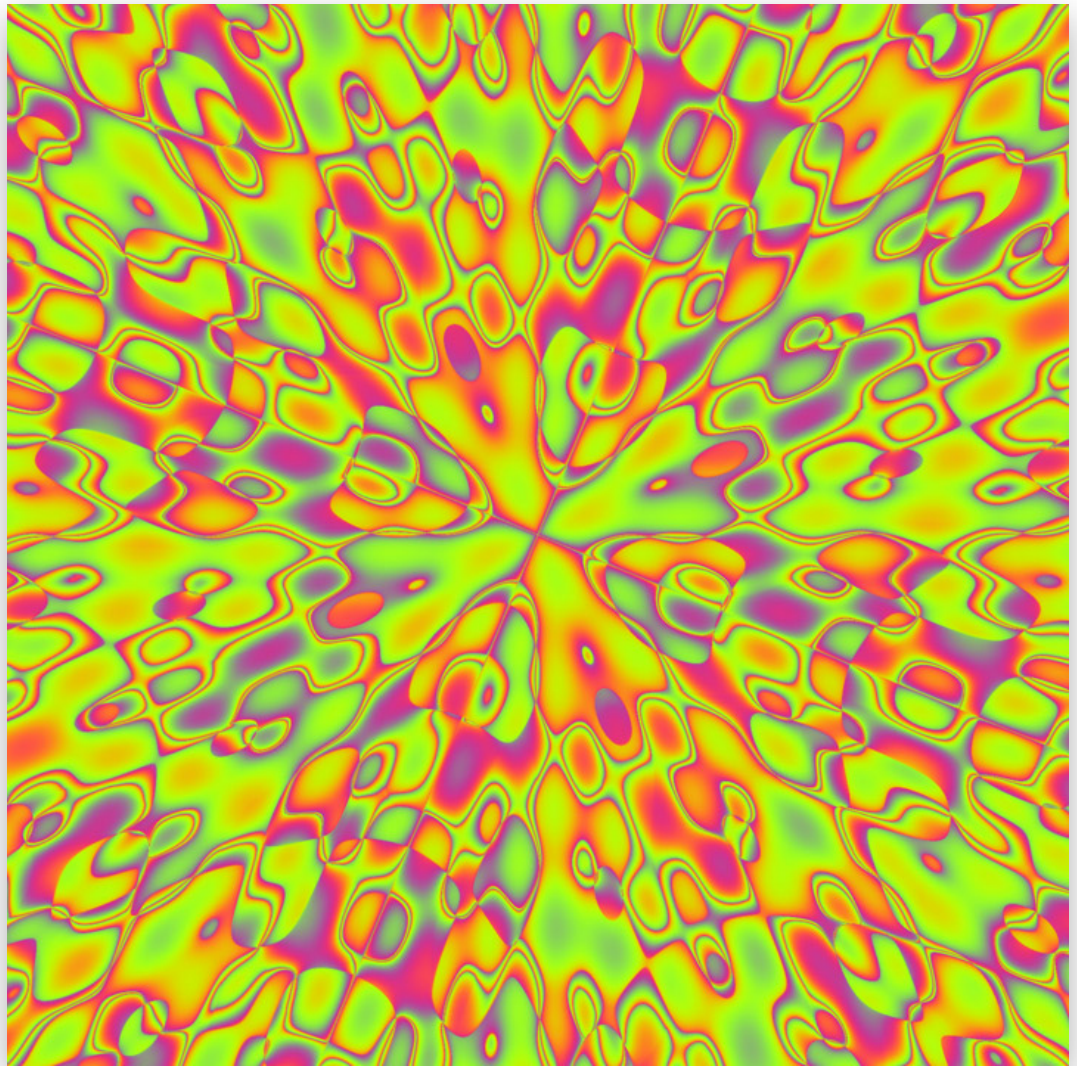
[Memory dots](#)

[Things to try](#)

[Versions](#)

[How to purchase](#)

[Questions](#)



What it does

Vibrant Patterns generates sizzling patterns.

How to install

Illustrated installation instructions are online at 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->Vibrant Patterns.

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->Vibrant Patterns.

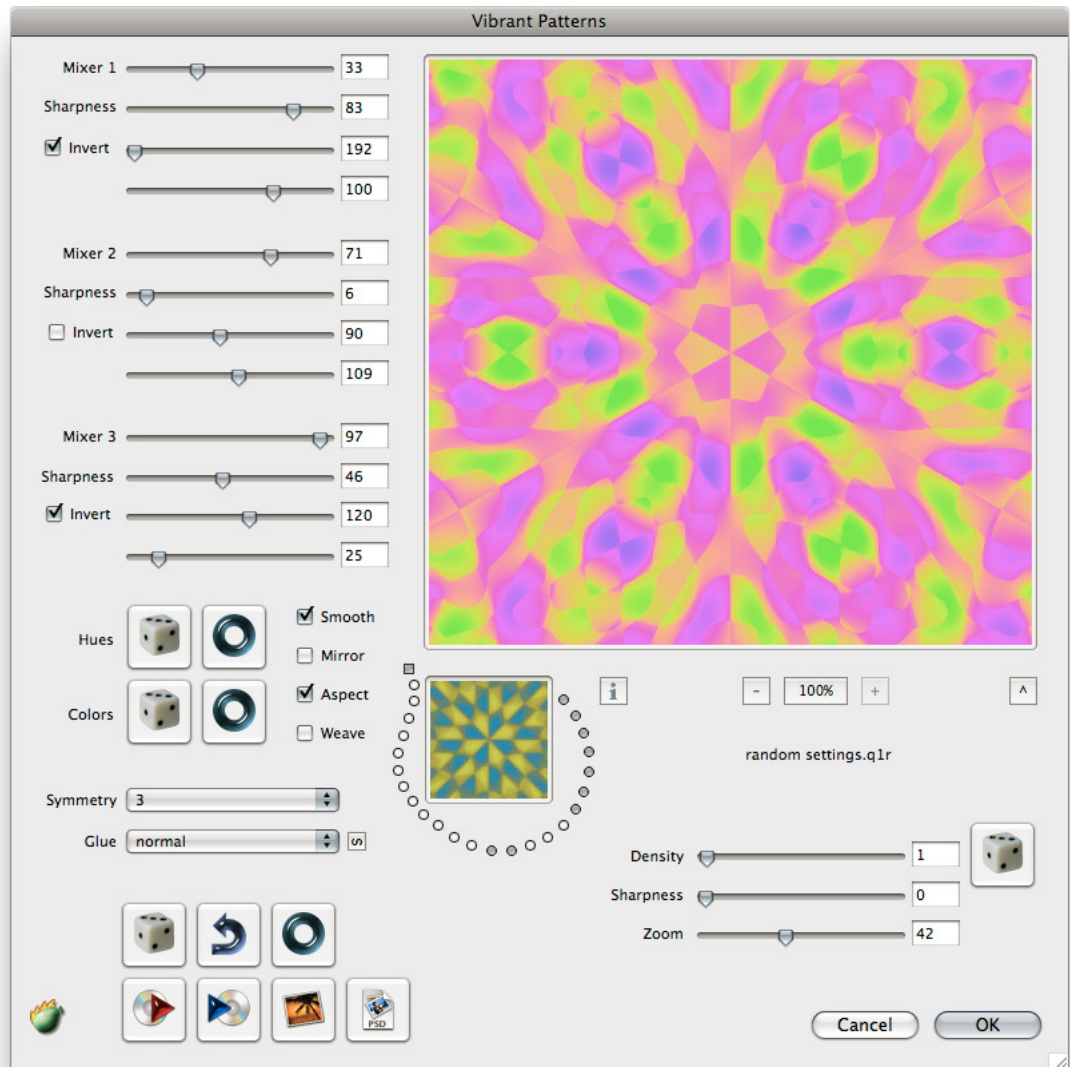
PSP 8, 9, X, XI, and X2:

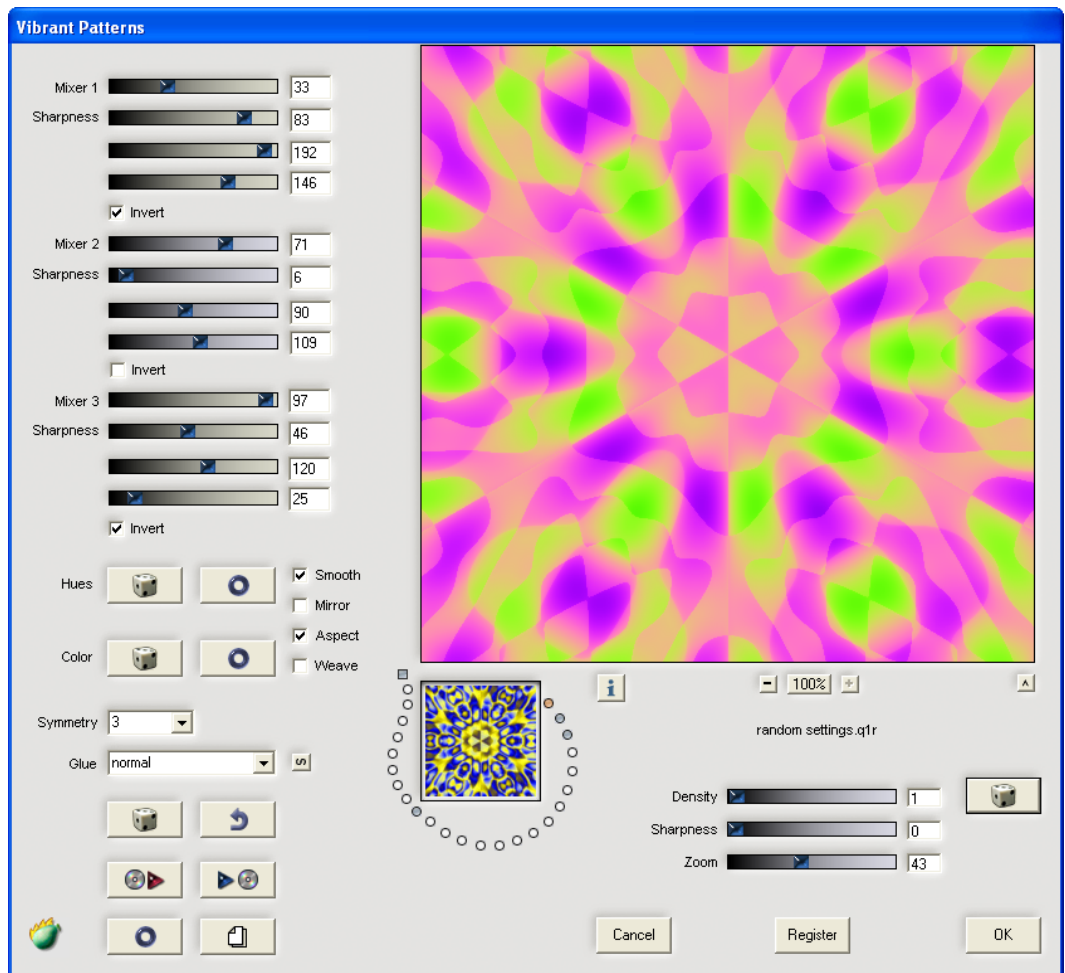
Choose the menu File-> Preferences-> File Locations... In the dialog box that appears, choose Plug-ins from the list. Click "Add." If you are using PSP 8 or 9, click "Browse". Now choose the folder that contains the plug-in.

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

Quick start

When you invoke Vibrant Patterns, 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 Vibrant Patterns. If you want to hand-tune your own effects, it helps to learn the controls, which are explained below.

Controls

The patterns are made of waves of color that combine in a complicated Moiré pattern.

Since there are three wave-oscillators, some of the following controls are repeated three times:

Mixer: Determines how much an oscillator contributes to the overall pattern. Setting the control to 0% turns the oscillator off.

Sharpness: Determines the sharpness the oscillation. If set to 0% you get a pure sine wave. Other values clip the signal (vertically, not horizontally).

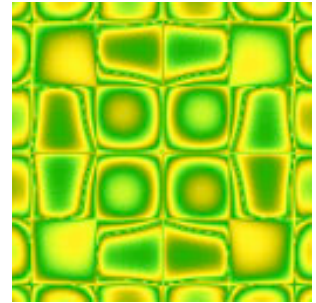
There is a sharpness control for each oscillator. There's another one underneath the preview that works on the entire image

Invert: Phase inversion of the signal generated by the oscillator. It's like Invert on a Photoshop image.

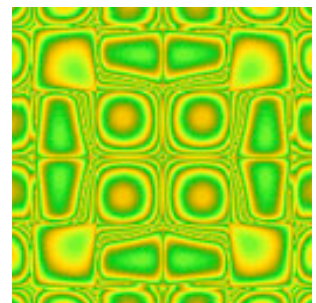
The two unmarked sliders: Control the frequencies of the oscillator (and the interference between them). Low frequencies at 1, high frequencies at 200.

Mirror: Increases symmetry by choosing one wedge of the pattern and reflecting it everywhere.

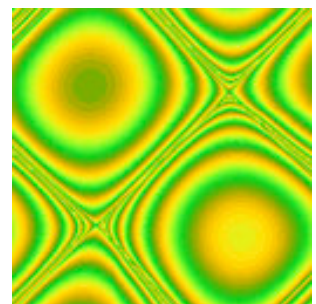
Weave: Sums the oscillations rather than multiplying them.



a vibrant pattern

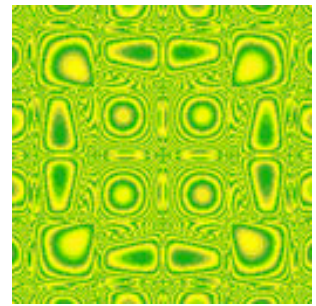


mirror



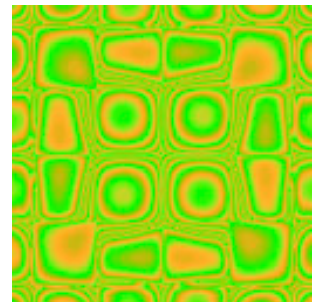
weave

Density: The number of color transitions.



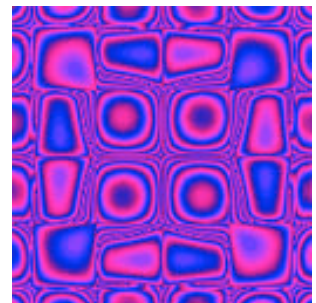
higher density

Hues: The range of hues for the colors.



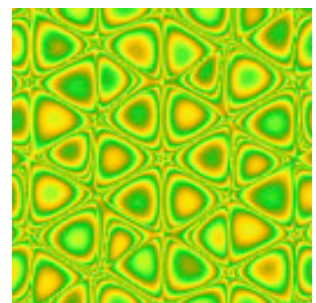
different hues

Colors: Color variations of the hues.



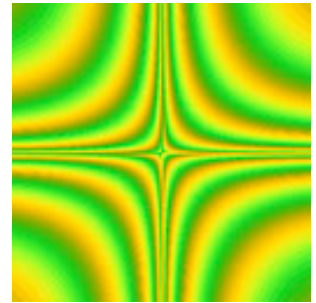
different colors

Symmetry: Lets you choose 2-, 3-, 4-, or 5-fold symmetry.



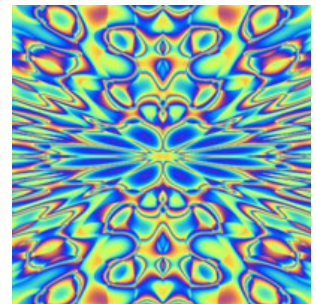
symmetry 3

Zoom: Changes the scale of the whole pattern.



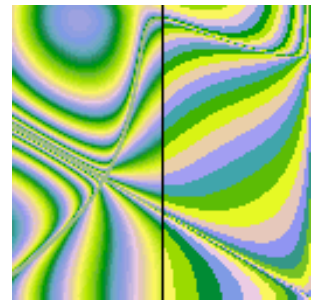
zoomed in

Aspect: Makes the pattern 'square'. If you start with a rectangular selection and then turn Aspect off, the pattern will be squashed to fit into the rectangle.



aspect off

Smooth: Produces smooth instead of stepped color.



smooth vs. stepped

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.



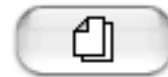
next glue

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.

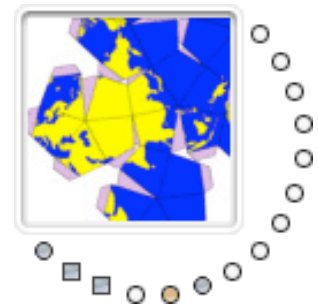
If a dot is orange, Vibrant Patterns is currently using that dot's settings.

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





When you start Vibrant Patterns, 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

There are lots of controls. Use the dice and checkboxes to drive.

If you reset both the hues and colors, you get a gray image. You can then colorize this image with your favorite gradient-color tool, such as Wavy Color.

Create a vibrant pattern then use it for a fill. The patterns tile nicely if they are mirrored.

Use the pattern as a bump map.

Use the pattern as a displacement map for the Displace filter.

Version history

Version 1.5 December 2009

64-bit version for Windows.

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

Four new edge types and 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.

For bug reports and technical questions about the software, please write to support@flamingpear.com.

©2009 Flaming Pear Software