

# Flood

## Flaming Pear Software

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### What it does

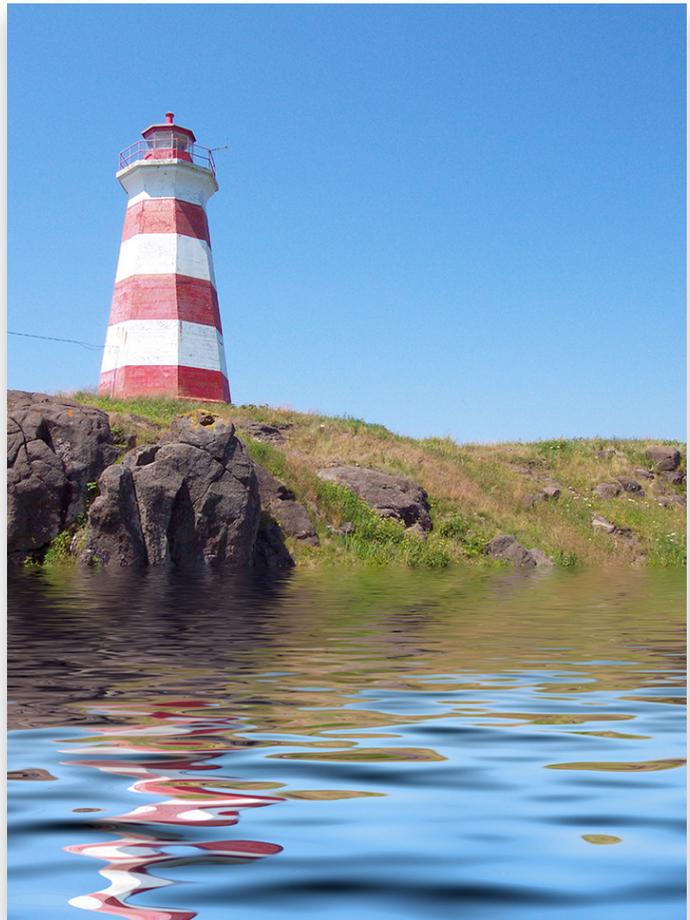
Flood is a plug-in filter for paint programs. It creates bodies of lying water in pictures. It provides control over waves, a radiating ripple, the perspective and color of the water, and the clarity of reflections. Although it's a 2-D effect, with a little effort it can produce convincing results with a 3-D look.

### 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->Flood.



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->Flood.

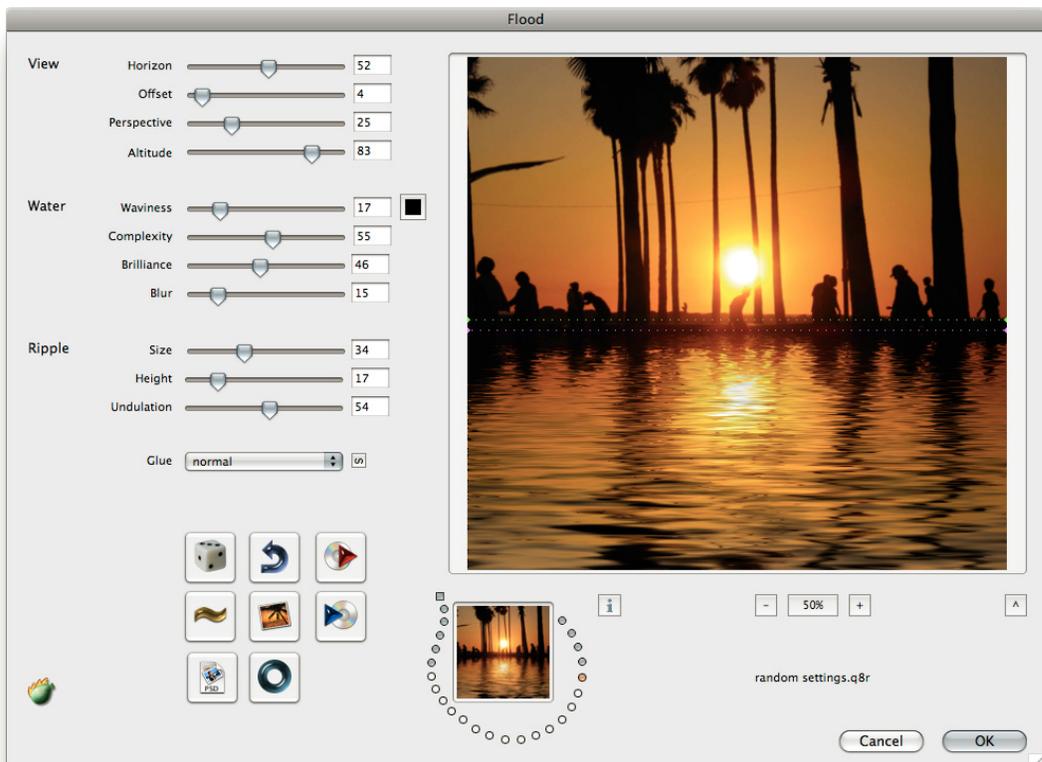
PSP 8, 9, X, XI, and X2:

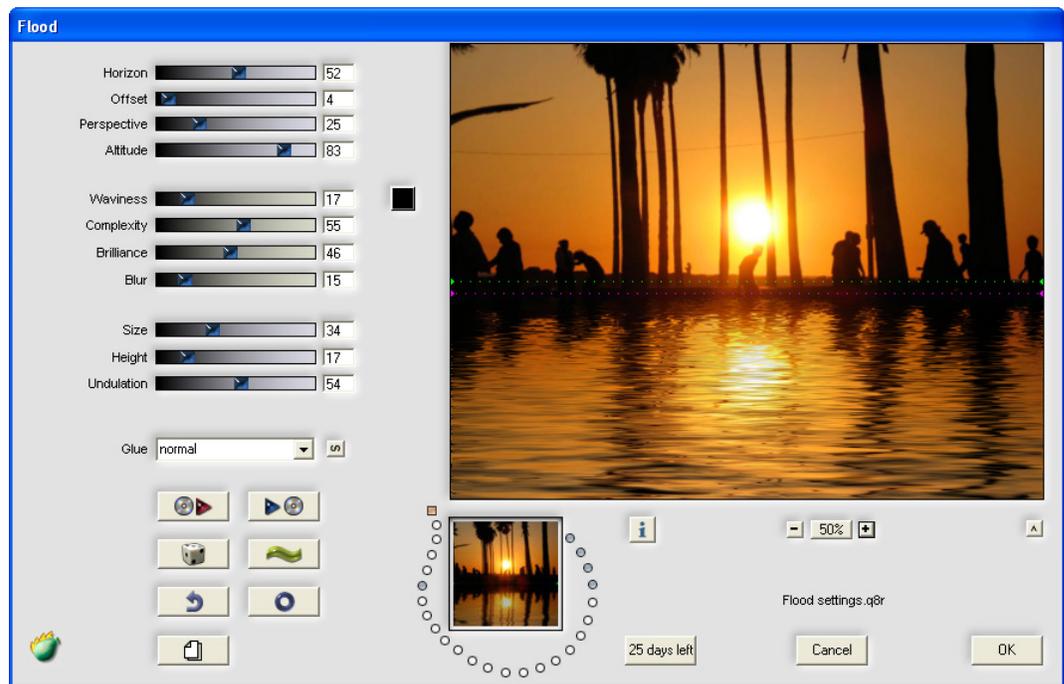
Choose the menu File-> Preferences-> File Locations... In the dialog box that appears, choose Plug-ins from the list. Click "Add." If you are using PSP 8 or 9, click "Browse". Now choose the folder that contains the plug-in.

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

## Quick start

When you invoke Flood, a dialog box will appear.





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

To design your own water effects, you'll need to familiarize yourself with the controls, which are arranged into three groups:

[View](#)

[Waves](#)

[Ripple](#)

...and a few other controls that affect the whole image.

Flood's capabilities and controls are explained below.

## View

Flood draws a plane of water at the bottom of the picture, and the water reflects whatever's in the top of the picture. These controls determine your view of the plane of water that Flood draws.

**Horizon** places the horizon. Zero is at the top of the picture and 100 is at the bottom. In the preview the horizon is a dotted green line. For the most credible results you should align Flood's horizon with the real horizon in the picture.

**Offset** sets the location of the line about which reflections occur. In the preview, the offset shows as a dotted pink line. Offsets greater than zero prevent the water from being drawn all the way out to the horizon. This is useful when you either want water only in the foreground, or when you want to have foreground objects partly submerged and correctly reflected. [Instructions on how to accomplish this effect](#) appear later in this guide.

**Perspective** sets the steepness of the perspective of the water's wavy surface. It's for matching the perspective in a wide- or narrow-angle lens.

**Altitude** moves the camera up and down. Used together with Perspective, you can produce a view of the waves that is compatible with your original image.



original picture



green horizon and pink offset lines



different perspective and altitude

## Waves

These controls change the appearance of the waves.

**Waviness** sets the height of the waves. Zero gives a perfectly calm surface.



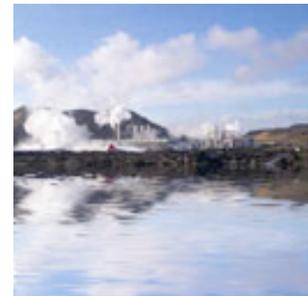
more waviness

**Complexity** ranges from smooth, rolling waves to harsh choppy seas.



more complexity

**Brilliance** sets how bright the reflections are. Zero gives dark, coffee-like water. 42 is usually a realistic watery appearance. 100 gives the total shininess of liquid mercury.



high brilliance

**Blur** makes the reflections grow blurry in the foreground. Use this to discard distracting detail in the reflections, or turn the waves off and the blur up to produce a frosted-mirror effect.



calm water with high blur

The **Color Button** sets the color of the water itself, which shows through in the foreground. Black and midnight blue work best.



color button

## Ripple

The water can have a circular ripple, as if a stone were dropped into it. Click in the preview anywhere below the dotted-green Horizon line to get the ripple. Click above the line to remove the ripple.

**Size** sets the ripple's diameter. The ripple will shrink in the distance. However, this setting is the neither strictly the size of ripple in the scene, nor the size of the ripple onscreen. It's an arbitrary measure that's meant to be easy to use rather than physically consistent.

**Height** sets how strong the ripple is.

**Undulation** sets how many wave cycles are in the ripple. High numbers give a more complex appearance.



a ripple



a ripple with more undulation

## Other controls

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



dice

**Random seed:** Clicking changes only the random pattern of the waves, and leaves everything else the same.



random seed

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



reset

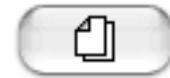
**Glue:** Lets you combine the result image with the original, instead of replacing it. The **next-glue** button advances to the next glue mode.

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



send to photo manager

**Export to PSD:** Renders the result to a .psd image file, which can have custom dimensions.



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. You can move the preview by dragging it around; your cursor will turn into a hand.

**Load preset:** Flood comes with some presets, which 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.

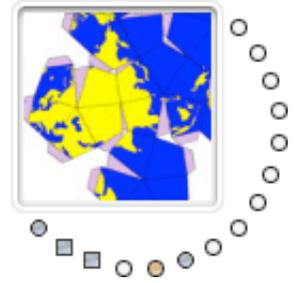
If a dot is orange, Flood's currently using that dot's settings.

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

When you start Flood, 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

## How to submerge people

A picture of someone standing in water has to be done in two steps: one for the background, and one for the person.

Load a picture of someone standing on dry land into your paint program. Duplicate the image so that the same image appears on two layers.



original picture

In the bottom layer, use the cloning brush to remove the person from the scene. You can ignore the part of the person that will be underwater.

Hint: if you already have two similar pictures, one with and one without the person, you can use these instead and save a step.



background without person

In the top layer, erase everything to transparent except the person. This only needs to be done carefully for the portion of the person that will be above the water.



top layer with person

Go back to the bottom layer and Select All. Invoke Flood, play with the controls until you like the effect, and click OK.



background with waves

Go to the top layer and Select All. Invoke Flood; it will still be set to the same effect. Adjust the Offset control so that the person is submerged to a pleasing depth. Don't change the other controls. Click OK.



person with waves

Make both layers visible and you should have a person standing in water.



final image

If you try to make this image in one step, the person will appear to loom gigantically from the horizon.



giantess

## Hints

The prettiest results come from scenes with a wide range of brightnesses in the sky, as well as large regions of detail like clouds, trees, and buildings.

Flood doesn't know what 3D scene is depicted in your 2D image, so it just assumes that the scene is a vertical billboard rising from the Offset line. This limitation is least troublesome if you follow these guidelines:

- use pictures that have objects only in the distance
- the picture should be one taken along a nearly horizontal line of sight
- when you add water, view it from a grazing angle.

If the ripples aren't appearing, try this:

Set Size, Height, and Undulation to non-zero settings. If any of these are zero, the ripples vanish.

Click (don't drag) in the picture anywhere below the waterline to place the ripple. If you click very close to the horizon, the ripples will be invisibly small in the distance.

## **Version History**

### **Version 1.4 December 2009**

64-bit version for Windows.

### **Version 1.3 May 2008**

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

### **Version 1.2 June 2007**

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

### **Version 1.14 March 2007**

Universal binary for Macintosh. Preset files have icons. Works as a Smart Filter in Adobe Photoshop CS3.

### **Version 1.12 April 2005**

New glue modes. Fixes specks that can result from abrupt transparent edges.

### **Version 1.1 May 2004**

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

### **Version 1.08 December 2003**

Recordable as a Photoshop action.

### **Version 1.04 September 2003**

Adds more glue modes and the next-glue button.

### **Version 1.02 February 2003**

Adds more glue modes and fixes a crash that could happen when using the menus under Windows XP.

### **Version 1.01 December 2002**

Adds new glue modes: Color, Luminance, Linear Light, and Pin Light. Fixes the appearance of text in the interface when running under Mac OS X 10.2.3 .

### **Version 1.0 October 2000**

The first public release.

## **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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