

Glitterato

Flaming Pear Software

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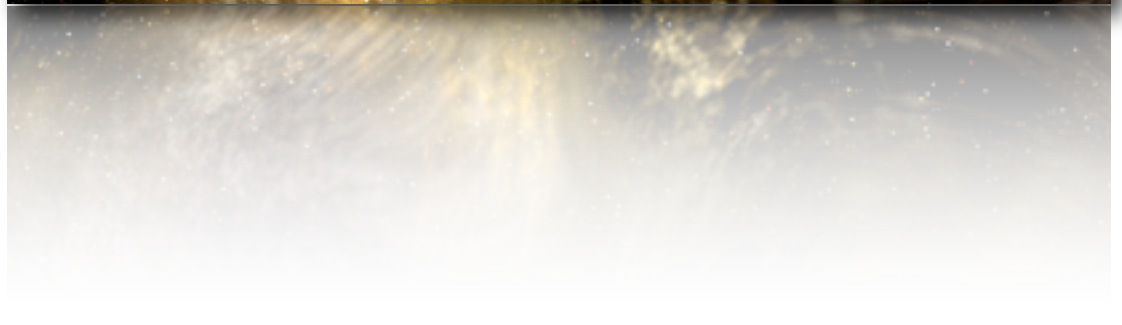
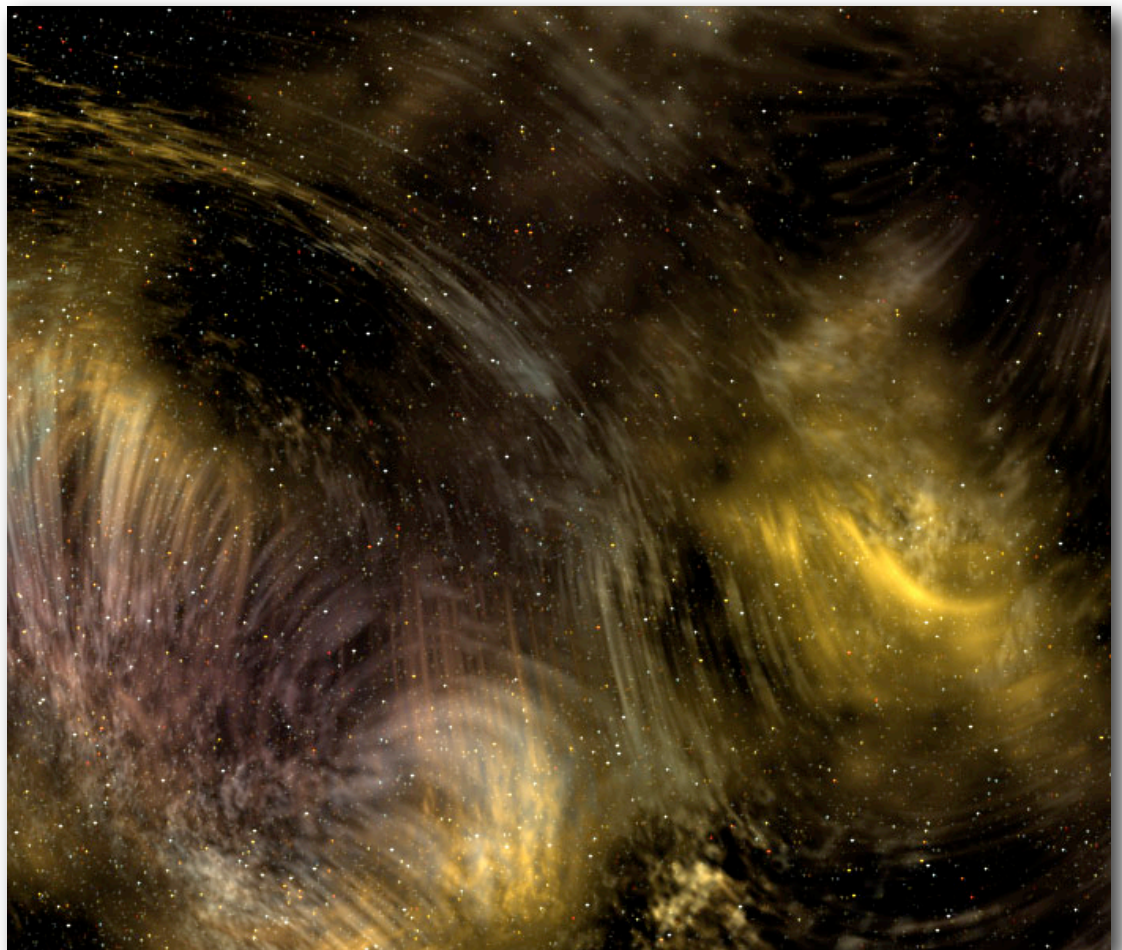
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What it does

Glitterato makes starfields with nebulas. You can make realistic-looking vistas or vivid, surreal skies.



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->Glitterato.

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->Glitterato.

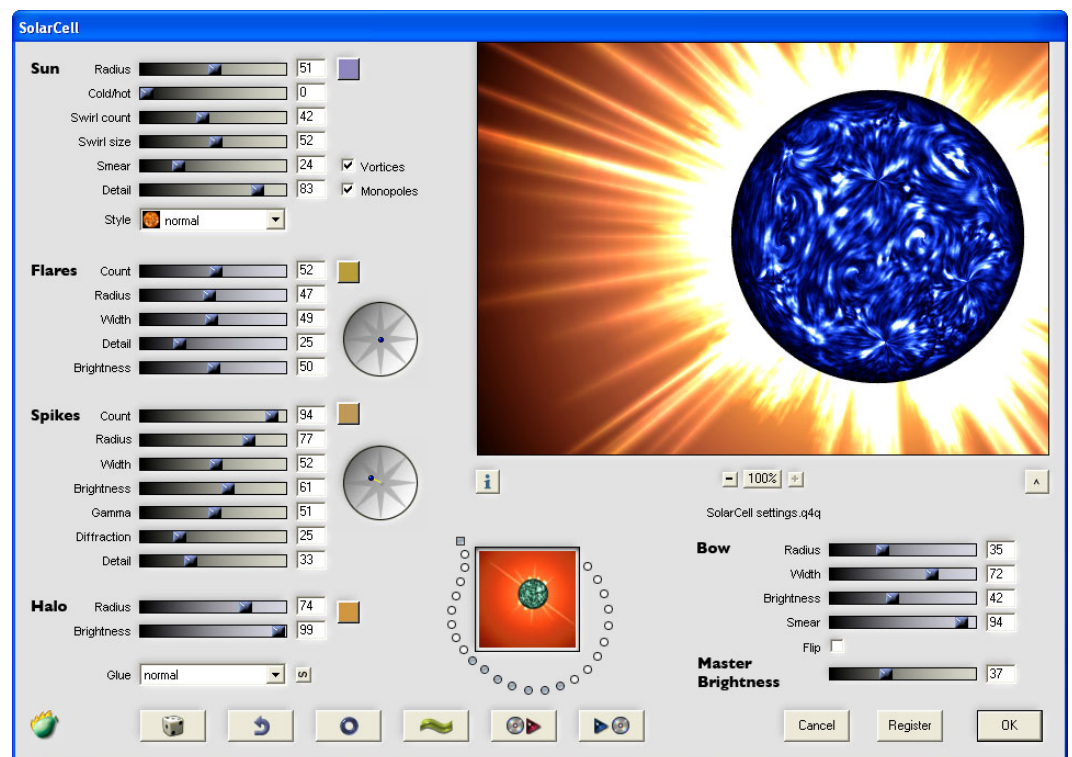
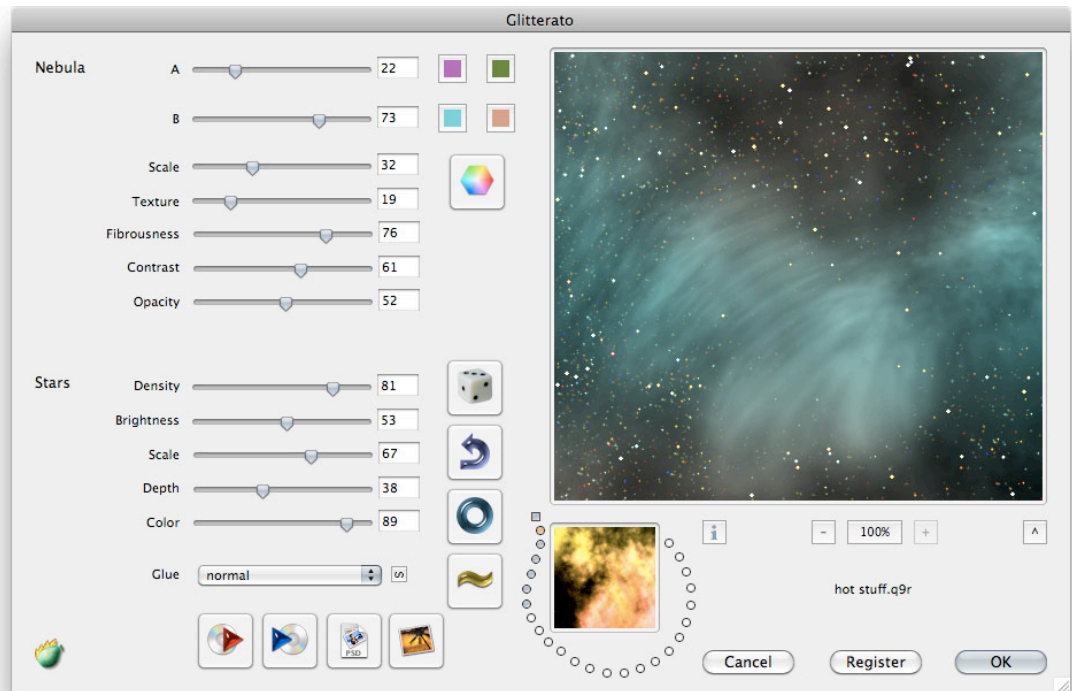
PSP 8, 9, X, XI, and X2:

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->Glitterato.

Quick start

When you invoke Glitterato, a dialog box will appear.



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



dice

Using the dice is the easiest way to use Glitterato. If you want to hand-tune your own effects, it helps to learn the controls, which are arranged into two groups:

[Nebula](#)

[Stars](#)

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

Nebula

Glitterato's nebulas have two layers, called A and B. A is in the back, and B is in the front.

A sets the brightness of the first layer.

Two **color buttons** set layer A's colors.



color buttons

B sets the brightness of the second layer. Where layer B is bright enough, it can replace the colors from layer A.

Two **color buttons** set layer B's colors.

The **color-hex button** changes all four colors, and leaves other settings alone.



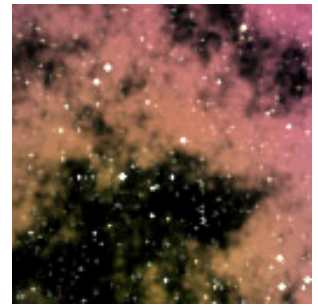
color-hex button for randomizing colors

Scale makes the nebulas larger and smaller.

Texture adds small high-contrast details to the nebulae.

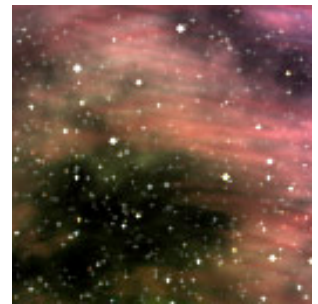


a nebula



more texture

Fibrousness add swooping streaks.



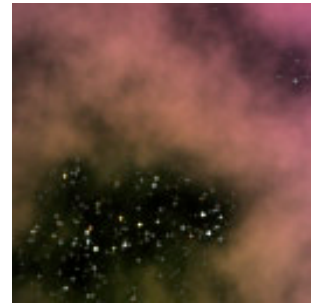
more fibrousness

Contrast ranges from dim, smooth washes of gas to harsh, bright, isolated clumps.



more contrast

Opacity makes the nebulas block out the stars.



more opacity

Stars

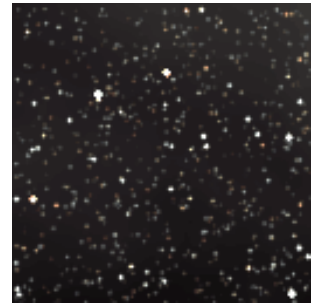
Density gives you sparse or plentiful stars.

Brightness sets the stars' average brightness.

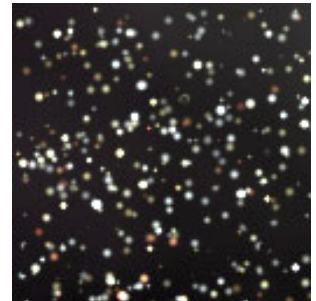
Scale makes the stars small or large.

Depth makes most of the stars small and dim, which makes it look like the stars lie at different distances from the observer.

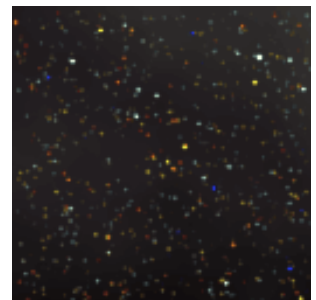
Color produces all-white stars at zero, natural "blackbody" colors at 50, and super-vivid color at 100.



some stars



more brightness and scale



more depth and color

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

Random seed: This chooses new random positions for the stars and nebulas.



random seed

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



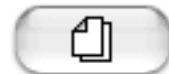
next glue

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



send to photo manager

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



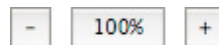
export to PSD

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. Drag the preview to move it.



minus, %, plus

Load preset: Glitterato 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.

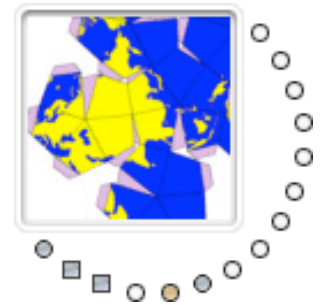
If a dot is orange, Glitterato's currently using that dot's settings.

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

When you start Glitterato, 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

Hints

If you don't need the nebulas, set A and B to zero. Glitterato will run much faster.

Apply the filter two or more times, using the "screen" or "add" glue mode, to make extra-dense starfields.

Version history

Version 1.30

64-bit version for Windows.

Version 1.2

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

Version 1.15

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

Version 1.12

Universal binary for Macintosh. Preset files have icons. 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 1.1

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

Version 1.06

Recordable as a Photoshop action.

Version 1.04

Adds more glue modes and the next-glue button.

Version 1.02

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

Version 1.01

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

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 .

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

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