

# Hue and Cry

**Flaming Pear Software**

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## **What it does**

Hue and Cry is a color noise generator. It creates areas of semi-random abstract color which are useful for making backgrounds or for reducing the uniformity of an illustration. You can also use the output of Hue and Cry as a picture base or as an element for textures and tiles for surfacing 3D models.



## 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->Hue and Cry.

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->Hue and Cry.

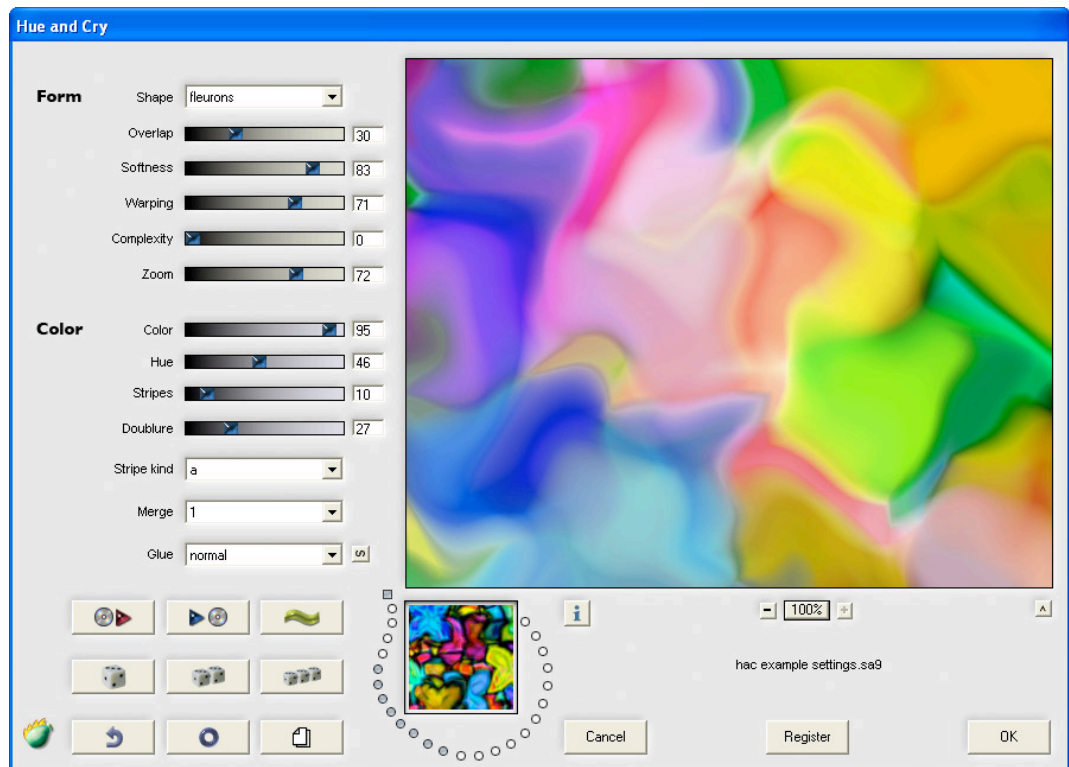
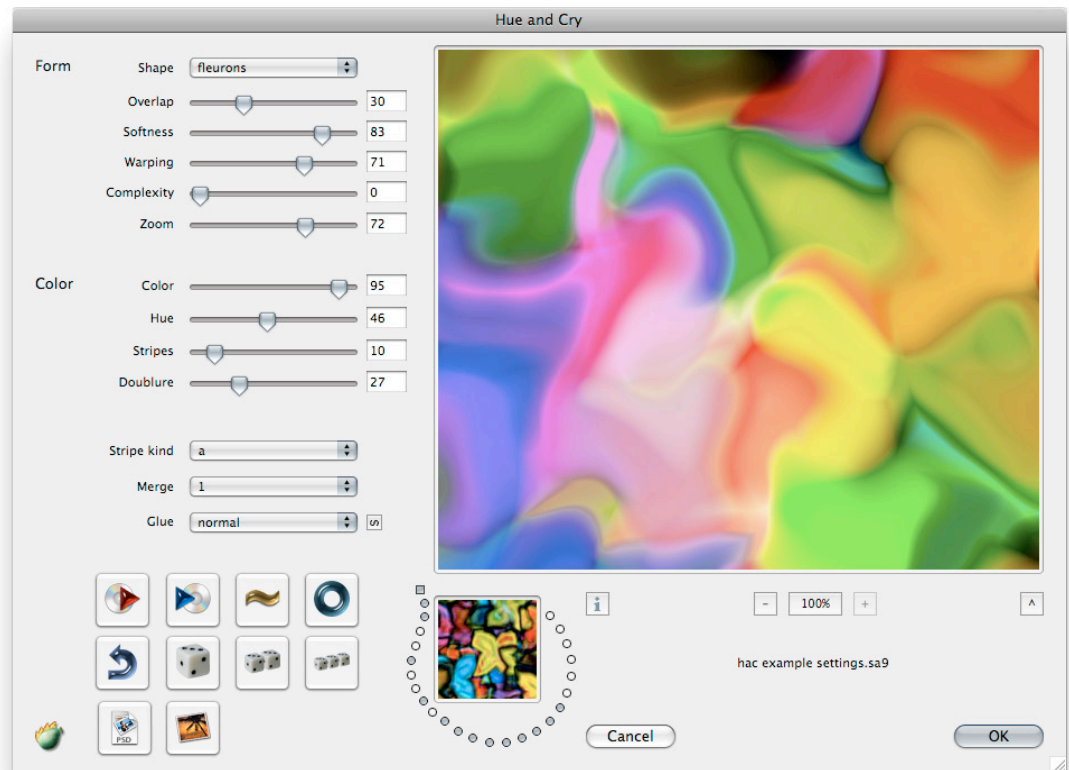
PSP 8, 9, X, XI, and X2:

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->Hue and Cry.

## Quick start

When you invoke Hue and Cry, 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 Hue and Cry. If you want to hand-tune your own effects, it helps to learn the controls, which are arranged into two groups:

[Form](#)

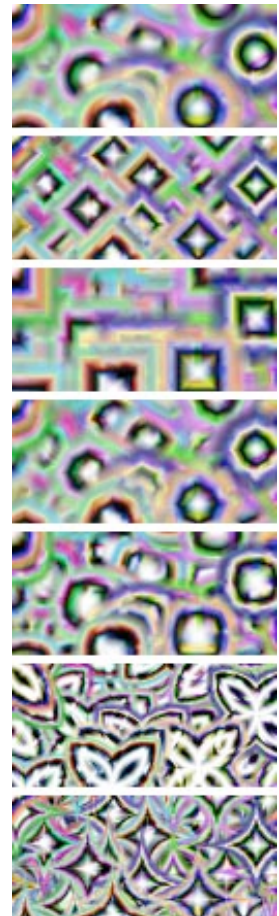
[Color](#)

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

## Form

Hue and Cry works by filling the image with many overlapping blotches of color. The “form” controls influence the size and shape of these blotches.

**Shape** chooses one of six blotch shapes: circles, diamonds, squares, octagons, TVs, fleurons, or points.



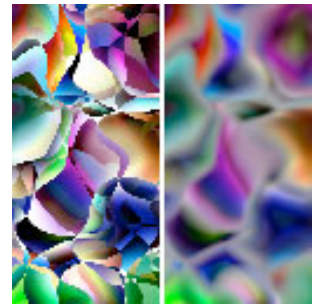
various shapes

**Overlap** makes the blotches larger and smaller. Large blotches will overlap each other, producing interesting color effects.



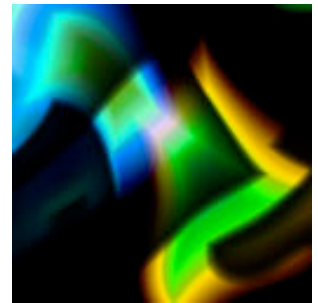
lesser and greater overlap

**Softness** controls how crisp or soft the blotches' edges are.



harder and softer

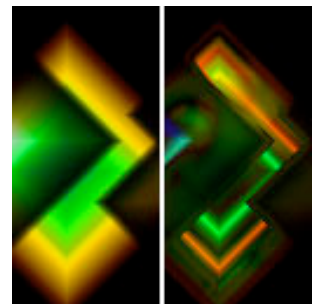
**Warping** deforms the result, disguising the shapes.



warped diamonds

**Complexity** lets you draw extra shapes, creating a more complicated result.

**Zoom** makes the entire pattern larger or smaller.



simple and complex diamonds



## Color

The color controls influence the colors in each blotch and what new colors appear where blotches overlap.

**Color**, when set to zero, yields totally grey output. Higher settings produce more vivid colors.



original

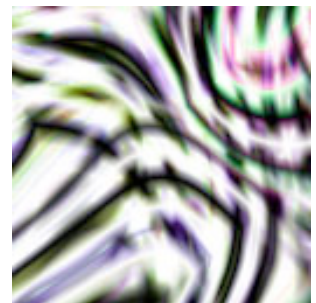
**Hue** lets you rotate only the hues without changing anything else. Hues are shifted around the color wheel in this order: red -> yellow -> green -> cyan -> blue -> magenta -> red.



more color, different hue

**Stripes** produces concentric rings of color in the blotches.

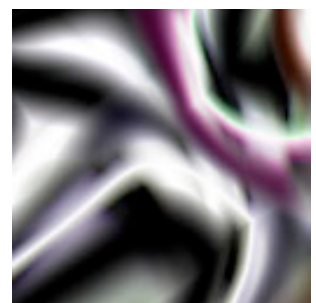
**Doublure** creates an indescribable variation.



different stripes and  
doublure

**Stripe Kind** lets you choose among four different styles of stripes.

**Merge** lets you choose from four different ways of overlapping the blotches.



different stripe kind and  
merge mode

## Other controls

**Dice:** The small-dice button randomly adjusts your current settings a little bit. The medium-dice button changes your settings more. The big-die button discards your settings entirely and replaces them with random new ones. Click these buttons as much as you want to see different effects.



dice

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



reset

**Random seed:** Rearranges the color blobs.



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.



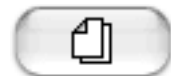
next glue

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



send to photo manager

**Export to PSD:** Saves the result into a new Photoshop file.



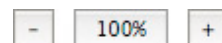
export to PSD

**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.



minus, %, plus

**Load preset:** Hue and Cry 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.

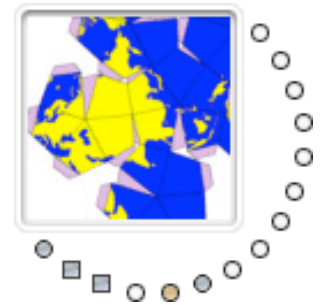
If a dot is orange, Hue and Cry's currently using that dot's settings.

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





When you start Hue and Cry, 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

Because Hue and Cry has so many controls, the easiest way to use it is to click the dice buttons until you see what you like, and the fine-tune the result a little.

## **Version history**

### **Version 1.40**

64-bit version for Windows.

### **Version 1.3.1**

Fixes a crash that can happen on Macintosh PowerPC machines.

### **Version 1.30**

Adds convenience features to the interface. The Mac version is resizable and runs faster on multi-core machines.

### **Version 1.25**

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

### **Version 1.2**

Intel-native for Macintosh. Adds memory dots. 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 1.08**

Recordable as a Photoshop action.

### **Version 1.06**

Adds more glue modes and the next-glue button.

**Version 1.05**

Makes the big previews work more reliably.

**Version 1.04**

Adds bigger previews in the preset browser.

**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](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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