



Seashore

The Effects Guide



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Chapter 1

Menu Effects

These effects can be accessed using the Selection menu.



Original



Gaussian Blur

Blurs the image.



Brightness and Contrast

Adjusts the image's brightness, contrast and saturation.^



Gamma

Adjusts the image's gamma.*



Hue, Saturation and Value

Adjusts the image's hue, saturation and value.



White Point

Makes the foreground the image's white (use a near-white colour for best results).*

^ Saturation not available without CoreImage.

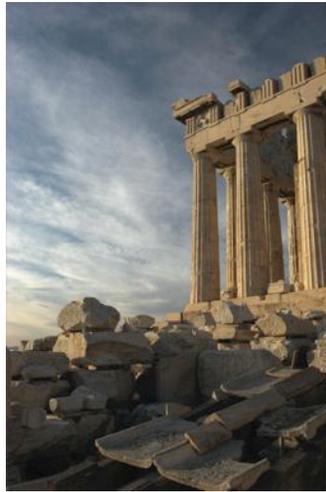
* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Colour Effect

Colour Ramp

Ramps between foreground and background colour (use dark foreground).*



Colour Effect

Convert to CMYK

Converts to active CMYK profile using ColorSync™.^



Colour Effect

Convert to Greyscale

Converts to Greyscale using ColorSync™.^



Colour Effect

Invert

Inverts an image.



Colour Effect

Monochrome

Adopts only the foreground colour and black for the image.*



Colour Effect

Posterize

Reduces to the given number of colours per channel.

^ However the image is returned as an RGBA image (it is merely run through the ColorSync™ profile).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Colour Effect

Sepia

Adds a sepia tone to the image.



Colour Effect

Threshold

Creates a black and white image with white used for the highlighted part of the histogram.



Enhance

Contrast Sharpen

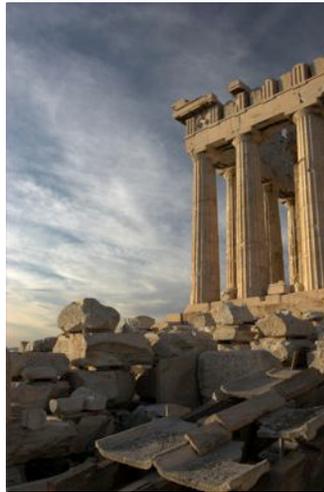
Sharpens an image.*



Enhance

Exposure

Alters a photograph so it appears to have been subject to longer exposure.*



Enhance

Median

Reduces noise in an image by making pixels the median of them and their neighbours.



Enhance

Noise Reduction

Sharpens an image while adding back some noise (to prevent an overly sharp appearance).*

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Enhance

Sharpen

Sharpens an image.



Generate

Random Generator

Generates a bunch of random pixels (with random alpha channels too).



Halftone

CMYK Halftone

Simulates a halftone screen effect with CMYK inks.*



Halftone

Dot Screen

Simulates a halftone dot screen effect.*



Halftone

Hatched Screen

Simulates a halftone hatched screen effect.*

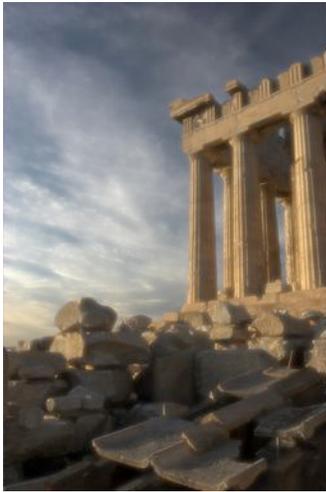


Halftone

Line Screen

Simulates a halftone line screen effect.*

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Stylise

Bloom

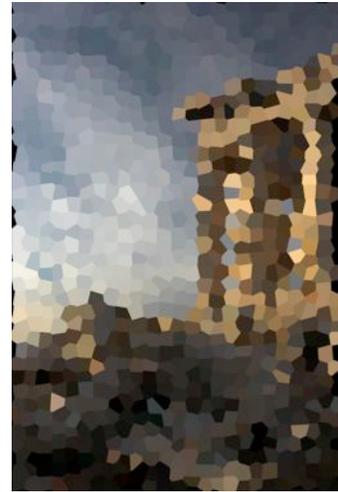
Creates the bloom effect shown.*



Stylise

Colour Edges

Creates a colour on black version of the image's edges.*



Stylise

Crystallise

Generates the crystallise effect.*^



Stylise

Displacement Distortion

Uses a texture to displace parts of the image.*^



Stylise

Edges

Produces edges of the image in the foreground colour.*^



Stylise

Glass Distortion

Distorts the image with a glassy effect.*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

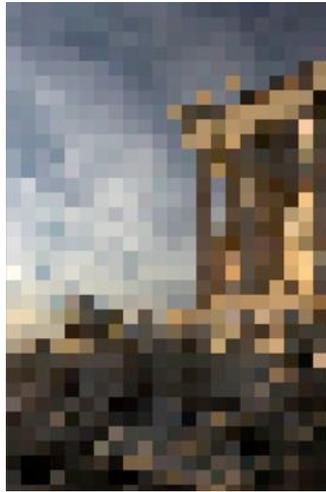
* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Stylise

Gloom

Creates the gloom effect shown.*



Stylise

Pixellate

Produces a blocky effect as shown.



Stylise

Pointillise

Renders the image in a pointillistic style.*

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)

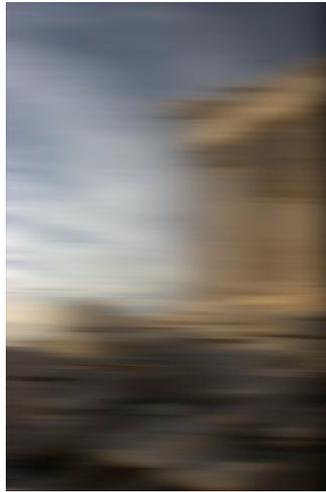
Chapter 2

Tool Effects

These effects can only be accessed using the Effect tool.



Original



Blur

Motion Blur

Blurs the image in the direction and to the extent specified.*



Blur

Zoom Blur

Creates zoom blur to the extent specified.*



Distort

Bump

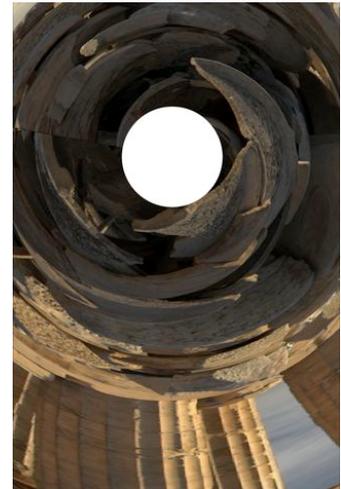
Creates a bump in the location and to the extent specified.*



Distort

Circle Splash

Creates a splash around a circle of the size and location specified.*



Distort

Circular Wrap

Wraps the image around a circle of the size and location specified.*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Distort

Glass Lozenge

Creates a glass lozenge of the size and orientation specified.*^



Distort

Hole

Creates a hole in the location and to the extent specified.*^



Distort

Pinch

Pinches from the point and to the extent specified.*^



Distort

Torus Lens

Creates a torus lens at the location, of the size and thickness specified.*^



Distort

Twirl

Creates a twirl at the location and to the extent specified.*^



Distort

Vortex

Creates a vortex at the location and to the extent specified.*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Generate

Checkerboard

Generates a checkerboard with the side specified.



Generate

Halo

Creates a halo to the extent specified around a circle of the location and size specified.*



Generate

Horizontal Stripes

Generates horizontal stripes of the thickness specified.



Generate

Spotlight

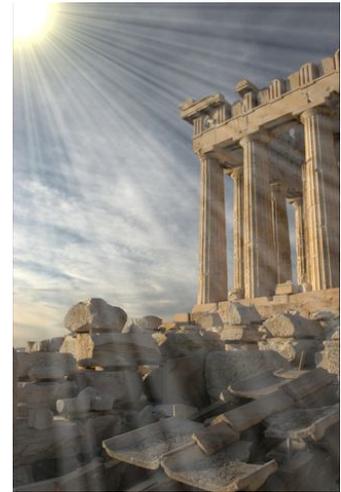
Shines a light from a given location on another given location.*



Generate

Starshine

Generates starshine from a star of the size specified.*



Generate

Sunbeams

Generates sunshine from a sun of the size specified with the halo's extent specified.*

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Generate

Vertical Stripes

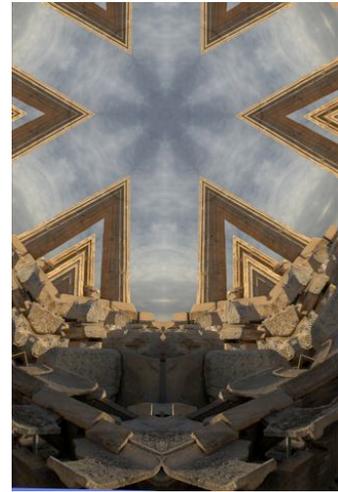
Generates vertical stripes of the thickness specified.



Halftone

Circular Screen

Generates a circular halftone effect centred at the point specified.*



Tile

Kaleidoscope

Forms a kaleidoscope around the line specified.*^



Tile

Parallelogram

Generates parallelogram tiles with the side specified.*^



Tile

Perspective (Tile)

Completes a perspective transform and then tiles the result (requires four clockwise clicks).*



Tile

Scale and Rotate (Tile)

Scales and rotates the image and then tiles the result.*

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Tile

Squares

Generates a square effect centred on the point specified.*^



Tile

Triangle

Generates equilateral triangle tiles with the side specified.*^



Transform

Perspective

Transforms the image using a perspective transform (requires four clockwise clicks).*^



Transform

Scale and Rotate

Transforms the image using a scale and rotate (requires two clicks along the new baseline).*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)