



plugs·n·pixels

IMAGE CREATION, MANIPULATION & EDUCATION



**Post-process your digital
scenics using additional
Photoshop plug-ins**

Arrive Without Traveling:

**Create photorealistic scenic images
without leaving your computer desk!**

Terragen | Carrara | Mojoworld | Vue Esprit | Bryce

Create masks using chroma keying plug-ins

dave cross online

Sunday, December 04, 2005

New e-zine about plug-ins

Saw this on Scott Kelby's blog:
If you're into 3rd party Photoshop plug-ins, then check out "plugsnpixels," the free downloadable PDF ezine all about plug-ins. The premiere issue is 20 pages, and has info and tutorials on plug-ins like Auto FX, Color Washer, some of the AV bros stuff, and a few more. You can download the PDF [here](#)



plugs·n·pixels

ISSUE #4

Created and produced for free distribution to the creative community by Mike Bedford

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Layout created in ACD Canvas X
Final PDF by Acrobat 9 Pro
Text and images by Mike Bedford

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Plugs 'N Pixels will always be free!
But should you wish to help offset the costs involved with producing and distributing/hosting the ezine and website, please consider purchasing your next plug-ins via any of the "buy" buttons on the website.
Thanks for your interest and support!

Both Scott Kelby and Dave Cross of The National Association of Photoshop Professionals (NAPP) featured issue #1 of Plugs 'N Pixels on their personal blogs.

Cover and TOC background/inset images created with Planetside Terragen



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Pages 3-5: Behind The Cover Art

This issue features terrain-generating applications, and where better to start than with a tutorial for the cross-platform Terragen. Why? Because it's an excellent program, and also FREE for personal use, so anyone can use it!

More terrain-generating applications

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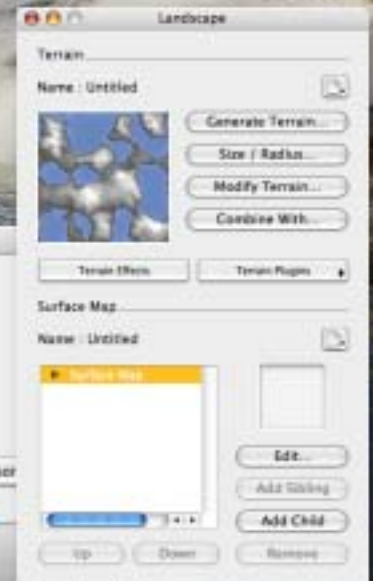
Page 27: Mark's Photoshop Tips DVD

Page 28: Closing artwork

planetside Terragen

Once you gain proficiency with 2D digital imaging, the next logical place to go is 3D. And perhaps the easiest way to enter that world is with Planetside's Terragen, which you can download and use for free!

I created the images on this page shortly after using Terragen for the first time. And no, I was not already experienced with other terrain-generating apps at the time. On the next page I'll show you how easy it is to create your own realistic worlds, and how to further enhance them using various Photoshop plug-ins.



Once your Terragen terrain has rendered, take it to the next level with various plug-in effects to create different moods. From top to bottom: buZZ Simplifier, Lucis Art, Alien Skin Xenofex Lightning and Plugin Galaxy Sunshine.

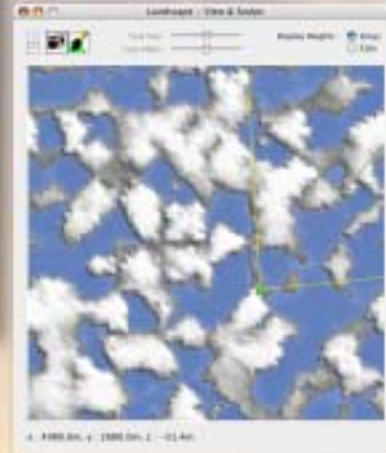
creating the cover art: terragen overview



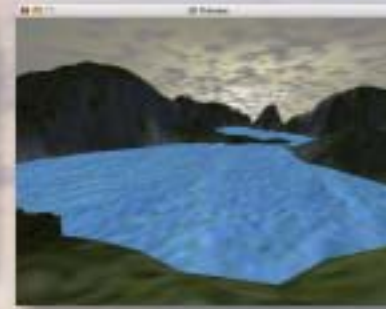
- 1 Rendering Control
- 2 Landscape window
- 3 Landscape View/Sculpt
- 4 Water window
- 5 Cloud window
- 6 Atmosphere window
- 7 Lighting settings
- 8 3D preview



To get started, click on tool #2, the Landscape window. Click on the Generate Terrain button and a new Terrain Genesis window opens (above, right). Adjust the sliders to customize the terrain, then click Generate Terrain. A view of the new terrain appears in the Landscape preview window.



After your new landscape is generated, you can keep it as-is or use tool #3 to manually edit the terrain using the sculpting brush.



At this point you can click on tool #8, the 3D Preview, to get an idea of how your scene is shaping up. Click and drag in the 3D window to navigate your scene. Your adjustable camera position is reflected in the View & Sculpt window as well as in the Rendering Control window (tool #1).



Lighting is adjusted using the #7 tool. In this case, I have positioned the sun directly in front of where the camera is aimed, and low down to the ground. The render at left shows the sun positioned low and to the right of the camera. In addition to the sun's placement you can adjust its color, intensity and other related variables.



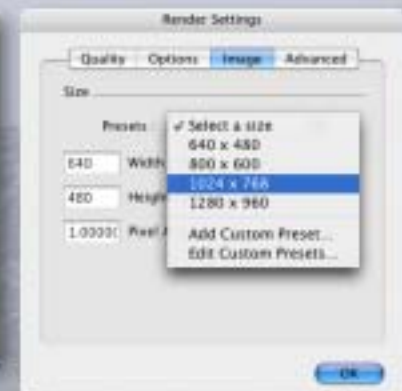
The #6 Atmosphere tool is used to adjust atmospheric settings such as haze, color and light decay. If you've downloaded Atmospheres preset files, you can apply them to your scene using the button on the lower right of this dialog.



Cloud cover is adjusted using the #5 Cloud tool. In this dialog you can adjust cloud cover size and altitude, depth/thickness, color, density contrast and shift as well as darkening, persistence and size. Tool #4 (right) offers a similar level of control for any water present in your scene, in terms of waves, reflections, clarity, etc.



At any point in your work you can use tool #1 (Rendering Control) to do a quick render of your scene at any quality setting. Simply adjust the slider and hit the Render Preview button. While you're here, play with the Exposure and Zoom buttons and camera height fields.



When you're happy with your camera placement and other settings, render your scene to disc at a final size of your choosing. Next we will open the final render in Photoshop and change its dynamics using various plug-ins.

creating the cover art: plug-in post-production

Here at Plugs 'N Pixels we don't consider an image truly finished unless it has come into contact with at least a few plug-ins! And such is the case with our Terragen landscape image. No less than five different third-party plug-in effects were utilized to further enhance our wintry mountain lake landscape: Andromeda Scatterlight, nIK Color Efex Pro (two options), Digital Film Tools 55mm and Knoll Light Factory.



After making Levels adjustments on the Terragen render, I opened Andromeda's Scatterlight plugin to add a moody softness to the image. I chose the "landscape soft" preset mesh and adjusted the Blurred and Glow sliders to suit.



The next step was to roll in some coastal fog using nIK Color Efex Pro 2.0's Graduated Fog option, Fog Method #1. I adjusted the Blend, Vertical Shift and Rotation to keep the thickest fog toward the rear of the scene and set the overall opacity at 80%.



To accentuate the warm effect of the setting (or is it rising?) sun, I next applied Digital Film Tools 55mm>Gold Reflector option, using the default orange color at a Brightness of just over 31%. This plug-in warmed up the scene noticeably and took some of the chill from the air.

What should be added next? Alien Skin Nature (snow effects)? No, I already applied a snowy preset Terragen surface map. Alien Skin Xenofex Lightning? No, there weren't any thunderstorms on this day. How about a foggy-lens-in-camera effect to suggest moisture in the air?



I returned to the nIK Color Efex Pro suite and explored the options until I found Vignette Blur. I used Vignette Shape #1 and Blur Type #1 at full opacity. The result looks like the "photographer" at this scene was battling the cold and mist and a fogged-up camera lens filter.

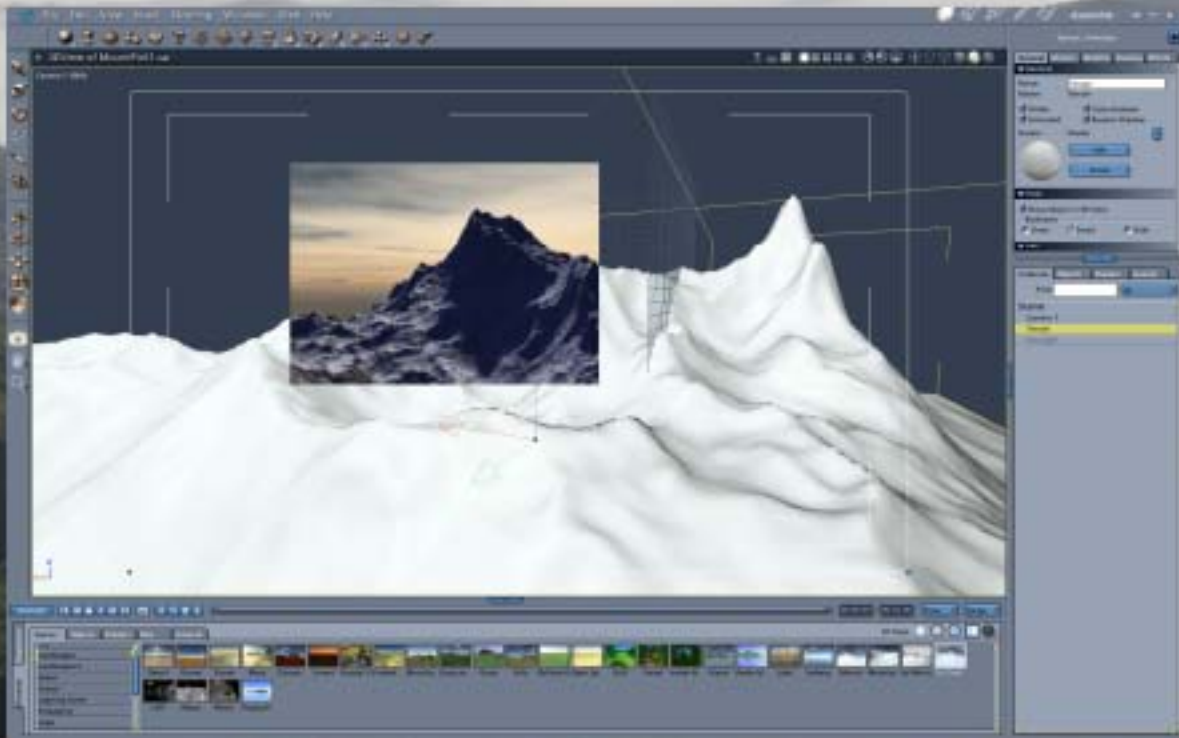
Notice that unlike the Graduated Fog effect used earlier, the Vignette Blur wraps around the entirety of the image.



The final touch was applied as a strong lens flare. Knoll Light Factory is a professional-level light source generator.



The lens flare in its final position in the KLF main window.



Carrara 5: an extreme makeover of the popular 3D software augments already impressive animation, modeling and rendering capabilities.



The newly redesigned DAZ Carrara 5 offers a wealth of tools for all types of users – from 3D animators, modelers and industrial designers to illustrators and creative professionals, from motion media aficionados and still photographers to fledgling 3D enthusiasts. The friendly and approachable interface will help you get started quickly, and the rich feature set will keep you satisfied throughout your projects.





www.plugsandpixels.com/carrara.html



Carrara 5 is the first version of Carrara I have experimented with, and I was very pleased to see that I could create very realistic terrain images immediately after installing it. The images shown on this and the previous page were created in the same afternoon, starting with the included preset environments and adjusting camera position, zoom strength, weather conditions, lighting, etc. Rendering was surprisingly fast as well. Besides terrains, Carrara also handles traditional 3D modeling with ease.

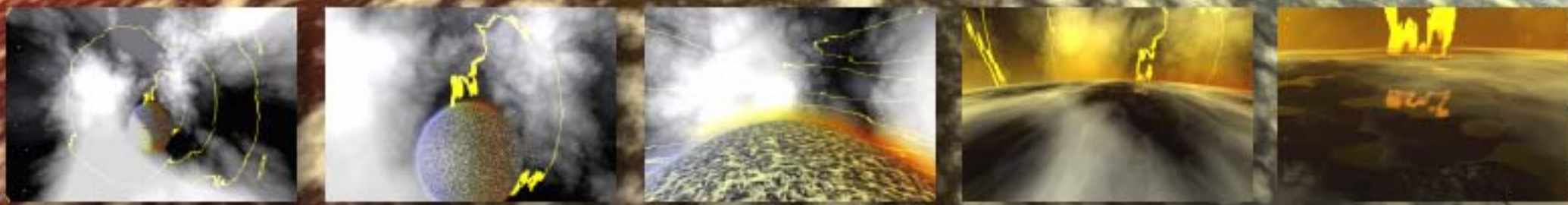
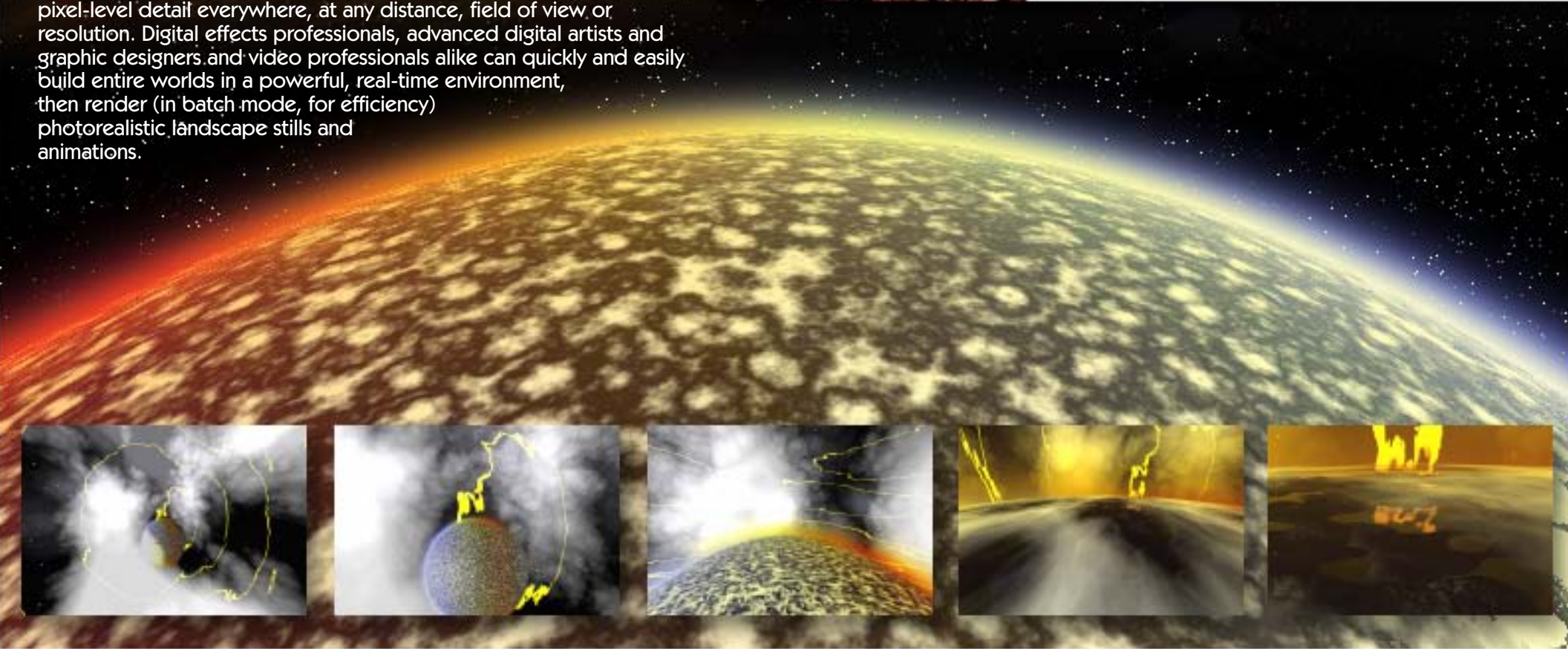


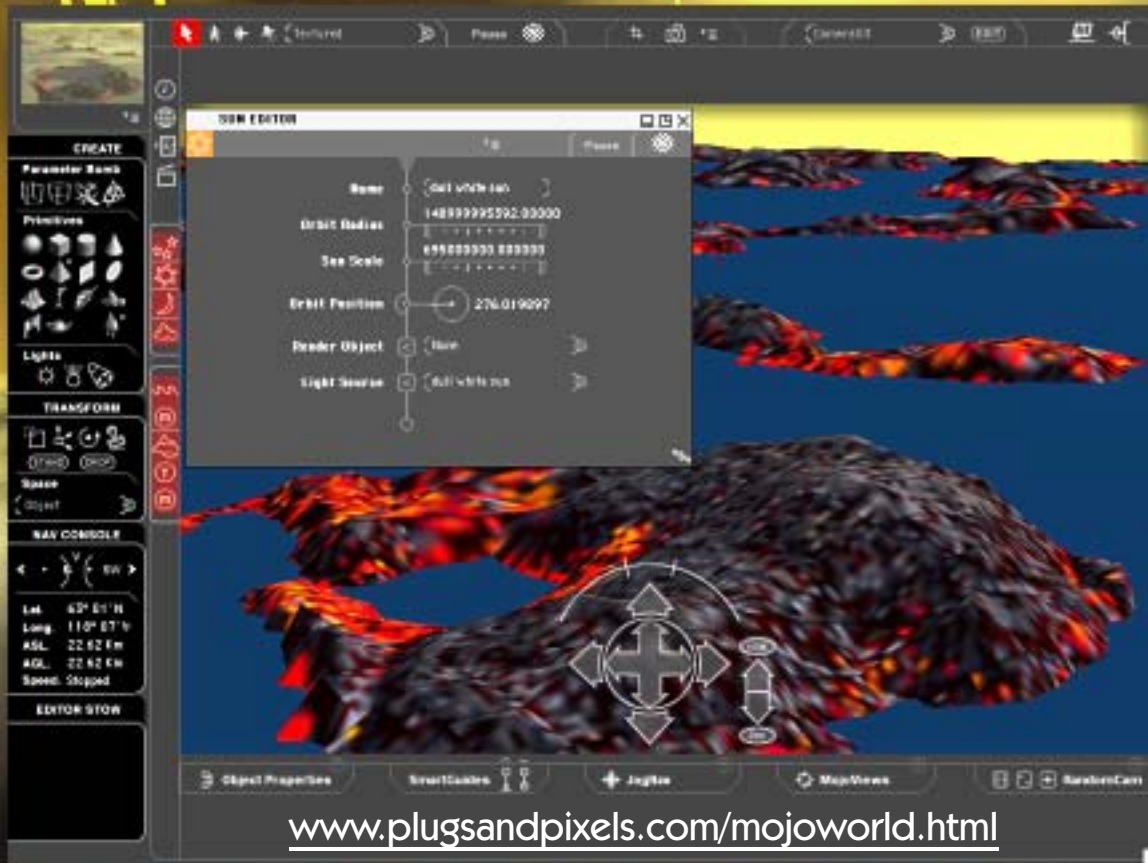
MojoWorld 3 Professional has unique functionality unmatched by any other 3D software, at any price. Only MojoWorld models and renders complete environments—as the global context of a planet—with pixel-level detail everywhere, at any distance, field of view or resolution. Digital effects professionals, advanced digital artists and graphic designers and video professionals alike can quickly and easily build entire worlds in a powerful, real-time environment, then render (in batch mode, for efficiency) photorealistic landscape stills and animations.

Total Control. Total Freedom.

MojoWorld 3 PRO

Explore the endless dimensions of Parametric Hyperspace





Because of its reliance on fractal mathematics, MojoWorld is able to render a landscape or an entire planetary system in amazing, never-ending detail. The images on this and the preceding page illustrate how incredible this concept is.

The planet on the bottom of the previous page was created and rendered from the viewpoint of planetary orbit. I then zoomed in until I was close enough to the planet's surface to make out details in the land and seas. The two images (below left) illustrate this progressive zoom concept even more dramatically.

You can experience this miracle that is MojoWorld by downloading the free MojoWorld Viewer from the Pandromeda website and immediately begin exploring the unique wonders of parametric hyperspace. When you're ready to create your own planet, add the MojoTree and MojoMove plug-ins to Mojoworld for additional functionality including procedural forests and animation.

An entire online community has arisen around MojoWorld which you can access from within the application itself. Come join in!



Zoom in to a planet's surface with no loss of quality or detail!

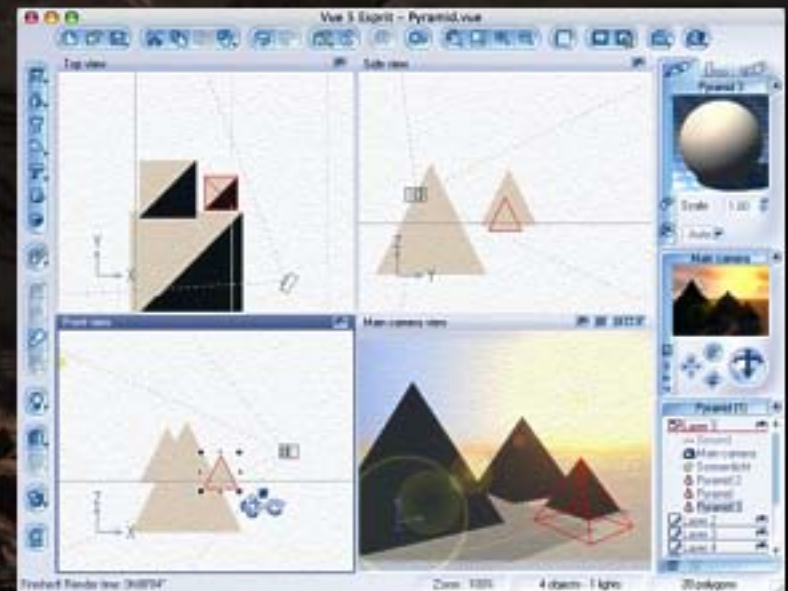
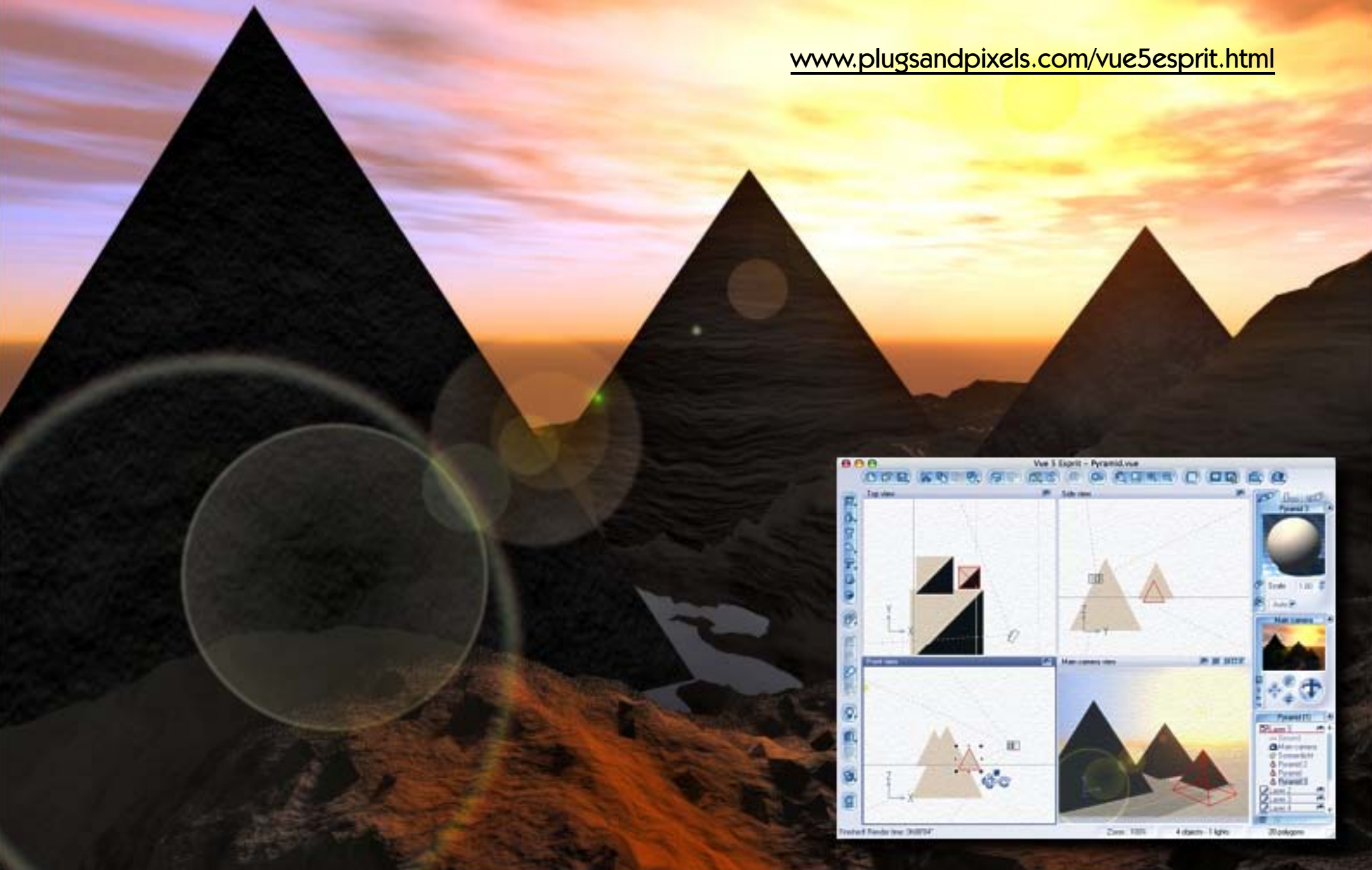




Vue 5 Esprit - The Art Of Natural 3D

Vue 5 Esprit succeeds in combining unequalled ease-of-use and creativity with the latest advances in rendering technology. With a dedicated toolkit for creation, animation and rendering of realistic scenery, Vue 5 Esprit brings Natural 3D to everyone. Superb image quality, incredible render speed and unbeatable ease-of-use help make Vue 5 Esprit a viable 3D scenery software option for casual and advanced digital artists alike.

www.plugsandpixels.com/vue5esprit.html





BRYCE 5.5™ | Powerful 3D Landscaping and Animation

Whether you're designing for print, multimedia, video or the Web, Bryce provides you with the tools to literally create a world of your own. An ideal way to integrate 3D technology into your creative process, Bryce 5.5 will save you valuable time by bringing the power of creation to your hands and allowing you to magnify that across multiple computers. Whether you are a professional designer, or a 3D graphics enthusiast, Bryce 5.5 will help bring your ideas to life with exceptional power and ease of use.

The Light Lab gives you robust control over lighting on objects and landscapes. Control the direction, intensity, and tinting from one or more sources to ensure a more accurate depiction of real-world environments. When you want to create and incorporate highly realistic trees into your landscape, the Tree Lab will give you the control you need by allowing you to grow real-world vegetation to your own specifications. Determine the tree type, branch density, leaf or needle density and coloration. You can even generate tree roots for greater detail. The Sky Lab (below left) gives full control over Sun and Moon, cloud cover and atmospheric settings and effects.

Add wildlife, people, props and more to your scenes, via the DAZ|Studio character plugin, and you can populate an entire virtual world within Bryce. All of your favorite DAZ and Poser content can easily be added to any Bryce scene you imagine with easy editing and updating. Using the Terrain Editor, create realistic terrains, waters, skies, rocks, clouds, fog and architecture, or design your own surrealistic landscapes, scenes and objects. Bryce 5.5 includes floating panels and fully scalable 2D Terrain Canvas along with full 3D previews. Visually appealing, the professional look and feel of the Terrain Editor simplifies and enhances the design process.

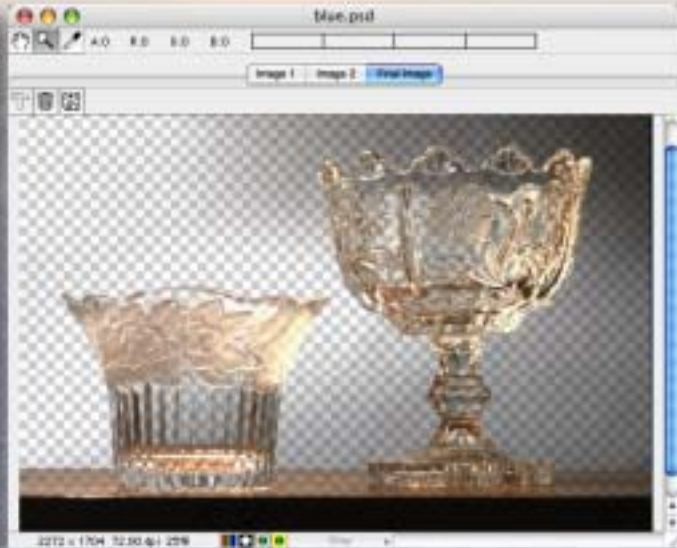
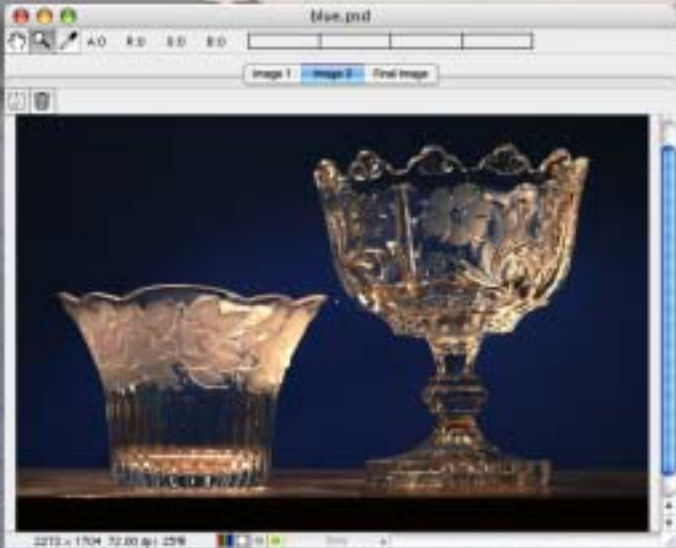
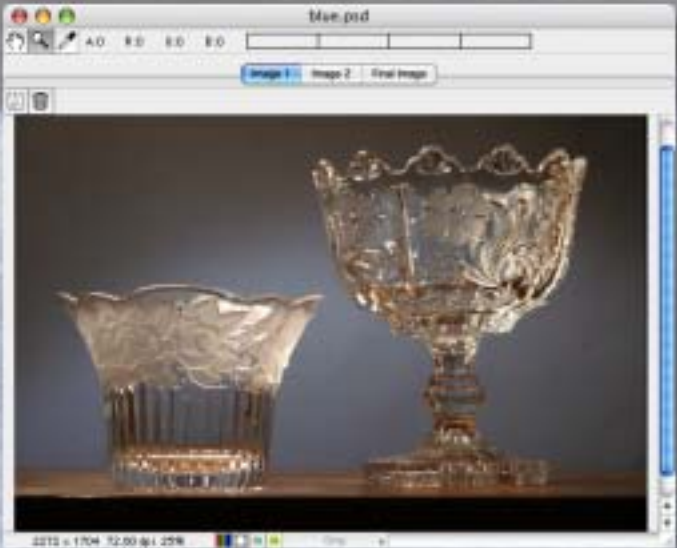
Bryce provides the ideal way to integrate modern 3D technology into your creative process. You can easily use Bryce artwork in conjunction with image editing programs to merge photos and 3D artwork together for an unlimited degree of creativity.



www.plugsandpixels.com/bryce.html



Why is Maskerade revolutionary? Because there is no software or hardware solution that can do what Maskerade can do. Through a simple two-photo patented technique, Maskerade can generate a perfect, transparent image of an object just as though you 'peeled' the object off of the background. Subtle, sub-pixel details and transparency are captured perfectly and effortlessly with no further editing required. And Maskerade saves the masked image as a native Adobe Photoshop file for post-processing, where you can experiment, compositing using many different backgrounds.



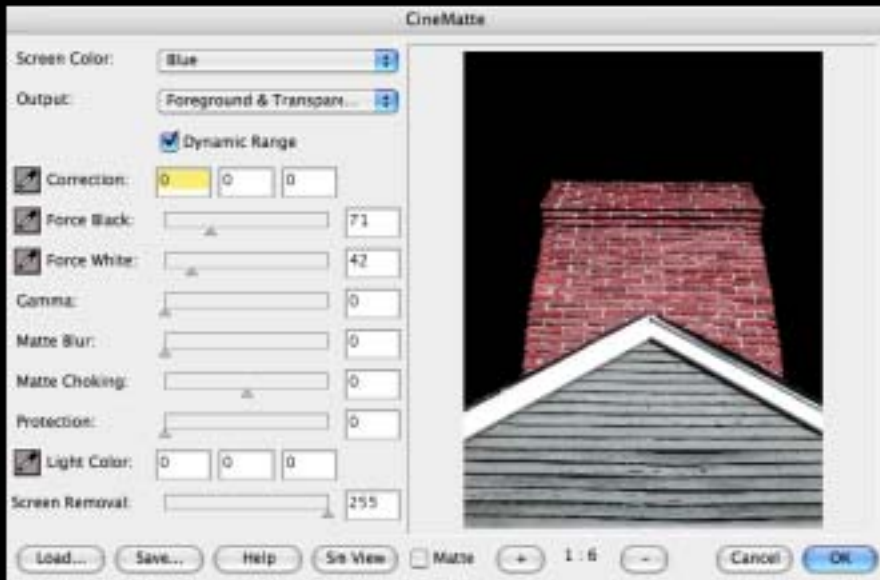
www.plugsandpixels.com/maskerade.html



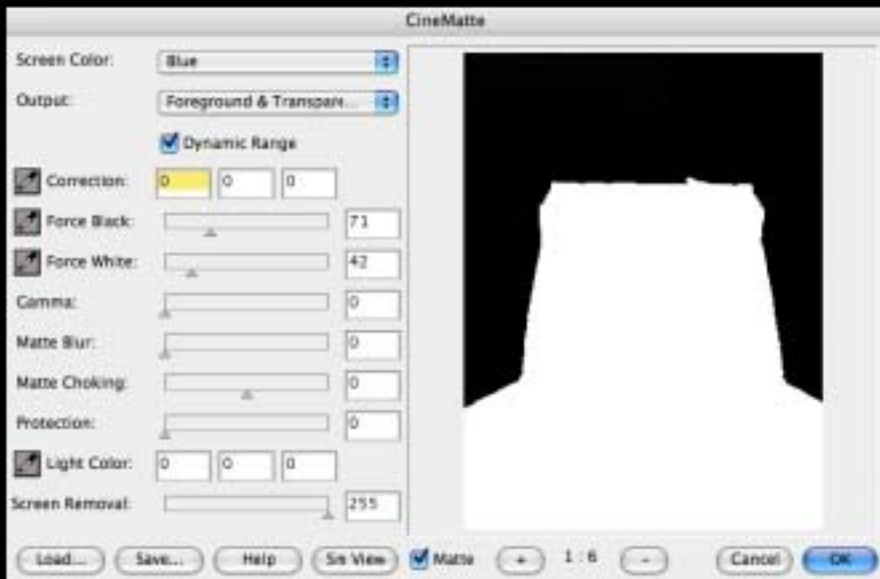
Even with a very imperfect "studio" setup such as I used here, Maskerade was still able to extract transparency from my images of the two glass objects. The procedure involves shooting the stationary objects against two different toned backgrounds. Each image is loaded into Maskerade, and a click of the "Final Image" button is all it takes! Save the file and you're done.



Cinematte



Cinematte is your perfect introduction to the advanced concept of bluescreen image masking and compositing.



Perhaps the most straightforward of the available bluescreen plugins is Nova Design/Digital Dominion's Cinematte. A simple but powerful interface allows a choice of blue or green removal, output viewing options and fine-tuning. View the final results in either large

Cinematte enabled me to seamlessly composite these two photos, taken a continent and a decade apart! I dropped out the blue sky and made those pixels transparent, resulting in a believable composite (right).

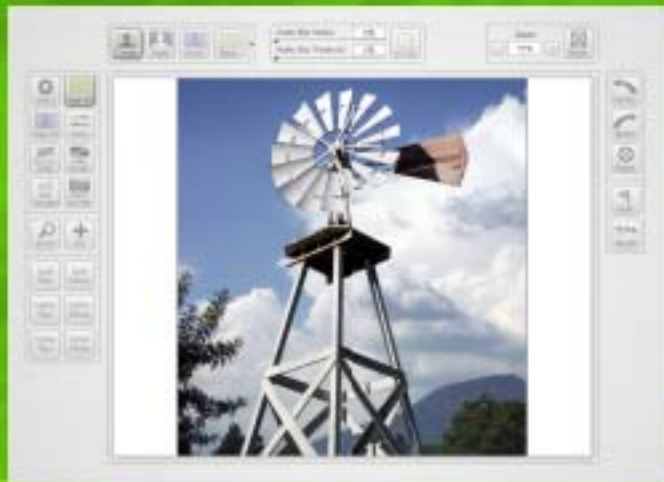
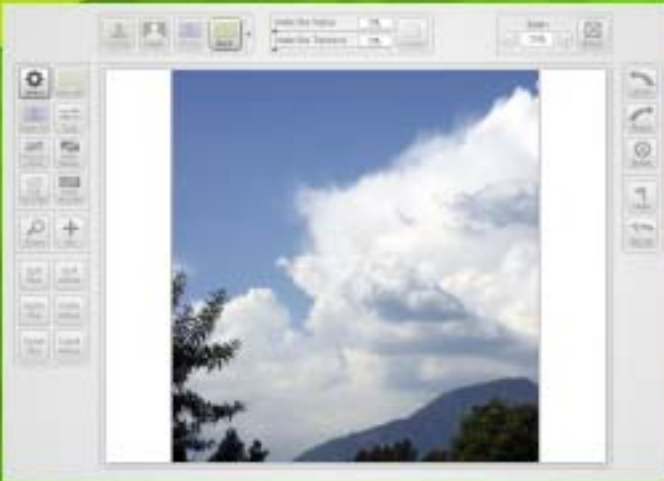
www.plugsandpixels.com/cinematte.html



The process of "bluescreening" involves removing a single color from an image's background, replacing it with transparent pixels through which a separate background image becomes visible.

The advantages of working in this manner are obvious: The photographer can produce complex creative works otherwise not practical or even possible.

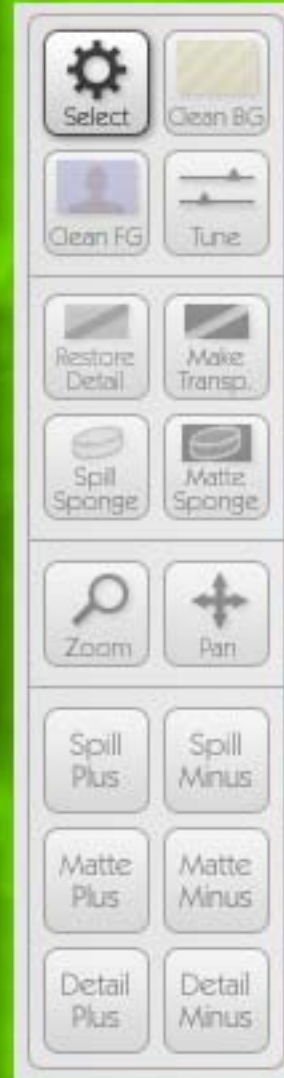
Subjects can be realistically placed against unrelated background images, such as portraits shot against a blue or green screen with a texture or scenic backdrop added later—easily and at whim. This technique is an important part of Hollywood and independent moviemaking processes as well.



The digital anarchists who provided us with several outstanding imaging apps (including Texture Anarchy, used to create this page's background effect) also offer Primatte Chromakeyer 2.0. Primatte enables you to use any colored background you wish for eventual removal, although blue and green (colors not normally found within the subject) are most common.

The procedure using Photoshop is simple: Prepare your image layers in such a way that the bottom layer is the intended final background. The subject (with bluescreen background) is on a higher layer. Click on the subject layer, then invoke the Digital Anarchy>Primatte plugin. Once the interface appears (as shown here), simply click on the solid color area you wish to render transparent (in my example, the blue sky). Next, click on the Mask button to view the black masked area of the image, then click the Clean BG button and click again on the black area of the image to further darken the mask. Use the Clean FG button to clean the white area. Transitional areas can be further treated with the Spill Plus/Minus options.

Finally, click the Comp button to see the finished composited result! Apply the filter, and you're done.



The buttons in the Primatte interface give you a high degree of control while preparing your mask effect.

www.plugsandpixels.com/primatte.html





ZMATTE

zMatte is a full-featured keyer that is the result of Digital Film Tools' experience in creating hundreds of successful blue and green screen composites.



www.plugsandpixels.com/zmatte.html

DEARTIFACT is handy for cleaning up artifacts caused by DV and HD video footage. It is useful for cleaning up images that have aliased or jaggy edges.

EDGE automatically generates an edge matte from an existing alpha channel and allows you to color correct or blur only the edge of the foreground. You can also mix the edge of the foreground with the background. This is very helpful for seamlessly integrating images as well as dealing with aliased mattes.

HOLDOUT effectively composites images such as fire, explosions and smoke. To add practical fire, explosions, smoke or other footage not containing an alpha channel is normally a challenge. A normal Math Composite Add function would cause areas of the background to get brighter. This is bad. Using a key of some type would most likely generate unwanted, dark edges. This is also bad.

zMatte is a full-featured **KEYER** that is the result of DFT's experience in creating hundreds of successful blue and green screen composites. Using proprietary matte extraction techniques, zMatte quickly and simply creates mattes with minimal parameters even if you are dealing with fine hair detail, smoke or reflections. It is easy to use, yet provides the needed tools when faced with good, bad or ugly shots— tools such as multiple matte creation, automatic spill suppression, sophisticated matte and edge manipulation and color correction.

LIGHT WRAP helps blend the foreground into the background by making the color of the background "wrap" into the foreground edges without softening the edge.

The **MATTE GENERATOR** extracts and creates mattes using advanced matte extraction techniques. Methods of matte extraction are luma, hue, saturation, average, red, green, blue, cyan, magenta and yellow.

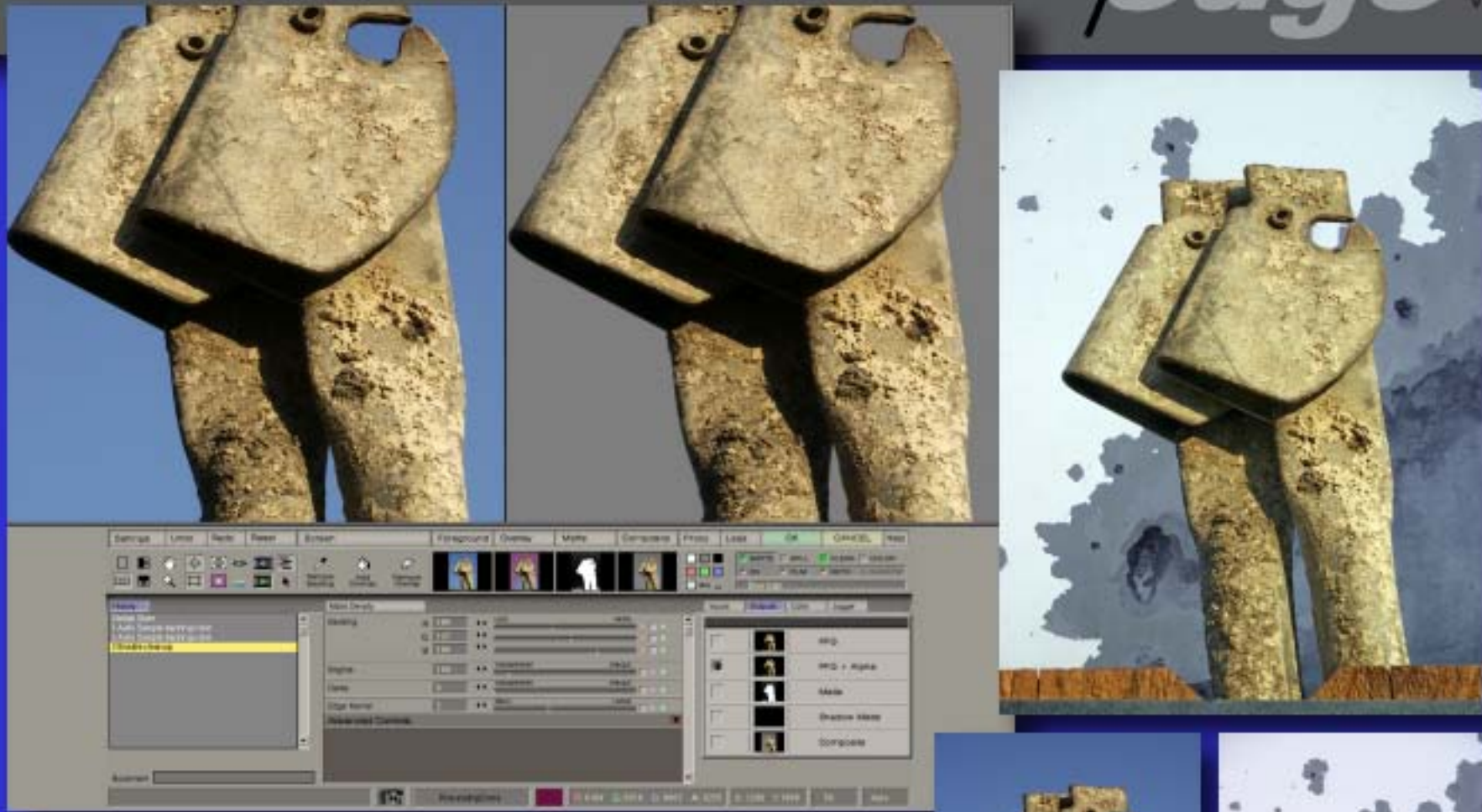
MATTE REPAIR grows, shrinks or blurs a matte. It also is handy for cleaning up impurities in the black or white areas of the matte.



ultimatte *advant*edge v 1.5



USB Dongle required



For the high-end professionals, there is Ultimatte's AdvantEdge bluescreen compositing technology. The result of 25 years experience in the fields of broadcasting, filmmaking, gaming and video, AdvantEdge offers a quick and easy means of analyzing the optimum parameters for foreground, background and matte selections. The compositing procedure involves sampling the background you wish to drop, making necessary refinements with the Matte Correction tools, making adjustments for any existing video and roto-screen artifacts if necessary, adjusting matte density, editing wanted and unwanted shadows, editing spill amounts and adjusting color conformance, after which you render the result back into the host application.

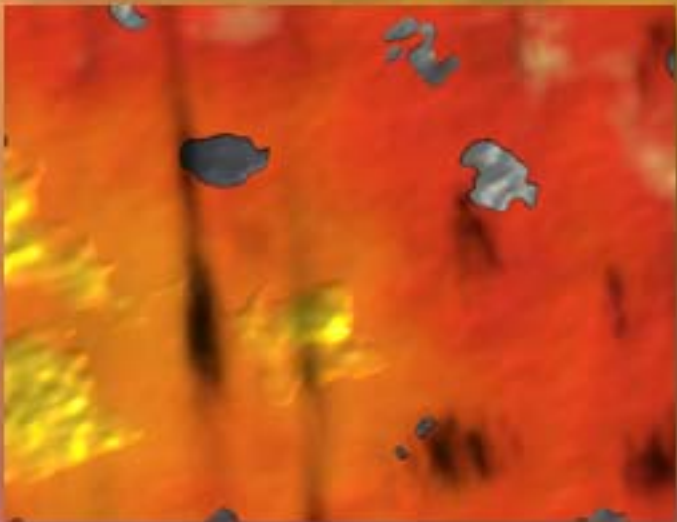
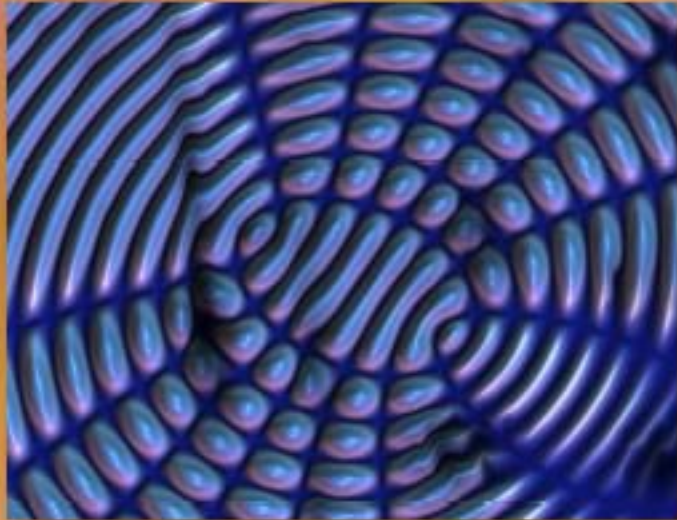
Or you simply could, as I did, click on the background color, click OK, and get these results! AdvantEdge is powerful enough for professional production or simple enough for home users.



BACKDROP *designer*

www.plugsandpixels.com/backdropdesigner.html

Photographers spend a lot of money on disposable paper roll and muslin backgrounds. This expensive approach is becoming obsolete, thanks to the wonders of digital imaging. If you've already got a computer, there's no good reason to still be making that expenditure. Digital Anarchy offers Backdrop Designer, the perfect companion to any chroma keying software package, such as those described on the preceding pages.



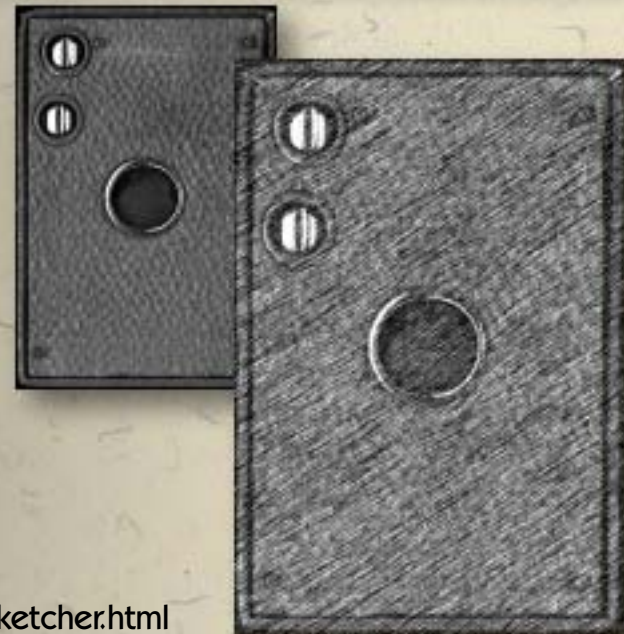
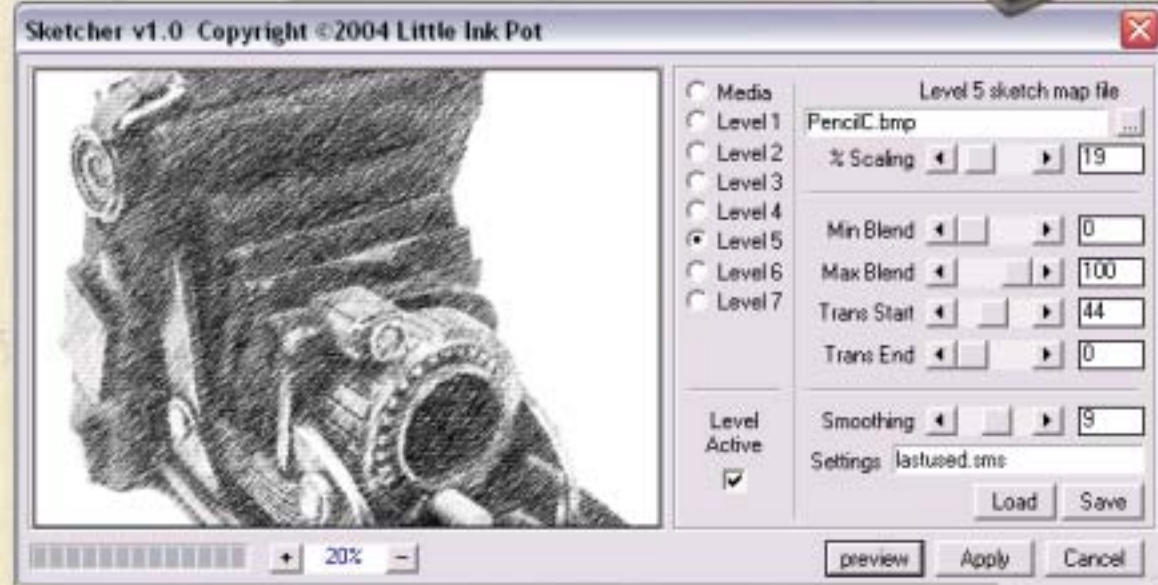
It's easy to get started with the supplied presets (top). Combine them with shadow and bump maps for realistic backdrops.

Here's a great plug-in from Little Ink Pot Software that is dedicated to turning your images into very realistic sketches. For Windows only, Sketcher offers seven levels of effect application and a choice from among several pencil sketch styles, along with blending.

I applied Sketcher to an image of a folding camera and got a charming classic effect which was the perfect companion for the paper background from [The Photoshop Roadmap](#).



Sketcher
Plugin

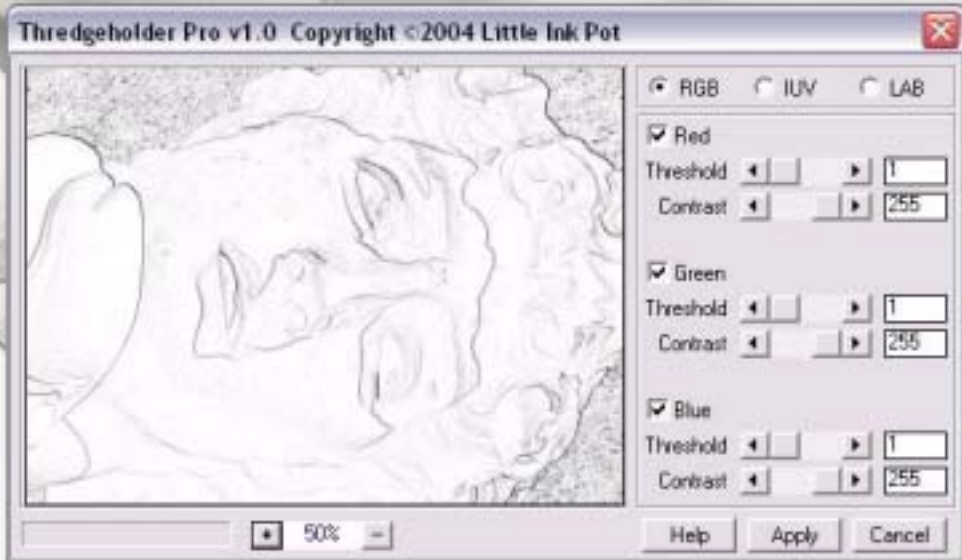


- Stroke
- PencilA
- PencilB
- PencilC
- PencilD
- PencilE
- PencilF
- PnI1
- PnI2
- PnI3
- PnI4
- PnI5
- PnI6
- PnI7

THREDGEHOLDER Pro



Computer Imaging
with a natural style



In addition to the Sketcher plugin, Little Ink Pot also markets the Thredgeholder Pro and Photo Grey plug-ins, as well as a few freebies. Thredgeholder (shown at left) concerns itself with edge detection and supports the processing of individual RGB, IUV and LAB channels. Threshold and contrast is adjustable for each channel. My photo of the fallen David statue (the result of an LA earthquake) was rendered in outline form with almost no effort.

PhotoGrey, which comes included with the full version of Sketcher, can be used to convert color images to grayscale using selective color filtering (choose any color as the filter to emulate different film types and color sensitivities).

Apply PhotoGrey to color images as well, choosing from blue or red filters, alone or in combination, along with a gradient effect.



Those of you who like to go people watching at the beach may want to check out BenVista's PhotoZoom Pro. An update of the powerful S-Spline image interpolation technology, PhotoZoom (available on its own or as part of the PhotoMagic suite) gives incredible upsampled results when a small area of an image needs to be resized, or an entire image made into a poster.

My full-frame sample photo (background) was taken from the Santa Monica, California pier looking toward the crowded beach with a 4-megapixel Minolta S-404. I selected the little girl in the white hat and dress for my test subject (see oval). I cropped the girl while keeping the image at actual size (no resampling). Next, I used PhotoZoom to enlarge her to approximately 8x10 at 300ppi. You can see the high degree of cleanup occurring in the PhotoZoom dialog (below left).



PhotoZoom wipes clean the rough pixelation of low resolution digital images.



- Generic (Default)
- Photo - Regular
- Photo - Detailed
- Photo - Soft
- Photo - Portrait
- Photo - Grained
- Graphics - Regular
- Graphics - Strong Edges
- Text
- Custom-made



reindeer graphics

Optipix 3 is a suite of advanced tools designed with the digital photographer in mind. The core plug-ins in the Optipix suite solve common problems that photographers face, with an emphasis on integrating into an automated workflow.




- Setup 2nd Image
- Blend Exposures
- Interactive Interpolation...
- Layer Modes...
- Retrieve 2nd Image

- Add to Buffer
- Clear Buffer
- Show Average

- Auto Contrast...
- Detail Sharpener...
- Edge Enhancer...
- Grain Maker...
- JPEG Cleaner
- Nudge...
- Power Median...
- Refocus...
- Safe Median...
- Safe Sharpen
- Preferences...

Reindeer Graphics® Optipix – Refocus



100%

Blur Radius (0 .. 10) 0.84287

Noise Tolerance (0 .. 5) 0.16529

Preview

Autoscale

Cancel OK

The Refocus dialog box shows a preview of a seagull on a log. The dialog includes a zoom level of 100%, a Blur Radius slider set to 0.84287, and a Noise Tolerance slider set to 0.16529. There are checkboxes for Preview and Autoscale, and buttons for Cancel and OK.

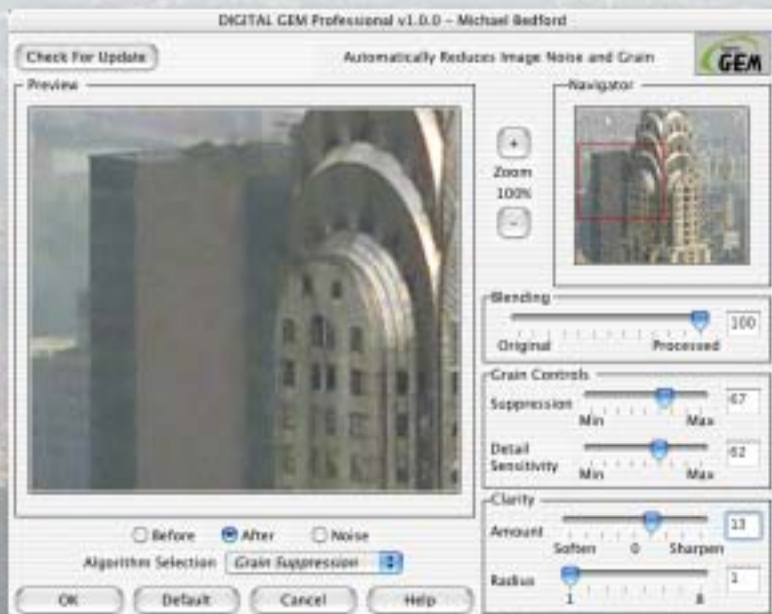
www.plugsandpixels.com/optipix.html

Reindeer Graphics' Optipix 3 suite of image correction plug-ins adds 5 all-new functions and improves performance of the existing ones. Among the new features is Refocus (right), intended for correcting focus and blurring problems in your images.



EASTMAN KODAK COMPANY
Austin Development Center

www.plugsandpixels.com/digitalgempro.html



Images by nature are dirty, like a big sooty city, whether they originate from a traditional film source or are produced digitally. Either you're dealing with grain or pixels, both of which interfere with the clarity of your images.

Kodak's digital GEM Pro addresses this grimy reality by allowing you to deal with noise and grain problems separately (there's an option to view the noise or grain by itself as you work for the most effective editing).

My image of the Chrysler Building in New York City was scanned from a 35mm negative, and it shows. But once the digital GEM plug-in was applied, the grain was easily brought under control (see before-and-after comparison at right).



When Rosemary's Baby was filmed here at the Dakota in NYC, things were a bit skewed. When I came by with my 28-210 zoom lens, my photos turned out the same – very skewed. So did my photos from the top of the Empire State Building. And every other photo I shot with that awful '80s-era technology lens. But until now, there wasn't a lot I could do about it (aside from selling the lens, which I did)...

ImageAlign Pro from the folks at Grasshopper Ltd. of New Zealand has got to be the simplest and most effective method of correcting distortion that I've tried. I ran scores of my skewed stock images through it and was amazed every time at the fast and easy improvement.

First, the extreme perspective distortion in my original wide-angle image (as seen in the top example at left) disappeared with the push of a slider. More insidious was the barrel and pincushion distortion my old zoom created, depending on which end of the zoom range I shot with. The example at middle left is corrected for perspective, but shows a bit of barrel distortion (especially in the building at far left). A little push of the Barrel Correction slider and the problem was solved! The large sliders make it very easy to control the exact amount of correction. Previews are live, and there is a grid option for accuracy.

The screenshot below shows ImageAlign's straightforward interface. How could this be any easier?



ImageAlign PRO

Load...
Save...
Reset



Barrel Correction:

Pincushion Correction:

Rotation:

Vertical Perspective Shift:

Horizontal Perspective Shift:

Vertical Skew:

Horizontal Skew:

Rescale:

100%

Show Grid

Show Centers

Show Before

Show After

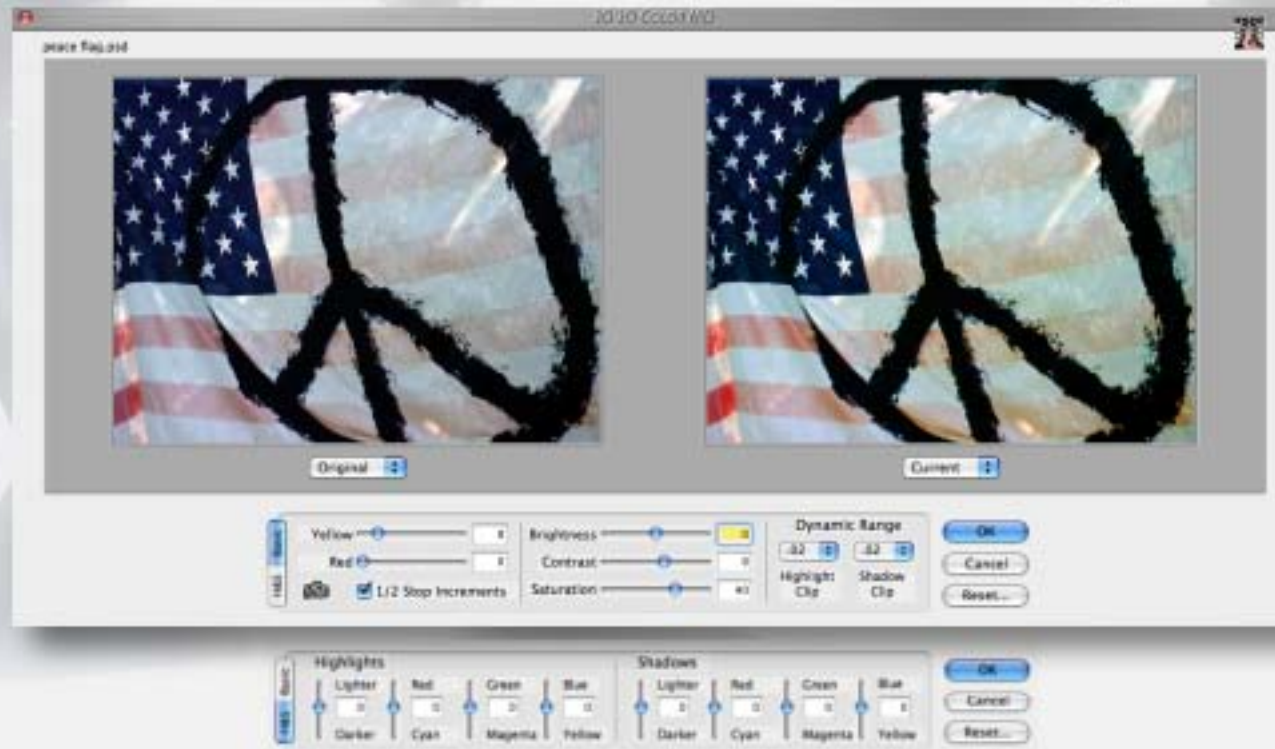
Cancel
Large Preview
OK

www.plugsandpixels.com/imagealign.html

ImageAlign is available as either a Photoshop-compatible plug-in or as a standalone application (the plug-in version is shown here), with slight differences in options and functions. For best results, try to apply all of your corrective changes in one shot rather than repeating the process in separate sessions. Save your settings for future use on photos with similar distortion, perhaps a collection of images shot with the same lens.

20/20 COLOR MD™

Because it's more fun taking photos than fixing photos



The former PhotoTune 20/20 Color MD is now onOne's PhotoTune, and the color doctor is in! The revolutionary Metamorphosis technology used in the original product has been streamlined and improved as follows:

Two years of research went into improving the Color Wizard, so now the correction process is even easier and faster. As seen at right, there are now only nine steps, a streamline of 30-50%. Your image is displayed full-frame, and preview choices have been kept to a minimum, resulting in a smarter process. Over- and underexposed images are handled well, and the improved color equations challenge Photoshop's own Saturation algorithm.

You can work with 6,144 different solutions to your image adjustment difficulties, with full control over dynamic range (highlight and shadow clipping). The screenshot above shows the final Step 10 adjustment options.

If you enjoy taking photos, you'll also enjoy correcting them with PhotoTune!

- STEP 1.** Click on the best image to continue...
- STEP 2.** You must make a selection on every step.
- STEP 3.** Which exposure setting do you prefer?
- STEP 4.** Pick a preview, even if they appear equal.
- STEP 5.** You've already reached the halfway point!
- STEP 6.** Don't over analyze. Overall, which is best?
- STEP 7.** Notice the color difference. Select one.
- STEP 8.** Choose between a light or heavy adjustment?
- STEP 9.** This is your final choice before fine-tuning.

ASIVA JPEG Deblocker 1.0

The JPEG image format is so popular that sometimes it becomes a liability in our efforts to improve our images. If you try to make enhancements on a JPEG, you will end up with unwanted and exaggerated artifacts. JPEG Deblocker addresses this problem.

Using the power of Asiva technology in the familiar Asiva interface, you can prepare your JPEG for further editing by the process of deblocking in either the HSV or YUV color space. After this treatment in JPEG Deblocker, you can more safely and successfully make color corrections without having to worry about interference from any underlying JPEG compression artifacts. This is a wiser approach than further editing JPEGs without this preparation and protection.

www.plugsandpixels.com/jpegdeblocker.html

Asiva JPEG Deblocker Plug-in

Deblock
Amount: [Slider: less, more]
Color Space: YUV
 Luminance
 Chrominance

Hue [Sample] [Reset]
Saturation [Sample] [Reset]
Value [Sample] [Reset]

Preview
 Operation Result
 Overlay Color [Orange Swatch]

OK Cancel



ScanHelp.com

Imaging products featured by Jetsoft Development

I was commissioned by the folks at Jetsoft to create original packaging and splash screen artwork for their line of scanning products. In addition to using ACD Canvas, I had a little help from Auto FX Photo Graphic Edges (film strips), Alien Skin Splat (picture frame), Microsoft Expression (flower bouquet).

Jetsoft Development Company Presents

Art-Scan Pro Scanning Software



"For People Who Want Better Color From Their Scanner!"

Art-Scan Professional



Jetsoft, Inc.

[www.
scanhelp
.com](http://www.scanhelp.com)





On DVD: Mark's

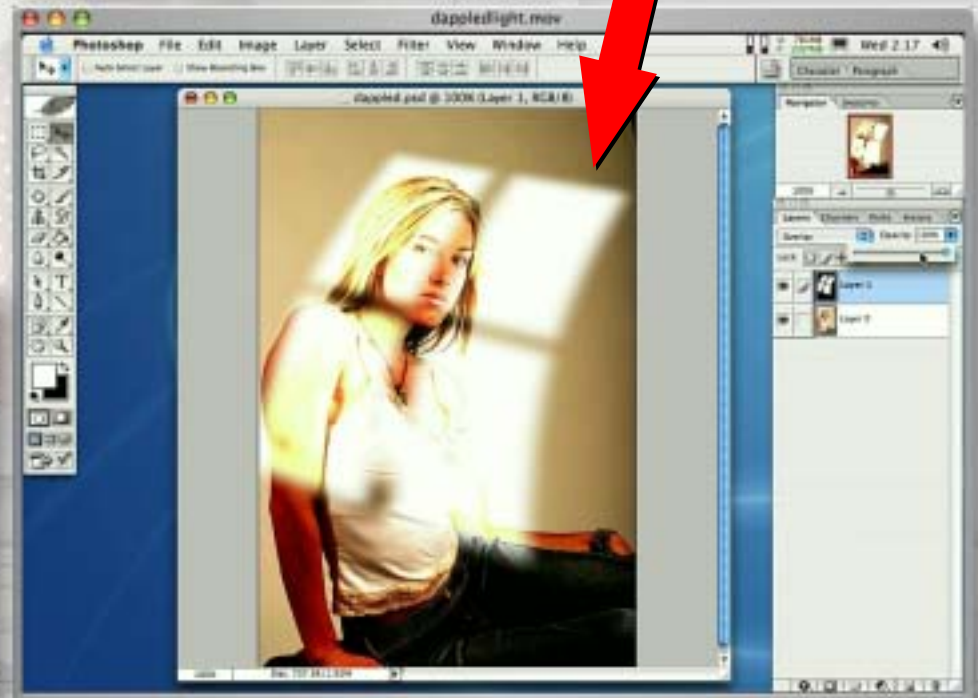
101 TOTALLY AWESOME PHOTO TIPS IN PHOTOSHOP CS

It's great to be able to watch training videos for your favorite software, but you run the risk of falling asleep with your head on the keyboard. That's NOT going to happen with these 101 Totally Awesome Photoshop CS Tips! Mark warns that "This DVD may permanently change the way you think about Photoshop forever" (in a good way).

There's Photoshop training, and then there's FUN Photoshop training! Mark's high-powered delivery will keep you alert and learning as you tackle such subjects as Photo Retouching and Repairing, Special Effects, Enhancing and Polishing Images, Correcting Exposure and Color and Productivity. Which pretty much covers all that's important.

It's obvious Mark knows his stuff, given his many years of experience with computers and graphics creation. If you're not yet up to speed in Photoshop, with him you soon will be!

www.plugsandpixels.com/101pstips.html





closing artwork

Created with:

Digital Film Tools 55mm

Photos/artwork by: Mike Bedford