

# Glitterato

**Flaming Pear Software**

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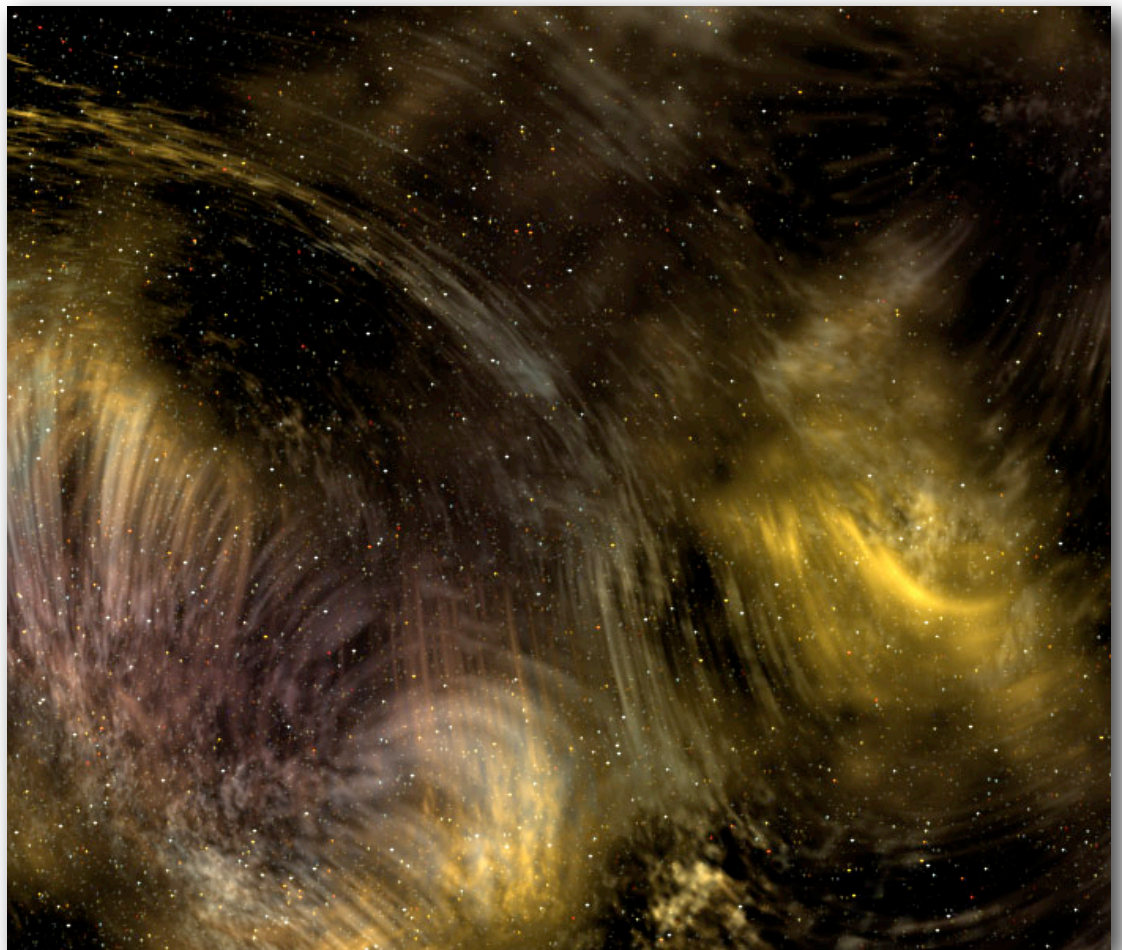
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## **What it does**

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](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->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.

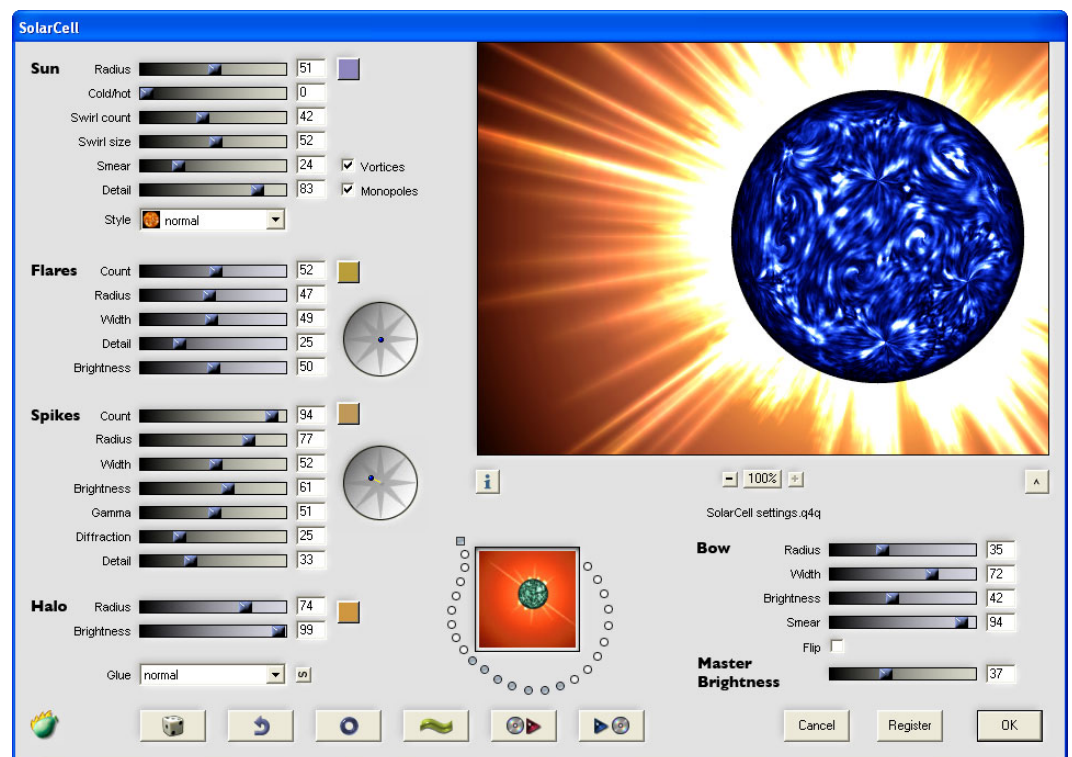
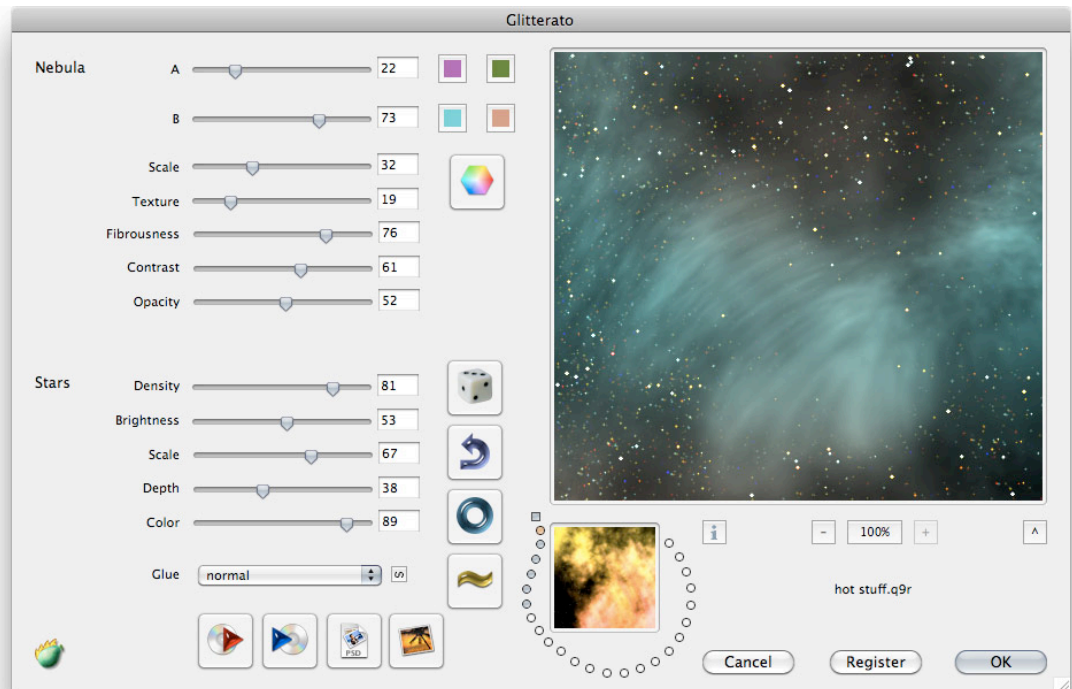
PSP 8, 9, X, XI, and X2:

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.



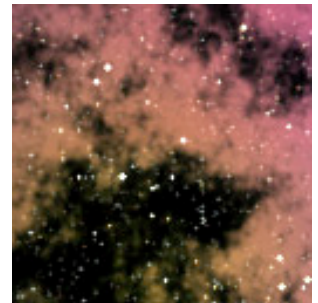
color-hex button for randomizing colors

**Scale** makes the nebulas larger and smaller.

**Texture** adds small high-contrast details to the nebula.

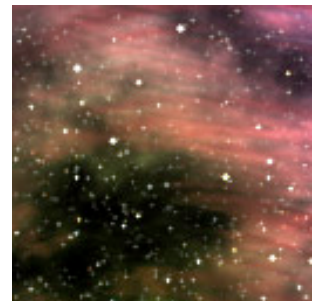


a nebula



more texture

**Fibrousness** add swooping streaks.



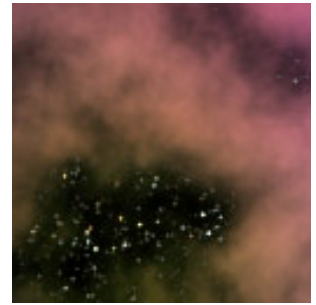
more fibrousness

**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

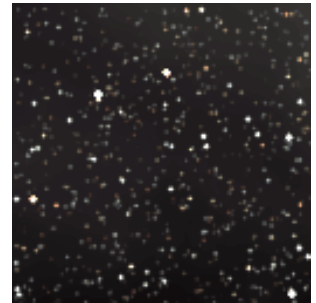
**Density** gives you sparse or plentiful stars.

**Brightness** sets the stars' average brightness.

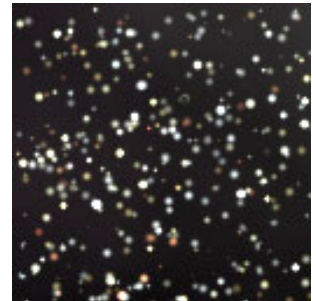
**Scale** makes the stars small or large.

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

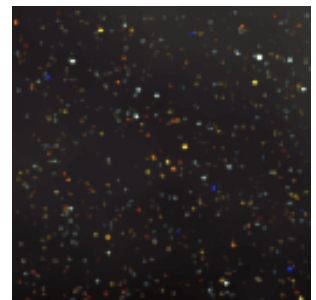
**Color** produces all-white stars at zero, natural "blackbody" colors at 50, and super-vivid color at 100.



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.



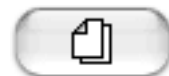
next glue

**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.



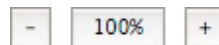
export to PSD

**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.

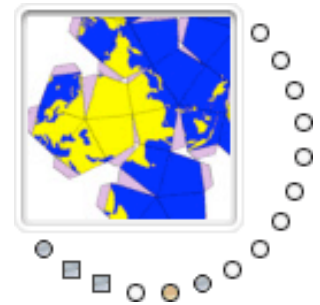
If a dot is orange, Glitterato's currently using that dot's settings.

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 1.62**

Fixes previews in 16-bit color.

### **Version 1.40**

64-bit version for Macintosh.

### **Version 1.40**

64-bit version for Macintosh.

### **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](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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