

Amberlight Manual

v.1.2



Welcome to Amberlight!

Amberlight is a unique art tool that creates beautiful computer generated images. A millions of particles are flying through your canvas and you can drive them with the special Amber fields. No matter if you are an advanced artist or a complete art beginner, playing and experimenting with its tools you are able to create fantastic images. In the world of computer art this is a one-of-a-kind tool that will broaden your artistic horizons and unveils a very new art experience.

Similarly to Flame Painter, Amberlight was originally created as an experimental project in my 'I am an Artist' series. The initial vision was to create the application where anyone could create original artworks. It was made both as a tool for artists as well as for people without artistic skills who want to create something unique.

Lack of inspiration and motivation are often the reasons why we people are not creative, however, I believe the tools that we use can become the inspiration for creativity. I think that with tools which inspire you, everyone can be an artist.

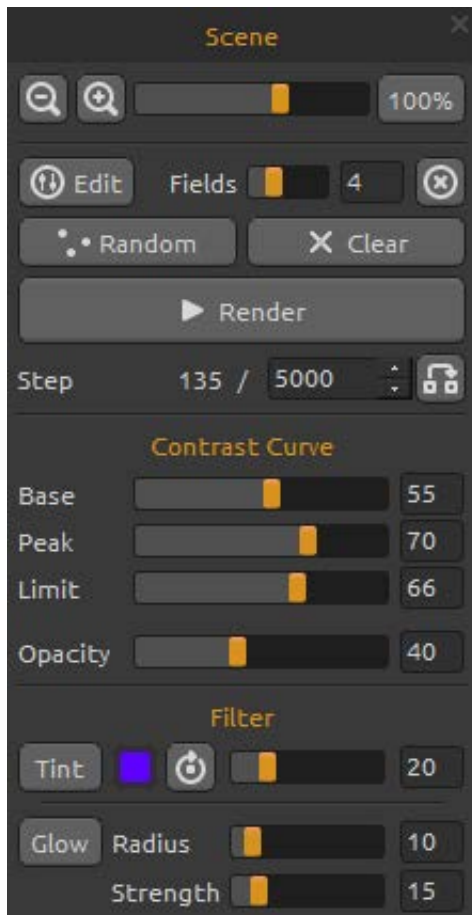
This manual covers the features of the application and tells you what you need to know to use Amberlight and find a whole new creative way of self-expression.

Thanks for purchasing Amberlight. We hope you'll have a great time!

Peter Blaškovič
creator of Amberlight

User Interface Window

Scene Panel



Zoom Out - Zoom out from your artwork (at a minimum size of 5%).

Zoom In - Zoom in on your artwork (at a maximum size of 800%).

Reset Zoom - Check the zoom value here. Press the button to reset the zoom to 100%.

Edit - Switch to Edit fields mode.

Fields - Set the number of fields (1-12).

Delete field - Delete selected field.

Random - Random scene and fields.

Clear - Clear scene.

Render - Render scene.

Step - Set the number of render steps - iterations. If you would like to have smoothly rendered scene, set it to 10000 or even to 100000.

Use actual value - Use the value from Step as a final value.

Contrast Curve

There are four different contrast settings:

Base - Set the base of the contrast curve - shadows.

Peak - Set the peaks of the curve - highlights.

Limit - Set the limit of the curve peak.

Opacity - Amberlight picture opacity (0 - 100).

Filter

Filter parameters to experiment with:

Tint - Turn on and off tint gradient, rotate tint and set the tint color and radius (0 – 100).

Glow - Turn on and off glow effect.

Radius - Set the glow radius (0 – 100).

Strength - Set the glow strength (0 – 100).

Palette Panel

Color | Gradient - Choose whether you want one color or gradient color transition.



Color

Choose the color for scene rendering here.

H - Hue (0 - 359)

S - Saturation (0 - 255)

L - Luminance (0 - 255)

Palette - Select the color.

Use as Gradient - Use the color in a gradient color transition.

(+) (-) - Add and remove colors from custom colors.

Single click on color box opens a palette selector.



Gradient

Choose and setup your gradient transition for scene. Click on the color button you want to change and select the color from palette. You can switch on/off the color you want to use in the gradient.

Shift - Shift gradient colors to right.

Flip - Flip gradient.

Invert - Invert colors in gradient.

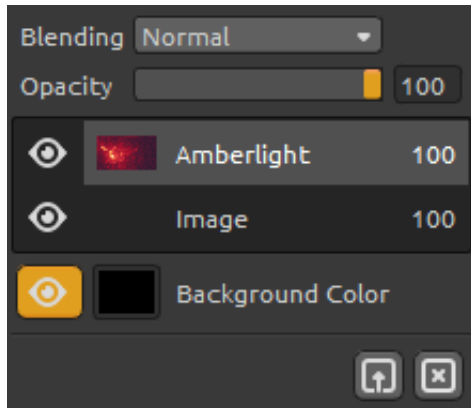
Gradient to Black - Change gradient transition to black color.

Gradient to White - Change gradient transition to white color.

H | S | L - Change hue, saturation and lightness for all colors in gradient.

(+) (-) - Add and remove gradients from the lists.

Layers Panel



Use Layers panel window to edit and manipulate with layers.

Blending - Layer blending mode.

Opacity - Set the opacity of the layer (0 - 100).

Eye - Show or hide the active layer.

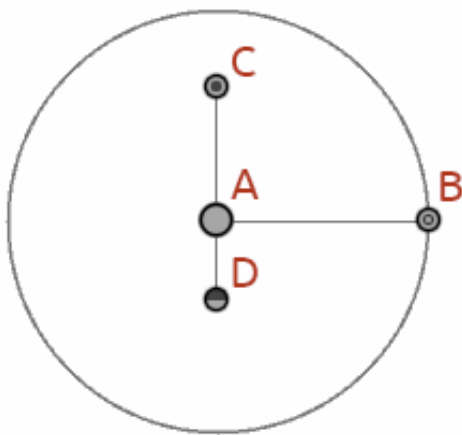
Background Color - Show / Hide *Background Color* and select its color.

Import Image - Import the second image for composition.

Clear Layer - Clear the *Amberlight* or *Image* layer.

Edit Fields

Press **Edit** button in Scene panel or **Left Mouse Button** on a canvas to edit fields. You can set number of fields in Scene panel from 1 to 12. Every field is represented as a circle with position and 3 parameters. With these parameters you can set how the fields will influence particles.



Field parameters:

Center Position - (A) - Press LMB (Left Mouse Button) on a center circle button and set position of the field on a scene.

Force - (B) - Press LMB on a button and set the force of the field with moving it left and right. Right from the center has the field positive force (+) and on a left from the center is negative force (-).

Intensity - (C) - Press LMB on a button and set the field intensity with moving it up and down. Distance from the center sets the intensity value. Up from the center is higher and down is lower. With this parameter you change how intense is the influence of the field on the particles.

Cut-off - (D) - Press LMB on a button and set the field cut-off with moving it down from the circle center. Distance from the circle center sets the distance, where the particles will stop from the field.

Press **Ctrl / Cmd** in Edit Mode to pan, zoom or rotate all fields. More info in Shortcuts section.

The Menu Bar

File - Contains items related to loading, saving, exporting and publishing your pictures.

Scene - Contains items related to editing tools and the canvas.

Filter - Contains items related to the image filters.

View - Contains items related to the viewport.

Windows - Contains items related to dock panels and user interface.

Help - Contains items that let you get help on the application, or look for updates on website.

File Menu

The File Menu contains items related to your canvas. They work as follows:

New... - Open a dialog that allows you to create a new scene with new settings.

Open... - Open a file dialog that allows you to load a artwork from disk.

Save... - Save your artwork. If you have not saved it before, you are prompted to enter a name.

Save As... - Save a copy of your current artwork as a new one.

Quit - Close the application. *(Only on Windows)*

For more information on creating, loading and saving your artworks, see the 'Creating, Loading and Saving Images' section later on in the manual.

Scene Menu

Canvas Size... - Open a dialog that allows you to set a scene size. You can select if you want to **Keep aspect ratio** of the scene and if you want to **Scale fields** too.

Edit - Edit fields, their position and parameters - Force, Intensity and Cut-off.

Random - Random scene and fields parameters.

Clear - Clear scene.

Render - Render scene.

Import Image... - Import a second image to layer. Image is resized to fit the actual canvas size, but you can change it to any size.

Filter Menu

Tint - Turn on and off Tint filter. Set the tint color and Radius from Scene dock panel.

Glow - Turn on and off Glow filter. Set the glow Radius and Strength from Scene dock panel.

Tile - Tiles layer horizontally and vertically.

View Menu

Zoom In - Zoom in on your artwork (at maximum size of 800%).

Zoom Out - Zoom out from your artwork (at a minimum size of 5%).

Zoom 100% - Check up a zoom value. Press the button to reset the zoom to 100%.

Window Menu

The Window Menu contains items related to dock panels and interface. They work as follows:

Scene - Show or hide Scene dock panel.

Palette - Show or hide Palette dock panel.

Layers - Show or hide Layers dock panel.

Stay on Top - Application will stay always on a top of other applications.

Help Menu

Help - Open this document.

Send Feedback... - Send us feedback if you have any problem, some idea or just like the program. Enter your email and message.

Amberlight Website - Link to website: *amberlight.escapemotions.com*

About Amberlight - Get some basic information on Amberlight, copyright and credits. (*In Help menu only on Windows.*)

Show Gradients Folder - Show folder where gradients are saved.

Creating, Loading and Saving Images

Creating a New Painting

To create a new artwork, select the **New...** option from the File Menu. When you do this, the New file panel appears. This panel lets you set the size of your new canvas, and set up the settings you're going to use. In "Picture Size Info" section you can set the picture print resolution in DPI.

You can select the color of the background selecting **Custom...** in a scroll-down menu. The choice of the preset **Black**, **White** and **None** (transparent) background is available as well.

Finally, click **OK** to create a new artwork, or **Cancel** if you decide not to.

Opening a Painting

To open a painting, select the **Open...** option from the File Menu. This panel lets you open a picture (PNG, JPG, BMP, TIFF) or previously saved artwork (in AMB file format) and set up the properties. When opening a previously saved artwork, the image will be again re-rendered.

Finally, click **OK** to open the painting, or **Cancel** if you decide not to.

You can also **Drag and Drop** picture directly from any source - folder, browser or website and it opens into the "Image" layer.

Saving a Painting

To save your artwork, use the **Save...** option in the File Menu. The native format is an **AMB file format**, which contains all the information about the artwork and the layers. Use this format if you want to carry on with the painting later. When you open a saved artwork later, the image will be again re-rendered.

You can also choose another file formats, but these don't contain all the artwork information and may not be opened correctly (background color may be different, or transparency might not be saved in JPG format).

If you wish to save your painting with specific settings or in a form that can be read by other applications, use the **Save...** option in the File Menu. It allows you to save your painting as a PNG, JPEG, BMP or TIFF file.

Finally, click **OK** to save the painting or **Cancel** if you decide not to.

Publish a Painting to Gallery

Creating a Gallery account

To publish your artworks, firstly you have to create an account. To create an account you have two options:

From application:

Create your Gallery account from application menu **File -> Publish Preferences**. Set *Your name*, *Email ("Your ID")* and *Password* to gallery and optionally a link to your *Website*.

From website:

On Gallery website press **login -> Create Account** and enter "*Your ID*" (registration email). We will send you a *Password*, which you can change later on.

Note: You can find "*Your ID*" in menu **Help -> About Amberlight**. If "*Your ID*" does not exist, enter your active email.

Publish artwork from Amberlight to Gallery

To publish your painting, use the **Publish...** option in the File Menu. Enter the *Artwork Name*, a picture *Description* and *Tags*. Click **Publish** button. Your picture will be published on Gallery website (www.escapemotions.com/gallery) where you can edit pictures later on.

Edit your profile and artworks in Gallery

If you have already created an account, go to Gallery website, press **login** and enter "*Your ID*" and *Password*.

In **Edit Pictures** section you can edit your artworks name, description, tags and other settings.

In **My Profile** section you can change your *Password*.

Keyboard Shortcuts:

	Windows	Mac OS
New...	Ctrl-N	Cmd-N
Open...	Ctrl-O	Cmd-O
Save	Ctrl-S	Cmd-S
Save As...	Ctrl-Shift-S	Cmd-Shift-S
Quit	Ctrl-W	Cmd-Q
Size...	Ctrl-E	Cmd-E
Edit Mode	E	E
Edit all fields in Edit Mode	Ctrl	Cmd
Pan Fields in Edit mode	Ctrl + RMB	Cmd + RMB
Zoom Fields in Edit mode	Ctrl + Mouse Scroll or LMB	Cmd + Mouse Scroll or LMB
Rotate Fields in Edit mode	Ctrl + LMB	Cmd + LMB
Increase Value +1	Up	Up
Decrease Value -1	Down	Down
Increase Value +10	Pg Up	Pg Up
Decrease Value -10	Pg Down	Pg Down
Move a Canvas	Right MouseButton (RMB) or Space Bar + LMB	
Zoom In	Ctrl - +	Cmd - +
Zoom Out	Ctrl - -	Cmd - -
Zoom 100%	Ctrl - 0	Cmd - 0
Zoom In Out	Mouse Scroll or Alt + Mouse Scroll	
Help	F1	Cmd + ?

Copyright & Credits

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Amberlight © 2009-2012 Peter Blaškovič

Amberlight Team:

Peter Blaškovič, Michal Fapšo, Veronika Klimeková, Andrea Vachová

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User Interface Icons: "Batch" by Adam Whitcroft

Libraries:

This application has been developed with the following libraries:

Qt 4.8 - LGPL license (2.1) - <http://qt-project.org/downloads/>

QuaZIP - LGPL license (2.1) - <http://sourceforge.net/projects/quazip/>

CryptoPP - Boost Software License (1.0) - <http://www.cryptopp.com/>

Thanks to God for all creative ideas.

Amberlight End-User Software License Agreement

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