Kai's Power Tips #7a

Displace Filter Examples
KPT Displace.Star Explosion

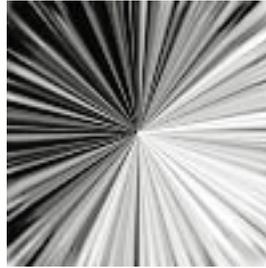Note: For an overview of the Displace Filter, please refer back to chapter 7.

Figure 1a)

The horizontal offset is controlled by channel #1

The radial spokes in the displacement map alternate shades of grey and effectively stretch the image in thin strips.

Figure 1b)


The vertical offset is controlled by channel #2

The Black spokes in the upper left quadrant pinch downwards, the white ones upwards forcing the image into a pinched similar radial starburst effect.
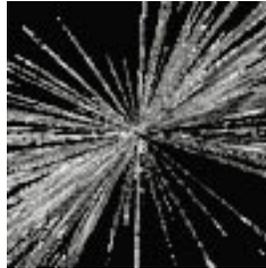
Figure 2)

The combined effect at a scale setting of 33 / 33. The black areas stem from the "repeat edge pixel" option and may look different with other source images. Unlike other DMaps this one leaves no discernible image

Figure 3)
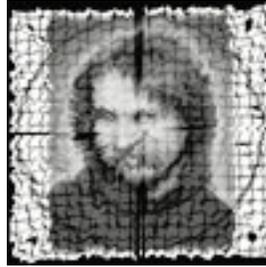
Variations on the scale setting: at 3/3 a subtle little ripple effect shows the beginning of the distortion.

Figure 4)

At full blast 99/99 the starburst is complete, the original torn beyond recognition. Be sure to surround your image with a black border (Select All, Edit > Stroke.. inside 3 pixels...) to get this effect.

Note: The image being displaced here is 200x200 pixels. If your image is larger you have to increase the Scale variables accordingly. Read the main Displace document for further details.

thanks, Kai Krause