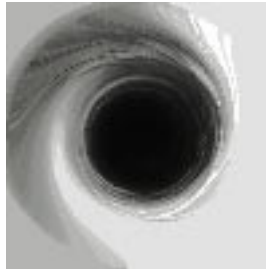


# Kai's Power Tips #7b

## Displace Filter Examples KPT Displace.Push from Behind

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

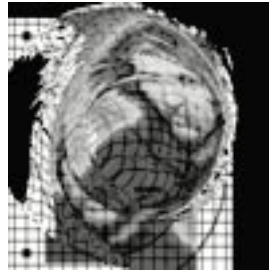
Figure 1a)



**The horizontal offset is controlled by channel #1**

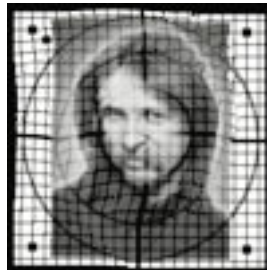
The vertical component is symmetrical to the horizontal. White here is upwards motion, the dark on the right moves down. Areas of equal gray shade will displace pixels intact.

**Figure 2)**



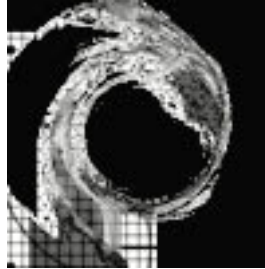
The combined effect at a scale setting of 33 / 33 gives an uncanny appearance of the center portion being pushed or shot from behind, including tears at the edges. Pretty neat....

**Figure 3)**



Variations on the scale setting: at 3/3 the left and top shows the start of the movement...

**Figure 4)**



At 66/66 the motion is breaking up into chaotic areas.

Be sure to surround your image with a black border (Select All, Edit > Stroke.. inside 3 pixels) to get this effect, otherwise the black areas will be filled with long trails of the edge pixels. Not necessarily bad, either.

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 chapter for further details.

thanks, Kai Krause