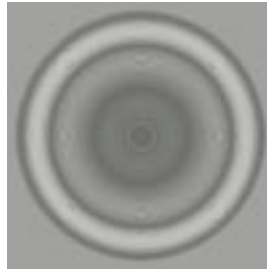# Kai's Power Tips #7c

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 whirling black hole inside will displace that entire section toward the right, while the light grey will squeeze the image sides toward the left, without disturbances. The left edge at medium grey will hardly move at all. Surrounding the center, the varying shades of grey will break up the image and give the appearance of torn edges...

Figure 1b)
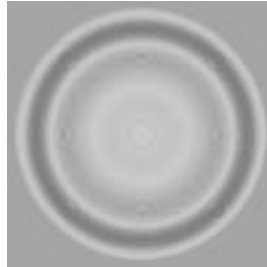
**The vertical offset is controlled by channel #2**

The vertical component is symmetrical to the horizontal. You can modify this with "Levels..." too.
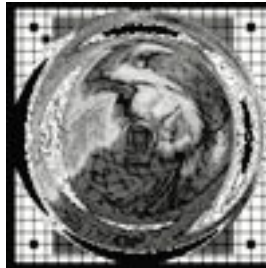
Figure 2

The combined effect at a scale setting of 33 / 33 shows the glassy spheroid effect. In the Displacement map the concentric circles create an overall twirl to suggest the sphere, while the gray center portions leave portions of the original image, slightly warbled as if diffracted by glass.

Figure 3a)
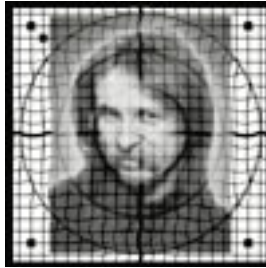
Figure 3b)

At 3/3 the circular ripple effect is beginning to be visible (In this case the test image has a circle accentuating the effect...) while at 66/66 the sphere is quite complete with the center image still roughly indentifiable. The advantage over a simple Spherize filter is in the details, the typical non-linear distortions, reflections and refractions that make this potentially much more realistic. The way the face gets contorted, the nose bent and squashed is quite unlike the other filters, which are very "clean".

In fact, while the straight application of this Displacement map may be somewhat harsh, it is very useful in supplying raw information to be combined with other general techniques. The techniques from the Instant Sphere chapter (#5) combined with channel operations can yield even more realistic spheroid and glassy effects such as seen in fig 4) below. I may include a complex example image in the future.

Figure 4)

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