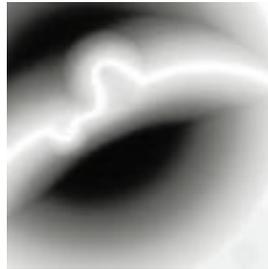


Kai's Power Tips #7e

Displace Filter Examples KPT Displace.3-D Space Trails

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 white trail means maximum horizontal movement to the left, black areas force to the right, effectively tearing the image apart following the “space trail” curve.

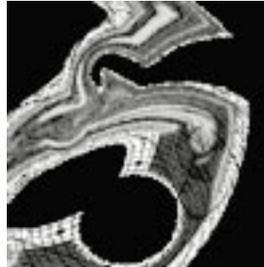
Figure 1b)



The vertical offset is controlled by channel #2

The Black area on the right will pinch downwards, the white area upwards forcing the image into a narrow path as seen below:

Figure 2)



The combined effect at a scale setting of 66 / 66. The black areas stem from the “repeat edge pixel” option and may look different with other source images.

Figure 3a)

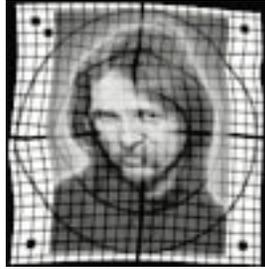
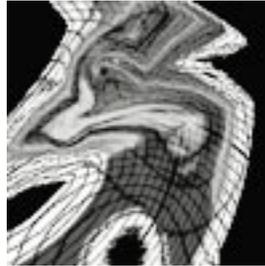


Figure 3b)



Variations on the scale setting: 3/3 starts the warping action and at 33/33 it is well underway. Interesting how the left eye and hair leave that long trail to the left, while the right half escapes relatively unscathed

Figure 4)



At a major overdrive 133/133, the image is twisted in an endless weird path, hence 'space trail'...In this example the "Wrap Around" option is used to fill in undefined areas with further copies of the image. Note that in the right center a small copy of the original still survives recognizably... strange, but intriguing.

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