



Creation Chip Actions

☆☆☆ A Look First--Run Saw ☆☆☆

Introduction

‘A Look’ and ‘Run Saw’ are the similar type of an action. ‘Look’ is the beginning of the played action and ‘Saw’ is the beginning and the ending of the played action. Look means to just take a look at the processed selection that you have just made using the particular ‘selection tool’ that you just used. Look does not finish off processing the image file. Look shows you what your image selection will look like before you decide to process it. If you should like the ‘Look’ of the partly processed selection and then you want to finish processing it, then you should revert that image to its’ beginning then make that same selection with the same selection tool then play or run the correct ‘Saw’ action to process it with from beginning to ending. Do not play ‘Look’ and then continue that images’ processing with ‘Saw’ on to the completion of the finished product. Saw stands by itself and works alone from Look, and it is meant to be processed separately. Use ‘Look’ and ‘Saw’ only on single layered PSD image files. Look and Saw can and may be used on any sized image having whatever resolution, and these actions will not resize your images, nor will they remove and reset the guides that you may have already set on your image document.

From here you must understand the functioning of the different selection tools that will make selections on images. Understand that the selections made by the selection tools are being cut out, and too understand that the selection tools being used by you are being used as cutters of some kind or type.

There are three classifications or types of these cutter tools and they all function differently requiring three different action functions to cut them out and then to process their solid selections or drawings that are made.

The first class of these selection tools are the ‘Rectangular Marquee Tool’ and its’ sub-components, which are main and most widely used, and the ‘Lasso Tool’ and its’ sub-components, and included is the ‘Magic Wand Tool’ and its’ sub-components. All of these tools are similar, and their selections are processed by our actions to come to an end final refined product. These selection tools just mentioned require that you must process them with the ‘Look and Saw’ actions meant ‘For Main Selection Tools’, that are contained within the ‘Look and Saw’ action set package.

The second class of these selection tools are the Type Tool and its’ sub-components. All unrasterized type are vector cuts or they are closed vector selections that are made upon an image having some fill color. The type selections made are active and may be cut and copied and pasted in other locations. Type is usually a solid color. Our actions will cut type out of patterned or textured backgrounds by you typing on the textured background and then you playing the ‘Look or Saw’ action ‘For Type Tools’. The ‘Saw’ action will process the type from beginning to finish, use it separate from ‘Look’.

The third class of these selection tools that are operated by this action set are referred to by us as ‘Custom and Shape Tools’. All of these tools are located in the tool icon

Custom and Shape Tools

box that is located beneath the ‘Type Tool icon’ box in the Tools Panel, and that is if your Tools Panel is being viewed in two columns. All included in this tool submenu are, the Rectangle Tool, the Rounded Rectangle Tool, the Ellipse Tool, the Polygon Tool, the Line Tool, and the Custom Shape Tool. These tools also function differently to get to the finished processed product. These processes are somewhat similar to the ‘Type Tools’ but not exactly. This tool compartment has many vector filled solid shapes that you may draw onto any image or texture and our action will cut out and process that selection made upon the image by these tools. To process these ‘Custom and Shape Tools’ use the ‘Look and Saw’ action ‘For Custom and Shape Tools’.

When you are using the Look actions make sure that your Layers Panel is open so that you may see that there are two layers on the document after processing ‘Look’. This Look image is not complete and you should not save it to folder unless you have a Same/Same folder set up for it. These incomplete files generated by Look are meant to be reverted back to the original document and then selected upon again until you are satisfied with the selections that you have made, then you play the corresponding action concerning the selection tool that you are using on the image.

To revert a saved opened image back to its’ original, go to and select File/Revert, or select and play the ‘Revert Open Original Image to Open Beginning’ action. Using revert you may always start over on the image as in the beginning when you first opened it into the Build Area, unless that image is a copy or duplicate that has not yet been saved, then that image will not revert.

The open Layers Panel will also show and remind you whether or not you have used the ‘Saw’ action on the image. In all our actions, if an image is not designated as a stack by us then it is not a stack but it is always a single layered image, and we process all these images to a completed finished single layer for it to be saved, and this is what ‘Saw’ will do. If you see a single layer named ‘Layer 1’ in the Layers Panel then that should mean that the image was processed by ‘Saw’ and that it was not processed by ‘Look’ which would be two layers.

Instructions

To utilize these ‘Look and Saw’ actions first open the action set ‘A Look First--Run Saw’ then fall the sets title landing to access the individual actions, then open an image. Then select your tool from the Tools Panel and know the classification of that tool type so that you may process the correct action upon the image. Then make some drawing or selection upon the image using the particular tool. Then click and select the correct ‘Look or Saw’ action in the Actions Panel that is pertaining to the tool type that you are using. Next select the ‘Play selection’ icon arrowhead at the bottom right of the Actions Panel, this will process and cut the drawing selection that you made out of the image pattern.

Type Tools

