



# Creation Chip Actions

## ☆☆☆ Create A Chip ☆☆☆

### Introduction

All Create A Chip actions are designed to create you a brand new ‘one of a kind’ textile chip design. Do not under-estimate the power of these balanced chip creating actions. One single ‘Create A Chip’ action can be processed upon every individual image that you have and it will multiply it many times over creating new unique image types. Every image created by these actions are different unless that particular action is played twice upon the same image. Playing the same action over again upon the same original image will create a duplicate.

Understand that these kind of actions are about as powerful as they can get, and they are our premier actions representing our name ‘Creation Chip’. These actions do not rearrange pieces of your original images to make new types of images or new kinds of chip lays, these actions create ‘new unique perfectly balanced chips’ or chip types from whatever image that you display or open into the Workspace Area, and these all are one of a kind copyrights. This new chip created has no real true relationship to the image that it was created from, and this is obviously seen in the newly produced image(s). Understand that every Create A Chip action will create and multiply a new chip design for you that is virtually impossible for anyone else to create or to develop even if they have the same exact ‘Create A Chip’ actions. Remember that it is the opened images themselves that are being processed upon. If your images are unique and they are ‘one of a kind’ to start off with that no one else have then no one else can possibly produce a similar image as you using any of our ‘Create A Chip’ actions.

Every Create A Chip action is different or function different. Many of these actions will create different ‘chip types’ that we have not classified. These actions can and may be continually played upon the created new image(s), and all the actions may be played as groups and combined and played in different orders on images and thus continually creating new textile image designs.

Consider that you may process ‘Create A Chip’ actions on any kind of image type that you have in your computer. This is not only so but you can and may process them on any new image design that you develop in Build using various tools from the Tools Panel to create abstract image designs. Many of the new designs produced from ‘Create A Chip’ are a bit raw, but they are unique one of a kinds and they may be developed further by using other of our actions.

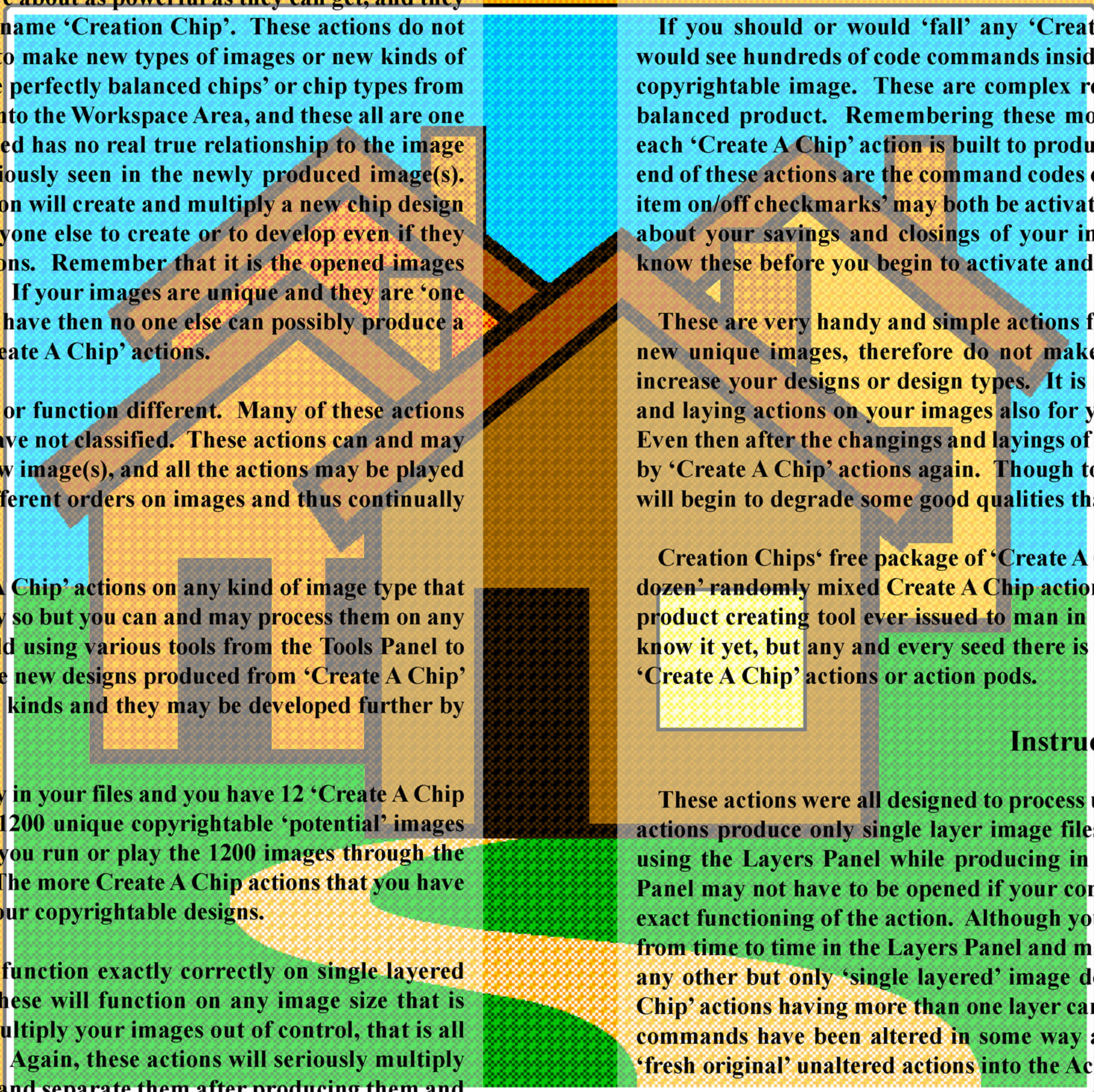
Calculate that if you had 100 images only in your files and you have 12 ‘Create A Chip actions’ then you truly have at minimum 1200 unique copyrightable ‘potential’ images in your files. This potential multiplies as you run or play the 1200 images through the individual ‘Create A Chip’ actions again. The more Create A Chip actions that you have speak for the potential count number in your copyrightable designs.

Create A Chip actions are designed to function exactly correctly on single-layered images that are Beast Cleared, though these will function on any image size that is displayed. These actions will seriously multiply your images out of control, that is all that have been previously Beast Cleared. Again, these actions will seriously multiply your designs requiring you to save, parse and separate them after producing them and to keep them in some Same/Same rule of image folder types.

It is better to save all of your ‘Create A Chip’ produced images that you make in Build to a ‘Current Recycler folder’ having all visuals turned ‘on’. Parse or separate the images later for your best production speed in the Workspace Area. You can and may activate the ‘Save As’ commands in the individual action pods to help yourself to achieve this. Make use of the ‘Revert’ action and the ‘Image/Duplicate/Copy action also to help increase your production speed.

You may also utilize the File/Automate/Batch Panel to process your image folders with these actions. How and where do you ‘save’ the many new images that can be potentially produced is your priority assignment, and remember that no one in the world have ever seen any of your particular images’. Go, rate your own images’ qualities and give them a few stars.

### \*Example Image\*



Open any single layer image or photograph next select any Create A Chip action then ‘Play Selection’

Skill Level

Beginner	Intermediate	Advanced
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Keep your images in the Workspace Area compiled correctly. Sometimes when processing images with actions in Photoshop and you have other images opened also besides the image that you are processing, sometimes the action will jump across the image document being processed and it will also process another opened image document simultaneously also. To help avoid this always select and process the image file that is on top of the image deck or pile that is opened in the Workspace Area. Always pay attention to which file on the deck is selected to play or select the image that you want played to be on top of the image deck or pile.

If you should or would ‘fall’ any ‘Create A Chip’ actions’ title landing then you would see hundreds of code commands inside of it that are used to produce you a single copyrightable image. These are complex refining actions to produce a new perfectly balanced product. Remembering these moves will never be easy for you, and again each ‘Create A Chip’ action is built to produce for you a unique image. At the very tail end of these actions are the command codes of ‘Save As’ and ‘Close’ which their ‘Toggle item on/off checkmarks’ may both be activated to on and/or off, to aid you in some ways about your savings and closings of your images that are produced, understand and know these before you begin to activate and use them.

These are very handy and simple actions for you to use as to multiply and to produce new unique images, therefore do not make it a habit of using only these actions to increase your designs or design types. It is always better to use other of our changing and laying actions on your images also for you to gain other skills of imaging mastery. Even then after the changings and layings of all these images they may also be processed by ‘Create A Chip’ actions again. Though too many uses of these actions on one image will begin to degrade some good qualities that are in it so be aware of this element also.

Creation Chips’ free package of ‘Create A Chip’ actions are representational of just ‘a dozen’ randomly mixed Create A Chip actions. You will find them as the most valuable product creating tool ever issued to man in this imaging world. Maybe you just don’t know it yet, but any and every seed there is wants to grow up to be just like one of our ‘Create A Chip’ actions or action pods.

### Instructions

These actions were all designed to process upon single layer image files and all of these actions produce only single layer image files. Such then as this is the case then, your using the Layers Panel while producing in Build may not be necessary. The Layers Panel may not have to be opened if your confidence is high concerning the correct and exact functioning of the action. Although you should inspect some produced image files from time to time in the Layers Panel and make certain that the action is not producing any other but only ‘single layered’ image documents. Images produced by ‘Create A Chip’ actions having more than one layer can arise from actions that their internal code commands have been altered in some way accidentally or purposefully. Always open ‘fresh original’ unaltered actions into the Actions Panel to process with.

To play a ‘Create A Chip’ action, open any ‘Create A Chip’ action or any ‘Create A Chip’ action set package that you please into the Actions Panel and fall the sets’ title landing, then open any image and or any image types that are ‘Beast Cleared’. Select the image file on top the Workspace Area pile if there is a pile, then click the ‘Play selection’ icon at the bottom right corner of the Actions Panel. The new design produced from that action played is now displayed on your Build Area. You could File/Revert this image to its’ open beginning and play or test another action on it or you could save it somewhere, then carry on producing.

You may activate the ‘Save As’ code commands in these action pods also by clicking on the Save As ‘Toggle item on/off checkmark’ box area. Then double click on the ‘Save As’ code command title landing, this will open the ‘Save As’ Panel allowing you to designate the location where you want the produced image files to be saved. Now all the images that you make from that ‘particular action’ will be saved in that folder location.



\*\*\* Create A Chip - Continued Page 2 \*\*\*

Remember that all altered actions in the Actions Panel are only copies of the original actions and they can easily be deleted and then a copy of the original unaltered action may be re-opened into the Actions Panel again.

To batch process these 'Create A Chip' actions then open a Create A Chip action set into the Actions Panel then fall the action sets' title landing, here you may choose and select the action pod that you wish to play. Many times I will suggest to you to create a 'new folder' for yourself ahead of the batch processing to hold copies of your original image files in, then these copies of your original image files are batch processed because this makes it easier to input the 'Source' and 'Destination' folder as the same address in the Batch Panel, and this is a safer method to process image files without the chance of over writing the original images in the original folder with the newly produced images, also doing it this way then should an error in the processing occur the error is easier to fix. But sometimes you must take a try at the riskier processes, and one risky process is to action process from the original images that are in their original folder. This requires also that before you running the action that you make a 'new [empty] folder' whose purpose is to be the 'Save As' folder 'Destination' to save the newly produced images in, and this is that particular process following.

**\*New Copyright\***

After clicking and selecting the 'Create A Chip' action pod title landing that you want to batch process then go File/Automate/Batch and the Batch Panel will open. Now confirm that the 'Set' and 'Action' input fields in the 'Play' sector are correct to the action pod and action set that you selected in the Actions Panel, if they are not correct then please do correct them. Thus correct then go to the 'Source' sector of the panel and make sure that 'Folder' is selected, always select 'Folder' here. Click the 'Choose' button below 'Source' and the 'Browse for Folder' Panel will open awaiting for a folder to be selected by you. This folder would be your original image folder holding your original image files. Select the folder and 'OK' it and the 'Browse for Folder' Panel will close. This folder address now is written following the Source sectors 'Choose' button, do always confirm this address.

Now go to the 'Destination' sector of the Batch Panel and select 'Folder' in the input field. Selecting Folder in the field activates the Destinations' 'Choose' button. Remember that in this particular example of batch processing we are going to batch process the original images in the original folder then we are going to save the produced images into a '[blank] new folder'. There now click the Destination sectors' 'Choose' button and the 'Browse for Folder' Panel will open. Here find the 'new folder' that you created on the Applications Desktop and select it, then 'OK' it. The 'Browse for Folder' Panel will close and the 'new folder address will be written following the Destination sectors' 'Choose' button, double check this address also.

Finally 'OK' all the selections that you have made in the Batch Panel and they will automatically be played. The batch processing may take some time and this time is depending upon how many images have to be processed, be patient. To speed up the batch processing more and even more click on the 'Restore' or 'Minimize' buttons or icons at the very top right corner of the program. Refrain from quitting the batch processing until it is finished. If an error occurs during processing or for some reason the processing quit, then you are still safe with your original images being still intact, but at worst you may have to lose your time processing and have to start over. So, if you are processing heavy loads of images, learn to log your 'Errors to File in the 'Errors:' sector of the Batch Panel correctly, at times before batch processing with another action the 'Errors' settings must be changed and the Errors 'Save As folder' on your Applications Desktop have to be deleted, so beware of this.

After you are finished batch processing the images you may inspect them from the 'new folder'.

After processing you will have created a brand new  
'one of a kind' copyrightable Design Chip!

