



Creation Chip Actions

☆☆☆ Lay A Chip [Beast Prime]--A Perfect Balance Maker ☆☆☆

Introduction

Our complete 'Lay A Chip' action set totals more than eighty actions. Our 'Lay A Chip' free package of actions are just a few examples that are in the complete set. The most important and valuable elements or essence about this set package is that our prime 'Beast'[Best As Select] Balancers are in it, and perfect balancing is our prime directive or game.

This set processes selections that are made in or on the images' interiors or the set processes News 'pieces' or selections, and the actions will process and perfectly balance these selections into perfectly balanced layout design forms. Understand and know that all of these actions has Beast[Best As Select] in them, and this is meaning that these actions are very versatile and they will function on all sizes, resolutions and so forth. These are not actions that processes only the entire single layer image, but these are actions that will process any selection that is made interior any images' bounds or made in the News of any image.

The free package is not just any old raw throw away watered down gift type, but it is the refined basic condensed orders and structures that have the powers to manipulate the 'Copy and Paste' commands to achieve perfect balance in imaging and in other things. The free package is all the basic fundamentals to our complete set package of over eighty actions, and they are free to you forever from us so long as you have this program at hand. This is so that you can and may be able to perform all of the basic maneuvers and produce at any and all times whether or not you purchase the complete package or not. These are but a sample but they are also very useful applications and they are the same as the original action, or they are the exact same actions that are in our package for purchase. These are powerful perfectly balancing application tools that do not flaw unless you or 'mischievous someone else' alters them from the original. These actions like all of our actions never have to be 'constantly upgraded' or 'upgraded' because of some technical glitches that are in them still needing to be fixed. We do not sell actions with glitches in them or any that constantly need some upgrading, our actions are built to be as a 'project complete' or as 'production completed' and error free. It is drivers making incorrect processing selections that cause the action to seem to flaw. Our actions will do many things contrary to our direct instructions on how to properly use them, and these other things are good and bad.

All of the 'Lay A Chip' actions were designed to process single layer images only, and they were not designed to run through the Automate/Batch Panel. Even though they will batch process if the image is altered by activating the 'Set Selection' code command, which is the first code command in the action pod. By activating the 'Set Selection' code in the action pod you can then Automate/Batch process the action but the action will not have 'Beast selection attributes' and the action will only [Select/Select All] and process the entire image only, and this in the way that it is described and is written on the action pods' title landing.

When working these actions in Build you may also activate the 'Save As' commands in the action pods and change our 'Current Recyclers' destination folder to yours for you to be able to save quickly your newly produced images into. The produced images may be parsed or separated from there later into Same/Same folder image types. Pay attention and know that the produced images from 'Lay A Chip' actions are done or finished at 2x2 inch square and that you may really want to size them to 1x1 inch 'Q' or square before saving them. If so, then use the 'Beast All Clear' action on the images before saving them, 'Beast Clear' will size the image to 1x1 inch Q before you save it.

We have good reason to end production on images processed by our 'Lay A Chip' actions, at 2x2 inch Q. The internal codes of the action are standardizing and sizing any selection made by the selection tool being used to fit. The selection that is made on the image to be processed could be a single pixel or it could be 720x720 pixels or higher depending on the opened image size. The bigger the selection that you make into the opened whatever size images' News with the selection tool that you are using, is going to decide or determine how 'busy' the internals of the image is going to be that is produced by the particular action that is played. These actions can be continued on and repeated upon the same image and by doing this the images' internal patterns become more busy. To lessen this kind of an effect on your images first know when to stop processing the image any further. Secondly, make smaller piece selections in the News of the open image. Understand and know what it is that you are going to do with the selection that you made. On the action pods' title landings are written commands reading to you what you could choose to do to your selection, click and select one of them and then play that selection.

These actions take the best of your selections and fill in the backgrounds with the most appropriate materials right at hand that are already on the image and they are closely related. You can produce very beautiful serious effects or layouts using these action tools that you cannot get done easy any way else. The best way to use these actions is first to be 'very selective'. Secondly, take small tasty calculable pieces, portions, or selections from the open images' News to process and remember that these are a construction type of an action and they will build out in an expansion for you.

The Pair

(Overhead View)

Skill Level
Beginner ☐ Intermediate ☒ Advanced ☐

The descriptions on the 'Lay A Chip' action title landings in essence or in fact are describing sectors of a 'square' image. These are where the selections that were made are, after having been copied, they then are 'laid or pasted' in these 'sectors', such as 'Center'. There are five sectors of an image that are described in the 'Lay A Chip' action set. These are, [Center, A, B, C, and D]. 'A' represents as the top left quadrant, 'B' represents the top right quadrant, 'C' represents the bottom left quadrant, 'D' represents the bottom right quadrant of the image and 'Center' is center justified when it is pasted.

Beware playing these actions on images of various 'resolutions' and then saving them in folders with images having different or correct or incorrect resolutions. The 'image resolution' is not the same as the 'image size' but resolution effects the image sizes when they are selections that are copied and then pasted onto another image having any different kind of a resolution. If you go [Select/Select all] and copy a 1x1 inch image having a 360 Resolution and lay or paste it upon a 1x1 inch image having a 720 Resolution, it will be one forth the size of the 720 Resolution image. This goes the same for smaller selections that are made and not knowing this and not knowing the resolutions of your images and then saving them in folders mixed with other image resolutions will cause every kind of problem for you later, especially when you are Automate/Batch processing folder images with mixed resolution images in them. Our actions are cutting out your selections, copying and pasting them into set and sized coordinates in the image. Resolutions that are not the same will not fit when they are 'pasted'.

'Beast Clear' all of your images before processing our actions on them. Make sure that every image that you open to process and then intend to save the products from already has a 720 Resolution or that it has been 'Beast Cleared'. Understand and know that every image that is captured or made has a set resolution to it when it is opened in Build. Everyone's resolution is different because there is no set standard about it concerning the image for its' future processing or for continued productions being done on it such as action processing. There has never been a standard, we set the standard. The 'Beast All Clear' action is easy and simple to use and operate, use it to help yourself eliminate and prevent every kind of problem that can arrive from our actions processing on your images.

Most importantly concerning 'Lay A Chip' is that you have in the action set Perfect Balancers. What this means is that these actions will 'Rebalance' also. This programs main menu topic of 'Filter' has many option selections on its' 'fall/fold' menu that are very thoughtfully designed for you. Even though they are raw, they were very thoughtfully designed as a help for your good use. I say 'raw' because these 'Filters' are abstracts, and when used on your images or any images they will be unbalanced or if these Filters are applied on your perfectly balanced image they will unbalance your image. Some images that you produce will have very little 'texture' in them and some none at all. The Filter options will all put texture on your images in many various ways and they will help change up your images in various ways, but by helping you to achieve this the 'Filters' will unbalance your perfectly balanced images. This is no problem to you now because our Balancers will Rebalance for you your image with the Filter on it being balanced also. First open the 'Filter Gallery' Panel and apply a Filter on your balanced image. It takes at least four quadrants that are exactly equal and centered justified to perfectly balance an image. Therefore after applying a Filter or Filters upon your image then select exactly one quadrant of the filtered image and 'Balance' it by playing the 'Balance' action that is in the 'Lay A Chip' action set. The more you learn and master the 'Filter Gallery Panels' the better the Filter quality and effect you will get.

Instructions

Open the action set 'Lay A Chip' into the Actions Panel then 'fall' the action sets' title landing exposing the action pods inside, then open any proper image that you mean for subprocessing with these actions. Then select and use one of the following selection tools or their subcomponents to make a drawing selection somewhere interior the images bounds or News. After making your drawing selection upon the image then choose and make your action selection in the Actions Panel. Next click the 'Play selection' arrowhead icon at bottom right corner of the Actions Panel to apply the title landing processes or commands to your 'drawn selection'.

[Use the Rectangular Marquee, the Lasso, and the Magic Wand Tools to make your 'drawing selections' on the open image. Another selection device that you may use and process through these actions that work well is 'Select/Color Range', the 'Color Range' Panel opens. In the 'Color Range' Panel you may input and add color selections that are in the image and process those selections. Understand that those selections 'while selected' can and may be altered or changed such as 'Filters' or filtering before processing the Lay A Chip Beast[Best As Select] actions on them.]

3D Stacked Layers
on the
Build Deck

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