



Creation Chip Actions

☆☆★ Rotaplate Makes [RPMS] ★☆☆

Introduction

Creation Chips' 'Rotaplate Makes' or [RPMS] action is at the Master level of all our Rotate actions. Using the action is very simple, but the user of the action should have good skills at 'sizing and staging' transparent layered selections or layered selections which are also pre-sized images or image files. Using the 'Rotaplate' action you can or may center/justify/rotate/stack any opaque pixelated image selection or "cut out" pixelated object in 360 one degree rotations and stack each rotated image. This means too, in other words, that you can or may center/justify/rotate/stack any selected drawing or portion that is drawn or traced in the News of all or any [PSD] images or photographs that are opened up into 'Build'.

The [RPMS] action is referring to stacking and merging rotated 'transparent' background selected objects or rotating opaque pixelated selections that have transparent outside background areas. When you consider and weigh in this programs' raw functioning concerning rotated pixelations and how it automatically effect and transform the canvas' background sizes that are set in the image document during after the rotations then you will realize and know also that it is extremely complex and complicated to accomplish that impossible feat or function here in this program. And that is meaning for the function to be done exactly perfect each and every time and then when utilizing only a single action to do it with that will process and rotate any 'sized' pixelated selection that is made by anyone and everyone. This also includes to copy it and to paste it on each one degree rotation and all pixelations on each layer then perfectly center justified 360 times with no error nor flaw being in the constructed stack. Our 'Rotaplate Makes' action saves you hundreds of hours of time and it saves you hundreds of hours of wasted time and it will do this all for you correctly and exactly and you do not have to remember how to do all the many same moves differently each and every time to make the product come out correct and right each and every time.

Many of you who are familiar with this program already know what happens when you rotate an object any degree other than the form of a 90 degree increment. Deep below what happens is that this program will 'unjustify' the exact center of your rotated image even by as much or as small as a pixel forcing you to re-adjust the center balance every time or on each rotation. The rotation default properties of this program are based on and have exact measurements and they are about as good as it get but the justification of the copied/pasted pixelated selection object back to the "correct" center pixel on the background canvas for exact alignment do not ever happen except by accident. The eye is very sensitive and it can detect the slightest movement off or wobble or waver in a rotating object even if the waver is only one pixel that is being thrown back and forth off center on the viewing screen.

Understand that there are 360 rotations that are stacked of any selection that is made and then processed by the 'Beast' [RPMS] action. Each rotation is done as copied, pasted center justified and stacked. Then the 360 layer stack is 'Merged Visible' and sealed as one unit or as done. There are many more steps in the [RPMS] actions' code commands than this that are in-between these areas of the action pod, these codes are there in the action pod by the hundreds and thousands. They are also in the actions' processing and their purpose being there is to re-adjust and to re-align the rotated and pasted pixelated image selection back to center justification or back to correct and exact alignment on the stack and to reset the image canvas back to size. Their task there is to 'stay justified' the drawn selections' opaque pixelations to the closest of four center pixels that are in the center of every files' or documents' canvas. Realize that there is no set center pixel of any documents' canvas and especially not on a square image or document file. This [RPMS] action is Rams' recovered lost memory of how to do it correct, exact and perfect each and every time all over again and again.

Our [RPMS] action and our 'design concept' of it go much further beyond than just center rotating complex pixelation object selections that have transparent backgrounds. Our 'Rotaplate' actions can and will process any selection or any selections that are 'composed or combined', stacked, and then 'Merged Visible' to a single processing layer. The [RPMS] action can and will blend seamlessly transparent background pixelation selections that are merged from pixelated layer selection objects that are composed together. It will process them into a 'fresh new image' or into a new seamless unique photograph that we call a [Rotaplate]. This technique is accomplished correctly only if the processed selection that is made is rotated perfectly center, or if it is justified to the canvas' center-most pixels, otherwise there would be obvious defects in the finished photograph or product. If you remember or just imagine and visualize that you can or may have only a 'small part' or a 'piece' of a thing, but by spinning it rapidly and center in front of you it then looks to be a totally filled in 'solid object' or it is as 'a whole solid object'. I am sure that most of you have seen this type of an illusion played out in the reality many times before.

Our concept does ultimately mean that you would be 'composing a scene' or that you will be 'setting a stage' which is probably made up from out of your 'saved' file selections. This is called 'selection composing' or it is 'a staging act' and it should be done first by you before ever 'playing' the [RPMS] action on it, or play the [RPMS] action on it after it is a 'final merged single layer

Skill Level
Beginner Intermediate Advanced
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selection object'. This 'selection composing' or 'staging act' done excellently or done correctly or done very close to correctly or done close to correct then your composed final selection object will blend well or blend seamless by the processing [RPMS] action and the done product will be a new 'merged' photographic high quality produced Image Plate. You can and may compose and stage any scene from your saved selection(s) files or from your imagination. The selections may be of any reasonable amount on the layered stack. After this then 'Merge' all the layers 'Visible' to one Master scene or to one layer before processing it with the 'Rotaplate Makes' action. The done finished [RPMS] product is done unique and it is 'copyrightable' and it is not just your 'imagination' or any of your 'impossibilities'.

The done produced 'Rotaplate' is likened in a tiny way to the old well known photographic 'double exposure' process. But our [RPMS] is much more evolved and more sophisticated and more versatile, and it is not the same thing, nor is our 'concept' done in the same manner or way. Using our [RPMS] action and 'concept' with having experience and knowledge you can seamlessly combine any two or more photographs or seamlessly combine portions from all or any photographs.

This is the basic short of our 'Rotaplate Makes' action, but it is nowhere the depth or the sum of it. Getting to the 'depths' as concerning this action require that the Driver or operator have experience and good skills of 'manually' using the 'selection tools' being in the Tools Panel. It require that the Driver understand stacked transparent selections on layers and moving the 'selections on the layers' and moving 'the layers' in the Layers Panel and at times deleting these from the stack and then correctly renaming and reordering the layers on the stack. Also, the Driver should have good knowledge of what is going on in the background of the scene on the staged image stack and the Driver is having knowledge of what is happening in the foreground and midgrounds of the scene that is on the stage of the stack. This is as looking through the transparent tube or scope of stacked image selections that can, may and will have different percentages of opaque pixelations being on each layer and all are destined or meant for a final bonding or merging or a 'Merge Visible'. This 'look' deep into the tube or scope of the image requires the Driver to layer 'in order' the selection layers one behind or in front of another correctly. It also require that the Driver or operator 'Image Size' correctly individual image selections that are set on their own files and these may be or may have been saved beforehand to a 'stage size' standard for them to be 'pasted sized' correctly into the background or into the foreground of a main scene or stage or stack. Finally, the Driver has to correctly merge all the layers on the stack visible to a single layer for single layer processing to be 'played' on it by the [RPMS] action.

The Layers Panels' fall/fold menu command of 'Merge Visible' will seal all layers on a stack that have their visuals turned 'on' to a single layer when one of the single layers with visuals 'on' is selected in the Layers Panel. The layer name of those combined merged layers will normally be the name of the selected single layer in the Layers Panel. This 'Merge Visible' move or selection must be understood and performed correctly by the operator. The 'priority meaning' of this is, then-after composing and 'Merging Visible' the stacked pixelated layers to a 'final scene' or to a 'single selection layer' then the single layer should be named and spelled correctly as 'Layer 1'. Understand and remember now that at this point you still have not yet 'played' or processed the [RPMS] action on 'the finalized merged selection' or on 'your finalized selection composition'. Finally, the operator must understand from his own seeing and watching experiences what the 'transparent' rotating blending process of the [RPMS] action is doing to the overall effect of the image or the operator should have foresight and can predict this 'effect' when it is done to or upon any image selection that is processed through our [RPMS] action.

Inside the 'Rotaplate' action set are actions that will 'make ready 'now' active live vector closed selection outlines' from your any tool used to draw on the open image. These actions are there in the action set for making on the spot or 'now' selections into the News of an open image and thereafter immediately processing the active selection outline with the [RPMS] action. These actions are very useful in the 'action set' being there but they are not necessary to be there if you already have 'saved selections or composition' files in your folders. If you do already have 'saved selection compositions' in your folder(s) then just open the image file and 'Select/All' of it and then 'play' only the [RPMS] action and have patience until the action processing is done or finished.

Creation Chips' action set 'folder' of [Selections KO] has excellent actions to capture and isolate or to 'knock out' most of your selections. Following this there then in that action set you can and may 'Save' or 'Save As' those selections that are made there for future [RPMS] processing.

The 'Rotaplate Makes' action has 'Beast' in it. This is meaning that it processes the best of any drawing or live 'selection' that is made in or on the images' News or it will process all of the images' News. This 'live vector selection closed outline' must be made into the News of the

open image file before ‘playing’ the [RPMS] action on it, or any action on it. If there is no live selection outline made on the image document before ‘playing’ the action you will get a ‘no start’. Again, you can and may ‘Select/All’ of the pixelated image on the opened selected single layer image document before ‘playing’ the [RPMS] action on it.

Finally, our actions have great potential benefits and they will do many things other than what we are directing or instructing you to do. Our actions are more versatile than they are believable. When after done making any ‘Rotaplate’ you may want to ‘gain extras’. By this I mean that you can and may want to ‘Edit/Step Backwards’ on the done finished [RPMS] image just after creating it and before saving it. When you ‘Edit/Step Backwards’ once on the selected file after when it is done then you can retrieve the stacked 360 rotated images. Many other things can and may be done with these stacked layered and ordered rotated image selections. Therefore you may want to save them as a ‘Rotaplate Stack’. This stack may also be manipulated by the ‘Window/Timeline’ selection and panel and its’ internal various menu options. The Rotaplate Stack of images will animate in the most excellent smoothest rotation that is possible for a transparent pixelated image object to do in this program. Our [RPMS] action is a perfect Master Rotator of all selected images or of any pixelated image object(s).

The ‘Rotaplate Makes’ action set is a complete set and it is a ‘for purchase set’ only and it has no ‘free’ set to it. This set is somewhat similar in a small way to our ‘Photo Screen action set’ which does have a free package and they two will construct and stage in ways with one another. Both these sets combined together with the Screen ‘Light Box’ action set are better and more versatile than any productions studio or high tech camera or any imaging processing and productions application device or equipment or techniques that there is in any marketplace anywhere or in Hollywood. This is a challenge that is particularly concerning ‘opaque pixelated image objects’ that are pasted onto the ‘higher quality [PSD] transparent image backgrounds’.

Some last notes that you should take into account

When we are building actions we cannot predict the size of any or every selection that can be made by any and all operators. Nor can we make custom fit actions to accommodate for every set image size and resolution or for each and every different single request. Copying and capturing random drawn selections or any selection is not an easy exact science that we can in any way predetermine what the size of that particular selection outline is going to be and then encode it into any action for exact and precise processing. Therefore we standardize our actions for them to function and to work for all and any person and for all and any selection that is to be drawn or made. Though our standardized processing size may not match your perfect resolution or image size the process to develop and finish the product is the same for all image sizes and we finalize and deliver the action to function absolutely correctly.

Image Sizes’ and other codes can and may be manipulated inside our action pods to eventually give you your desired finished image size result or possibly some other function(s) of the action that is not seen or it is not obvious yet. This should “only be” done when you have real solid knowledge of the action’s internal code and how it works, then you can and may alter your own actions and rename and ‘Save As’ them to another folder. That altered action ‘would not’ in the long run be helpful to anyone else nor would it be helpful or wise to pass any altered actions or any actions on to anyone else at any time or anywhere or for any reason. From this altered or unaltered action then add in and conclude that the receiver of the action do not know or not knowing “exactly” what it is that have been changed, or done or have been removed or has been altered in the action pod that may effect adversely other of their actions or effect adversely their other action image processing. To give to someone our actions that have been altered is not at all in any smallest way helping them in the long run.

To do this is to become a mischievous someone that is possibly making harmful code for anyone elses’ action processing if it was altered improperly or if it is missing in it some vital code command. If this altered code is mingled or gets mixed in with original authentic certified valid action sets it can and could be harmful. Therefore experiment, practice and science long with our free action sets ‘first’ to discover if you can always trust in their ‘authentic certified and valid originality and quality’ and do this before ever purchasing more of them. We are the ‘Original Action Builders’ and no one else knows what it is that we do to build or to make any action or how we do it and make it produce something new all the time and it works for everyone. No one else besides us can explain any of this in any way clear to you and make true action productions and products a reality for you.

A single action cannot be made for to process everyones’ drawn selection or size request unless the ‘selection’ that is made is standardized or it is ‘squared’, ‘squaring’ for us creates a method and platform or a way to process all drawn selection sizes. But unfortunately in these particular cases this will cause a smashing or a ‘squaring’ of the file or of the ‘opaque pixelated image selection’ that is made in the News of the image. Some actions cannot easily be made to function correctly without having this smashing or ‘squaring effect’ done on the selection drawn or made. The [Rotaplate] action is a very complex action that fits in this category. Even better though, the [RPMS] action also has [Beast] selection in it. Beast selection is ‘refined hi tech operations’ when used in this program, it is ‘selection versatility’ in reality and in this program and it will allow you to select all or any part of the images’ News to the single pixel to be thereafter ‘Edit/Copied’ and then ‘Edit/Pasted’, and all of the selections that are drawn or made will be essentially processed correctly and then made into some product or production by the particular action. Elongated or rectangular opaque pixelated selection outlines that are made by selection tools and or other selection command devices will be squared by the action so as to correctly justify it back to center or back to the ‘correct single center pixel’ and it be done balanced, correct and exact.

Know and realize that there are two ‘squaring effects’ that are caused when ‘playing’ the [RPMS] action. The first of these is the squaring of the rectangular image document or file, and the second is the squaring of the rectangular tool drawn selection outline or the selection outline that is made in the images’ News. First to completely stop the ‘squaring effect’ on the image document by the [RPMS] action or any other of our actions similar to it is to stabilize the transparent image file itself by ‘always and forever’ making any and all of your drawn selections or selections only on an image file or document that is ‘set to a ‘square’’. It does not matter what is the size of the image document except that it be only ‘exactly ‘square’’.

Secondly then, to completely solve and stop the other problem, and that is the squaring of the tool drawn selection outline or the selection outline that is made in the images’ News and then that copied rectangular selection is processed by the [RPMS] action. Here you must understand ‘the square’ and understand and know ‘a transparency background’. Then make sure to remember that at every time whenever you make any drawn selection or selection into the News on any ‘square image document’ meaning to copy it, then right before you ‘Edit/Copy’ it remember also to “Add” selections’ and then make selection outlines directly into each of the four corners of the ‘square’ images’ News and make sure that there are opaque pixelations beneath these four corner made selections or put them there or make sure that opaque pixelations are in the selection drawings that you make in the image corners or put them there. Thenafter ‘Edit/Copy’ the total final selection.

Remember and know the why of all this too so that you may also know to place visible plugs into the square image documents’ corners before the ‘Edit/Copy’ and ‘Edit/Paste’ also to prevent the selection, when it is made a new layer, from being ‘moved’ in the action processing. Square plugs in the corners of the images’ News are much the same as pixelated selection outlines that are made in all the four corners of the images’ News that are made above opaque pixelations. These “Add” selections’ and plugs keep the pixelated image selection stabilized in the exact place during copying and pasting onto other same sized ‘square’ image files and during the copying and pasting onto ‘File/New’ documents and during the copying and pasting onto the same image document and during the [RPMS] processing. We cannot definitively place the ‘square’ plugs or make the selections into the ‘square’ image documents’ News for you with any permanent or stable conclusive action product that has every selective use instance in it, therefore you must manually do it. Don’t worry though, it’s just one of those things in life that ‘you should do’ for or by yourself to obtain Mastery. Just know and remember that at some times you will also have to be the one who remove the plugs if or when it is necessary. You should know that the plugs are there or they are still there because you are the one who knowingly put them there.

To manually access the “Add” commands then first click and select a selection tool in the Tools Panel such as the Rectangular Marquee Tool. Then go up to the Tool Options Row which is the second row at the top of this programs’ screen. Starting at the far left of Tool Row is a selection box or a ‘transparent selection ‘square’. Following to the right of it are four symbols representing four command options made for the chosen selection tool. The first symbol is a solid square and it is the default selection command, when it is being selected then the selection that is already drawn by the tool will always vanish and the tool will reset fresh on the next selection that is clicked and being made by the tool. The second symbol option on the row are two overlapped boxes which is depicting that they are connected, it represent and is the “Add” selection command for the selected and chosen tool from the Tool Panel. By clicking on and selecting the “Add” command you may then make additional selection drawings that will “add onto” the previous still active selection outline(s) that were made by the tool.

Thus concluding, we do not ever predict what size the selection made is as to center justify its’ exact whatever random size that is drawn or made because we have built the ‘squaring effect’ to function and to happen or ‘it will happen’ over unsquared conditions. If you do not intend to use visible opaque plugs or do not intend to “Add selections” into the corners of the active drawn on selection or selection already made into the images’ News or you do not intend to make your selections only upon ‘square’ image documents, then therefore, the best idea in that particular situation then is to when processing with the [RPMS] action then get the next best or the next excellent results out of it. So then when you make your active drawn selection or selection for the [RPMS] action then focus and compact or consolidate your final total drawn selection or selection to a ‘squared circle type of image’ object outline to get a more closer to natural size effect in the done finished product, or make sure that your selection outline and the opaque pixelations beneath it reach all of a four border corner type of a ‘square’ selection in the rectangular images’ News that you are drawing or selecting into. This border or boundary ideally should be as a ‘square’ or as best ‘square’ to get to the more exact image size results that you may or may not be looking for.

If or whenever you are processing ‘Screens’ or ‘Photo Screens’ with the ‘Rotaplate’ action understand that when the ‘Screen’ is rotated by this programs’ default, then any rotation inputted that is other than a 90 degree type increment(s) will cause you to lose the hard pixelation that may be already set in the ‘Screen’ image. There is no way for us to counter this effect with anything. The effect is the product or the result of the working default of this program when it does or make rotations. This subject specifically focuses on the matter of ‘cutting pixels or rotating pixels’ and what happens to them when these commands are done to them. Although, this effect of the default system of this program and how it work on rotating Screens’ hard pixelations that are set may not necessarily be an issue or concern of import to you. However, our actions always process, deliver and produce the most beautiful and most excellent and unique images and they all are the most correctly and professionally done and this means correctly and professionally done all the way down to the exact tiny pixel.*****

New Rotaplate Product*

This is actually similar to an only represents a finished Rotaplate