



# Creation Chip Actions

## ☆☆★ Rotar Stack ★☆☆

### Introduction

Rotar Stack is meaning to 'rotate and stack'. The actions in the 'Rotar Stack' folder will rotate and stack selections that are 'described' or selections that 'you draw' onto an image or those selections or images that you may have 'saved'. All of our 'Rotar Stack' actions justify the image or selection back to center after its' rotation and reset your 'selection image' back to the canvas border or bounds. 360 images are stacked by the action and the images are left 'unmerged' as done after the action processing is finished.

To be able to rotate 'bitmaps or pixelation' images or image selections 'perfectly center' in this program is practically impossible and do require making thousands of only the 'correct' moves to accomplish it. Our 'Rotar Stack' actions always remember how to do it 'right' for you.

Many who operate in this program is not at all concerned regarding the tiny 'pixel level'. In our opinion, perfection of professional quality and skill is meaning, 'all the way down to the exact pixel'. Our main goal and major purpose at 'Creation Chip' is to 'balance' and to 'perfectly balance'. This perfection of balance cannot be done except that it be done 'to the pixel' or 'to the pixel level, and we are graded upon our effort and excellence of constantly achieving this, or to achieve this.

Understanding how pixels react or work when they are cut or rotated gives you more knowledge about how this program work.

As of now in this program, you cannot break or cut a pixel and pixels are square. If you make a selection or 'vector line' that cut across a pixel then delete or copy the vector selection the 'Delete' or 'Copy' command will not cut the pixel on the 'selection or vector' line. This causes a discrepancy in the exact selection that was meant to be made. When a pixel is cut and depending on the size of the cut the pixel will lose 'a percentage' of its' (color) opacity instead of breaking, and pixels are selectable to 1%. If you cut a pixel it does not break and the 'whole' pixel is still there but in some lesser percentage of opacity.

Rotated pixels work somewhat similar and pixels are square. Squares' corners stick out when they are rotated from a central axle, and compare this visually to a rotated (squared) circle from a central axle. Pixels sitting on or underneath images are in total or whole 'images' that are aligned 'straight' in columns and rows. After rotating an image any amount of degrees, the pixels in the image still sit aligned straight in columns and rows. This is meaning that the pixel itself did not rotate. Rotated pixels' opacities flare out of the 'pixel containment box' into different degrees of opacity. This causes a distortion or a discrepancy in the overall 'size' of the image or selection made that cannot be 'measure anticipated' for adjustments to re-justify back to the center of the image or selection. Rotating different 'rectangle size selections' changes the size of the image and this size is depending upon also the degree inputted to rotate. Every different degree inputted to be rotated is also initiating some new size.

To see visually a simple example of what it is that I am explaining then please open a

Skill Level  
Beginner ☐ Intermediate ☒ Advanced ☐  
square 1x1 inch image that have center guides set on it, or open any Beast Cleared file or document then go to and select the main topic of 'Image/Image Rotation/Arbitrary' and the 'Rotate Canvas' Angle Input Panel will open. Here input any degree angle other than [90, 180, or 270] and then click and 'OK' it. What happened? This is the same as what happens if the square image had been a circle. If it were a circle then the edge of the circle would not 'touch' the canvas bounds or edge. What happened to the guides that you had set on the square image? Go to and select 'Image/Image Size' and the 'Image Size Panel' will open. Look at the image size being in the panel, it reports the size of the open image. Is this image size still the 1x1 inch square image that you started off with? This same will happen with a circle, but in 'true natural' it would not. Also there are other issues here that you cannot obviously see, not knowing and maybe unaware. Before you started the image was center justified to the 'pixel' and now it is not. This is the same with 'every different size' of a selection that is rotated, it is different. Thus you need to make many adjustments and corrections every time afterwards a rotation to set back the image to course or to canvas size and to center pixel justification. If you are going to have a(any) hard rotation road building days ahead, why not just have our easy balanced-excellent perfectly smooth ride of a rotation. The rotations will animate when utilizing the 'Windows/Timeline' Panel.

Action sets in the 'Rotar Stack' folder includes the action to [Cut Out A 1x1 Inch Circle From An Image And Rotate It 1-360 Degrees]. This is a free package, it will rotate and stack all 360 layers. The action will cut out a 1x1 inch square circle from any image or selection that you open and the opened image should have a 'full filled in background' to process it correctly. Circles that are already cut square and that have been saved having edges full to the image documents' borders or canvas' border can and may be processed by the action also. This action will only rotate [transparent] circles properly and it will do it as perfectly as is possible using this program.

Another of our 'Rotar Stacker' actions is our high quality [Rotate All Selections--Full Background]. This action is a [Beast] action and it will rotate your 'now drawn onto the image selection' when you are using a prescribed selection tool. This type action is very versatile and very complex to construct. It is built and constructed on the idea of rotating the [any] transparent type of selection with it having the background filled or full to the canvas border. The [Beast] in the action will process the best of the selection that you make upon the images' News or all of the image. Beast will not process the image unless a live selection closed vector line or 'vector selection' is first made directly upon the image surface, then the 'selection image' is to be processed by the action. This action do have a 90 degree Rotator Stacker free package. Having the right knowledge you can get a 360 count rotating stack from the 90 degree free package.

If you are looking for a transparent rotator that will spin transparent background images then you are in the right place but in the wrong folder. Our transparent image rotator is at the top of our Master class of 'Rotar Stacker' and you will find these or this action classified or under title as 'Rotaplate Makes'. Rotaplate Makes is a complete set having no breakdown of its' stack and it is 'for purchase' only.

Makes 360 Layers