



# Creation Chip Actions

## ☆☆★ Stack Main Entrance [General] ★☆☆

### Introduction

Skill Level  
Beginner ☐ Intermediate ☐ Advanced ☒

Creation Chips' Stack actions are many and our Stack actions are found all around in our action sets and folders. The Stack actions are built by us to establish and represent the processes of 'addition and multiplication' concerning image processing. Mostly all of our Stack actions have their directions, descriptions and instructions internal the action set(s) that they are in. All stacks begin with only a single layer image file, and two layers or more constitute any stack. Stacks are the same as or similar to files in a folder, and too, they are just as similar to film.

To understand all of our different stack functions and their purpose more clearly is to start learning what the various Stack actions are and what they do, and what they claim to do and what they actually can and will do. What they actually will do is always very much more than we claim that they will do. We communicate with you from afar with compact potent visual hints and stable starter points for experimentations so that we do not have to write vast or great volumes of descriptions, explanations and instructions. We do not have secrets thus we do not keep away any from you. We give you 'open access', and we do our best to empty and spill out all to you that we have. In our free actions is the same knowledge to you that we always make use of. We only utilize a small percentage of actions that we make available to you. In time, with knowledge, learning and skills, you too can do all or better than what we do, because you have our same tools that we use and more.

Our Stack actions are arrangements or prearrangements that are assembled and collected but built and recorded as a whole unit component or family that is meant to fulfill all stacking functions or needs for all image processing and production. The components are listed or stored in various locations or under different folders and action set title headings.

No one has true image processors like we have. You can go search to find them. We have action image processors that process upon single layer image files' layers and actions that process upon stacked image files' layers. We also have Beast selection processors that process upon single layers and some that process on stacked layers or they process upon the active selection outlines that are drawn or made on the layer or stack layers. We have the actions that perfectly balance and pair your images and any selections. We have actions that will lay optimized Filters into any active selection outline, and this is a mighty great achievement and feat.

We have actions and Stack actions that will [Make] and produce for you. There are those of our actions that will stack up to being on the same scale of a miracle, that will outright make many new unique copyrights for you. They could or may be textile chip designs. We have the actions to lay the designs or any design into beautiful balanced pattern layouts. We have Rotate actions that [Make] stacked layers, and this means for a Timeline. And we have Rotar actions that will rotate your selections on stacks' layers with them having full backgrounds. We have Stack and Unstack actions and we have 'Proper' Stack and Restack actions, we also have actions that will shuffle your image stacks. We do have many more than these and they all are built and constructed for you so that you may image process and maneuver easy, professional, and quickly in all the directions that are possible when using this program.

There's nothing that you can compare with Creation Chips' image processing actions. We are the 'Original Action Builders' and setters who have the keys for the only help to action building and construction. With our actions and Stack actions you move at lightspeed reproducing in this program using them along with the Automate/Batch-Panel. Every Stack action that you may need will be in our actions program unit somewhere. If it is not then you will soon find it there for your needs.

Many or most of our actions are standardized so that they will function for all and any that may use them along with this program on their any image files. Without our standardized actions all commands, processes and tools used in this program are only meant for a personal custom fit. Over time anyone using our actions or Stack actions will save thousands upon thousands of hours of time that reach into the millions of hours that are saved. Every single use of any of our actions is a saving of a very large quantity of time or man hours. Many action processes that we have will take only a

moment to run the action and to get a quality function or product out of it. If you were to begin to construct the same single process yourself to produce only a single product it can, could and will take you years and decades to finally accomplish the task, even then the products' quality grade would be low. To repeat the product or task a second time also would not be any easier and the product will not come out any better even if you could remember how to do it again.

Knowing about our actions and what they will do and how to make them function to produce for you, then only a single Driver or operator can potentially do the higher professional quality work done by at least 100 skilled designers that do not use our actions. This is the reality and I am being quite truthful concerning the subject but very conservative about my calculations.

Most youths or young children can easily learn the skills to do the professional quality work easily and quickly also and they are right behind you. At that young age, and then on for a lifetime they also can and will own their own visual art designed copyrights, just like any Hollywood studio. All of our image processors are the highest optimized and professional that any can possibly get and none come any better. When using our actions no one is limited to a complicated raw unprofessional quality all the time. Our actions and our standardized actions will also do mostly all of your math or your size and resolution calculations for you.

Creation Chips' actions are designed and constructed with you in mind to produce for you the unique copyrights that are the best. Copyrights are the most protected and valued possession that this country and government will allow you and there is no valid reason for anyone having to wait until they have earned a name and have been long learned and have become old professionals in the arts and after then start compiling high quality copyrights. In other words, six and seven year olds can produce and compile the highest professional quality copyrights at that very young age for themselves with Creation Chips' refined image processing actions.

Soon there will come the time where each individual person will need at least a million unique professional quality image designs of their own. Our actions provide for the ability and access to have them ahead of time and you do not just have to settle for anyone else's one and two star rated designs that are for lease, or for rent or for sale to you.

A single layers' image is a single page in a book. A book is a stack and it is bookstack or it is an assembly of single layer images. A stack is also A Library or it is Our Library and it is also 'The Library', it is set right up under the dome of The Main Library and in it is every different particle of an image code vehicle or image. Or you can see it as a molecular code construction. The Library is a rock but even more correctly it is The Stone. The Stone that is all that I may be when layered down or up. It is portioned and sliced evenly and level. It is meant to be a new clean slate but it is more being a whole fresh new stack. Its' main purpose is for being balanced and rebalanced, and you can and may call it 'Abstract A'.

The Stack or The Stone Library is The Universal Stone, it has vision or visuals that are manipulatable from landing areas and panel stations that are cut through the solids and the layers to make them 'gaseous and liquidy' so that passage or communications or transportation can and may be made through them. Look all around yourself and see that you are deeply covered all around in these stored compiled image code selections big and small, macroscopic and microscopic. Anyone has the right to turn off their own vehicles' visuals to seeing or going through any of The Stones' trusts. That may very well be their good will and intent and their mission of meaningful assignment.

To all Drivers who have checked out vehicles from The Library, do not forget to return with the vehicle to get upgrades for it. You can see and read. What you see is the saved and stored image code stacked deep everywhere all around you. So know for certain that it is all beneficial and useful to you as a tool or as for tools meant for your skills development. The code goes on farther towards your graduations into the Masters' Level and on into the Stack Master Generals Office.