



# Seashore

The Effects Guide



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The Parthenon image used in this documentation is by Wikipedian Thermos and is available for download at:

[http://en.wikipedia.org/wiki/Image:Parthenon\\_from\\_south.jpg](http://en.wikipedia.org/wiki/Image:Parthenon_from_south.jpg)

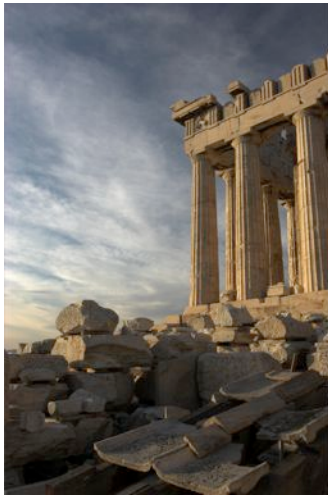
Please attribute the collective work to “The Seashore Project” at

<http://seashore.sourceforge.net/>

## **Chapter 1**

# **Menu Effects**

**These effects can be accessed using the Selection menu.**

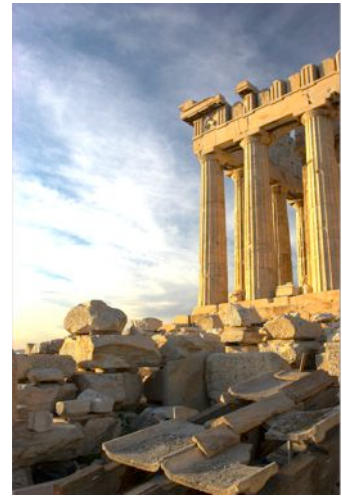


**Original**



**Gaussian Blur**

Blurs the image.



**Brightness and Contrast**

Adjusts the image's brightness, contrast and saturation.^



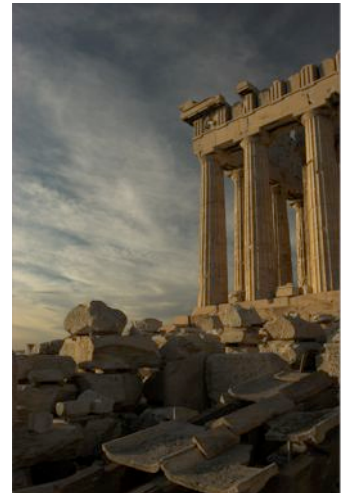
**Gamma**

Adjusts the image's gamma.\*



**Hue, Saturation and Value**

Adjusts the image's hue, saturation and value.



**White Point**

Makes the foreground the image's white (use a near-white colour for best results).\*

^ Saturation not available without CoreImage.

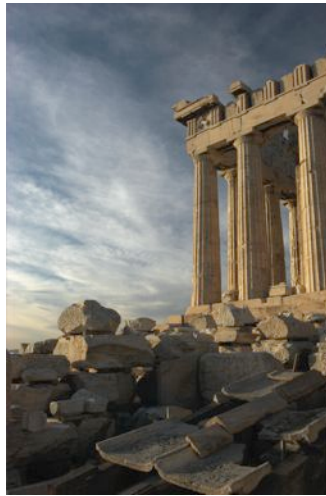
\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Colour Effect

### Colour Ramp

Ramps between foreground and background colour (use dark foreground).\*



Colour Effect

### Convert to CMYK

Converts to active CMYK profile using ColorSync™.^



Colour Effect

### Convert to Greyscale

Converts to Greyscale using ColorSync™.^



Colour Effect

### Invert

Inverts an image.



Colour Effect

### Monochrome

Adopts only the foreground colour and black for the image.\*



Colour Effect

### Posterize

Reduces to the given number of colours per channel.

^ However the image is returned as an RGBA image (it is merely run through the ColorSync™ profile).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)





Colour Effect

### Sepia

Adds a sepia tone to the image.



Colour Effect

### Threshold

Creates a black and white image with white used for the highlighted part of the histogram.



Enhance

### Contrast Sharpen

Sharpens an image.\*



Enhance

### Exposure

Alters a photograph so it appears to have been subject to longer exposure.\*



Enhance

### Median

Reduces noise in an image by making pixels the median of them and their neighbours.



Enhance

### Noise Reduction

Sharpens an image while adding back some noise (to prevent an overly sharp appearance).\*

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Enhance

### Sharpen

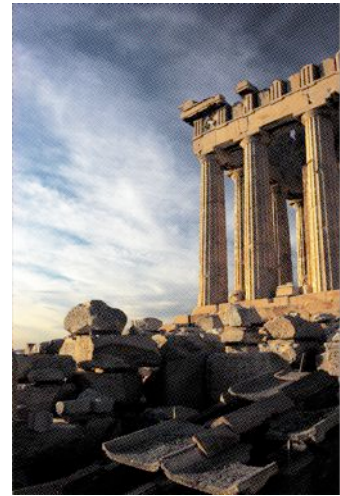
Sharpens an image.



Generate

### Random Generator

Generates a bunch of random pixels (with random alpha channels too).



Halftone

### CMYK Halftone

Simulates a halftone screen effect with CMYK inks.\*



Halftone

### Dot Screen

Simulates a halftone dot screen effect.\*



Halftone

### Hatched Screen

Simulates a halftone hatched screen effect.\*



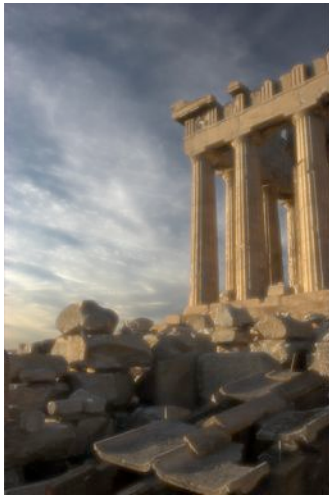
Halftone

### Line Screen

Simulates a halftone line screen effect.\*

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)





Stylese

### Bloom

Creates the bloom effect shown.\*



Stylese

### Colour Edges

Creates a colour on black version of the image's edges.\*



Stylese

### Crystallise

Generates the crystallise effect.\*^



Stylese

### Displacement Distortion

Uses a texture to displace parts of the image.\*^



Stylese

### Edges

Produces edges of the image in the foreground colour.\*^



Stylese

### Glass Distortion

Distorts the image with a glassy effect.\*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)

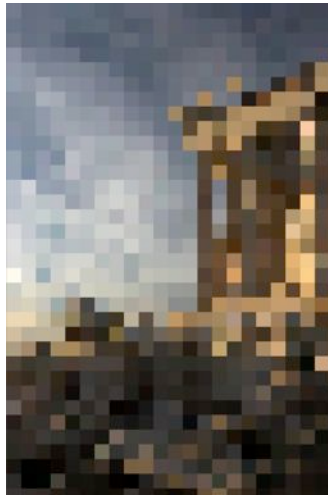




Style

### **Gloom**

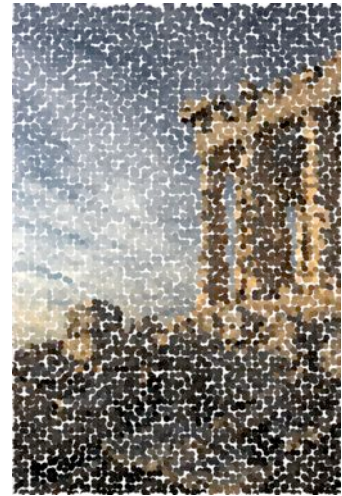
Creates the gloom effect shown.\*



Style

### **Pixellate**

Produces a blocky effect as shown.



Style

### **Pointillise**

Renders the image in a pointillistic style.\*

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)

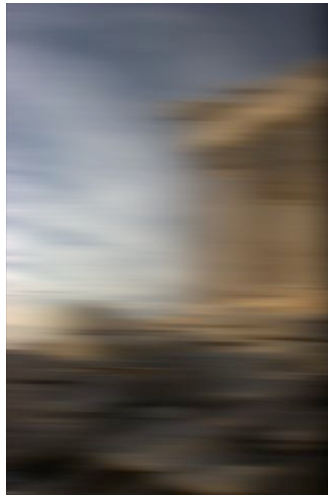
## **Chapter 2**

# **Tool Effects**

**These effects can only be accessed using the Effect tool.**



**Original**



**Blur**

**Motion Blur**

Blurs the image in the direction and to the extent specified.\*



**Blur**

**Zoom Blur**

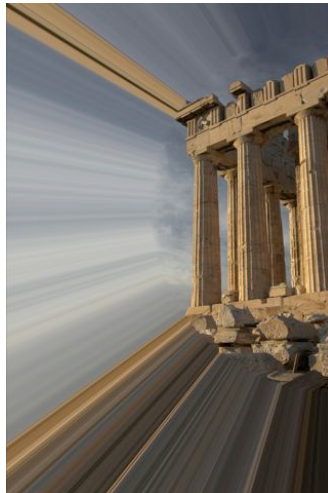
Creates zoom blur to the extent specified.\*



**Distort**

**Bump**

Creates a bump in the location and to the extent specified.\*



**Distort**

**Circle Splash**

Creates a splash around a circle of the size and location specified.\*



**Distort**

**Circular Wrap**

Wraps the image around a circle of the size and location specified.\*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Distort

### Glass Lozenge

Creates a glass lozenge of the size and orientation specified.\*^



Distort

### Hole

Creates a hole in the location and to the extent specified.\*^



Distort

### Pinch

Pinches from the point and to the extent specified.\*^



Distort

### Torus Lens

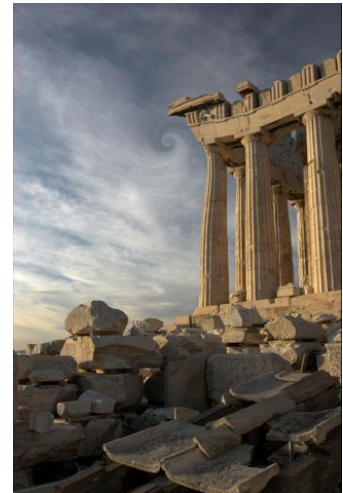
Creates a torus lens at the location, of the size and thickness specified.\*^



Distort

### Twirl

Creates a twirl at the location and to the extent specified.\*^



Distort

### Vortex

Creates a vortex at the location and to the extent specified.\*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)





Generate

### Checkerboard

Generates a checkerboard with the side specified.



Generate

### Halo

Creates a halo to the extent specified around a circle of the location and size specified.\*



Generate

### Horizontal Stripes

Generates horizontal stripes of the thickness specified.



Generate

### Spotlight

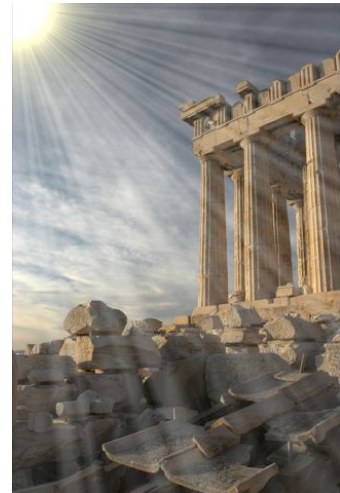
Shines a light from a given location on another given location.\*



Generate

### Starshine

Generates starshine from a star of the size specified.\*



Generate

### Sunbeams

Generates sunshine from a sun of the size specified with the halo's extent specified.\*

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Generate

### Vertical Stripes

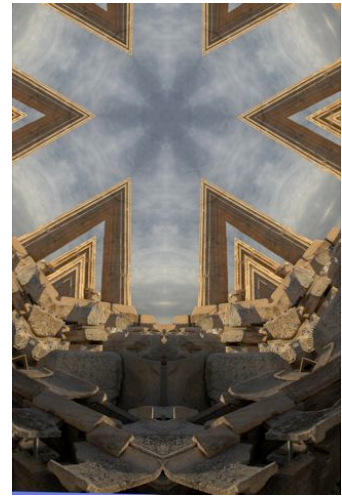
Generates vertical stripes of the thickness specified.\*^



Halftone

### Circular Screen

Generates a circular halftone effect centred at the point specified.\*



Tile

### Kaleidoscope

Forms a kaleidoscope around the line specified.\*^



Tile

### Parallelogram

Generates parallelogram tiles with the side specified.\*^



Tile

### Perspective (Tile)

Completes a perspective transform and then tiles the result (requires four clockwise clicks).\*



Tile

### Scale and Rotate (Tile)

Scales and rotates the image and then tiles the result.\*

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)



Tile

### Squares

Generates a square effect centred on the point specified.\*^



Tile

### Triangle

Generates equilateral triangle tiles with the side specified.\*^



Transform

### Perspective

Transforms the image using a perspective transform (requires four clockwise clicks).\*^



Transform

### Scale and Rotate

Transforms the image using a scale and rotate (requires two clicks along the new baseline).\*^

^ This effect may create empty space (if disabled, alpha channel will be filled with the background colour).

\* Core Image users only (Mac OS 10.4 or better with a G4, G5 or Intel Mac)