

Organic Edges

Flaming Pear Software

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What it does

Organic Edges enhances the edges in a picture.

How to install

Illustrated installation instructions are online at www.flamingpear.com/faq.html .

To use this software, you need a paint program which accepts standard

Photoshop 3.02 plugins.

Just put the plug-in filter into the folder where your paint program expects to find it. If you have Photoshop, the folder is Photoshop:Plugins:Filters or Photoshop:Plug-ins. You must restart Photoshop before it will notice the new plug-in. It will appear in the menus as Filters->Flaming Pear->Organic Edges.

Most other paint programs follow a similar scheme.

If you have Paint Shop Pro: you have to create a new folder, put the plug-in filter into it, and then tell PSP to look there.

PSP 7:

Choose the menu File-> Preferences-> File Locations... and choose the Plug-in Filters tab. Use one of the "Browse" buttons to choose the folder that contains the plug-in.

The plug-in is now installed. To use it, open any image and select an area. From the menus, choose Effects->Plug-in Filters->Flaming Pear->Organic Edges.

PSP 8, 9, X, XI, and X2:

Choose the menu File-> Preferences-> File Locations... In the dialog box that appears, choose Plug-ins from the list. Click "Add." If you are using PSP 8 or 9, click "Browse". Now choose the folder that contains the plug-in.

The plug-in is now installed. To use it, open any image and select an area. From the menus, choose Effects->Plugins->Flaming Pear->Organic Edges.

Quick start

When you invoke Organic Edges, a dialog box will appear.



If you just want to see some effects quickly, click the dice button until you see an effect you like; then click OK.

Using the dice is the easiest way to use Organic Edges. If you want to hand-tune your own effects, it helps to learn the controls, which are explained below.

Edges

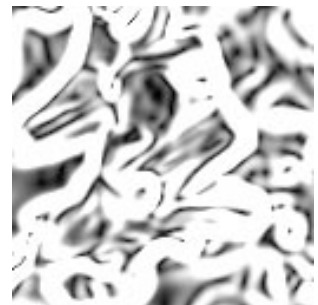
Edge style: You can make eight kinds of edges. The normal result is a grayscale image, but it's more interesting to use the 'overlay' glue mode, which combines the gray tones with the original image.

For every edge style, the **Smoothing** slider blurs the image before finding edges. The result is less busy.

For most edge styles, the **Tweaker** slider changes the brightness of the edges. It works differently for chrome edges.



original image



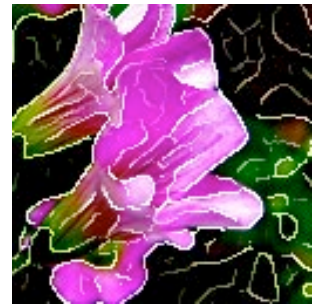
blurry image

Blurry edges resemble Photoshop's "Find Edges" effect.



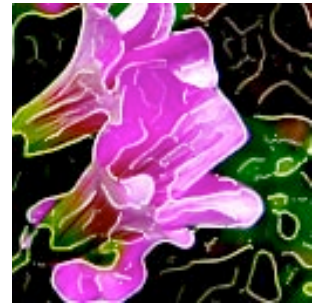
blurry + overlay glue

Thin/hard edges are the skeleton of the blurry edges.



thin/hard

Thin/soft edges are like thin/hard, but anti-aliased.



thin/soft

Chrome Edges show which way the edges lean. The Chrome style popup lets choose different appearances. The Tweaker slider changes the busyness of the pattern, and the angle control changes its orientation.



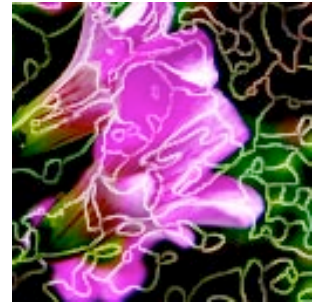
chrome

Halo edges are like blurry edges with an outline.



halo

Scribble edges are thin lines that wander around the shapes in the picture. The angle control changes their orientation



scribble

Tangled edges make a web.



tangled

Splotchy edges make a mess.



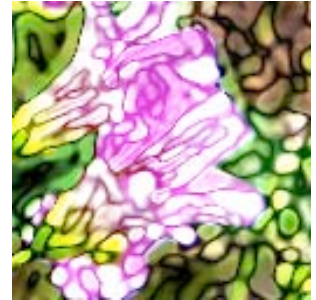
splotchy

Racetrack edges are doubled.



racetrack

Zero edges have wandering bubbles.



zero

Antitangled edges are a dark web.



antitangled

Checker edges form a warped grid.



checker

More controls

Edge extent chooses whether to find all edges, only horizontal edges, or only vertical edges.

Source chooses whether to use derive edges from the grey version of the picture, or only from its red, green, or blue color channels. Mostly you will want to use grey.

Colorize creates colored edges instead of gray ones. The colors will be a ramp between your paint programs' current foreground and background colors.

Flip makes the edges negative, exchanging black and white.

Remove noise cancels out some kinds of noise by averaging pixels. Often the effect is negligible.



blurry, colorized edges



thin, flipped edges

Other controls

Dice: This randomizes the settings. Click it as much as you want to see different effects.



dice

Reset: Gives you the factory settings.



reset

Glue: Lets you combine the result image with the original, instead of replacing it. The **next-glue** button advances to the next glue mode.



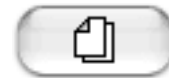
next glue

Send to photo manager: Sends the result to iPhoto (on Macintosh).



send to photo manager

Export to PSD: Renders the result to a .psd file.



export to PSD

Make Gallery: Builds a web page showing all the presets in a folder that you choose.



make gallery

Plus, % and minus buttons: If the selected image area is bigger than the preview, these buttons let you zoom in and out. Drag the preview to move it.

Load preset: Presets are files containing settings. To load one, click this button and browse for a preset file.



load preset

Save preset: When you make an effect you like, click this button to save the settings in a file.



save preset

Undo backs up one step.



undo

Info: briefly explains the controls.



info

Three more buttons:

OK: Applies the effect to your image.

Cancel: Dismisses the plug-in, and leaves the image unchanged.

Register: Allows you to type in a registration code and remove the time limit from the demo.

Memory dots

Although you can [save your settings permanently to files](#), you can also stash settings in memory dots.

Click an empty dot to stash the current settings in it.

Click a full dot to retrieve its settings.

Hover the mouse over a dot to see what it contains.

Option-click to erase a dot on Macintosh.

Right-click to erase a dot on Windows.

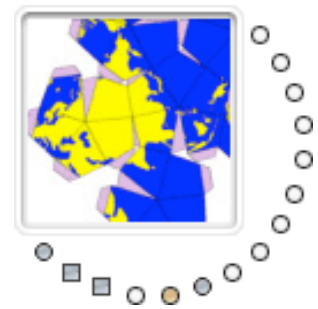
If a dot is orange, Organic Edges is currently using that dot's settings.

Dots remember their contents until you erase them. If you'd rather make a temporary dot that forgets when you exit Organic Edges, control-click it. Temporary dots are square.




When you start Organic Edges, it puts the starting settings in a temporary dot. That way it's easy to start over without exiting the plug-in.

On Mac, you can drag-and-drop settings files from the central memory well.

You can build a web page showing how the current image would look with every memdot setting. Just option-click (Mac) or right-click (Windows) on the big memdot image.



memory dots

-  empty
-  full
-  current
-  temporary

Things to try

Render some black and white clouds. Add noise (setting of about 100 is good). Start up Organic Edges and set the Blurry Edges mode. Play with the smoothing and tweaker controls.

Open a file with a photograph. Use blurry edges and the overlay glue mode. Adjust the Tweaker control the amount of edge added. Adjust Smoothing to get a looser or tighter feel.

Try the Top to Bottom and Left to Right edge extents.

Draw some thin black lines with the pen. Draw some fat black lines with the brush. Do Chrome Edges where they intersect. Play with the Smoothing control. Play with the Degrees and Tweaker controls.

There are some good 3D effects with Chrome Edges. Set the glue mode to to either multiply or screen. Tweak and smooth.

Version history

Version 1.5 December 2009

64-bit version for Windows.

Version 1.4 May 2008

Adds convenience features to the interface. The Mac version is resizable.

Version 1.35 June 2007

Fixes a Macintosh problem where the plug-in could have bad settings or crash when installed on a machine for the first time.

Version 1.3 February 2007

Universal binary for Macintosh. Works as a Smart Filter in Adobe Photoshop CS3 Macintosh. Fixes a Windows problem where the plug-in wouldn't remember its registration when it was installed in one user account but activated in another.

Version 1.2 June 2005

Four new edge types and more glue modes. Faster. Larger previews in the file chooser.

Version 1.1 May 2004

More glue modes. Works with 16-bit-per-component color.

Version 1.04 December 2003

Recordable as a Photoshop action.

Version 1.02 September 2003

Adds more glue modes and the next-glue button.

Version 1.0 March 2003

The first release in this form.

The Furbo Filters were originally developed by Craig Hockenberry.

How to purchase

You can place an order online [here](#). A secure server for transactions is available.

Questions

The software, documentation, and supporting materials are made by Flaming Pear Software. Answers to common technical questions appear on our [support page](#), and free updates appear periodically on the [download page](#).

Trouble with your order? Orders are handled by [Kagi](#); please contact them at admin@kagi.com.

For bug reports and technical questions about the software, please write to support@flamingpear.com.

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