

Lacquer

Flaming Pear Software

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What it does

Lacquer produces shiny, glittery, glossy, sparkly results from nearly any image, with results that range from metallic to resinous to wet to weird.

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->Lacquer.

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->Lacquer.

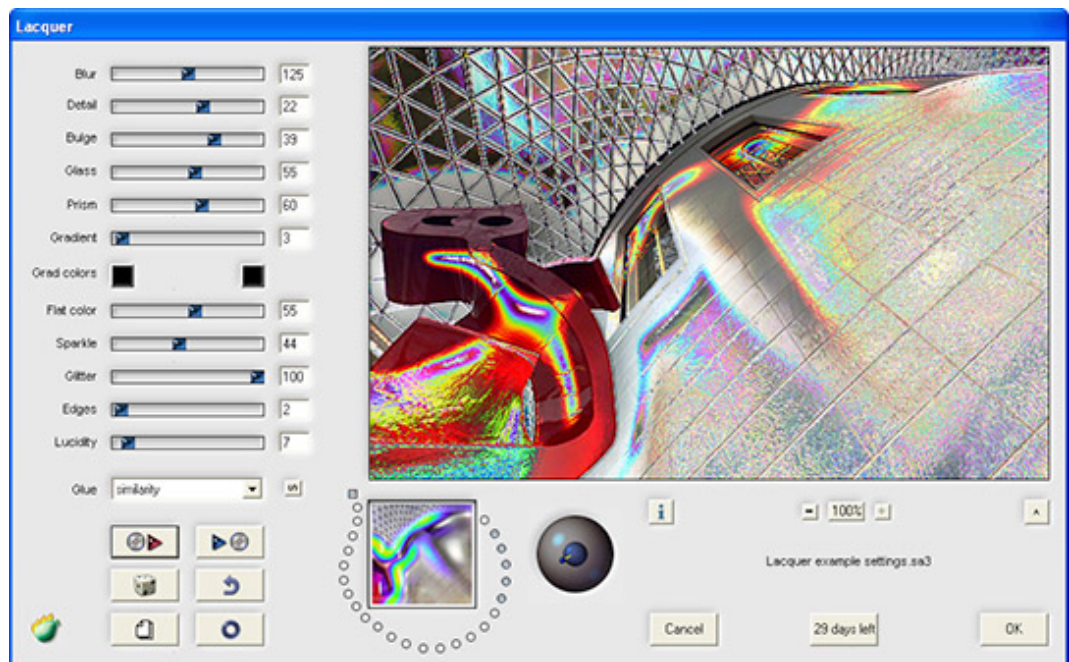
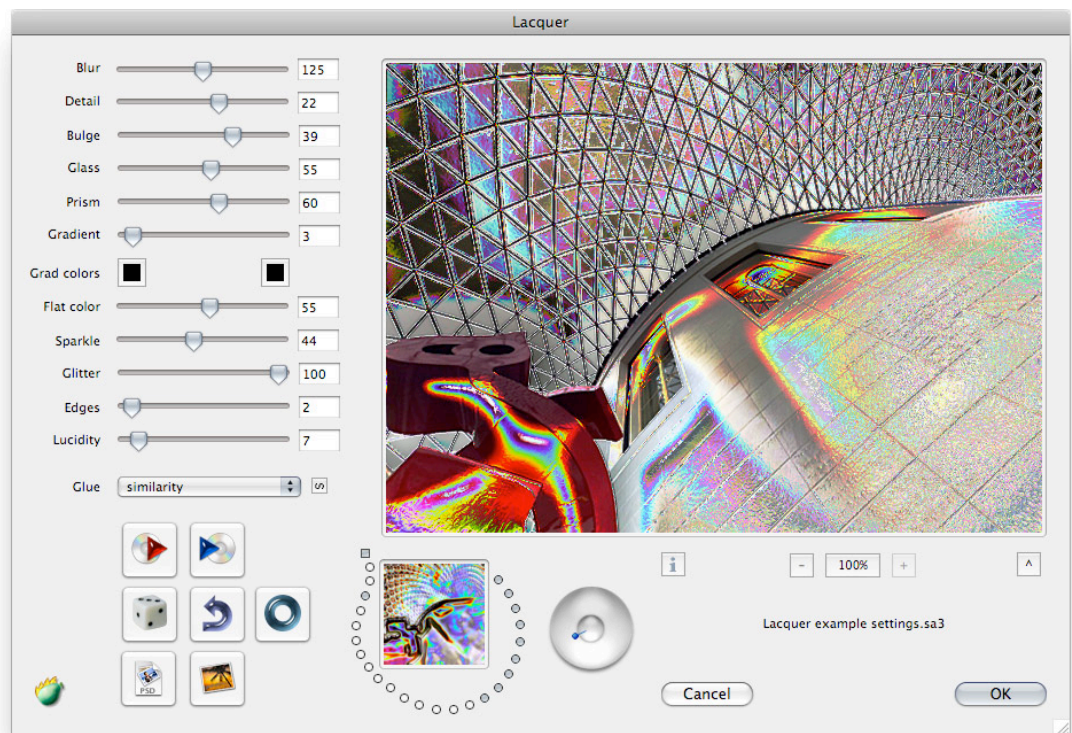
PSP 8, 9, X, XI, and X2:

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->Lacquer.

Quick start

When you invoke Lacquer, 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. Lacquer's controls are explained below.

Controls

Lacquer builds a 3D surface from the brightness of your image and then lights this surface in several ways.

Blur controls the shape of the surface. Large blurs produce a smoothly rolling surface; small blurs produce sharper details.



original image



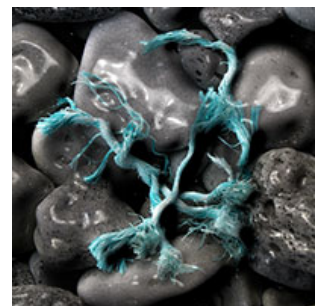
a basic effect

Detail controls the amount of fine detail in the surface.



more detail

Bulge controls how high the bulges are. Generally, small values of bulge will make all the lighting effects more subtle.



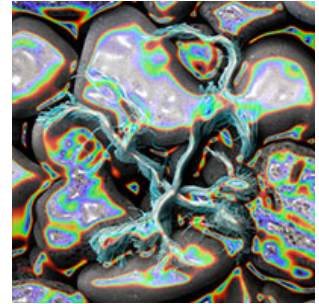
more bulge

Glass makes the surface look glassy.



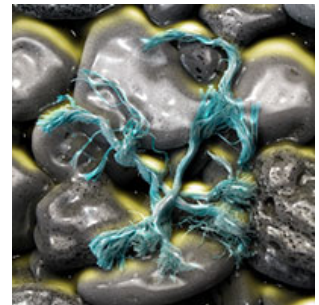
more glassy

Prism produces rainbow reflections.



more prismatic

Gradient produces metallic reflection.



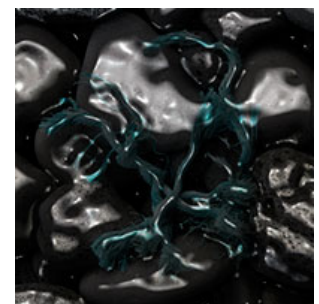
with gradient

The **Grad colors buttons** specify the hues of the metallic reflections. The left button is the color of the reflection on upward-facing surfaces, and the right button is the color of downward-facing surfaces.



color button

Flat color controls the amount of the original image that appears in the output.



less flat color

Sparkle produces colored highlights.



more sparkle

Glitter makes shiny white highlights on the surface.



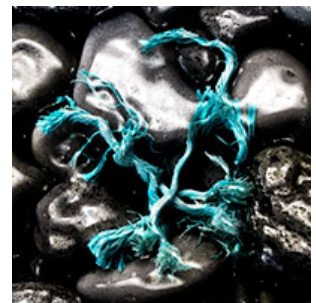
more glitter

Edges produces bright lines that follow the curvature of the surface.



more edges

Lucidity gives stark contrast and more saturated colors.



more lucidity

Light Direction is the ball-shaped control. Changing the light direction will make the highlights and sparkle move around in response.



different light direction

Things to try

Try loading the settings files that come with Lacquer to see what it can do, or click the dice until you see something you like.

Here are some example effects that you can do. Open a favorite picture for these examples -- you won't see anything if you start with a blank canvas. Select part of the picture, and invoke Lacquer.



original mage

Metal

Set Blur to 40, Detail to 100, Bulge to 100, and Gradient to 100. Chose pale yellow for both grad Colors, and set all the other sliders to zero.

This gives you a basic metallic reflection. If you want smoother reflections, reduce Detail and adjust Blur to your liking.



metal

Simple embossing

Set Blur to 40, Detail to 100, Bulge to 100, and Flat Color to 100. All the other sliders should be zero.

Your picture should have an embossed 3D look. Adjust the Blur, Detail, and Bulge sliders to tune the appearance.



embossing

Glitter

Use the settings from example #2 above, but then turn up the Glass, Gradient, Sparkle, Glass, and Glitter sliders.

You will see a glossy result. Move the ball control around to change the lighting.



glitter

Strange patterns

Click the dice button a few times until you see any glossy, smooth, lumpy effect. Apply it to your image.

Then re-apply four or five more times. Feedback will produce rows of smooth ridges which will gradually obliterate the original image if applied enough times.



strange patterns

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.



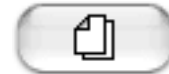
next glue

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.

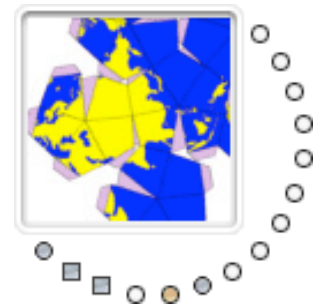
If a dot is orange, Lacquer's currently using that dot's settings.

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





When you start Lacquer, 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

Version history

Version 1.8 December 2009

64-bit version for Windows.

Version 1.72 July 2008

Fixes stripes that can appear on large images.

Version 1.7 May 2008

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

Version 1.6 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 1.55 April 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 1.4 July 2004

Works in 16-bit color.

Version 1.3 December 2003

Recordable as a Photoshop action.

Version 1.25 September 2003

Adds more glue modes and the next-glue button.

Version 1.22 February 2003

Adds more glue modes and fixes a crash that could happen when using the menus under Windows XP.

Version 1.21 December 2002

Adds new glue modes: Color, Luminance, Linear Light, and Pin Light. Fixes the appearance of text in the interface when running under Mac OS X 10.2.3 .

Version 1.2 February 2002

Adds previews in the preset browser.

Version 1.1 September 2001

Adds an Undo button.

Version 1.0 September 1999

First release.

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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