

# Kaleidoscope Kreator<sup>TM</sup> 3

## Users Guide

Revision 3.01

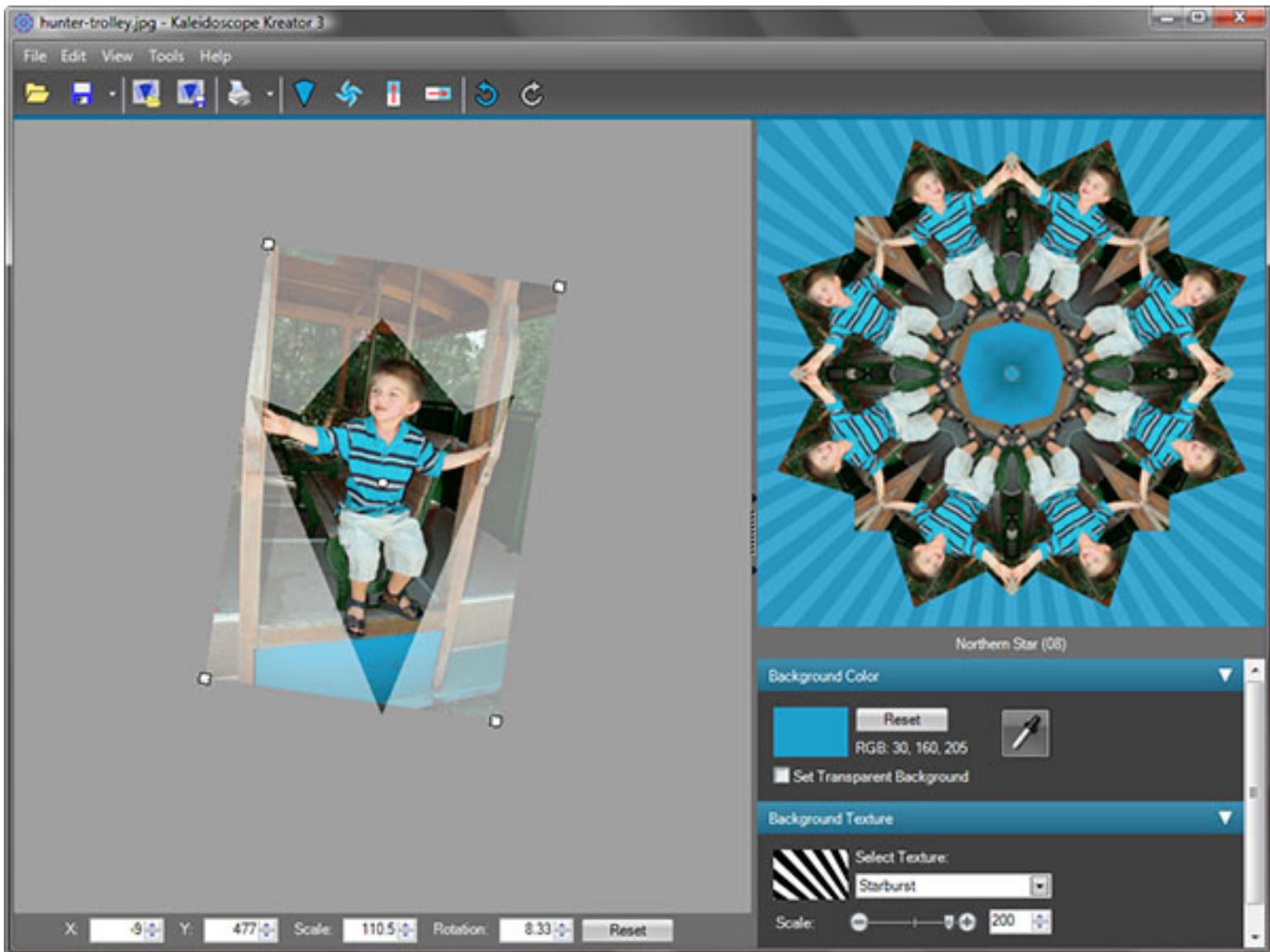
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## Getting Started with Kaleidoscope Kreator™ 3

Making kaleidoscope designs has never been so easy or so much fun! Start with a photo or image of virtually anything – from a family reunion, a memorable vacation, the backyard flower garden or even a child's artwork – and turn it into a stunning one-of-a-kind kaleidoscope design with just a few clicks of your mouse. You'll be amazed at the intricate and beautiful patterns that you can create from even the most ordinary-looking photos.

This Getting Started guide will lead you through the basics of creating, editing, saving and printing your first kaleidoscope. For in-depth information on the many features of Kaleidoscope Kreator 3, see the [Reference Guide](#).



It's easy to create kaleidoscopes with Kaleidoscope Kreator 3! Here's the basic workflow to get you started:

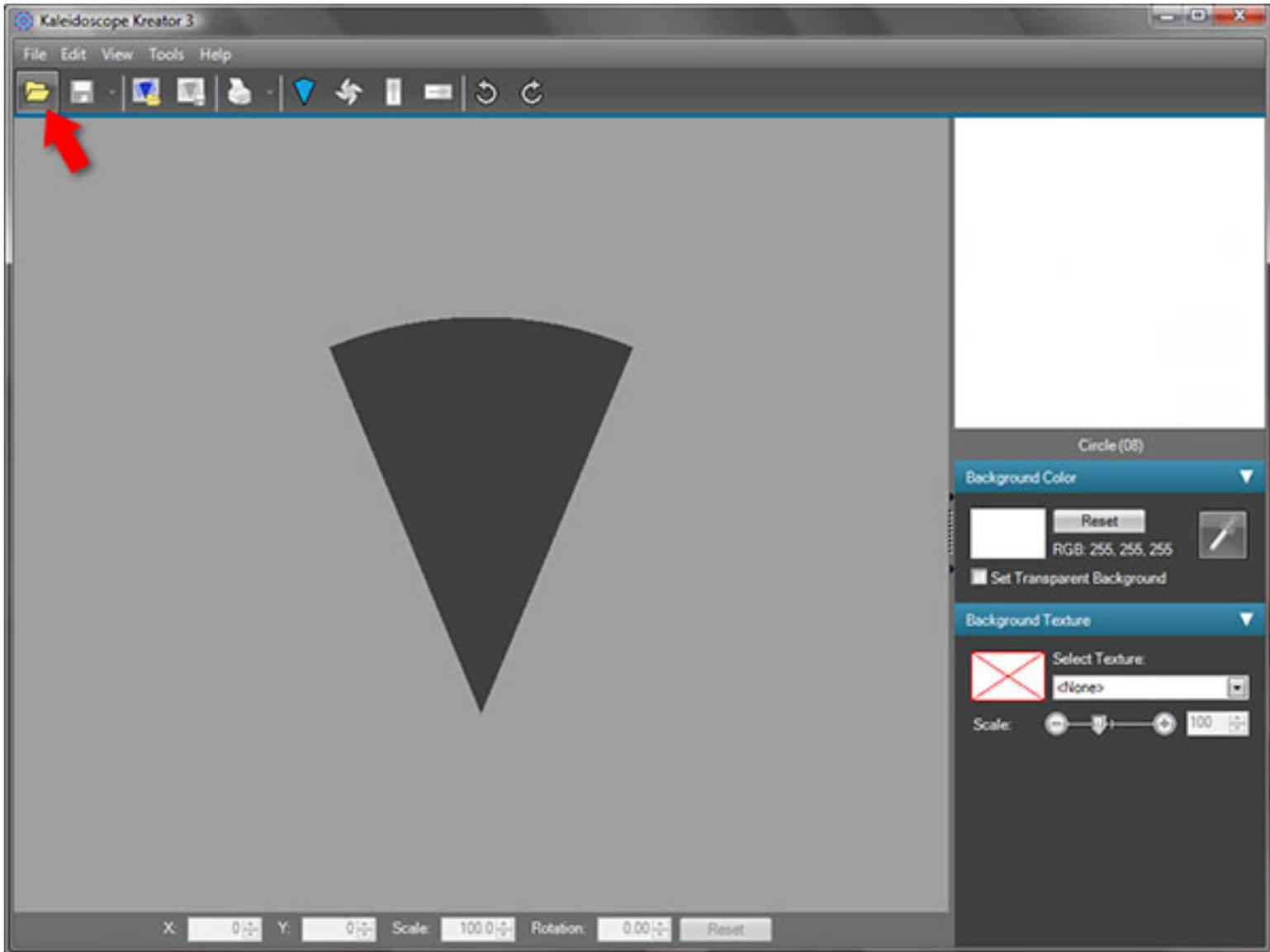
1. [Open any digital image](#)
2. [Choose a kaleidoscope shape](#)

3. [Position the image in the template wedge](#)
4. [Preview the kaleidoscope](#)
5. [Enhance the background](#)
6. [Save the kaleidoscope](#)
7. [Print the kaleidoscope](#)

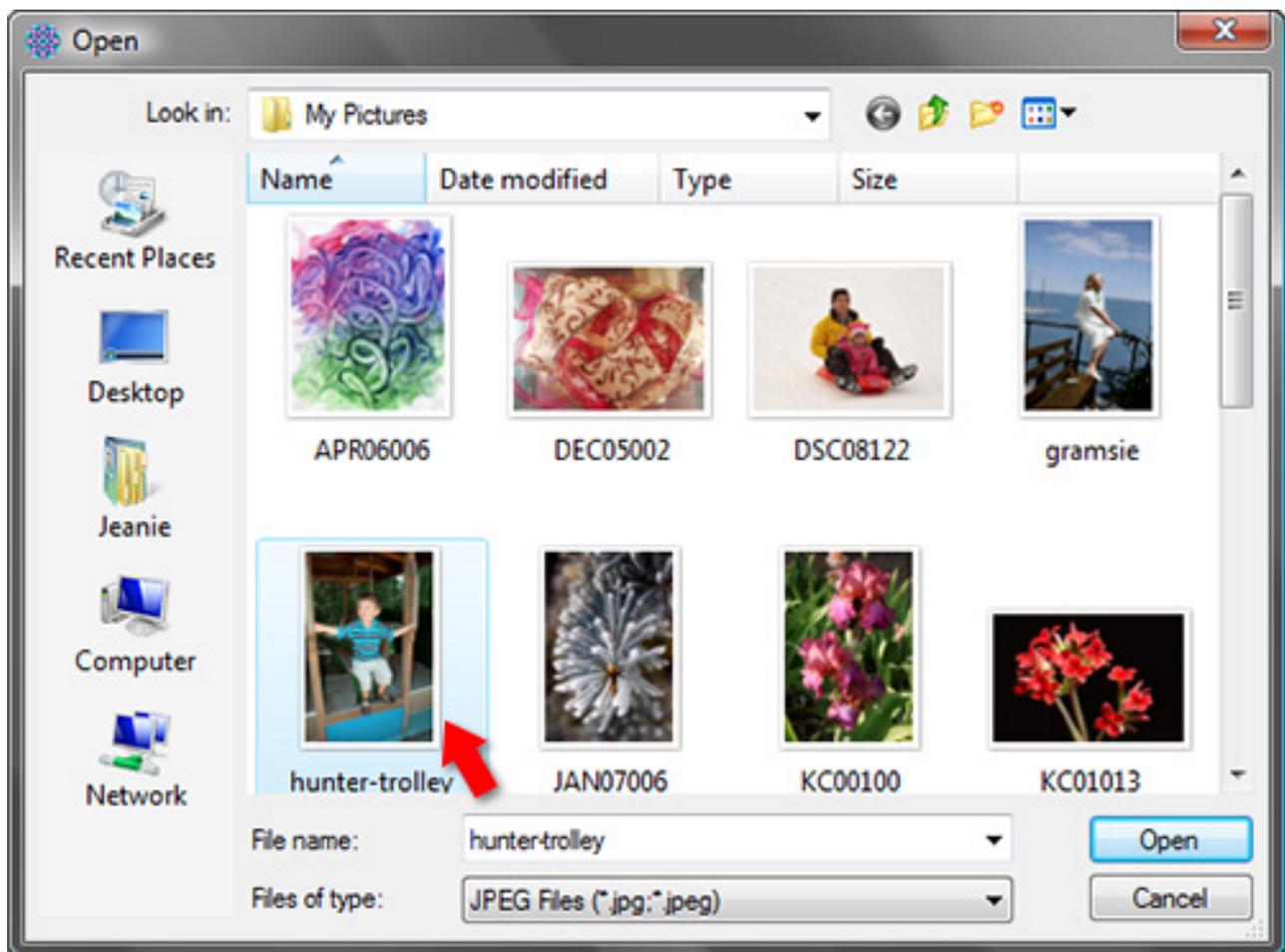


## Step 1: Open any digital image

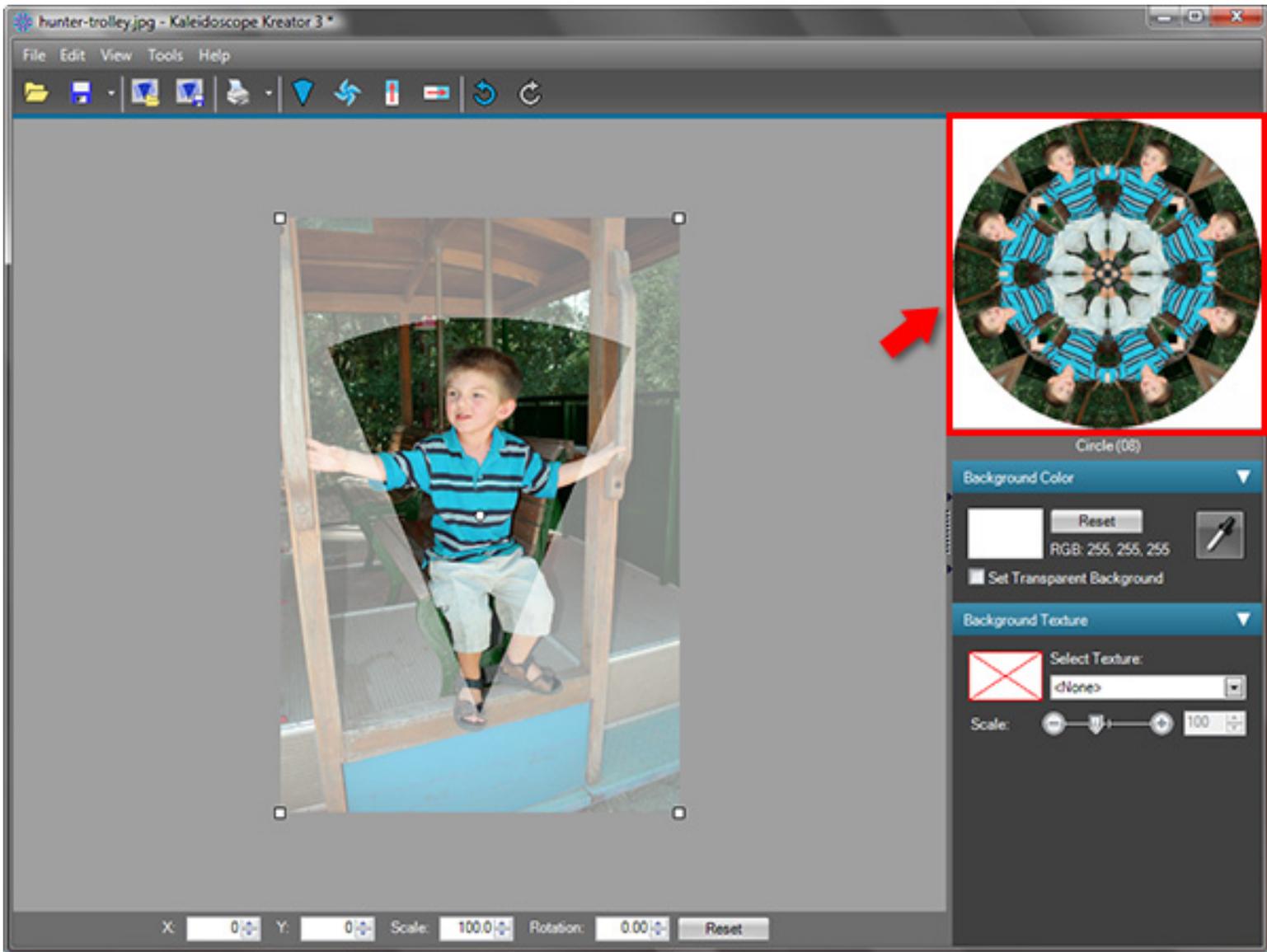
The first step in creating your kaleidoscope is to open an image. Your image can come from a digital camera, a scanned-in photo or even scanned artwork; it can be located on your computer's hard drive, a CD, DVD or flash media. To open the image in Kaleidoscope Kreator, click on the [Open Image](#) button in the toolbar:



This will display the standard Windows® Open dialog box. [Navigate](#) to the folder containing your photo or image file and double-click it to load it into Kaleidoscope Kreator:



For this example we've selected a photo. Once the photo is loaded it will appear in Kaleidoscope Kreator's work area and the Kaleidoscope Preview becomes active.



Next step: [Choose a kaleidoscope shape](#)

Related topics:

[Open Image](#)

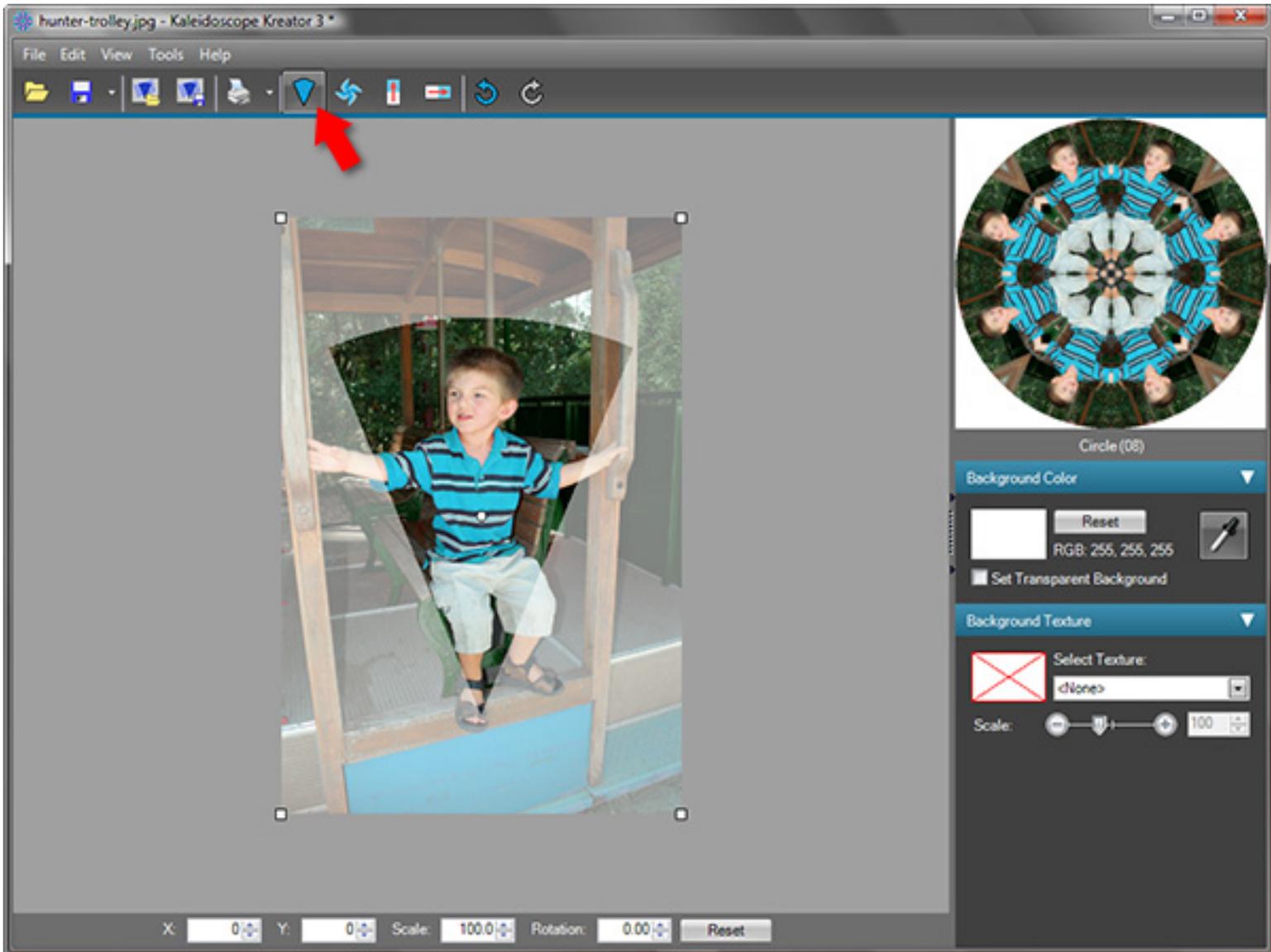
[Open Workspace](#)



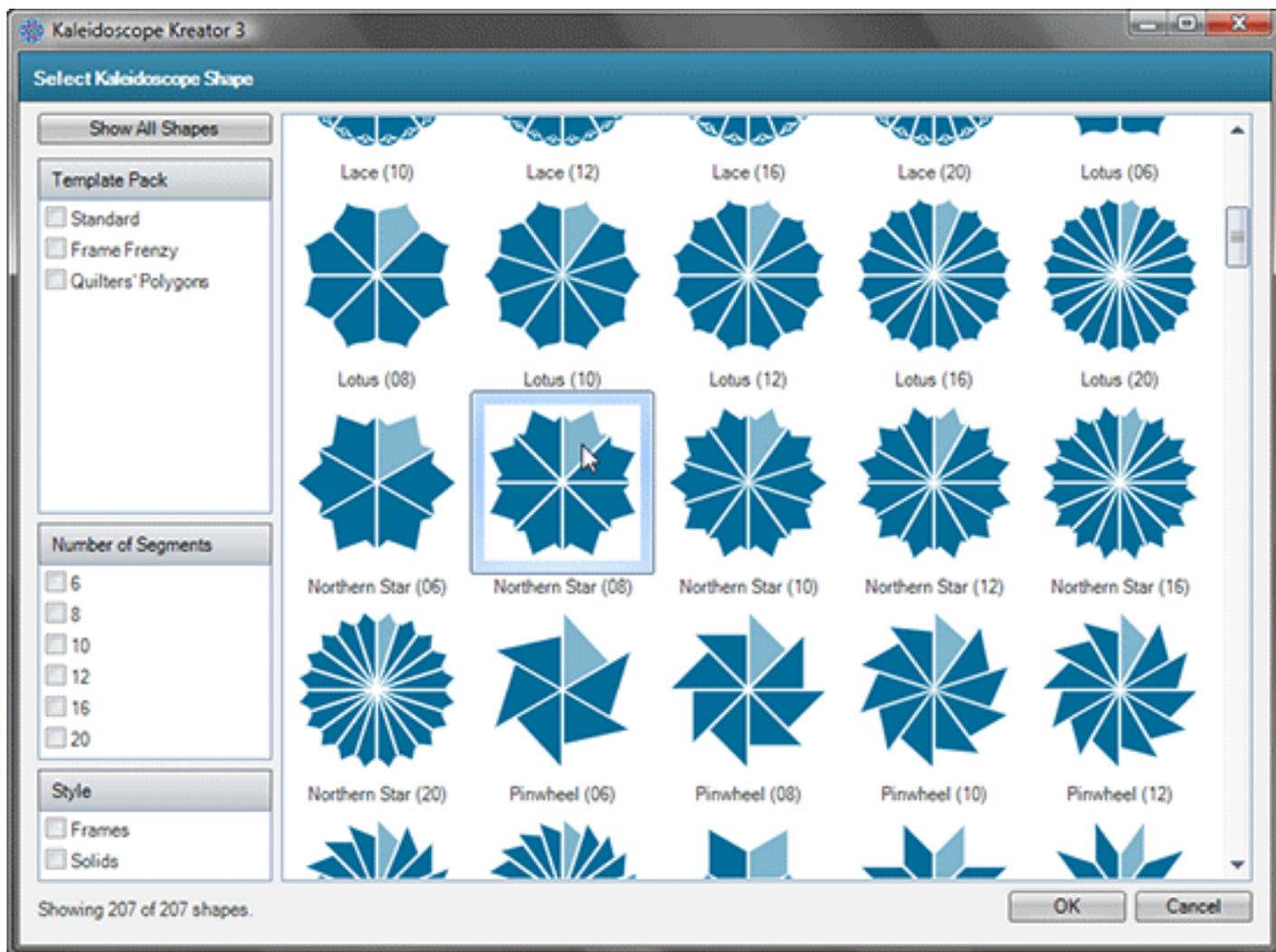


## Step 2: Choose a kaleidoscope shape

Once your photo or image is loaded, select the shape of your kaleidoscope by clicking on the [Select Kaleidoscope Shape](#) button in the toolbar:

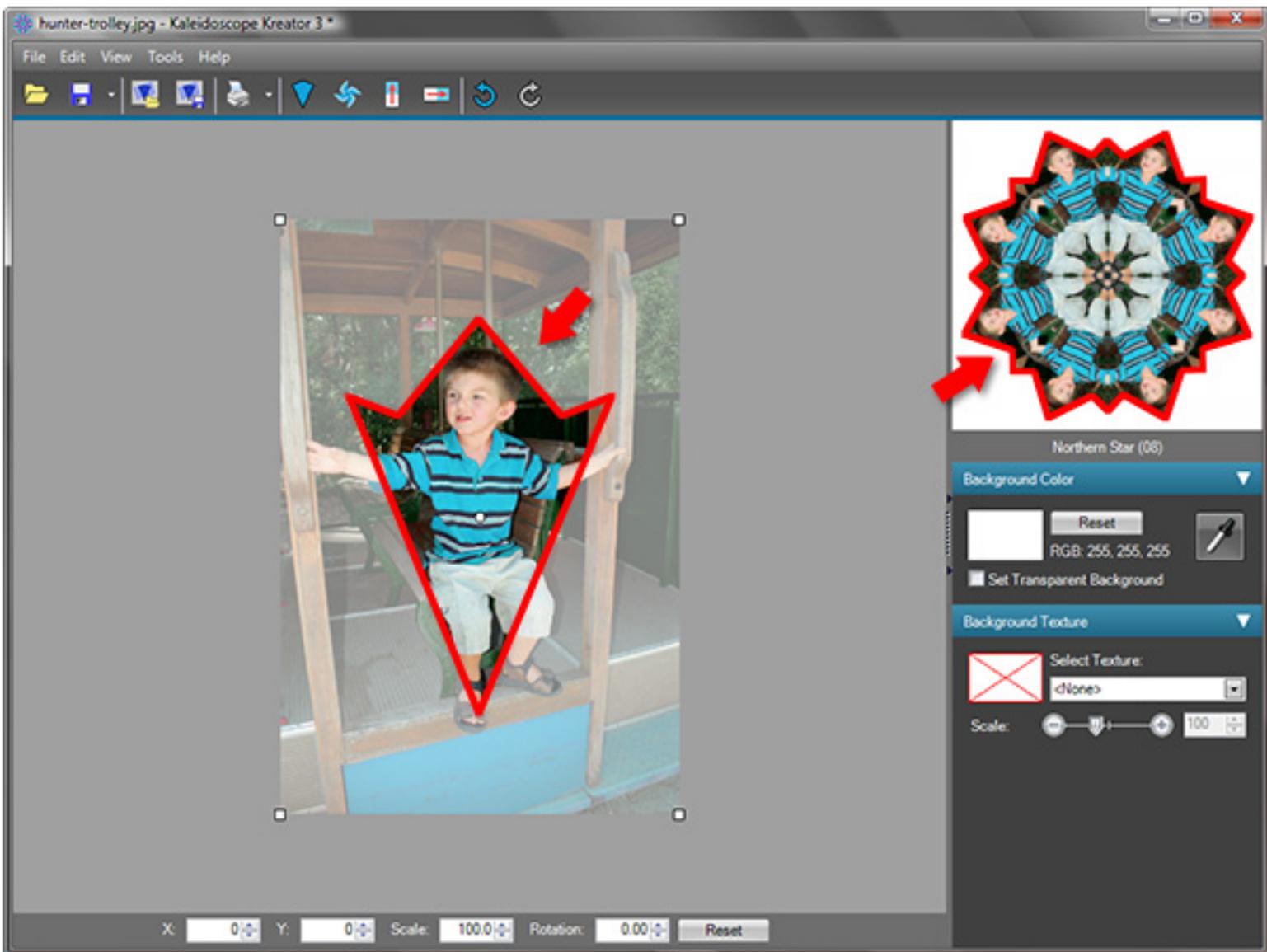


This displays the Select Kaleidoscope Shape dialog, which contains a table of all available shapes including their names and number of segments. Kaleidoscope Creator 3 includes 67 standard shapes. The currently-selected shape is shown in gray with a blue box around it. Use the scroll bar to find the shape you want, then double-click the shape to select it:



To learn more about the various features in the Select Kaleidoscope Shape dialog, see the [Reference Guide](#).

After you make your selection, both the template wedge in the work area and the kaleidoscope preview will display the new kaleidoscope shape. In this example, the shape was changed from the 8-segment Circle to the 8-segment Northern Star.



Next step: [Position the image in the template wedge](#)

Related topics:

[Select Kaleidoscope Shape](#)

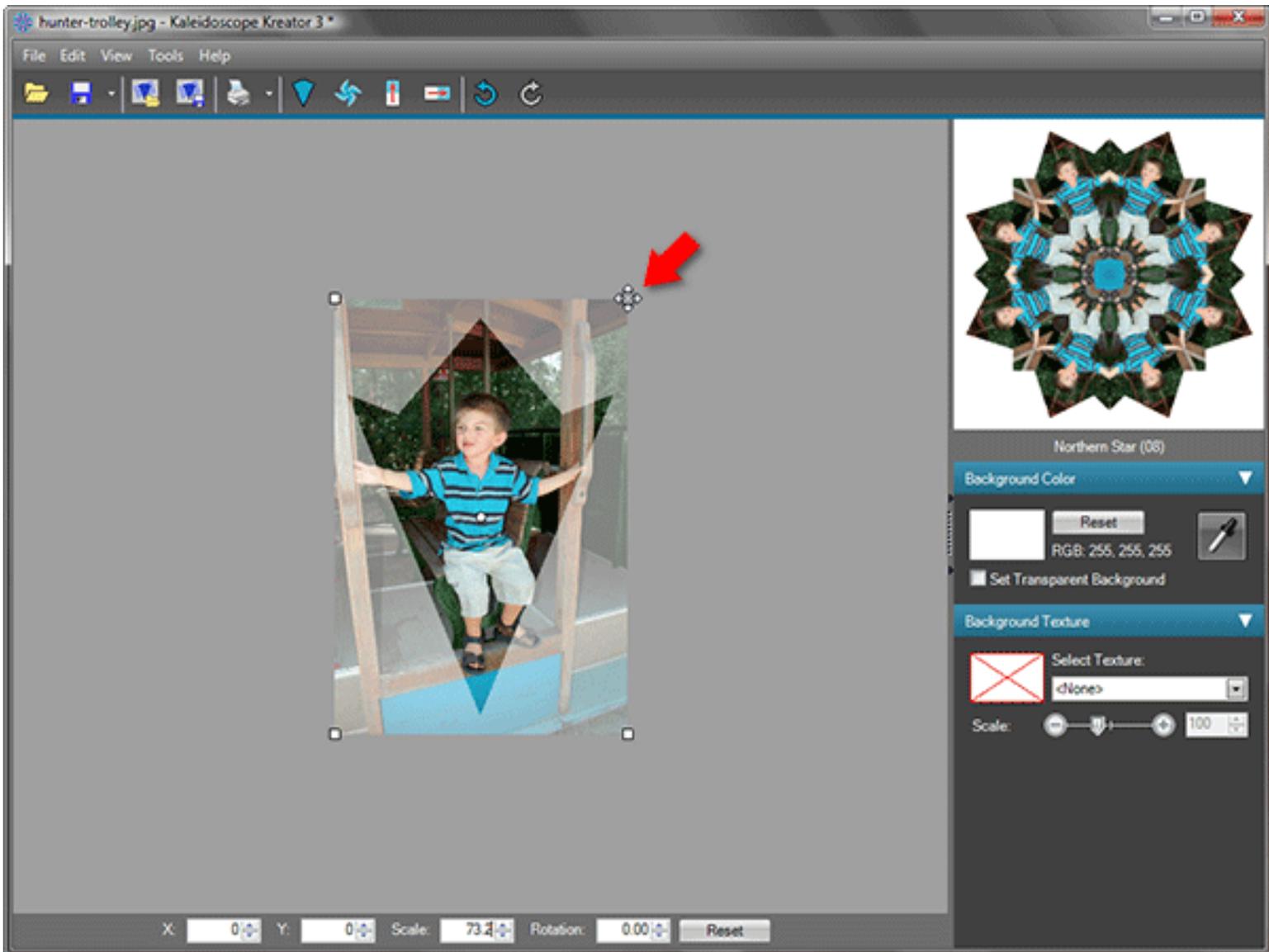




### Step 3: Position the image in the template wedge

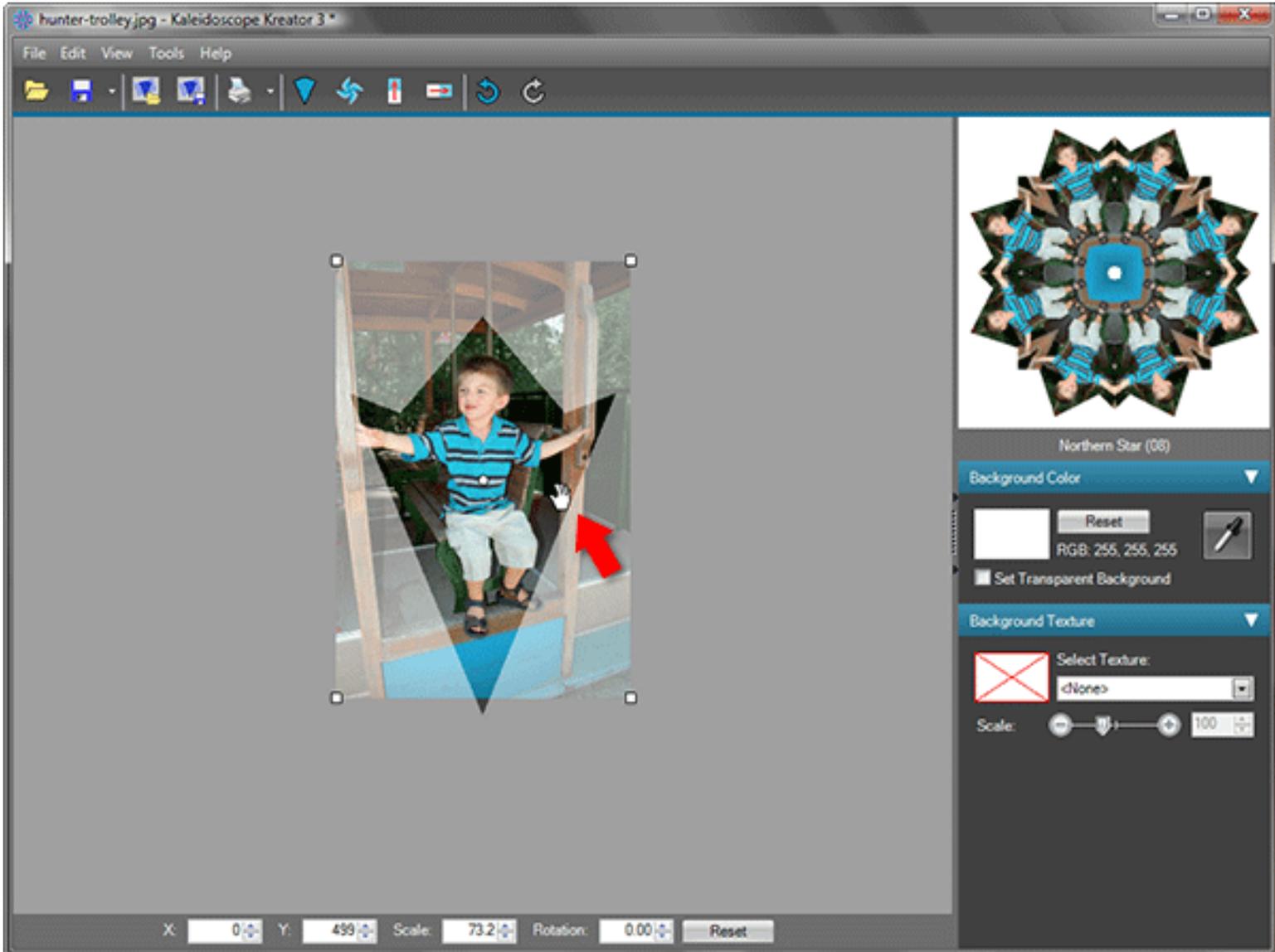
Now comes the fun part! Using your mouse, move the photo around the work area. Notice that the template wedge will always remain stationary on the screen; you are moving and resizing the *photo* in relation to the wedge. Your goal is to position the photo so that the portion you want to use for your kaleidoscope is inside the boundary of the wedge. As you move the photo around in the following steps, watch the preview in the upper right as it continually updates to show how your changes affect the kaleidoscope design.

Continuing with our example, the goal is to fit the boy inside the template wedge without cropping any important elements. The first thing to note is that he will need to be smaller to fit inside the wedge. To resize the photo, position the mouse over any of the corners, then click and drag toward the center of the photo to make the image smaller (or away from the center to make the image larger). Notice that the mouse cursor changes to a four-way arrow to indicate the resize action.



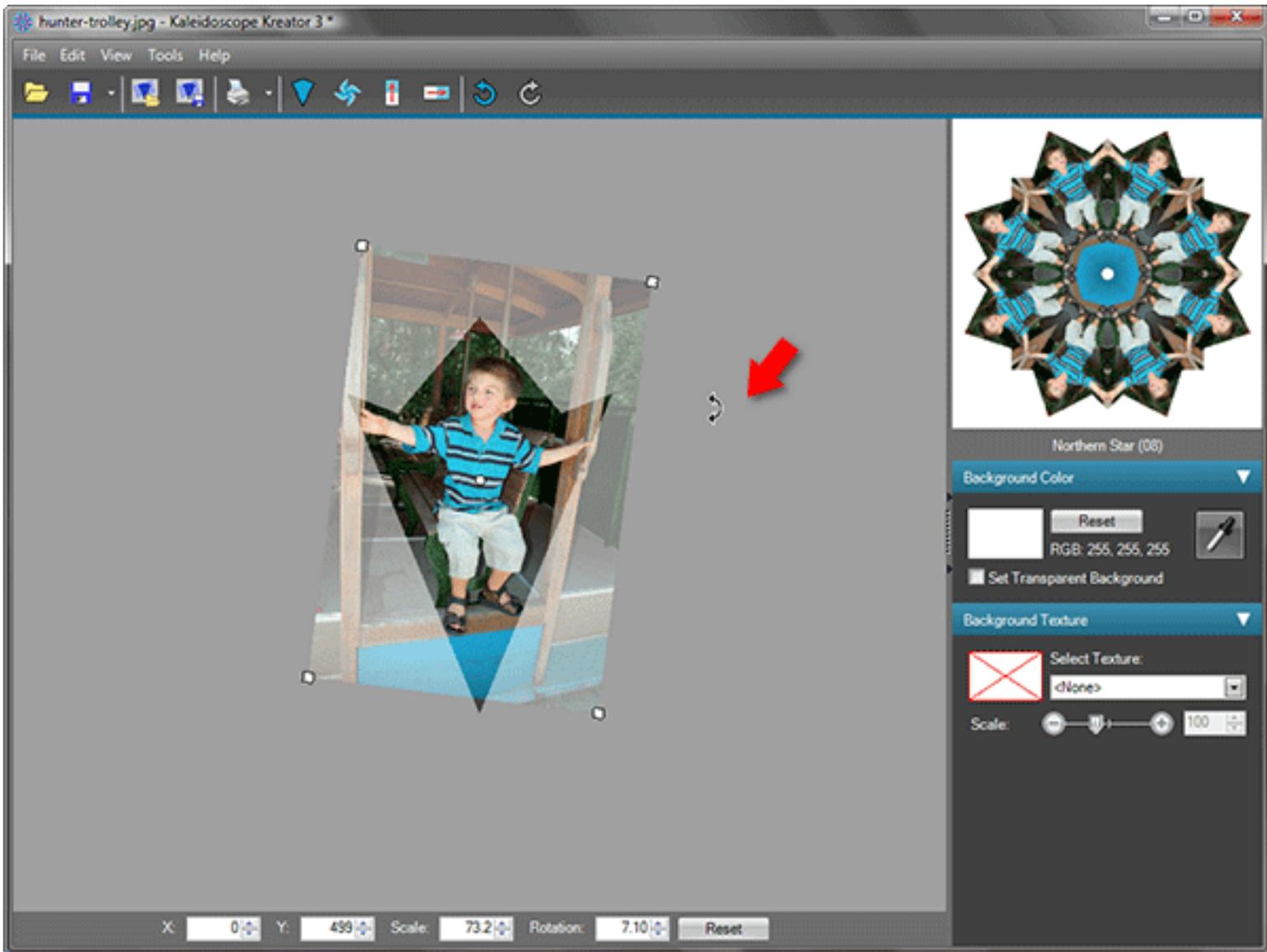
Don't worry about getting the size perfect on the first try! You can resize the image at any time by clicking and dragging on the corners.

Now that the image is smaller, let's move the image up so our subject's hands are better positioned within the wedge. Simply position the mouse anywhere over the photo and then click and drag in the direction that you want to move it. The move action is indicated by a hand-shaped mouse cursor.



Notice that when the photo is positioned such that it doesn't completely fill the template wedge, the background color will show in that area. In our example, the photo does not fill the bottom tip of the wedge, and this is reflected in the Kaleidoscope Preview.

The current position of the photo isn't too bad, but the wedge boundary is still cropping parts of our subject, so the next adjustment will be to rotate the photo. Position the mouse anywhere in the work area surrounding the photo and simply click and drag the mouse around the image in the direction that you want it to rotate. Notice that the mouse cursor changes to a curved double arrow to indicate the rotate action.



You may find that you need to fine tune the position of the photo. That's OK - you can repeat any of the above positioning actions in any order and as many times as you want!

Next step: [Preview the kaleidoscope](#)

Related topics:

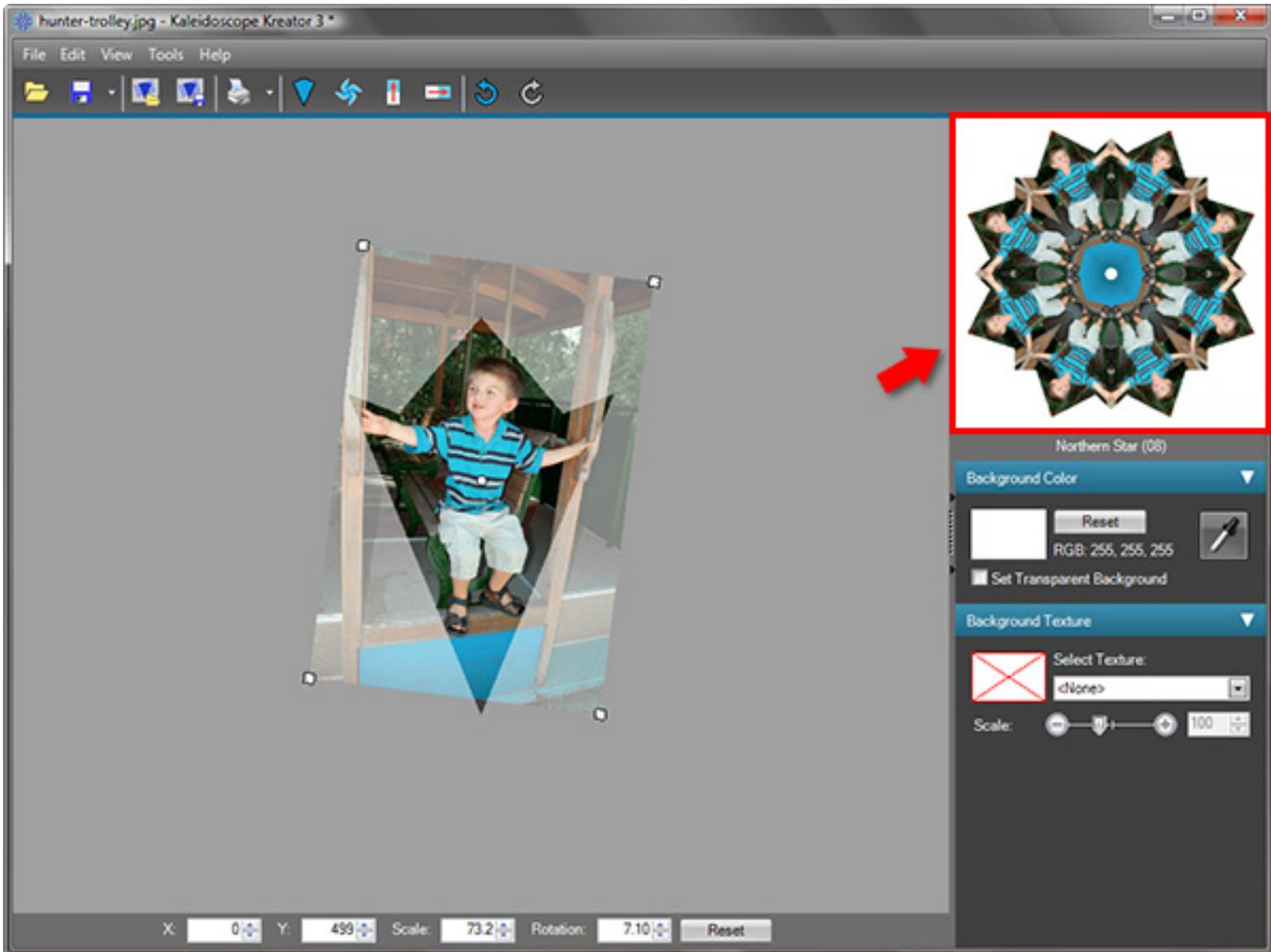
[Work Area](#)





## Step 4: Preview the kaleidoscope

The kaleidoscope preview in the upper right corner of the main window is continuously updated to display your kaleidoscope design, based on the current position of the photo in the template wedge.



You can [make the kaleidoscope preview larger](#) by clicking and dragging on the vertical gray bar to the left of the preview. You can also view a [full screen version](#) of the kaleidoscope at any time by clicking once on the kaleidoscope preview itself. Use the full screen preview whenever you need to see more detail, or to check on the exact placement of the image in the template wedge.



Next step: [Enhance the background](#)

Related topics:

[Preview Area Overview](#)

[Preview Area Resize](#)

[Preview Area Template Details](#)

[Full Screen Preview](#)



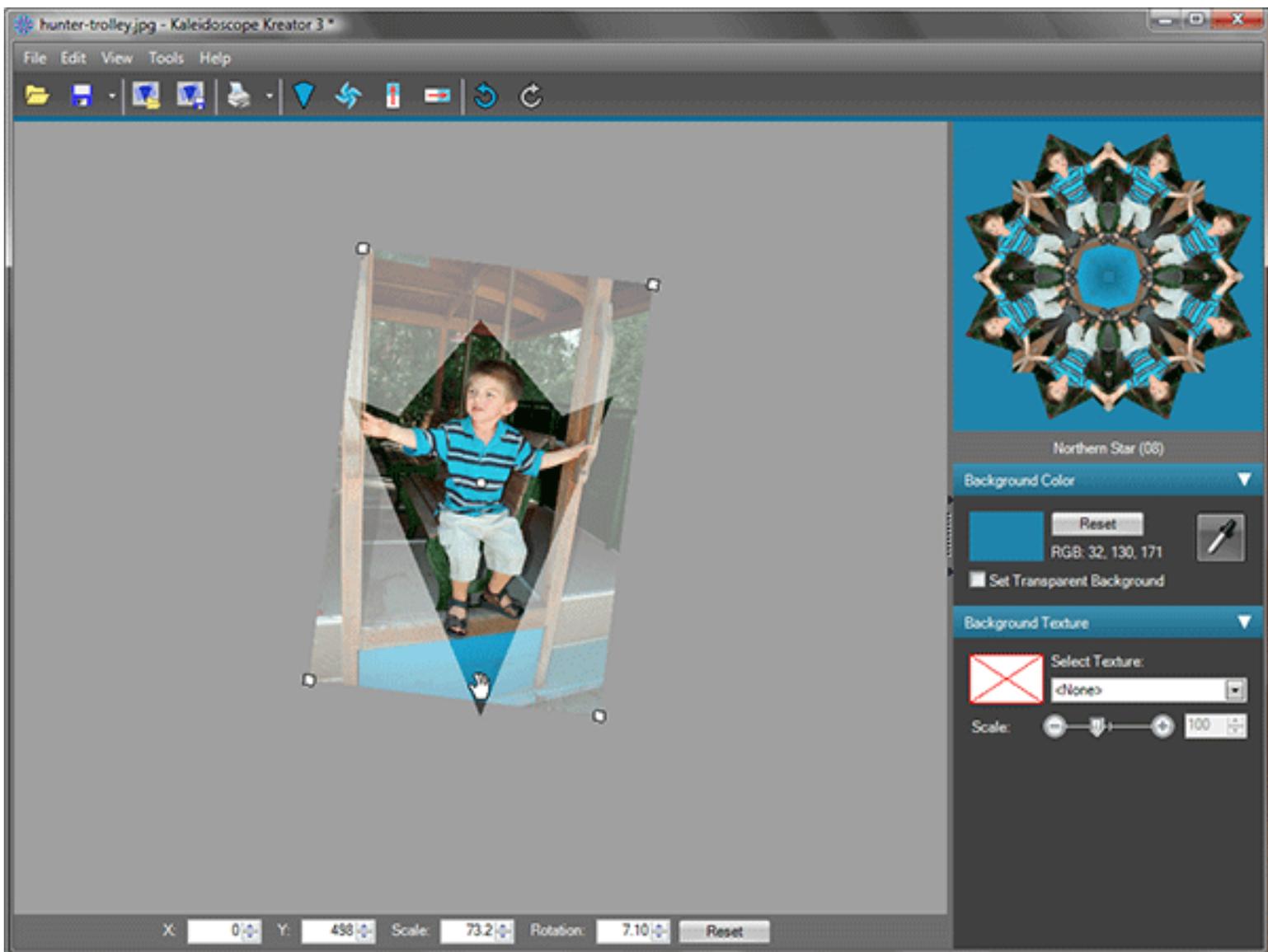


## Step 5: Enhance the background (optional)

To give a more finished look to your kaleidoscope, there are two independent enhancements that you can apply to the background. (The background is defined as the areas adjacent to the kaleidoscope image, including any center gap.)

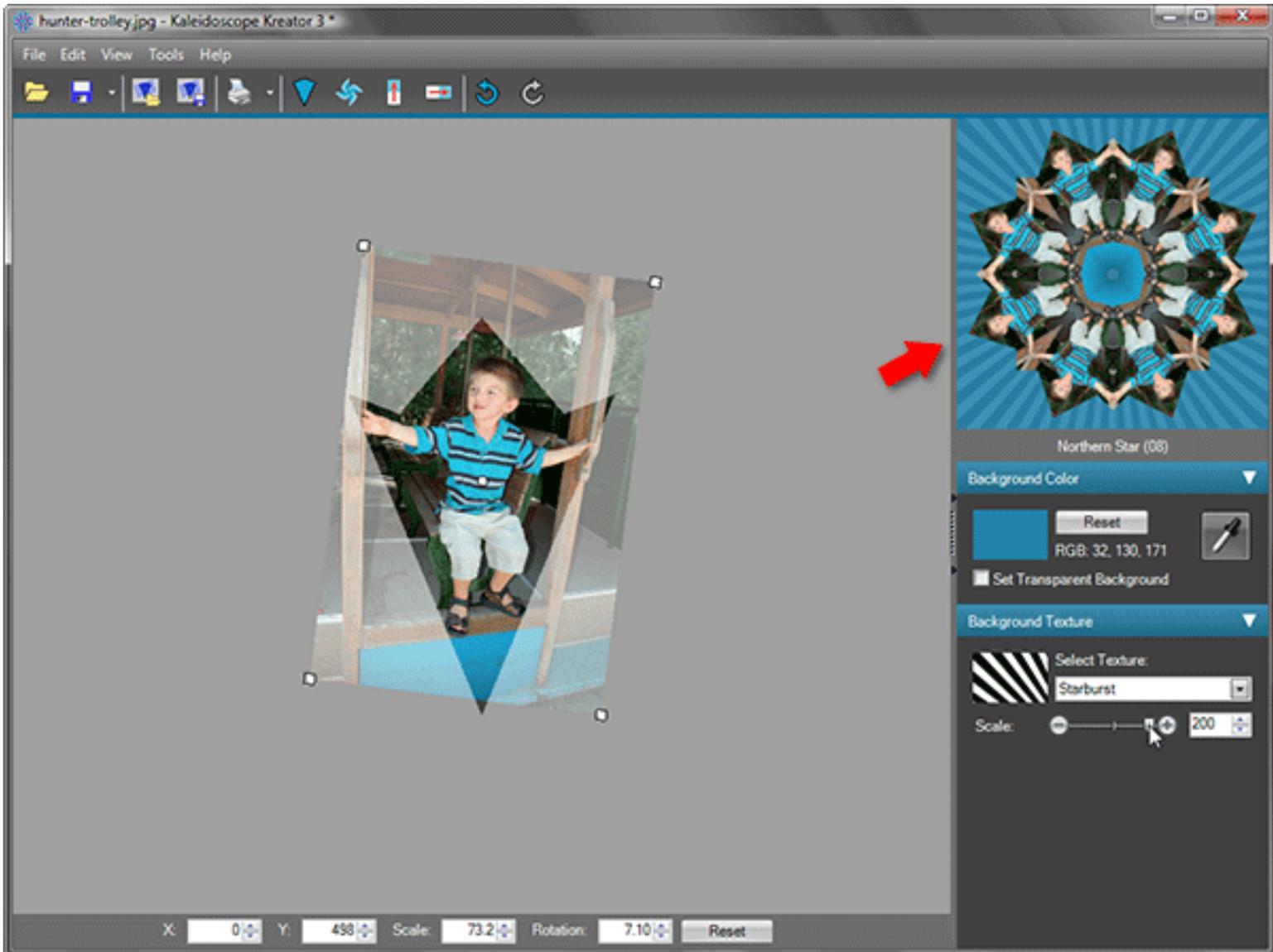
### Background Color

The easiest way to choose a background color is to click on the eyedropper in the [Background Color](#) palette (below the kaleidoscope preview), then click a color in the photo that you want to use. If you don't like the color that you've chosen, simply click on the eyedropper again and then on the photo. In our example, clicking on the blue area below the boy's feet results in a complementary color that not only fills in the area around the outside of the kaleidoscope, but also the small hole in the center.



### Background Texture

You can enhance the solid background color by adding a background texture. This is accomplished in the [Background Texture](#) palette (below the Background Color palette.) Click on the Select Texture drop-down to see the list of textures, then click on the one you want. You can further refine the texture by [adjusting the scale](#).



Next step: [Save the kaleidoscope](#)

Related topics:

[Palette Area](#)

[Background Color](#)

[Background Texture](#)

[Custom Textures](#)

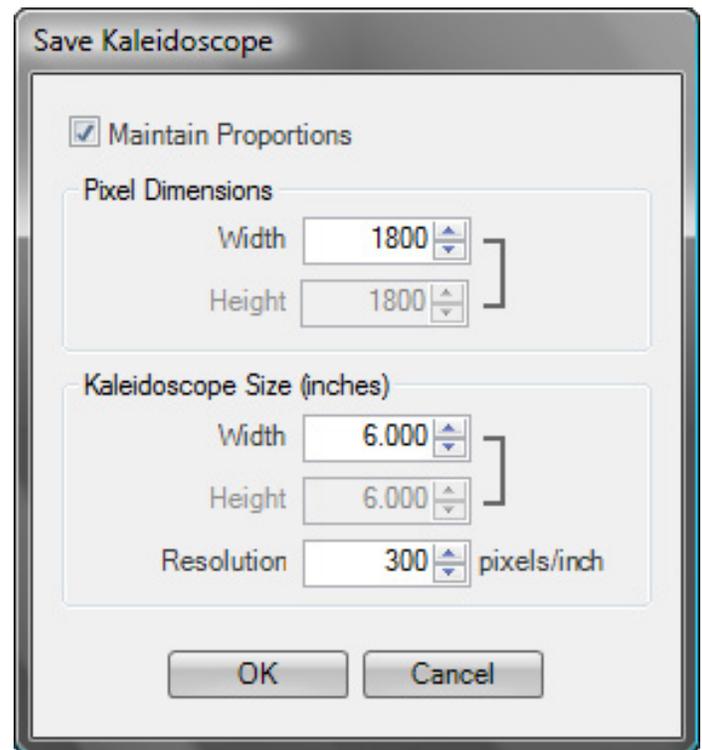


## Step 6: Save the kaleidoscope

Now that you've created your kaleidoscope design, you can print it out and/or save it to your hard drive. Kaleidoscopes can be saved either as *images* or *workspaces*.

### Save Kaleidoscope

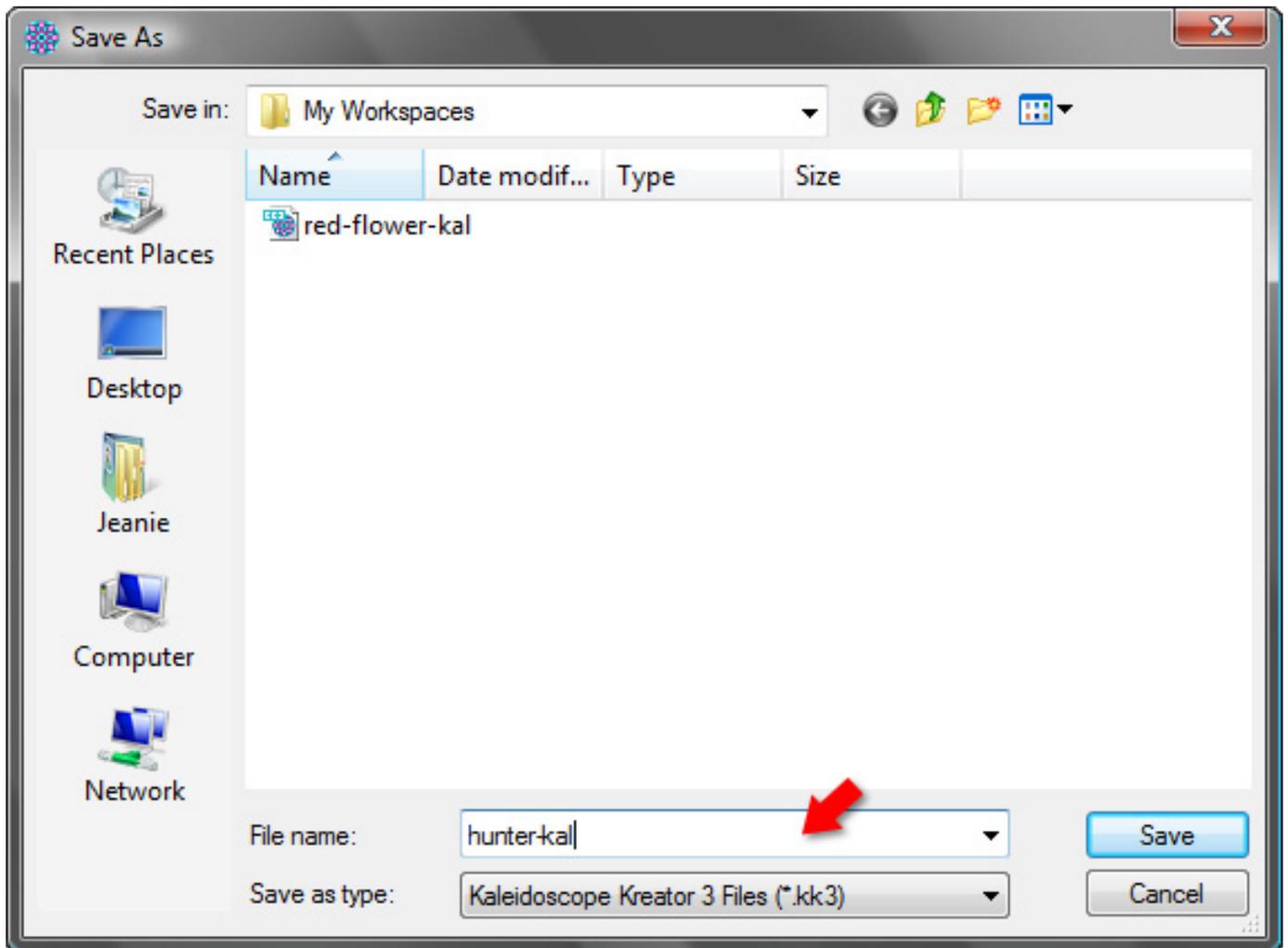
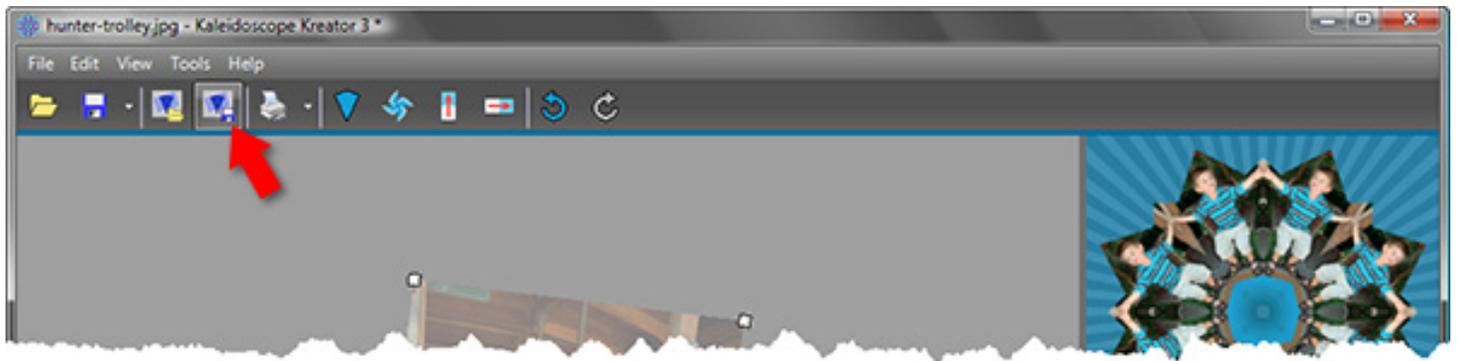
You can save your kaleidoscope as an image file (such as JPEG) by clicking on the [Save Kaleidoscope](#) button in the toolbar. When you use Save Kaleidoscope, the kaleidoscope is saved just like any of the other photos that you may have stored on your hard drive. That means you can e-mail the kaleidoscope or import it into another program to edit it further or combine it with other images.



### Save Workspace

In addition to saving your kaleidoscope as an image file, you can also save it as a workspace. [Save Workspace](#) saves a snapshot of the photo, its position, the kaleidoscope shape, background color, etc., so you can open it again later and pick up exactly where you left off. This is especially useful if you intend to print your kaleidoscope at a later date using Kaleidoscope Creator's special print features.

To save the workspace, click on the Save Workspace button in the toolbar.



Next step: [Print the kaleidoscope](#)

Related topics:

[Save Kaleidoscope](#)

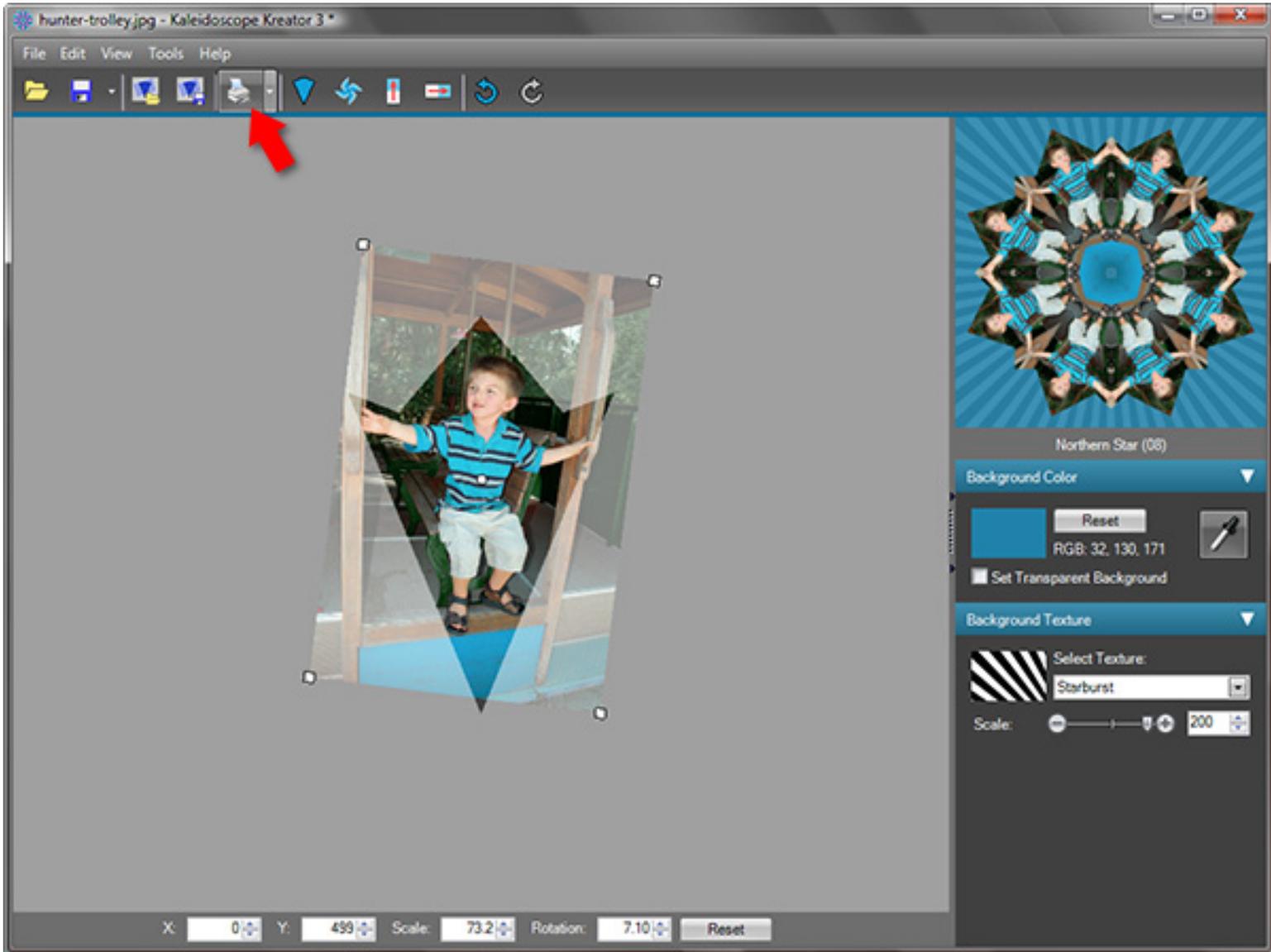
[Save Workspace](#)

[Save As Pattern](#)

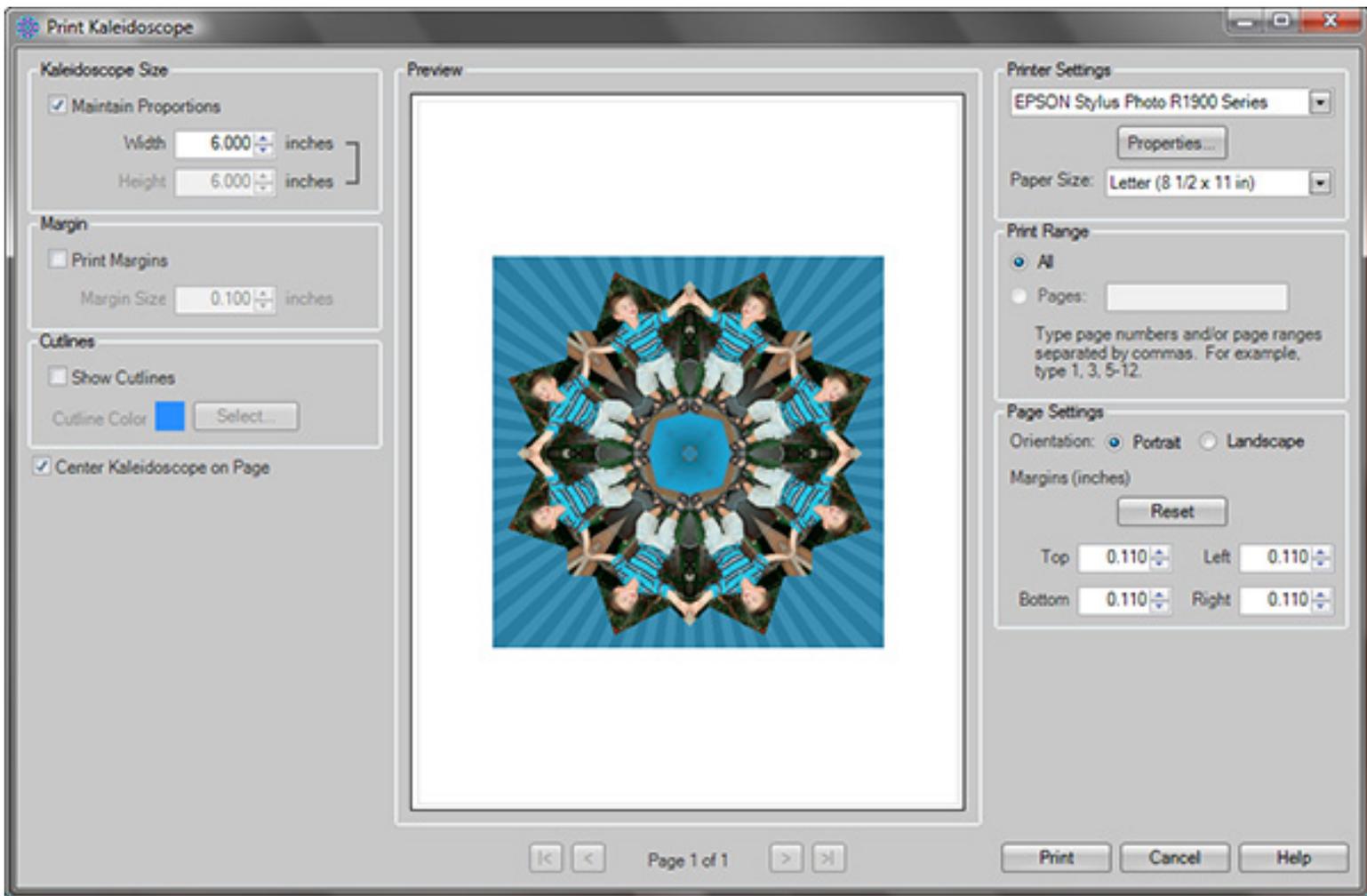


## Step 7: Print the kaleidoscope

There are actually four different ways to print your kaleidoscope in Kaleidoscope Kreator. The simplest is [Print Kaleidoscope](#) which prints a single copy of your kaleidoscope. Click on the Print Kaleidoscope button in the toolbar to open the [Print Kaleidoscope Window](#).



Specify the size of the kaleidoscope that you want to print in the upper left portion of the Print Kaleidoscope window. Set the printer properties (such as print quality and paper type) by clicking on the Properties button in the upper right portion of the window.



To learn more about all of the different features and options available for printing, refer to the [Reference Guide](#).

Congratulations! You've created your first kaleidoscope!

Related topics:

[Print Kaleidoscope](#)

[Print Multiple](#)

[Print Poster](#)

[Print Separate Wedges](#)





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## Kaleidoscope Kreator™ 3 Reference Guide

Welcome to Kaleidoscope Kreator 3 – the fast and easy way to make photo kaleidoscopes. If you are new to Kaleidoscope Kreator, you may want to refer to the [Getting Started Guide](#) first. This Reference Guide provides detailed information about all of the features in Kaleidoscope Kreator 3.

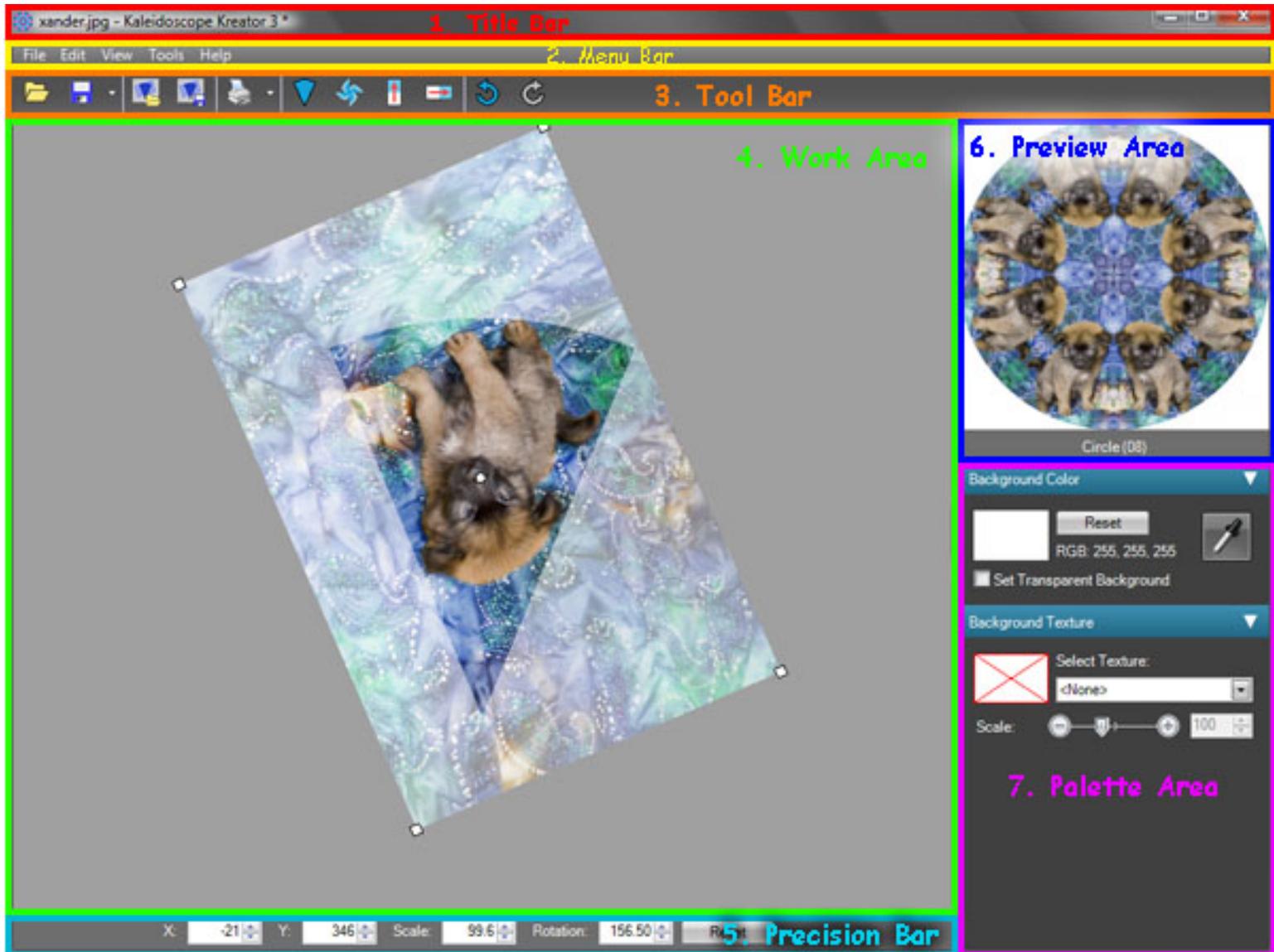
1. [Workspace](#)
2. [Menu Bar](#)
3. [Toolbar](#)
4. [Work Area](#)
5. [Precision Bar](#)
6. [Preview Area](#)
7. [Palette Area](#)





## Workspace Overview

Kaleidoscope Kreator's main window is divided into the following areas:



### 1. Title Bar

The title bar shows the name of the image that is being used to make your kaleidoscope.

### 2. [Menu Bar](#)

The menu bar provides access to the menu items including commands, tools and help. In this document, references to items in the menu are shown as Menu > Item. For example, File > Print Kaleidoscope means to click on the File menu and then click on the Print

Kaleidoscope command.

### 3. [Toolbar](#)

The toolbar contains buttons for the common commands and tools that you'll use most frequently.

### 4. [Work Area](#)

The Work Area is where all of the “action” takes place. When you open an image it's displayed here, along with the template wedge. By arranging and adjusting your photo beneath this template, you control which portion of the image will be used in the kaleidoscope. The shape of the template wedge corresponds to the kaleidoscope shape you've selected.

### 5. [Precision Bar](#)

The Precision Bar below the work area displays the exact position, scale and rotation of the image in the work area. You can use the arrow buttons to make fine adjustments to the position of the image or you can also type in a value directly.

### 6. [Preview Area](#)

The Preview Area continuously displays a small preview of your kaleidoscope as it is being designed. The current kaleidoscope shape is listed directly beneath the kaleidoscope. Hovering your mouse over the kaleidoscope preview will display more details about the kaleidoscope shape. Clicking on the kaleidoscope preview will generate a full-screen version of the kaleidoscope.

### 7. [Palette Area](#)

The Palette Area is where you can enhance your kaleidoscope design by adding a background color and texture. Using the eyedropper, you can choose a background color directly from the image in the work area. You can then jazz up the solid color with a texture. You can choose from a list of predefined textures or you can define and use your own custom texture files. The scale slider lets you control how the texture will fill the background.





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## Menu Overview



File Edit View Tools Help

There are five top-level menus in Kaleidoscope Kreator 3:

### [File](#)

Contains the open, save, workspace, print and close operations.

### [Edit](#)

Contains commands to manipulate the image in the work area.

### [View](#)

Provides menu access to the full screen kaleidoscope preview.

### [Tools](#)

Provides access to options and tools.

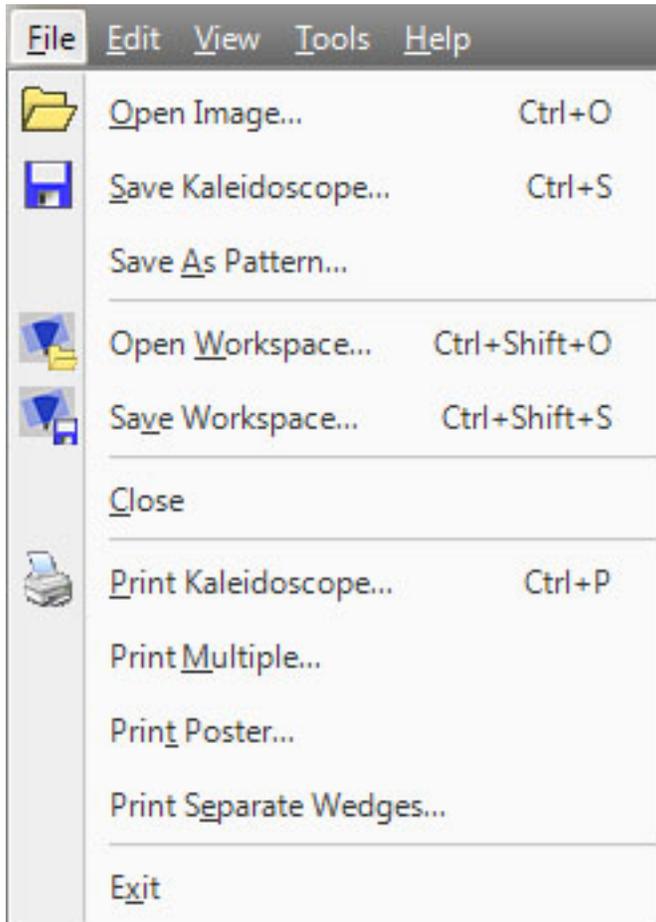
### [Help](#)

Provides access to the help system, the Kaleidoscope Collections web site, software registration, license key settings and version information.





## File Menu



The File menu provides access to open, save, workspace, print and close operations.

### [Open Image](#)

Opens the image that you will use to create a kaleidoscope.

### [Save Kaleidoscope](#)

Saves the kaleidoscope design to an image file.

### [Save As Pattern](#)

Saves the kaleidoscope design as a repeated pattern to an image file.

### [Open Workspace](#)

Opens a previously saved workspace.

### [Save Workspace](#)

Saves a snapshot of the workspace (image, image position, kaleidoscope shape, background color, etc.), so you can open it again later.

Close

Closes the image and resets the toolbar and palette settings.

### [Print Kaleidoscope](#)

Prints a single copy of your kaleidoscope in the size you specify.

### [Print Multiple](#)

Prints multiple copies of your kaleidoscope in whatever sizes and quantities you specify.

### [Print Poster](#)

Allows you to create kaleidoscope posters and other large-format projects by separating the kaleidoscope into "tiles" that can be printed on individual pages.

### [Print Separate Wedges](#)

Allows you to print each kaleidoscope segment separately.

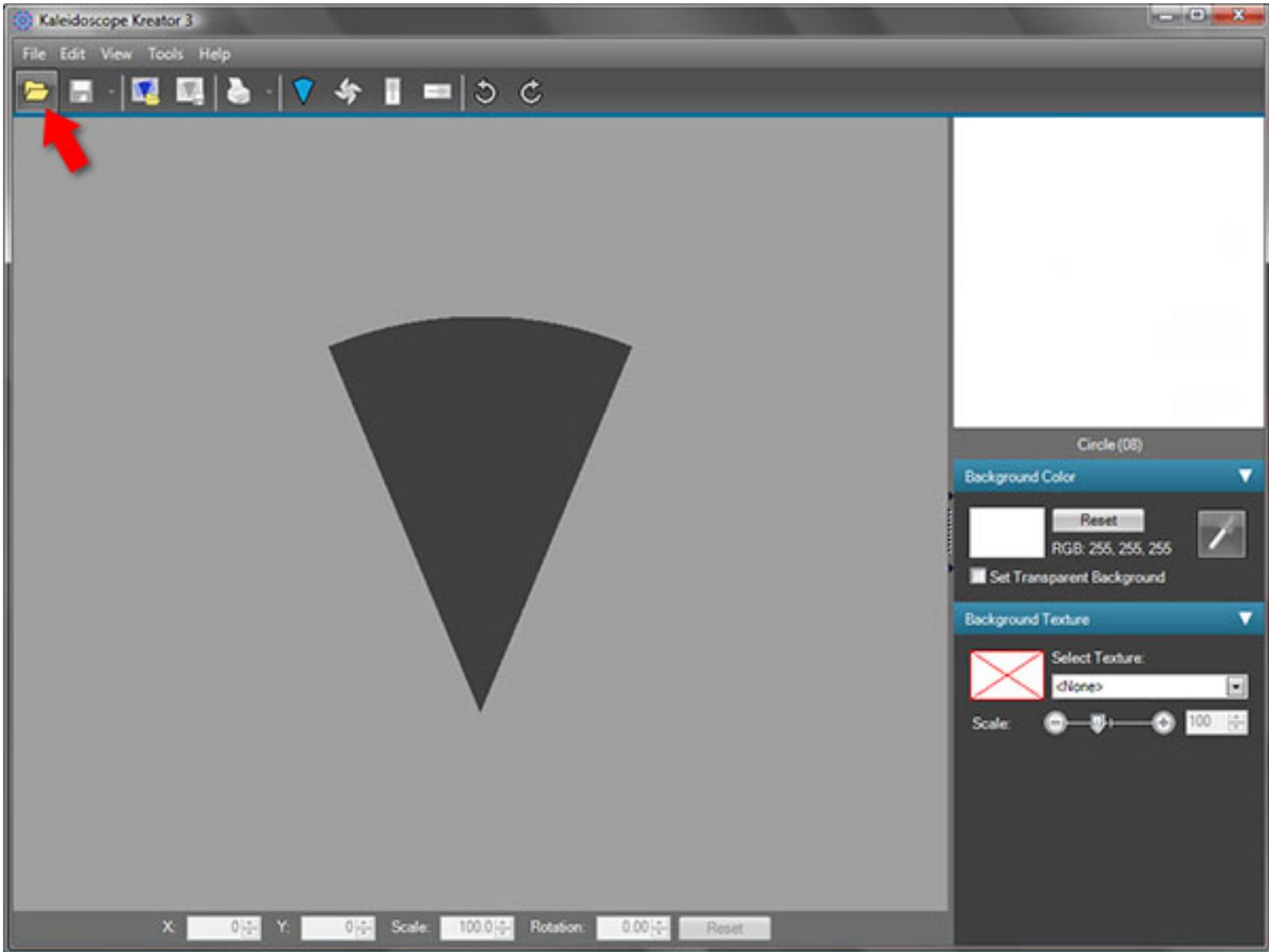
Exit

Exits the program.



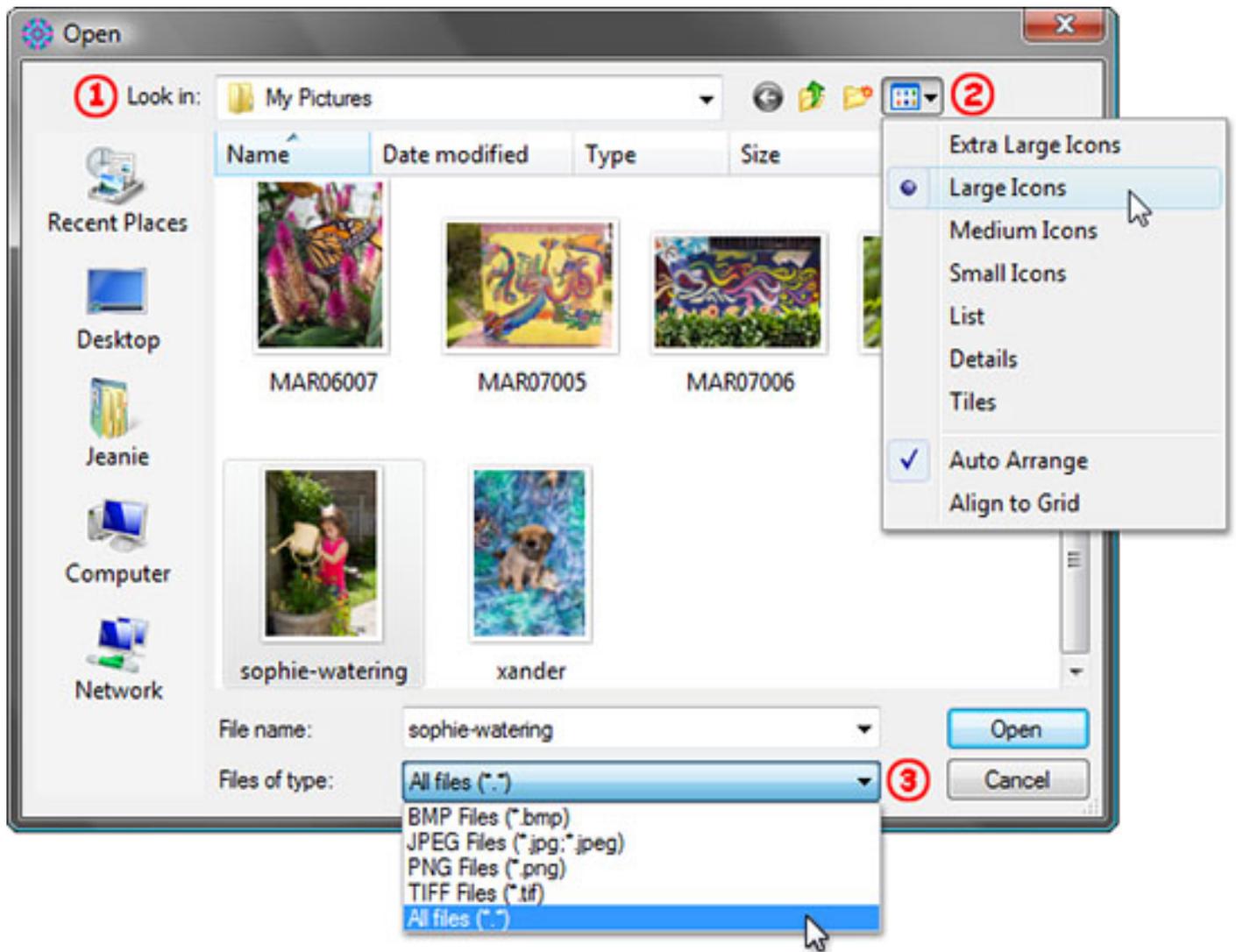
## Open Image

To open an image, either choose the File > Open Image... menu item or click on the Open Image toolbar button.

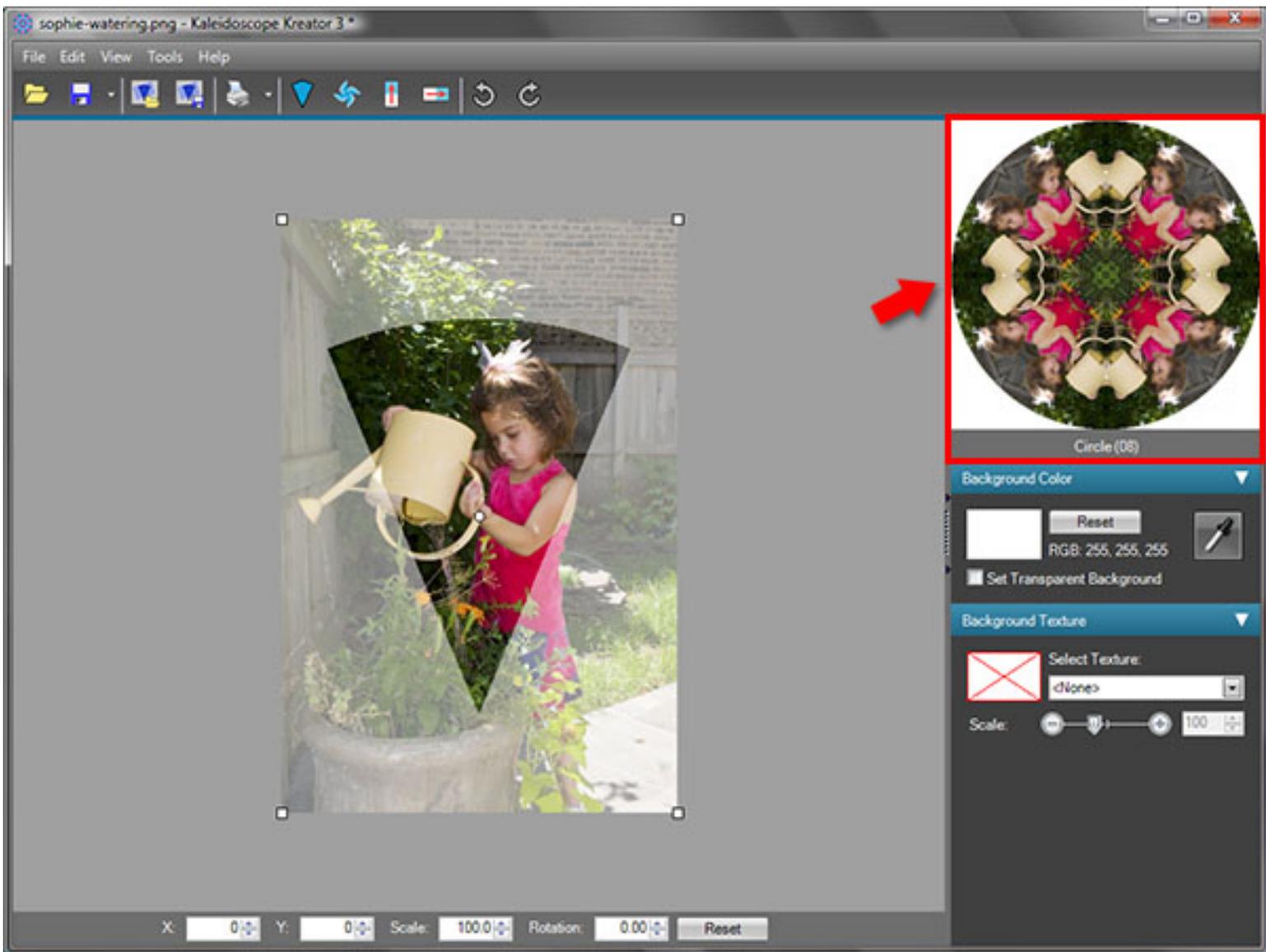


When the standard Windows® Open dialog box is displayed:

1. Navigate to the folder containing your photo or image file. (Kaleidoscope Kreator will remember the last folder that you opened.)
2. You can adjust how the image files are displayed in the dialog by clicking on the View menu and choosing a different setting.
3. If you do not see all of your images on your hard drive, it's possible that you are viewing files of just one file type. In this case look for the "Files of type" field at the bottom of the dialog box. Click on the pulldown and choose "All files". Kaleidoscope Kreator supports BMP, JPEG, PNG and non-compressed TIFF files; files in other formats will result in an error if you attempt to open them. (See [Supported Image File Types](#) for more information on file types.)

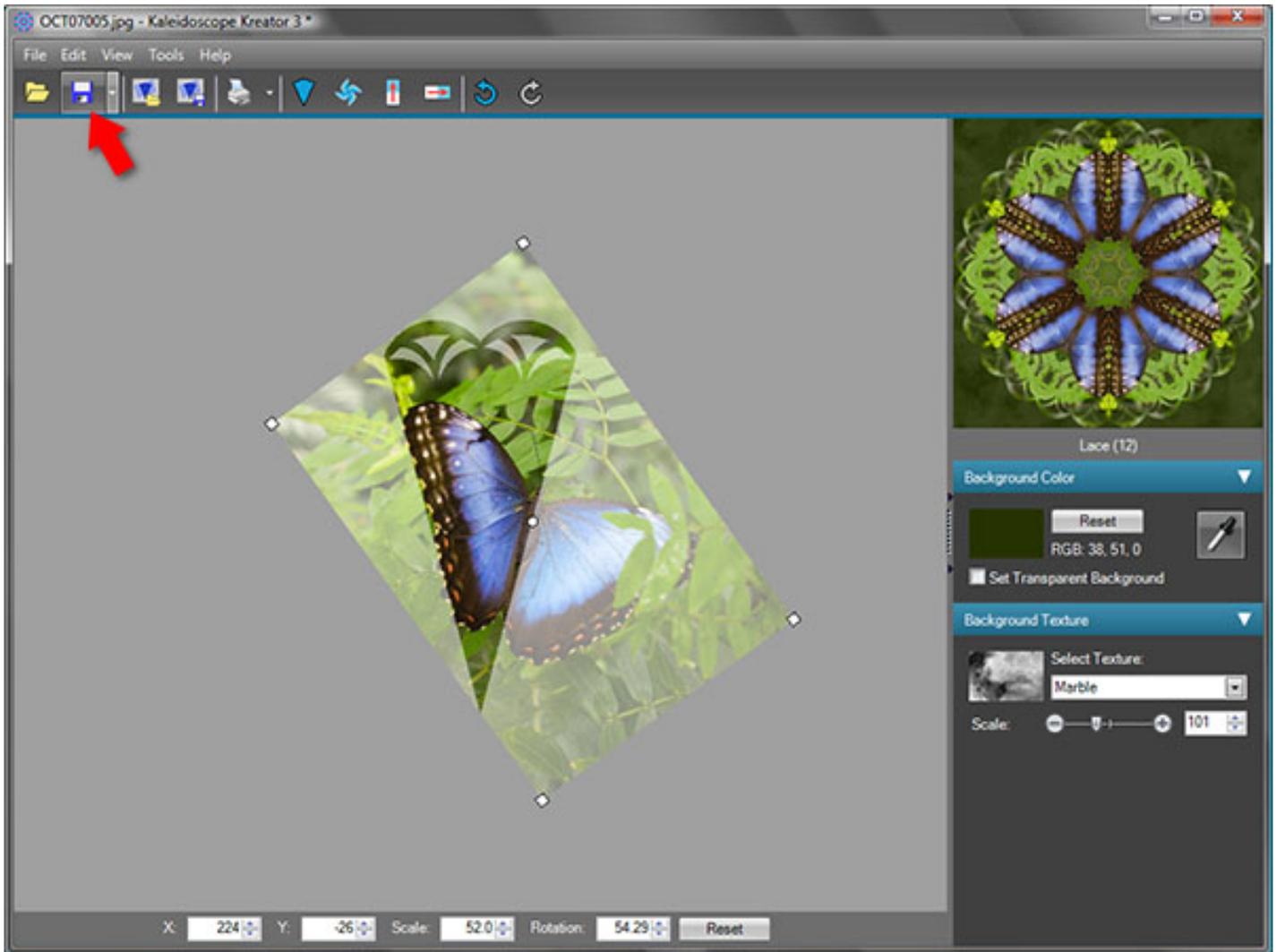


As soon as an image is loaded, the Kaleidoscope Preview becomes active. The Kaleidoscope Preview is then continually updated whenever changes are made in the work area.

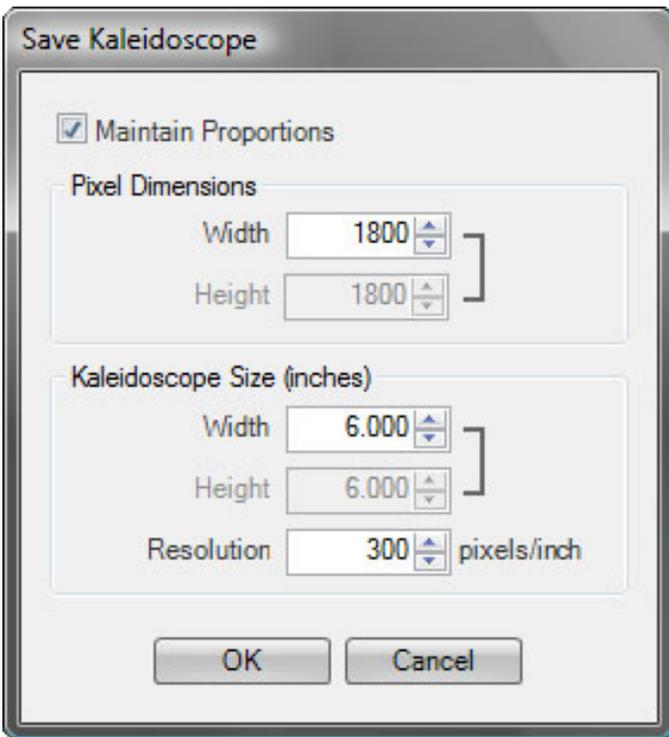


## Save Kaleidoscope

You can save your kaleidoscope to an image file by either clicking on the Save Kaleidoscope... toolbar button or choosing the File > Save Kaleidoscope... menu item. (You can then import your saved kaleidoscope image into another program if you so choose.)

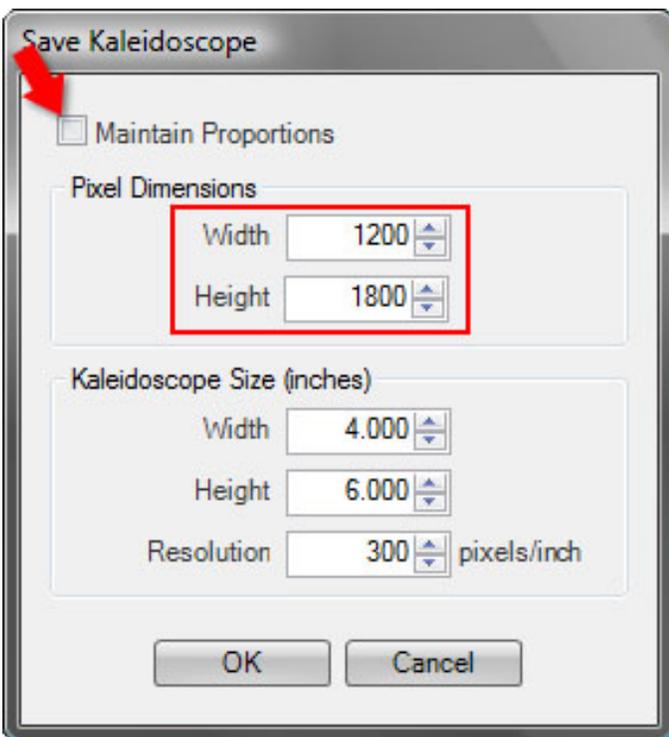


This displays the Save Kaleidoscope dialog, where you can specify the size of the saved kaleidoscope either in pixels or in inches and resolution.



The Pixel Dimensions section is most useful if your kaleidoscope will be displayed on the web or in an email. Images displayed on-screen are sized in pixels.

The Kaleidoscope Size section specifies the kaleidoscope's size in inches or centimeters and its resolution in pixels/inch. Use these fields if you are saving the kaleidoscope so it can be printed later or used in a design that is measured in inches or centimeters (units of measurement can be changed in the [Options](#) dialog.)



By default, Kaleidoscope Kreator will save a kaleidoscope with the width equal to the height, i.e. a square. You can specify a different width and height by **un**checking Maintain Proportions at the top of the Save Kaleidoscope dialog.



Kaleidoscope with equal width and height



Kaleidoscope with different width and height

After entering your kaleidoscope size, click OK to display the standard Windows® Save As dialog to specify the file location and file type.

**IMPORTANT:** If you have selected “Set Transparent Background” in the Background Color palette and want that transparency to appear in your saved kaleidoscope, make sure you choose the PNG file type. Any other file type will be saved with a white background.

For a more detailed discussion on pixel dimensions, image size and resolution, see [Understanding Image Size](#).



## Save As Pattern

Unlike Save Kaleidoscope which saves just one kaleidoscope to a file, Save As Pattern automatically repeats the kaleidoscope over and over until it fills an area that you specify. The result is an image file that contains a “pattern” of kaleidoscopes.

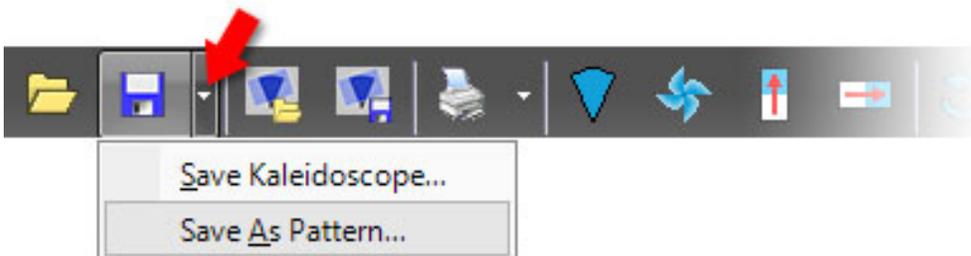


Saved kaleidoscope

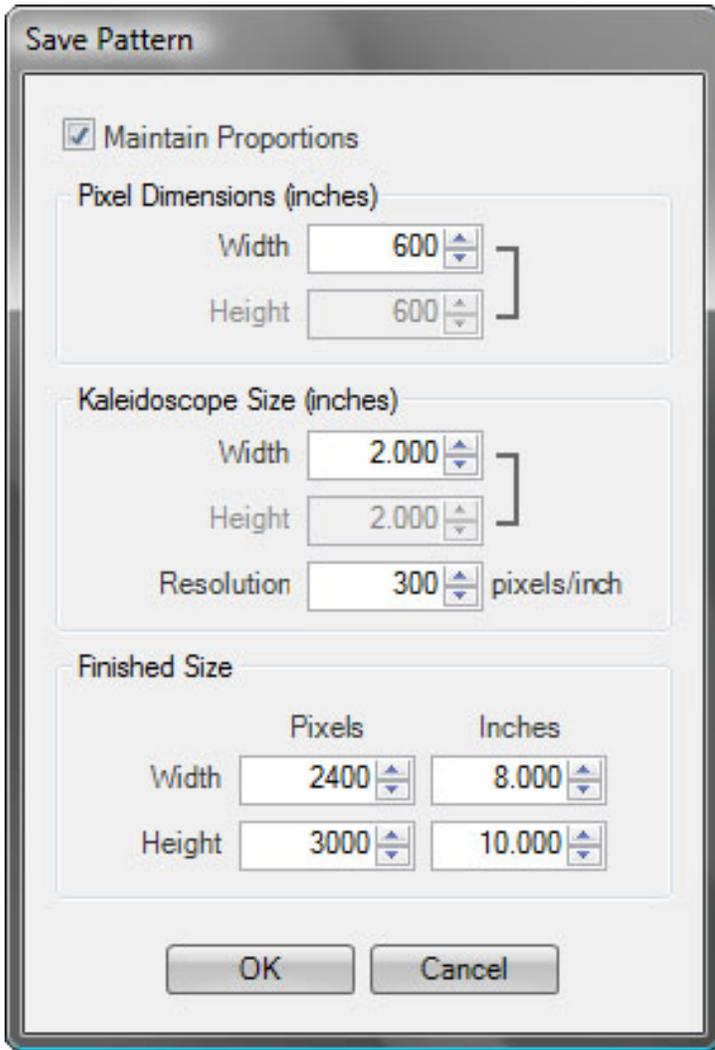


Same kaleidoscope saved as pattern

You can save your kaleidoscope as a pattern to a file by either clicking the pulldown arrow to the right of the Save Kaleidoscope button on the toolbar and choosing Save As Pattern, or choosing File>Save As Pattern from the menu.



This displays the Save Pattern dialog, where you can specify the size of the kaleidoscope “tiles” as well as the size of the overall image file.



The Pixel Dimensions field is most useful if your kaleidoscope will be displayed on the web or in an email. Images displayed on-screen are sized in pixels.

The Kaleidoscope Size fields specify the kaleidoscope's size in inches or centimeters and its resolution in pixels/inch. Use these fields if you are saving the kaleidoscope so it can be printed later or used in a design that is measured in inches or centimeters (units of measurement can be changed in the [Options](#) dialog.)

The Finished Size fields specify the overall size of the image file in either pixels or inches/centimeters.

After entering the kaleidoscope size and finished image size, click OK to view the standard Windows® Save As dialog to specify the file location and file type.

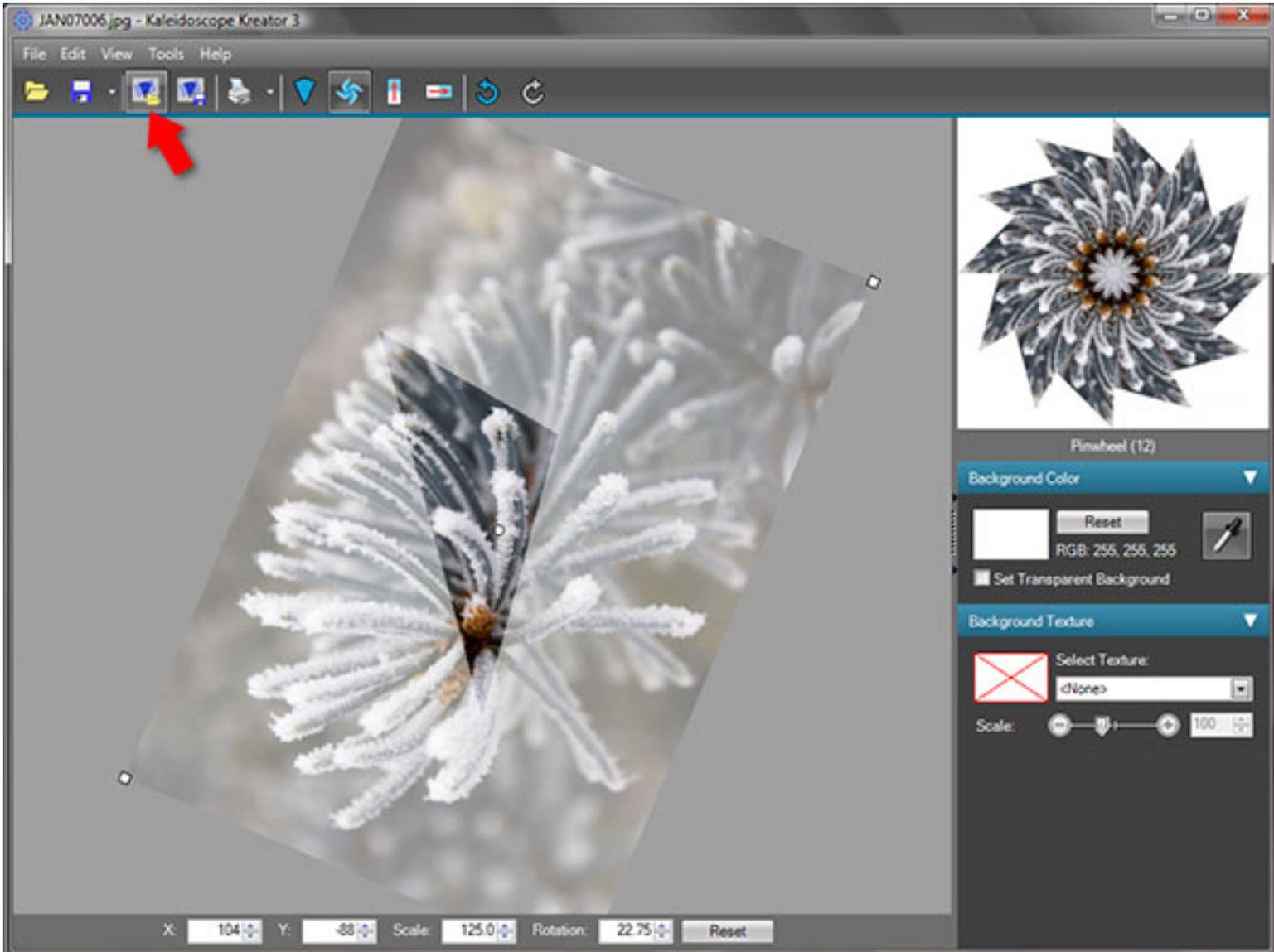




## Open Workspace

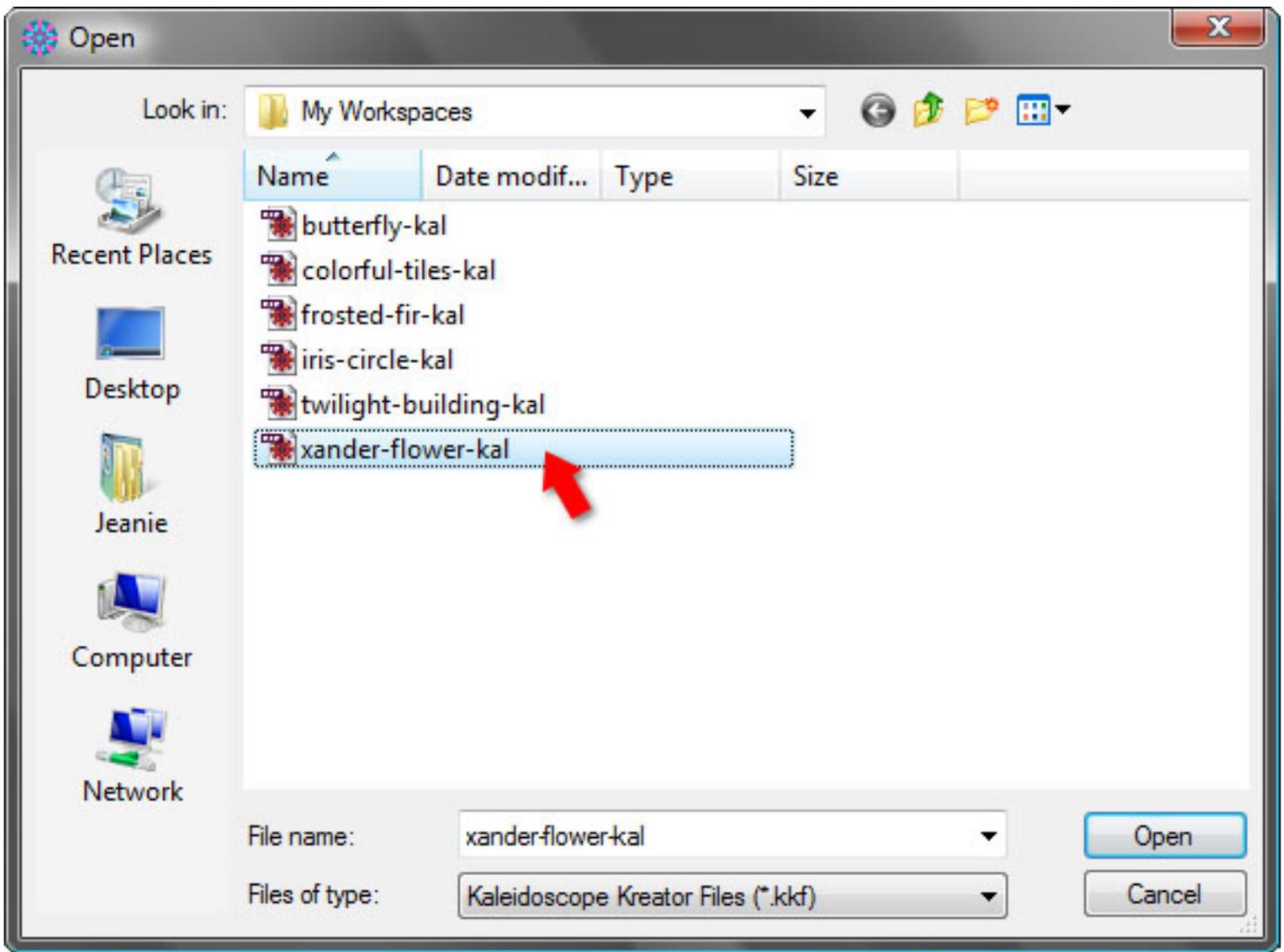
A Kaleidoscope Kreator workspace is a snapshot of the workspace of a kaleidoscope design that you previously saved. When you open a previously-saved workspace, the image scale, position, rotation, kaleidoscope shape, pinwheel mode setting, flip image settings, background color and background texture from that workspace are restored.

To open a previously-saved workspace, click on the Open Workspace button in the toolbar or choose the File > Open Workspace... menu item.

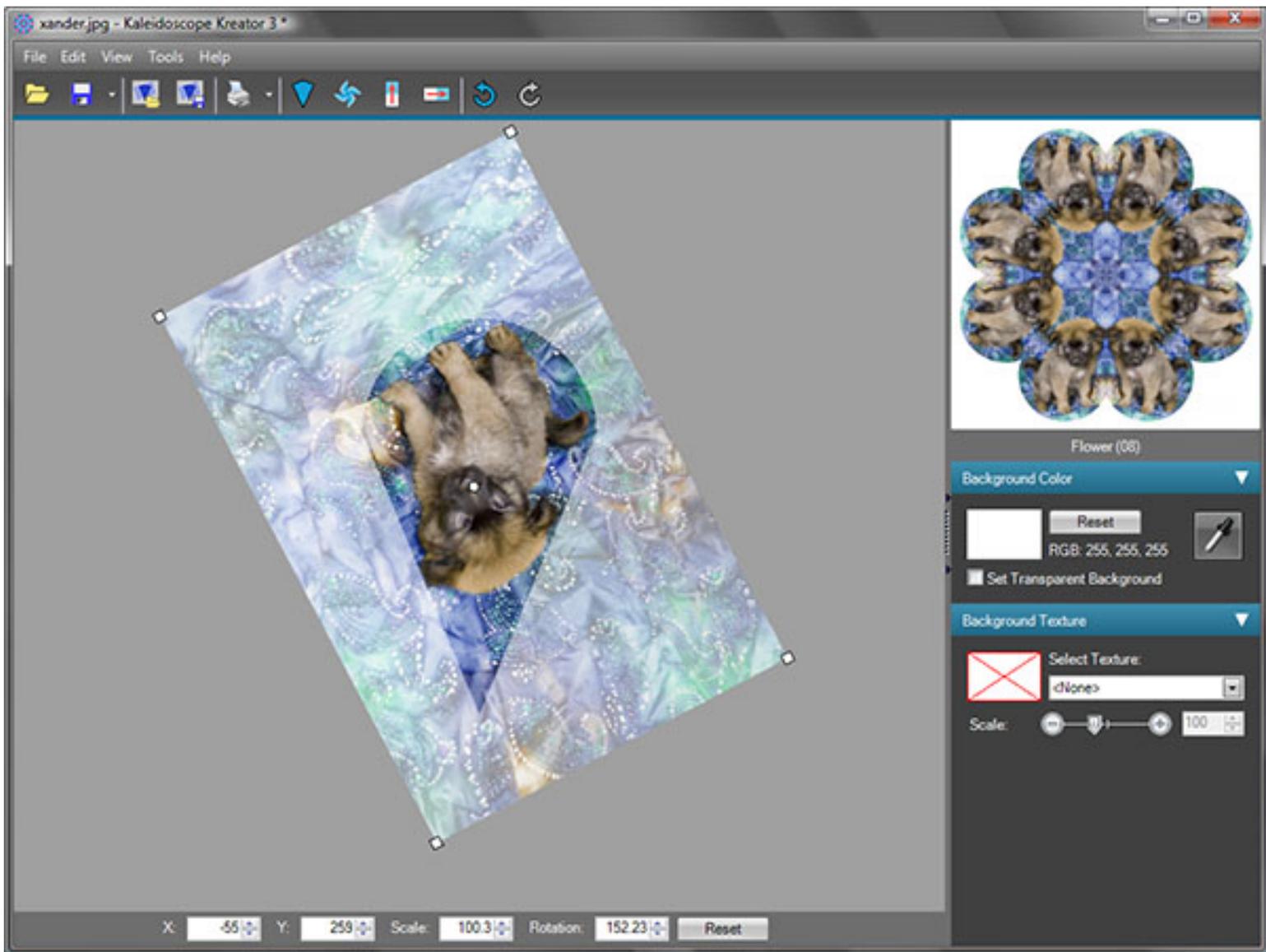


**Note:** When you open a previously-saved workspace, the current image size, position, etc., will be replaced with the previous values. Kaleidoscope Kreator will notify you if your current work has not yet been saved.

You will then be presented with the standard Windows® Open dialog box. Double-click on the workspace file that you want to open or highlight it and click on the Open button. Kaleidoscope Kreator 3 workspace files always have a .kk3 file extension.



In this example, the previously-saved workspace file "xander-kal.kk3" is opened and its image and settings are now displayed in the workspace.



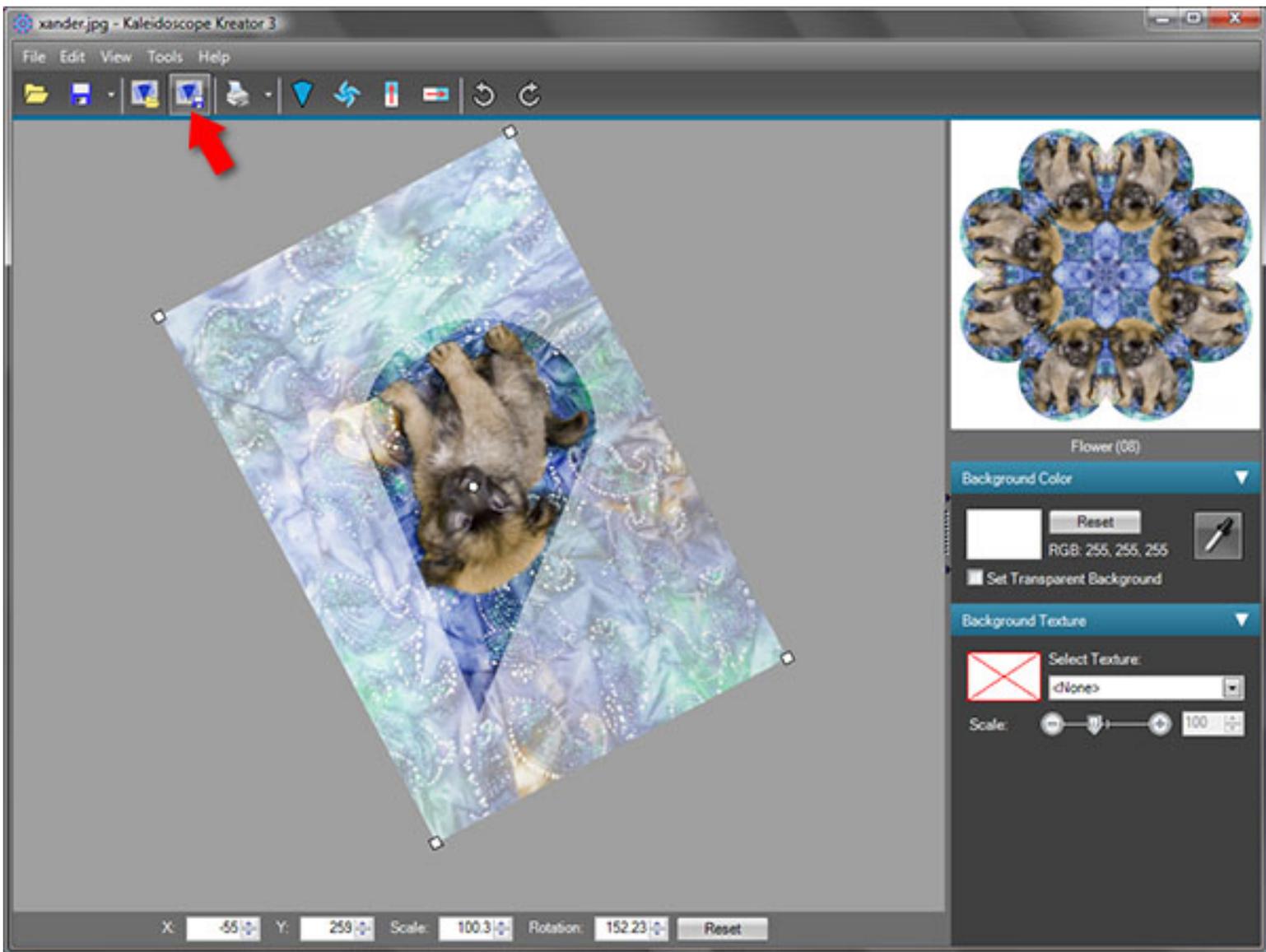


## Save Workspace

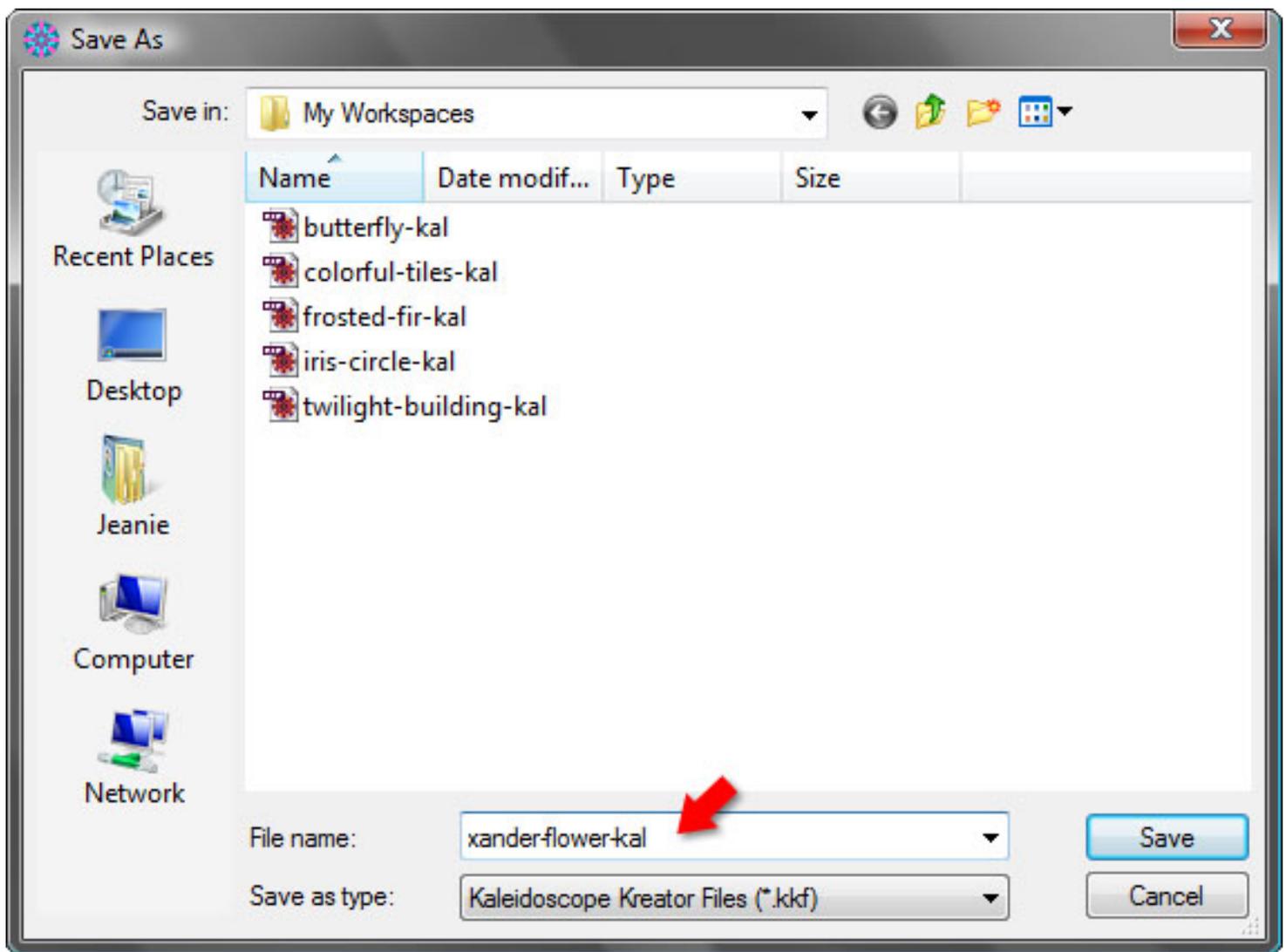
A Kaleidoscope Kreator workspace is a snapshot of your kaleidoscope that you can re-open again later to take advantage of Kaleidoscope Kreator's special print features, to save a kaleidoscope image in a different size, or to simply continue working where you left off. When you save the workspace, the following elements are saved to the workspace file:

- current image
- image scale
- image position
- image rotation
- kaleidoscope shape
- pinwheel mode setting
- flip image settings
- background color
- background texture

To save your workspace, click on the **Save Workspace** button in the tool bar or choose the **File > Save Workspace...** menu item.



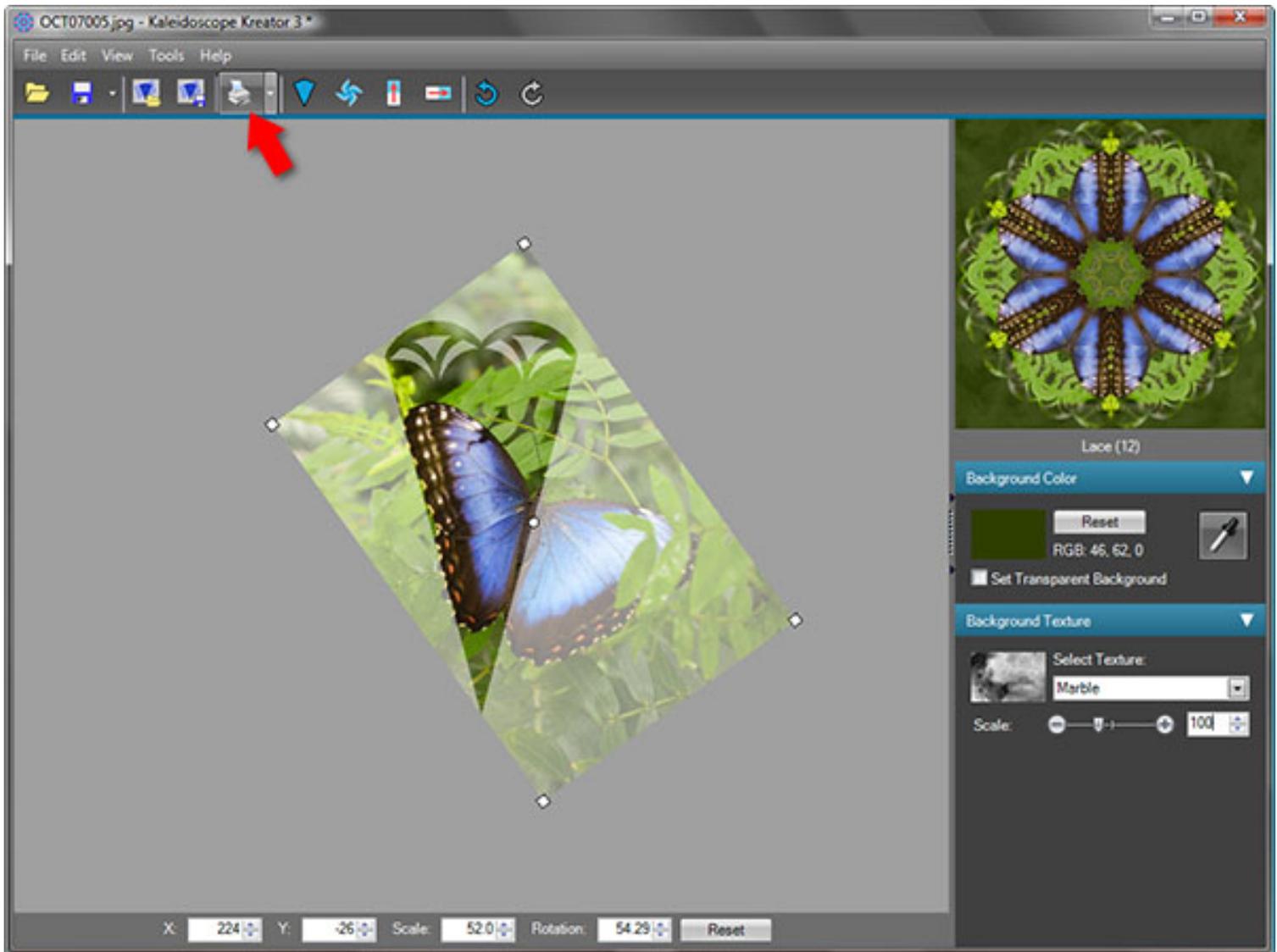
This will display the standard Windows® Save As dialog box. Navigate to the folder that the workspace file will be saved to, enter the name of the file, and click on the Save button. In this example, the workspace is saved to the file "xander-flower-kal.kk3" in a folder called "My Workspaces". Kaleidoscope Kreator 3 workspace files always use the .kk3 file extension.





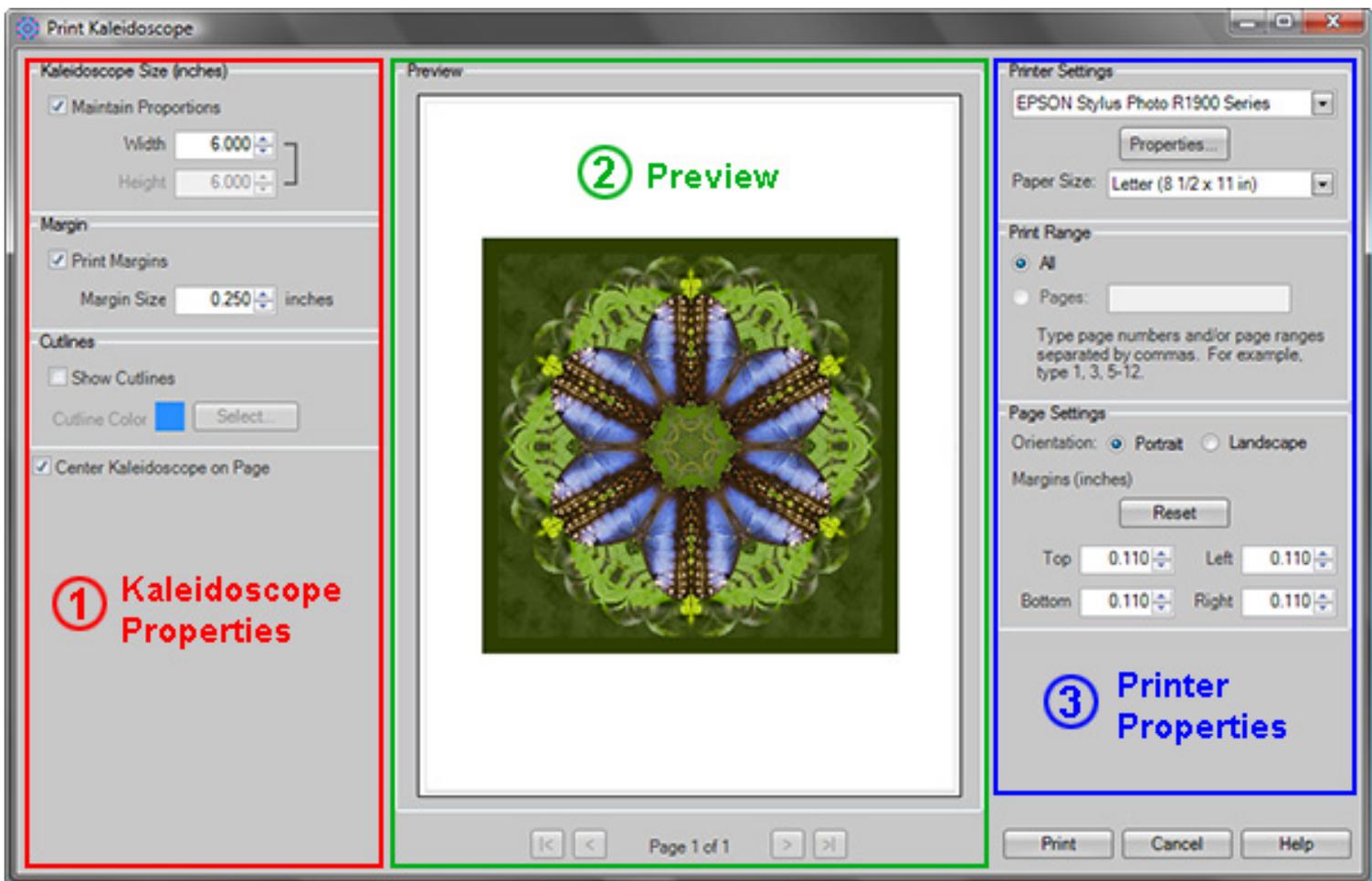
## Print Kaleidoscope

You can print a single kaleidoscope directly from Kaleidoscope Kreator by clicking on the Print Kaleidoscope toolbar button or choosing File > Print... from the menu.



This displays the Print Kaleidoscope dialog, which has three main panels:

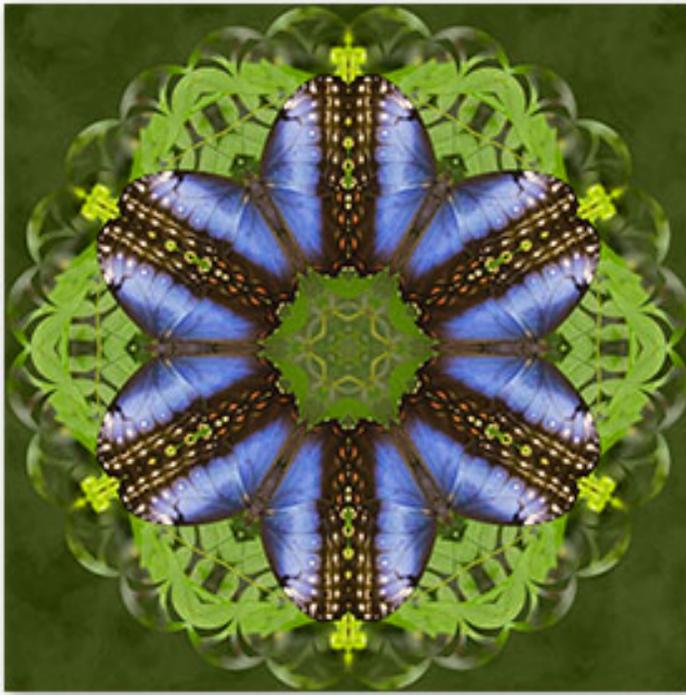
1. The [Kaleidoscope Properties Panel](#) is where you specify the size of the printed kaleidoscope, print margins, cutlines, and whether the kaleidoscope should be centered on the printed page;
2. The [Preview Panel](#) displays what the printed page will look like; and
3. The [Printer Properties Panel](#) is where you choose the printer, set its properties, choose which page(s) to print, and set the page margins and orientation.



## 1. Kaleidoscope Properties Panel

Use the Kaleidoscope Size section to specify the desired size of the kaleidoscope in inches (or centimeters depending on which you have selected in the [Options](#) dialog.) Note that you can specify a kaleidoscope size that is larger than will fit on the page. Kaleidoscope Kreator will print only that portion which will fit within the page margins specified in the Page Settings section on the right side of the Print Kaleidoscope dialog. You will see whether or not the kaleidoscope fits on the page in the Preview, but pay close attention if you add print margins to a kaleidoscope that is already close to the page size.

By default, Kaleidoscope Kreator will print a kaleidoscope with the width equal to the height, i.e. square. You can specify a different width and height by **un**checking Maintain Proportions.



Kaleidoscope with equal width and height



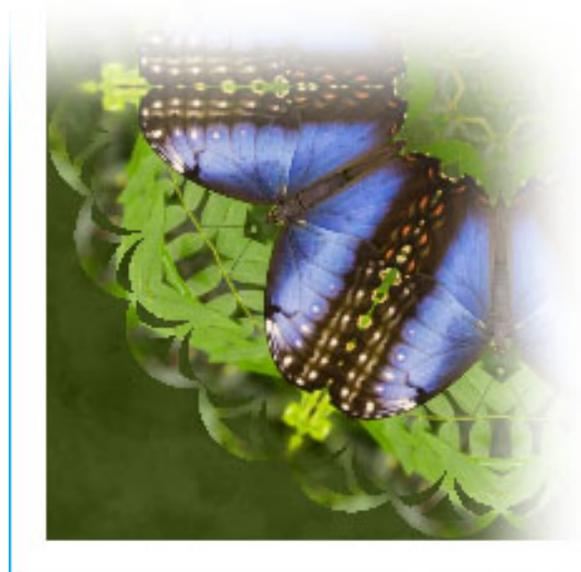
Kaleidoscope with different width and height

If Print Margins is checked, the kaleidoscope will be surrounded by a margin as specified in the Margin Size field. The Print Margin is filled with whatever the current background color is, but not the background texture. *Note:* The margin size is added to the kaleidoscope size. For example, if you specify a 6" kaleidoscope with 0.25" margins, the total size of the image printed on the page will be 6.5" (6" plus two times 0.25" since the margin is added on either side of the kaleidoscope.)

If Show Cutlines is checked, a thin cutline will be drawn around the outside of the kaleidoscope or print margin (if one is specified.) The color of the cutline can be modified by clicking on the Select button and choosing a new color from the color wheel. Cutlines are useful if the background color is white and you want to know where the boundary of the print margin is.



The print margin is filled with whatever the current background color is, but not the



If the background color is white and you want to know where the boundary of the print margin is,

background texture.

check Show Outlines.

If Center Kaleidoscope on Page is checked, the kaleidoscope will be centered horizontally and vertically within the page margins defined in the Page Settings section on the right side of the Print Kaleidoscope dialog.

## 2. Preview Panel

The Preview Panel shows you how your kaleidoscope will be positioned on the page. The size of the kaleidoscope is defined in the Kaleidoscope Properties panel on the left side of the Print Kaleidoscope dialog. The size of the paper and the page margins are defined in the Printer Properties panel on the right side of the Print Kaleidoscope dialog.

## 3. Printer Properties Panel

Printer Settings

EPSON Stylus Photo R1900 Series

Properties...

Paper Size: Letter (8 1/2 x 11 in)

Print Range

All

Pages:

Type page numbers and/or page ranges separated by commas. For example, type 1, 3, 5-12.

Page Settings

Orientation:  Portrait  Landscape

Margins (inches)

Reset

Top 0.110 Left 0.110

Bottom 0.110 Right 0.110

Use the Printer Settings section to select your printer, set the printer properties (such as paper type and print quality) and select the paper size.

Specify which pages you want to print in the Print Range section. (In the case of the Print Kaleidoscope function, the print range will always be set to "All" since there is only one page to print.)

In the Page Settings section, you can orient the paper to be either portrait or landscape.

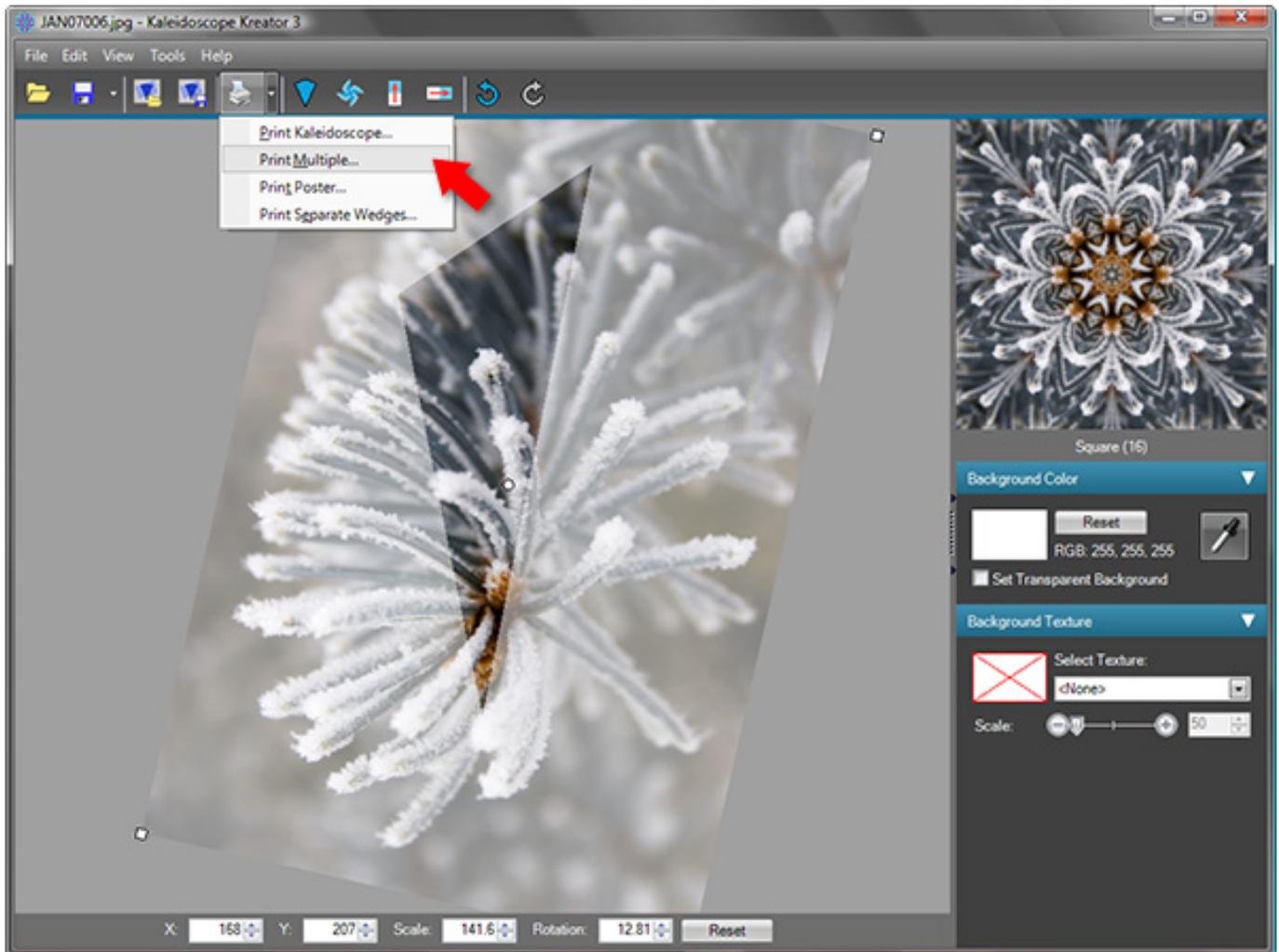
The Margins default to the actual printer margins of your selected printer. The print margin values are in inches (or centimeters). The margin value is always measured from the edge of the page, so if you want a kaleidoscope to print 1 inch from the left side of the page, then type "1.0" in the "Left" margin field. Clicking on the Reset button will return the margins to the hard-coded printer margins. Note: If you change the page margins and the kaleidoscope is not positioned on the page as you would expect, check whether or not [Center Kaleidoscope on Page](#) is checked in the Kaleidoscope Properties panel on the left side of the Print Kaleidoscope dialog.



## Print Multiple

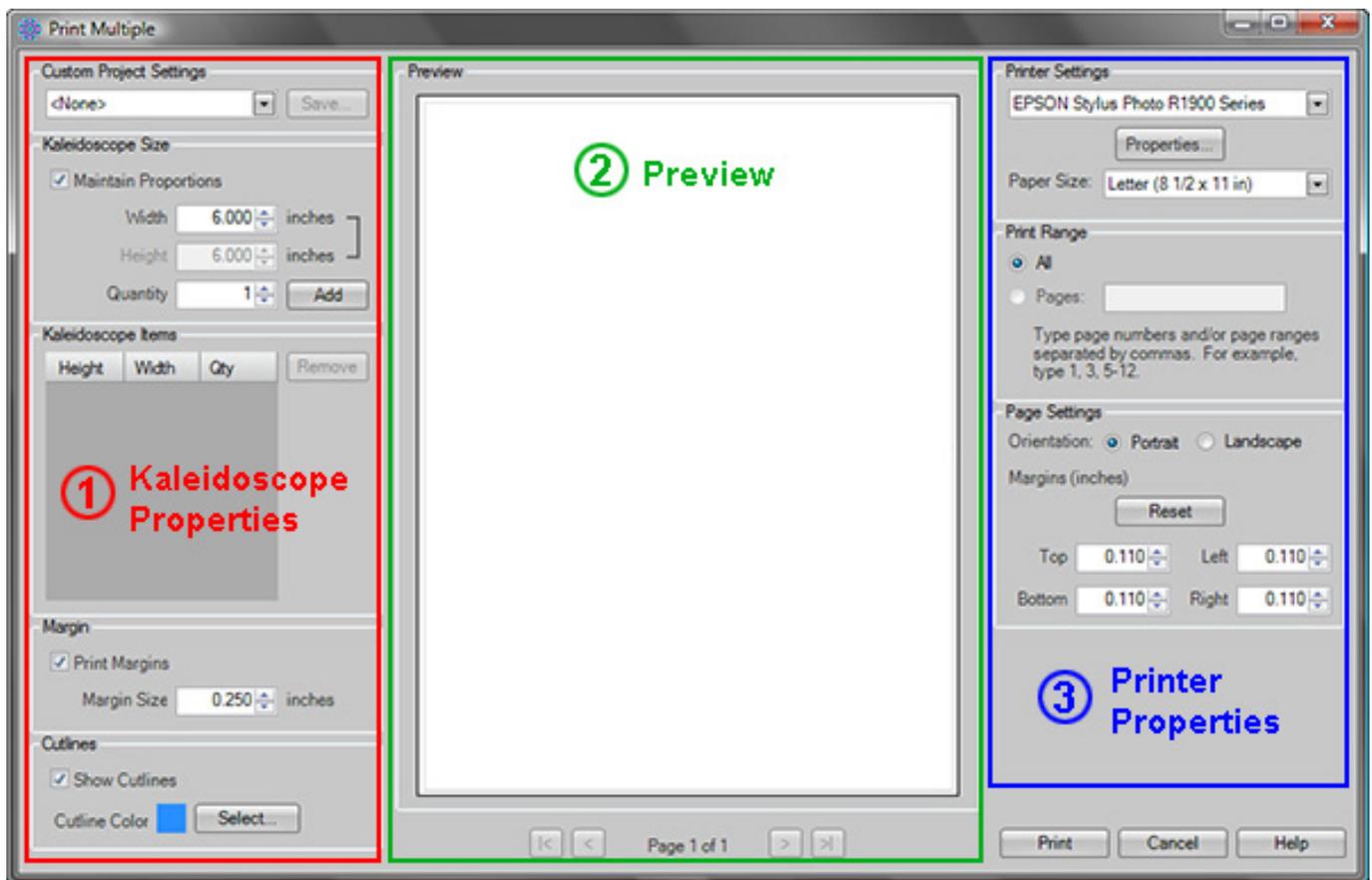
The Print Multiple print feature allows you to multiple copies of your kaleidoscope in whatever sizes and quantities you specify. This is especially useful for printing patterned paper, or whenever your project requires many copies of the same kaleidoscope.

To use this feature, click the pulldown to the right of the Print Kaleidoscope button on the toolbar and choose Print Multiple..., or choose File>Print Multiple... from the menu.



This displays the Print Multiple dialog, which has three main panels:

1. The [Kaleidoscope Properties Panel](#) is where you specify the sizes and quantities of the kaleidoscope copies to be printed, print margins and cutlines;
2. The [Preview Panel](#) displays what the printed page will look like; and
3. The [Printer Properties Panel](#) is where you choose the printer, set its properties, choose which page(s) to print, and set the page margins and orientation.



## 1. Kaleidoscope Properties Panel

Use the Kaleidoscope Size section to specify the desired size of the kaleidoscope in inches (or centimeters depending on which you have selected in the [Options](#) dialog) as well as the quantity of that size. Then click the Add button to add that size/quantity to the Kaleidoscope Items list. Repeat for each size and quantity that you wish to print. To delete an entry from the list, highlight it and click the Remove button.

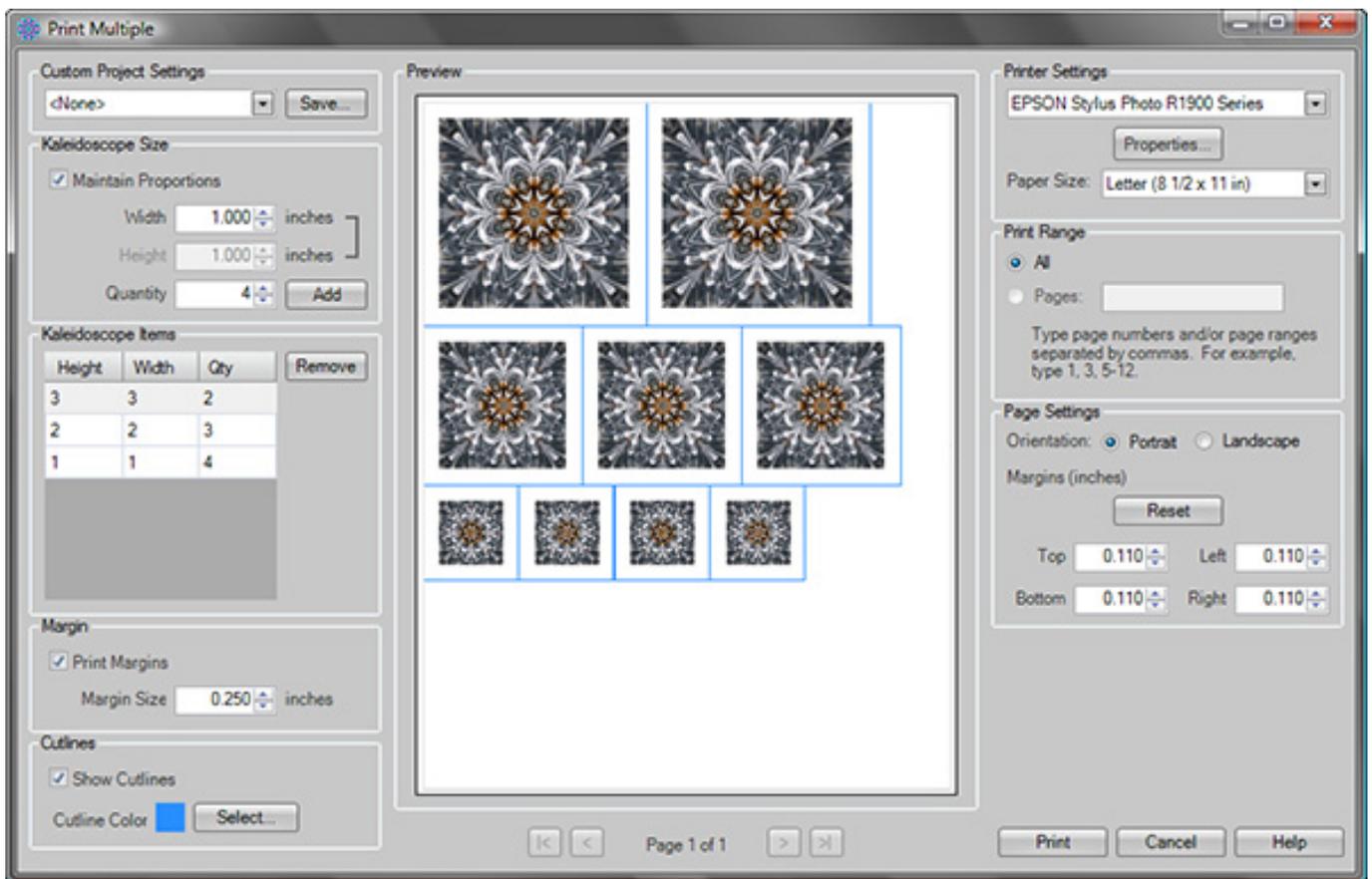
By default, Kaleidoscope Kreator will print kaleidoscopes with equal width and height, i.e. square. You can specify a different width and height by **un**checking Maintain Proportions.

If Print Margins is checked, each kaleidoscope will be surrounded by a margin as specified in the Margin Size field.  
*Note:* The margin size is added to the kaleidoscope size. For example, if you specify a 2" kaleidoscope with 0.25" margins, the total size of the image printed on the page will be 2.5" (2" plus two times 0.25" since the margin is added on either side of the kaleidoscope.) The Print Margin is filled with whatever the current background color is, but not the background texture. Kaleidoscope Kreator will attempt to print as many kaleidoscopes as will fit on a given page, taking the specified margin size and page margins into account. See the following examples for more details.

If Show Cutlines is checked, a thin line will be included on the page to indicate the print margin boundaries. The color of the cutlines can be changed by clicking on the Select button.

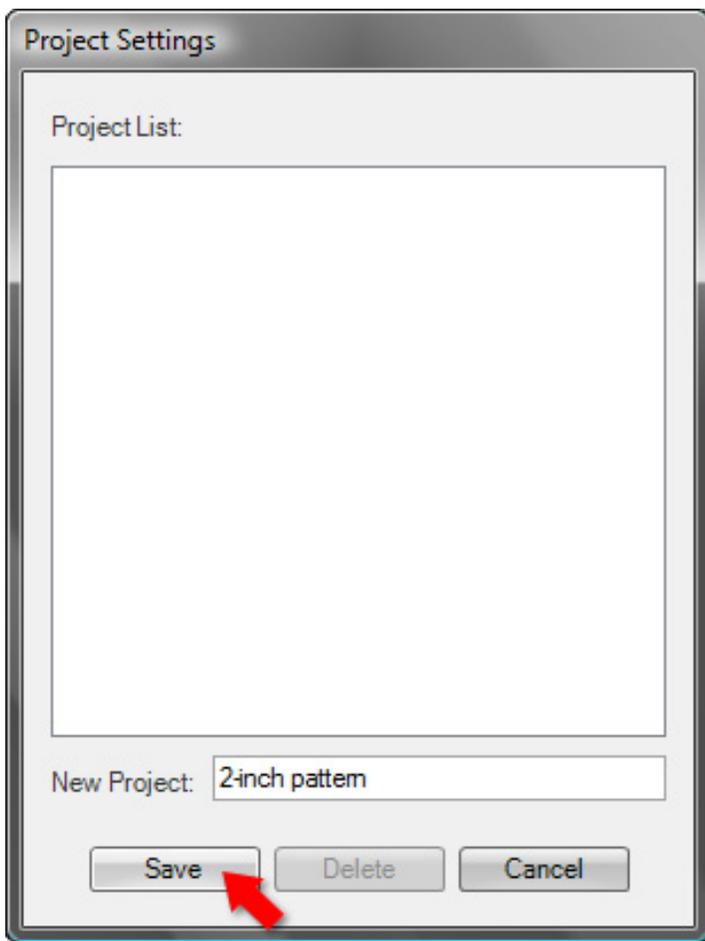
### Example

In this example, three different kaleidoscope sizes have been specified: two 3-inch kaleidoscopes, three 2-inch kaleidoscopes, and four 1-inch kaleidoscopes. Each kaleidoscope is to be surrounded by a 0.250 inch print margin, and cutlines will indicate margin boundaries.

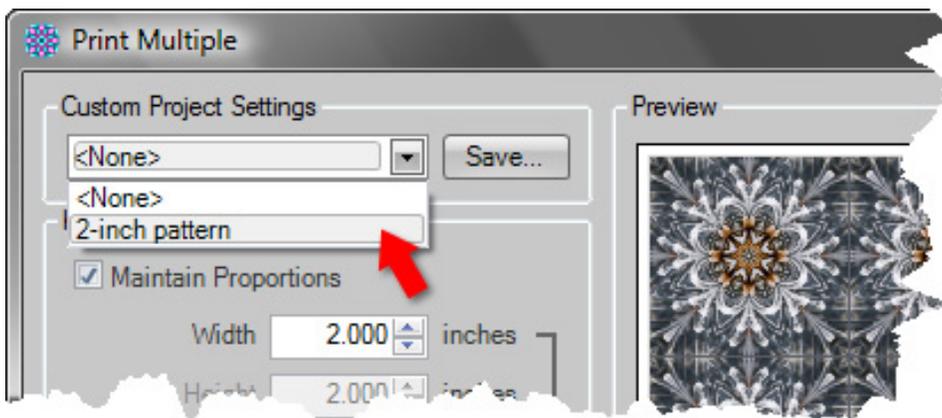


## Custom Project Settings

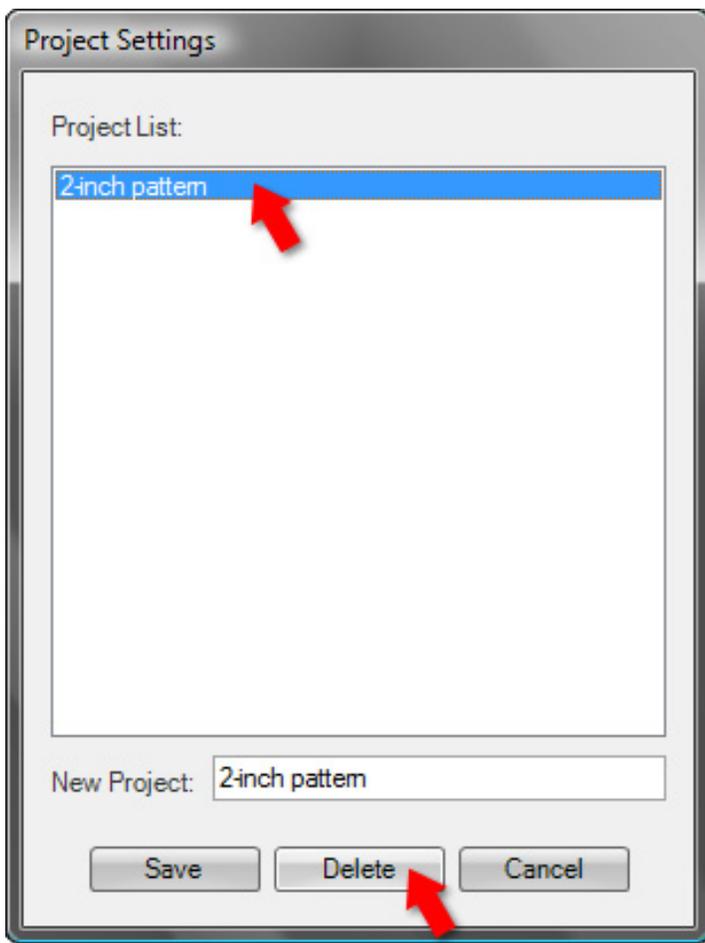
If you have a favorite project that always requires the same print multiple settings, you can save those settings and select them from the Custom Project Settings list. For example, if you frequently print a patterned paper with 2" kaleidoscope tiles, then you would first specify a kaleidoscope size of 2" and a quantity of 40 (to fill a standard 8"x10" size), then click the Add button. You'll also want to uncheck Print Margins and Show Cutlines. Next, click on the Save button at the top in the Custom Project Settings section, enter a name for your custom settings (for example, "2-inch pattern") in the dialog that appears and click on the Save button.



From now on, the 2-inch pattern custom setting will appear in the drop-down list for easy access.



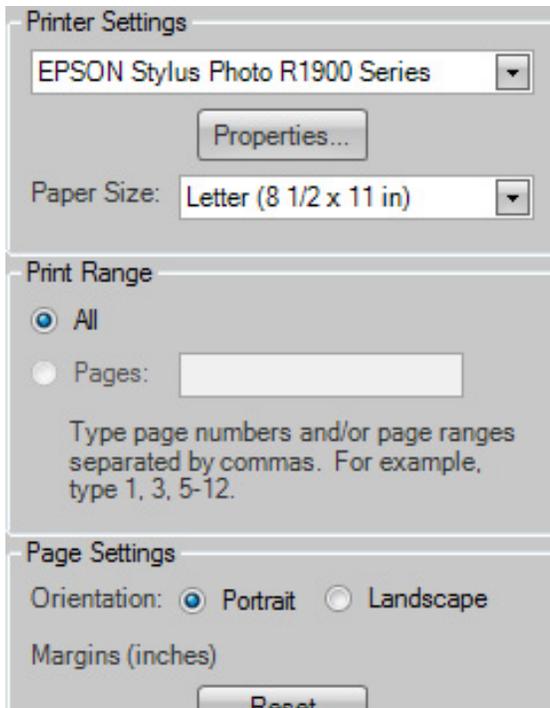
If you want to delete a custom project setting for any reason, click on the Save button (regardless of what sizes are currently in the item list) to bring up the Project Settings dialog. Click on the project setting that you want to delete to highlight it, then click on the Delete button. If you don't want to save the current print settings, then click Cancel to return to the Print Multiple window.



## 2. Preview Panel

The Preview Panel shows you how your kaleidoscope copies will be arranged on each page. Note that the preview will remain empty until you add size and quantity selections to the Kaleidoscope Items list in the Kaleidoscope Size panel. You can preview different pages by clicking on the arrow buttons beneath the page preview.

## 3. Printer Properties Panel



Use the Printer Settings section to select your printer, set the printer properties (such as paper type and print quality) and select the paper size.

Specify which pages you want to print in the Print Range section.

In the Page Settings section, you can orient the paper to be either portrait or landscape.

The Margins default to the actual printer margins of your selected printer. The print margin values are in inches (or centimeters). The margin value is always measured from the edge of the page, so if you want a kaleidoscope to print 1 inch from the left side of the page, then type "1.0" in the "Left" margin field. Clicking on the Reset button will return the margins to the hard-coded printer margins.

Orientation:  Portrait  Landscape

Margins (inches)

Reset

Top 0.110 Left 0.110

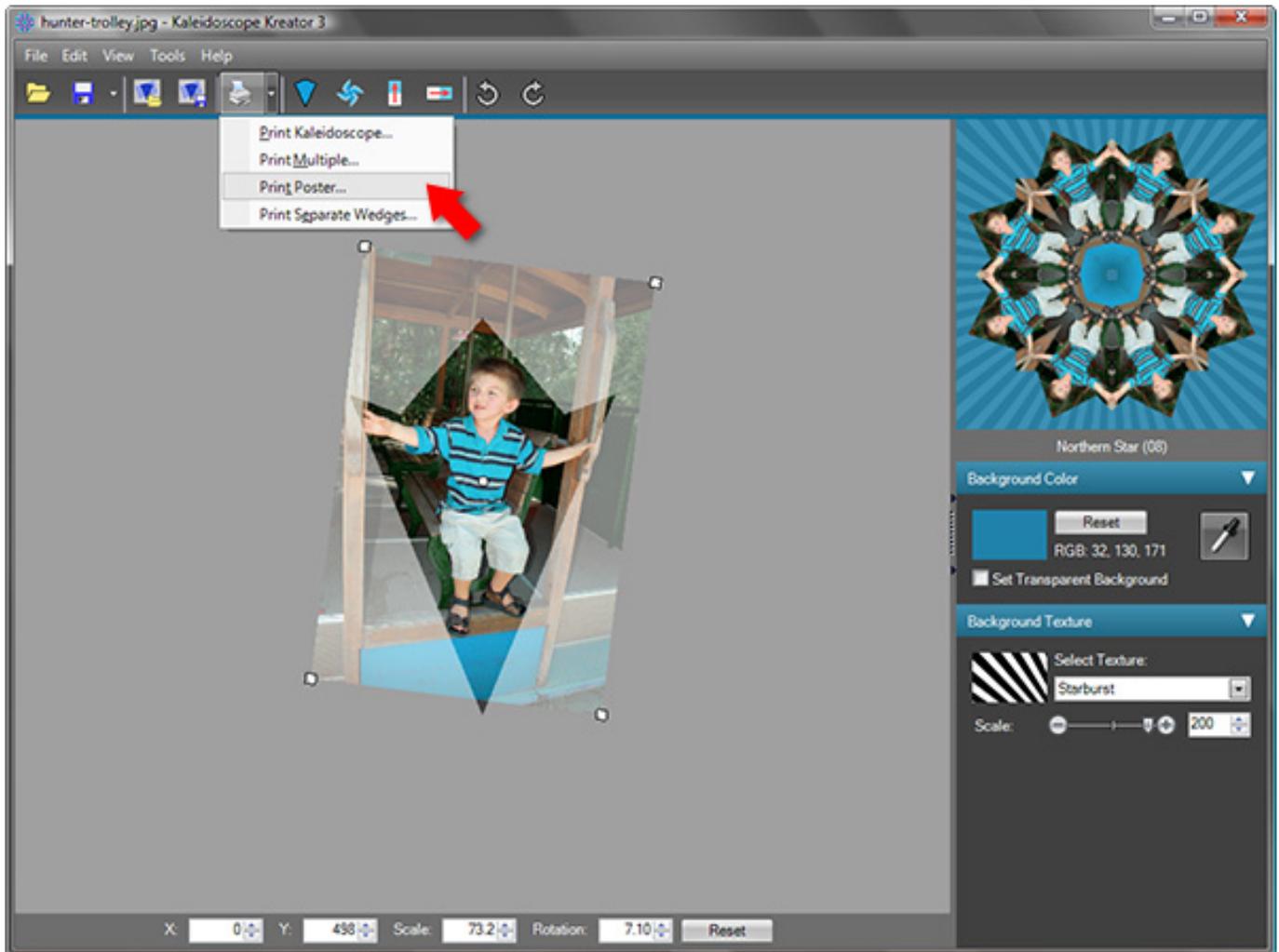
Bottom 0.110 Right 0.110



## Print Poster

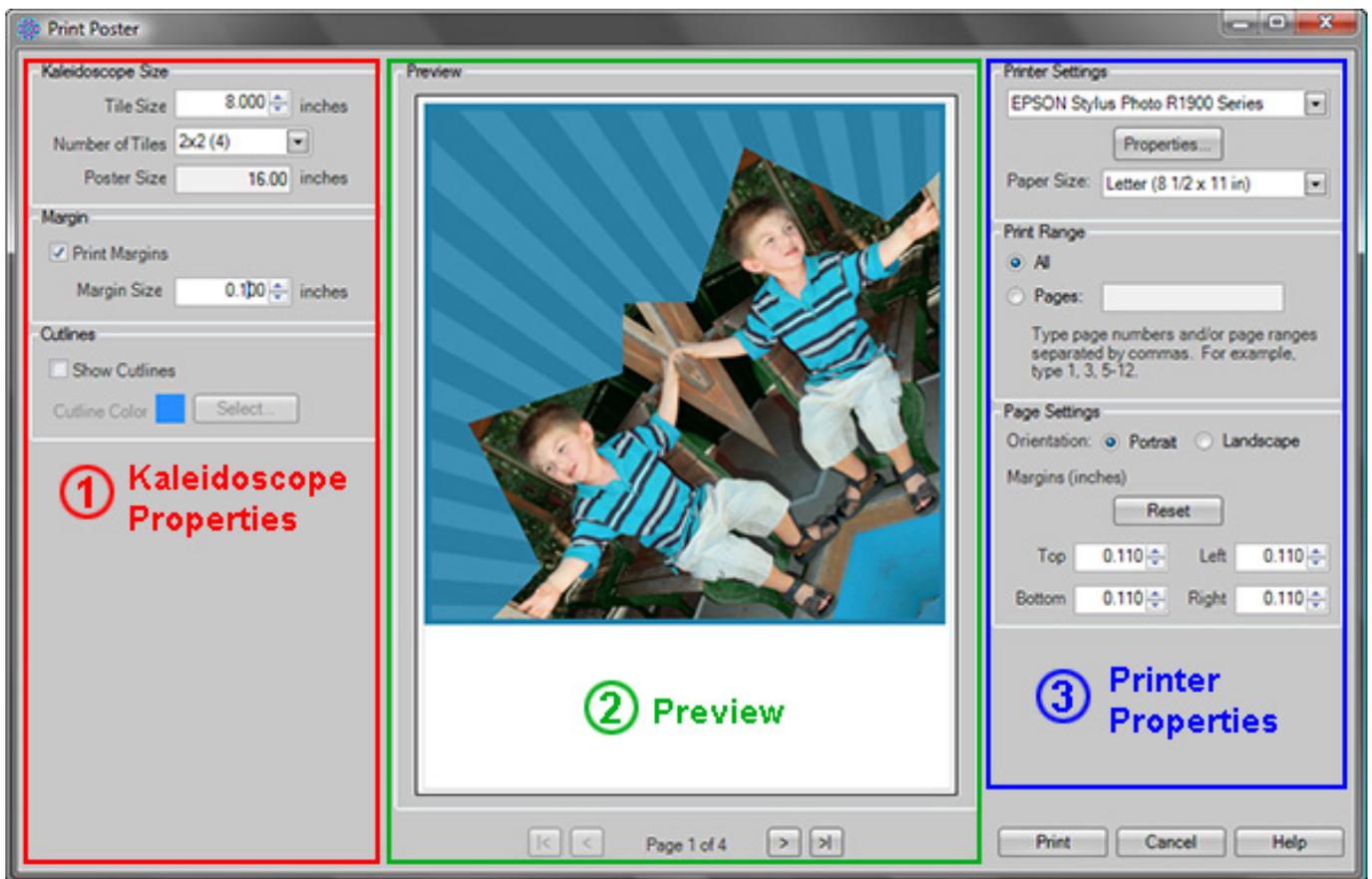
The Print Poster print feature allows you to create kaleidoscope posters and other large-format projects by separating the kaleidoscope into "tiles" that can be printed on individual pages.

To use this feature, click the pulldown to the right of the Print Kaleidoscope button on the toolbar and select Print Poster..., or choose File>Print Poster... from the menu.



This displays the Print Poster dialog, which has three main panels:

1. The [Kaleidoscope Properties Panel](#) is where you specify the size of the printed kaleidoscope, print margins, and cutlines;
2. The [Preview Panel](#) displays what the printed page will look like; and
3. The [Printer Properties Panel](#) is where you choose the printer, set its properties, choose which page(s) to print, and set the page margins and orientation.



## 1. Kaleidoscope Properties Panel

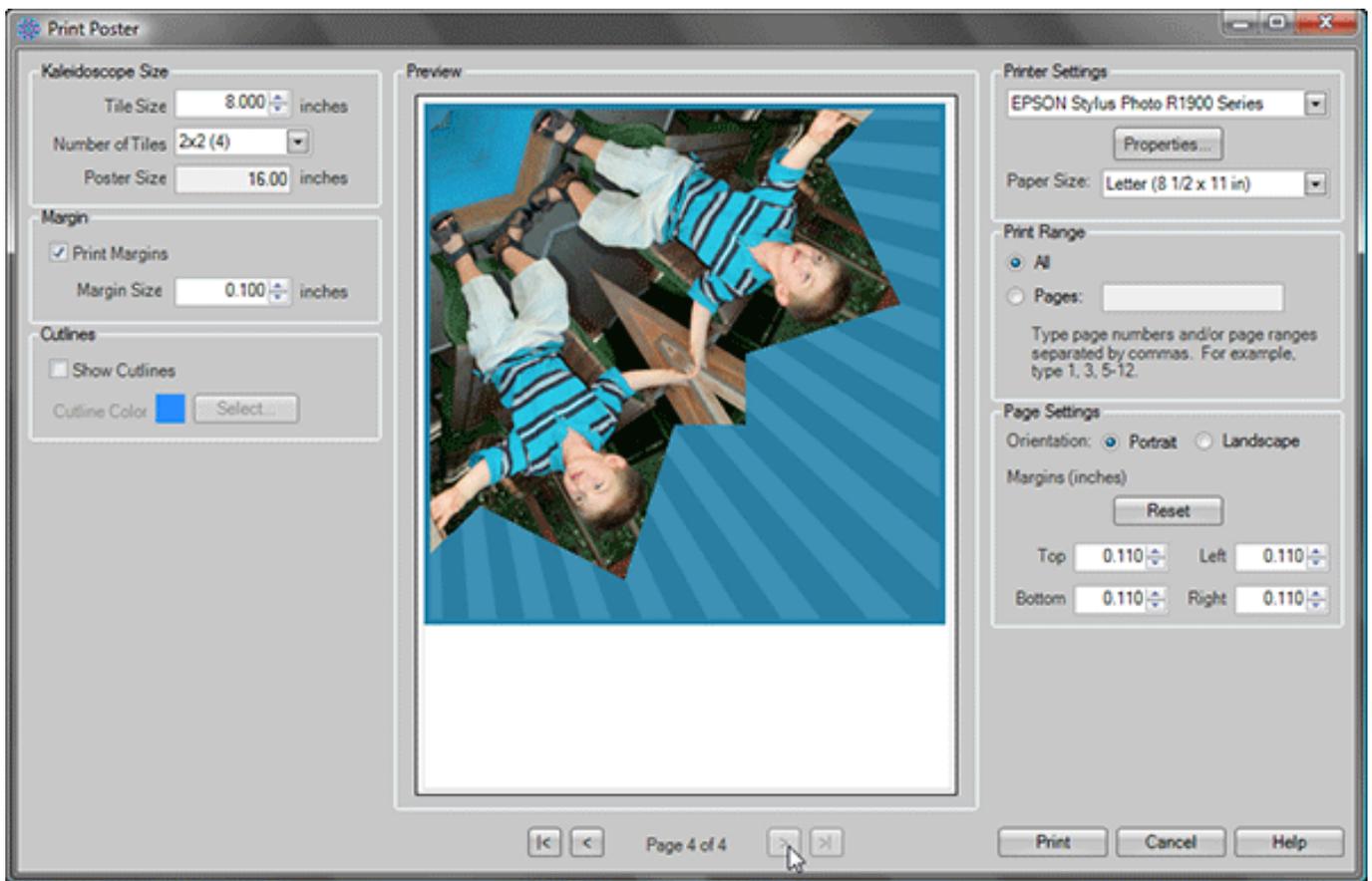
In the Kaleidoscope Size section, specify the desired tile size and the arrangement of the tiles. The Poster Size field is calculated by multiplying the tile size by the number of tiles.

If Print Margins is checked, each tile will be surrounded by a margin as specified in the Margin Size field. Kaleidoscope Kreator will attempt to print as many tiles as will fit on a given page, taking the specified margin size and whatever additional page margins have been added into account. See the following example for more details.

If Show Cutlines is checked, a thin line will be included on the page to indicate the print margin boundaries. The color of the cutlines can be changed by clicking on the Select button.

### Example

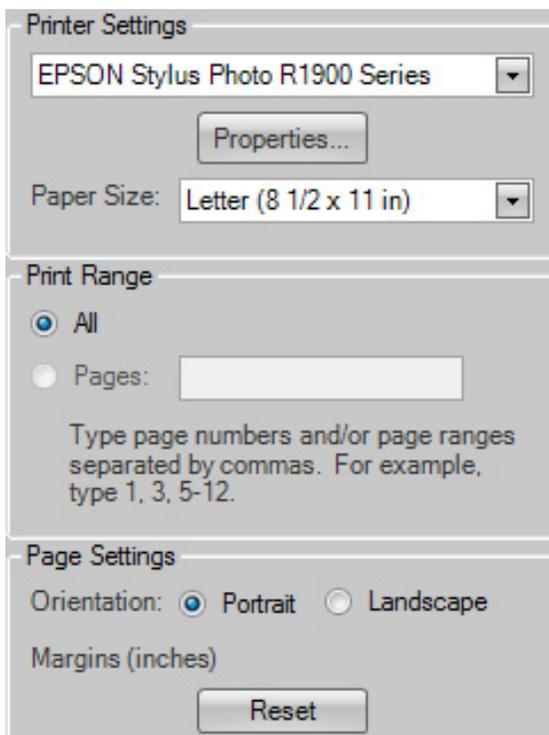
In this example, a four-piece 16-inch poster is created by specifying a tile size of 8 inches and a 2x2 tile arrangement. With a margin size of 0.1 inches, the resulting printed pages would be similar to the following (assumes 8.5x11 paper size):



## 2. Preview Panel

The Preview Panel shows you how your kaleidoscope tiles will be arranged on each page. You can preview different pages by clicking on the arrow buttons beneath the page preview. The size of the tiles is defined in the Kaleidoscope Properties panel on the left side of the Print Kaleidoscope dialog. The size of the paper and the page margins are defined in the Printer Properties panel on the right side of the Print Kaleidoscope dialog.

## 3. Printer Properties Panel



Use the Printer Settings section to select your printer, set the printer properties (such as paper type and print quality) and select the paper size.

Specify which pages you want to print in the Print Range section.

In the Page Settings section, you can orient the paper to be either portrait or landscape.

The Margins default to the actual printer margins of your selected printer. The print margin values are in inches (or centimeters). The margin value is always measured from the edge of the page, so if you want a kaleidoscope to print 1 inch from the left side of the page, then type "1.0" in the "Left" margin field. Clicking on the Reset button will return the margins to the hard-coded printer margins.

Orientation:  Portrait  Landscape

Margins (inches)

Reset

Top 0.110 Left 0.110

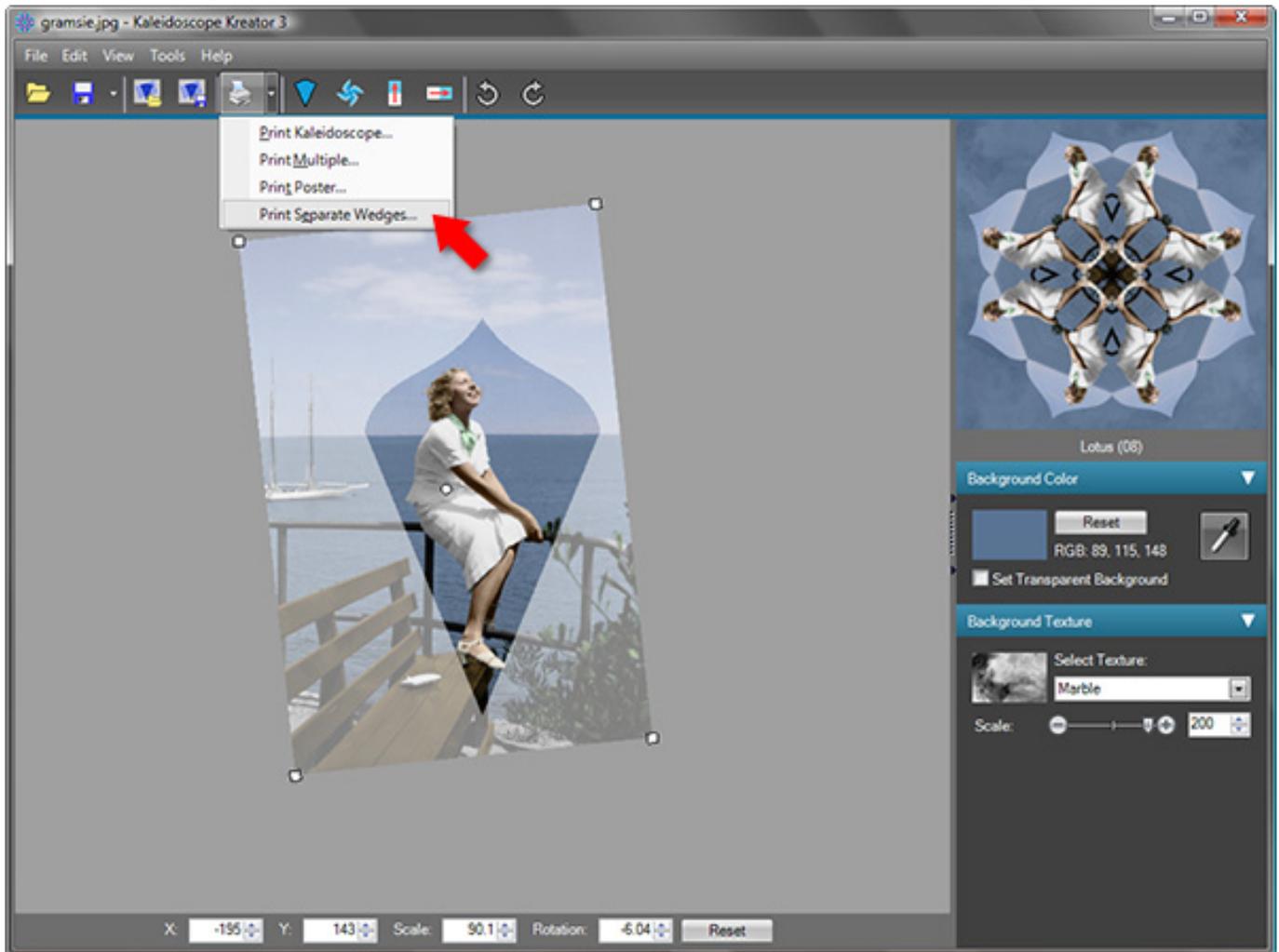
Bottom 0.110 Right 0.110



## Print Separate Wedges

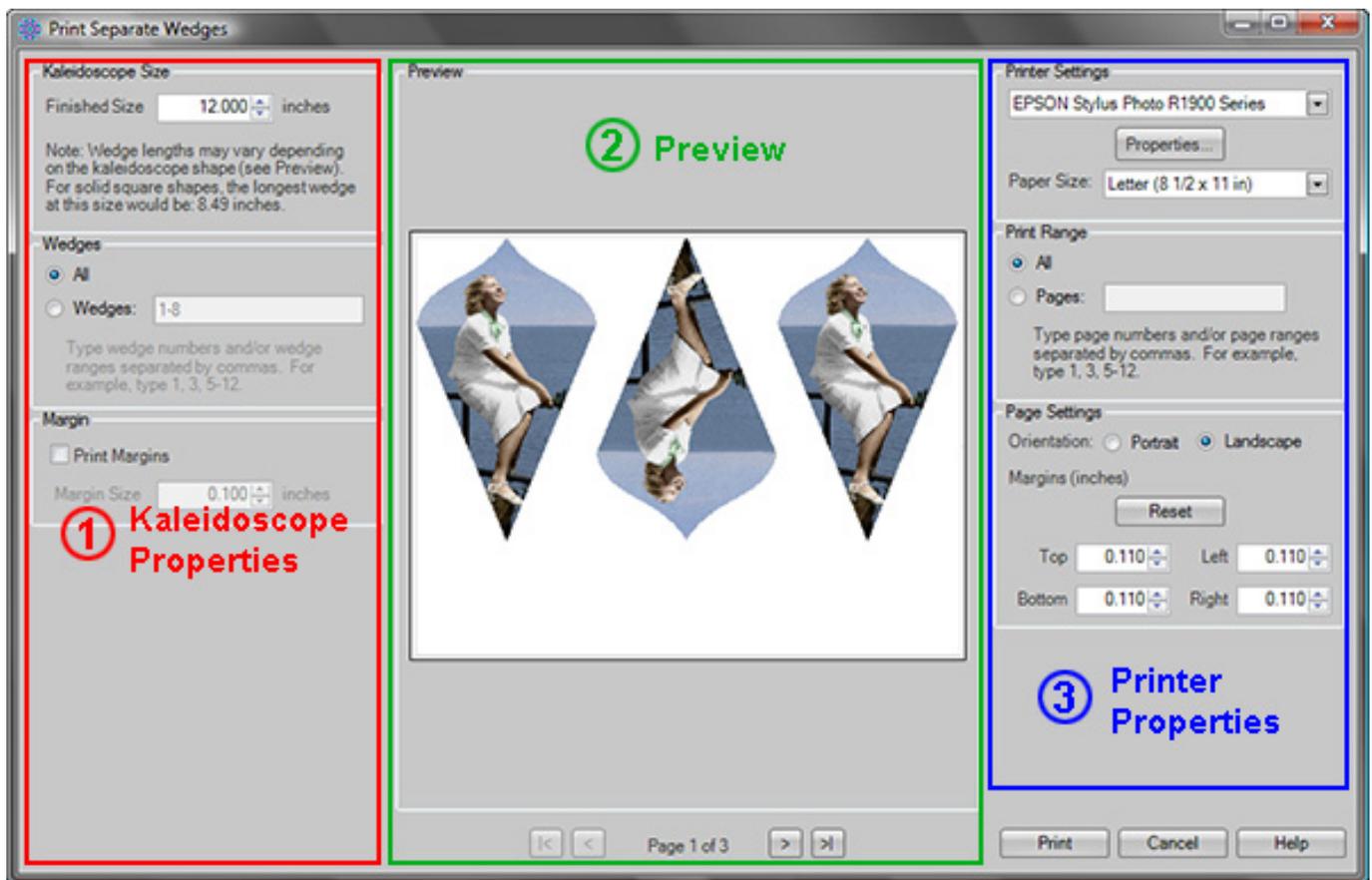
The Print Separate Wedges print feature allows you to print each kaleidoscope segment separately. This feature is especially useful if you want to combine two or more photos in a kaleidoscope.

To use this feature, click the pulldown to the right of the Print Kaleidoscope button on the toolbar and choose Print Separate Wedges..., or choose File>Print Separate Wedges... from the menu.



This displays the Print Separate Wedges dialog, which has three main panels:

1. The [Kaleidoscope Properties Panel](#) is where you specify the finished size of the kaleidoscope, the wedges to be displayed, and print margins;
2. The [Preview Panel](#) displays what the printed page will look like; and
3. The [Printer Properties Panel](#) is where you choose the printer, set its properties, choose which page(s) to print, and set the page margins and orientation.



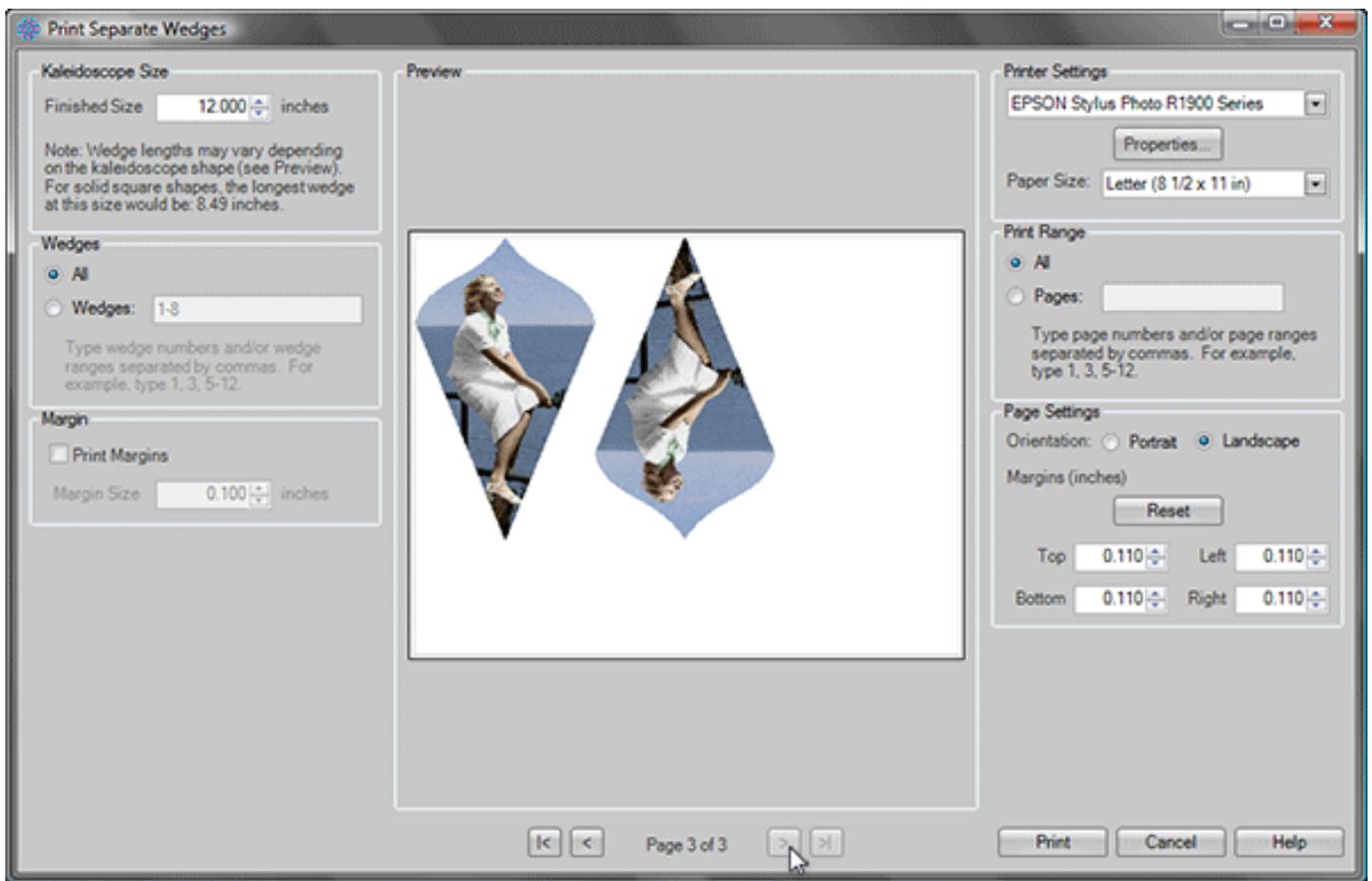
## 1. Kaleidoscope Properties Panel

Use the Finished Size field to specify the overall size of the kaleidoscope block, measured top to bottom. Note that the actual length of an individual wedge will be dependent on the kaleidoscope shape. For example, the maximum wedge length for a solid square kaleidoscope shape (which has wedges of varying lengths) would be measured diagonally from the center point to a corner of the square.

If you don't want to print all of the wedges, click on the Wedges radio button and type in the wedge numbers that you want to print, separated by commas (you can also specify a range of wedges by using a hyphen). Only the specified wedges will be displayed in the preview.

If Print Margins is checked, each wedge will be surrounded by a margin as specified in the Margin Size field. The Print Margin is filled with whatever the current background color is. As long as the background color is something other than white, this also becomes your cut line. Kaleidoscope Kreator will attempt to print as many wedges as will fit on a given page, taking the specified margin size (and whatever additional page margins are required by your printer) into account.

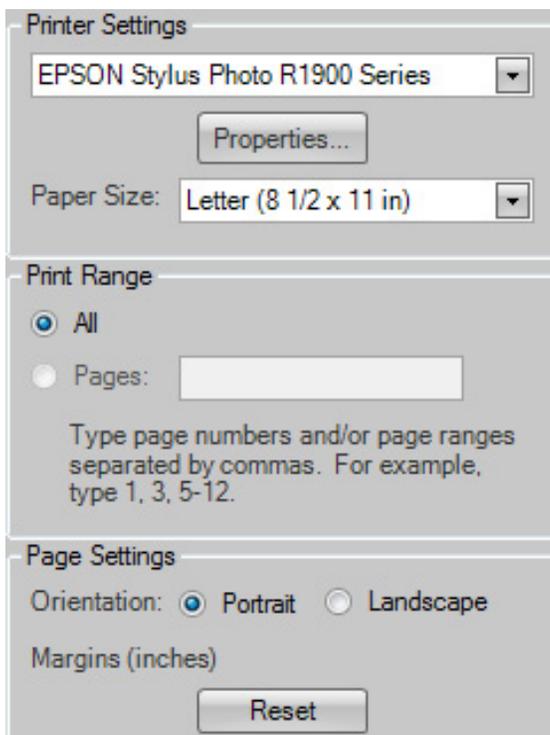
Note: Only the wedges themselves (and any specified print margins) will be printed. If you have specified a background color, it will appear only within the wedge or margin boundaries. However, a background texture will not print when using Print Separate Wedges. If you want to print the background color and texture, use one of the other print features.



## 2. Preview Panel

The Preview Panel shows you how your kaleidoscope wedges will be arranged on each page. You can preview different pages by clicking on the arrow buttons beneath the page preview. The size of the wedges is defined in the Kaleidoscope Properties on the left side of the Print Kaleidoscope dialog. The size of the paper and the page margins are defined in the Printer Properties section on the right side of the Print Kaleidoscope dialog.

## 3. Printer Properties Panel



Use the Printer Settings section to select your printer, set the printer properties (such as paper type and print quality) and select the paper size.

Specify which pages you want to print in the Print Range section.

In the Page Settings section, you can orient the paper to be either portrait or landscape.

The Margins default to the actual printer margins of your selected printer. The print margin values are in inches (or centimeters). The margin value is always measured from the edge of the page, so if you want a kaleidoscope to print 1 inch from the left side of the page, then type "1.0" in the "Left" margin field. Clicking on the Reset button will return the margins to the hard-coded printer margins.

Orientation:  Portrait  Landscape

Margins (inches)

Reset

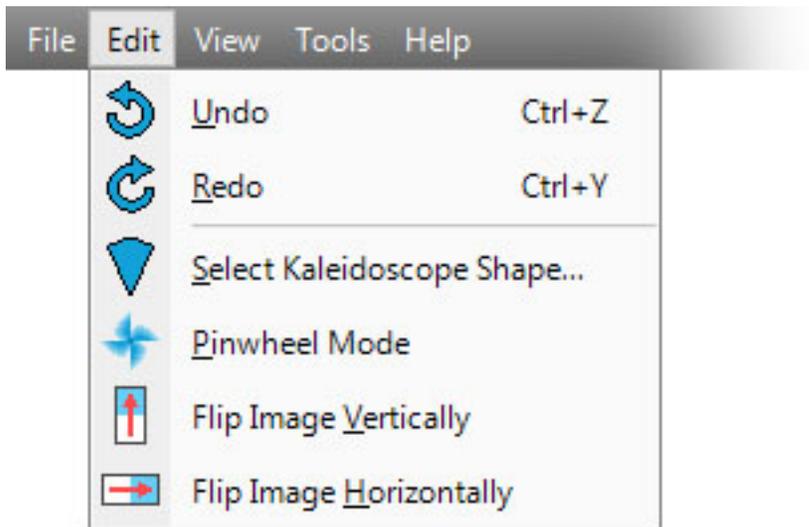
Top  Left

Bottom  Right





## Edit Menu



The Edit menu contains commands to manipulate the image in the work area..

### Undo

Undoes the most recent action that you've taken in Kaleidoscope Kreator. (Note: The Undo history is reset whenever you open a new image in Kaleidoscope Kreator.)

### Redo

Redoes the most recent action that you've undone.

### [Select Kaleidoscope Shape](#)

Lets you choose a different shape for the kaleidoscope.

### [Pinwheel Mode](#)

Turns mirroring on/off in the kaleidoscope design.

### [Flip Image Vertically](#)

Flips the image vertically.

### [Flip Image Horizontally](#)

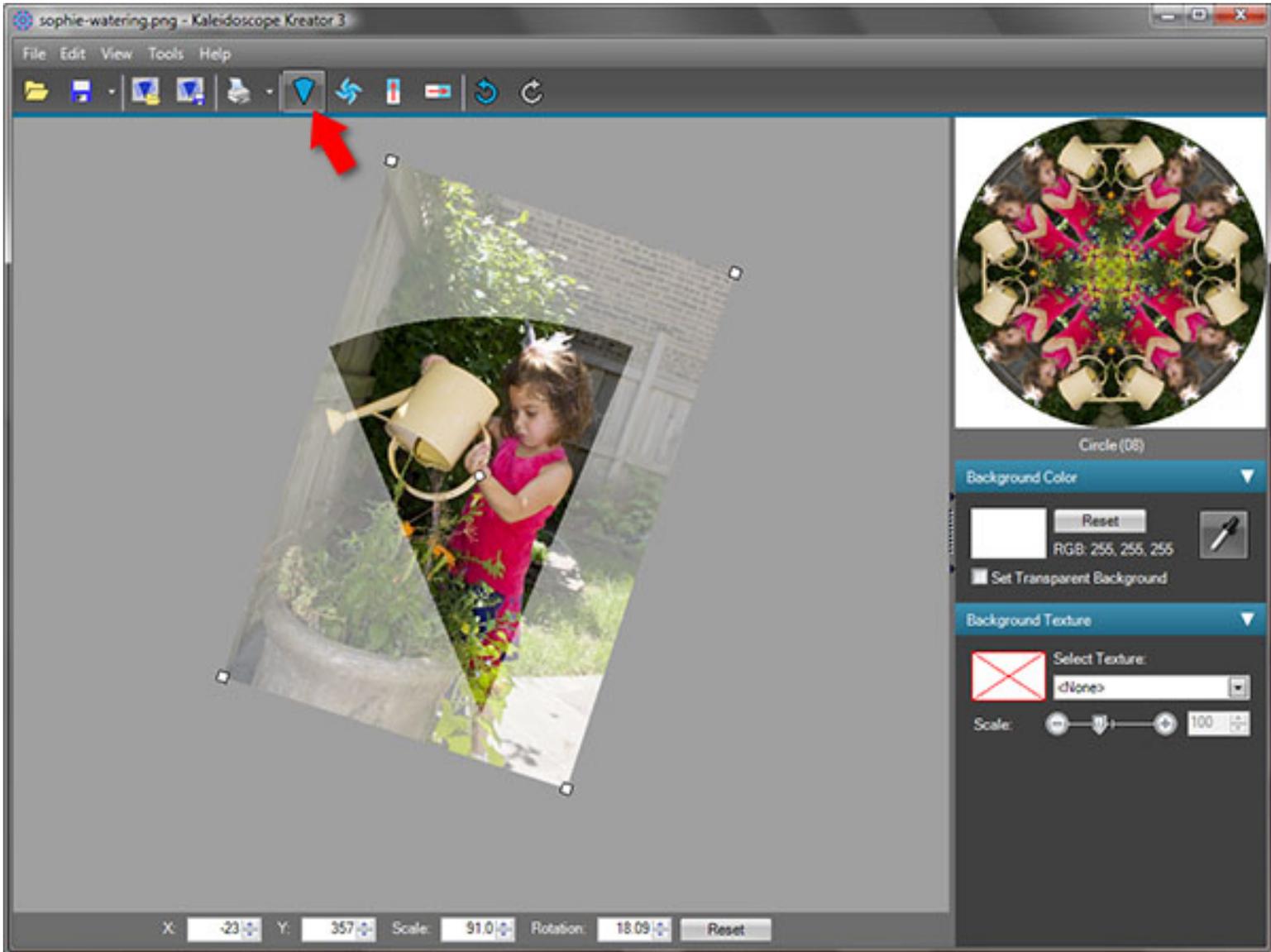
Flips the image horizontally.



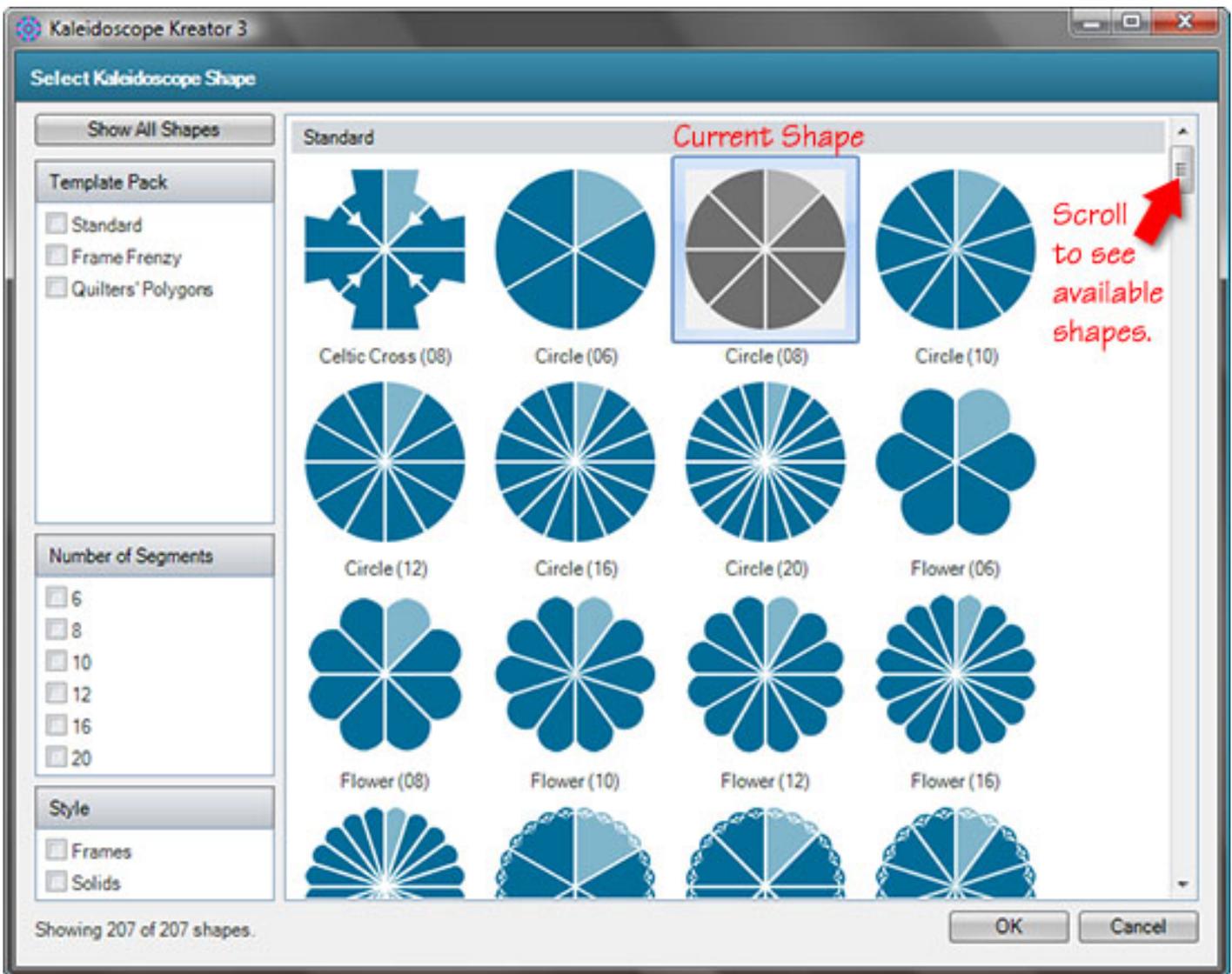


## Select Kaleidoscope Shape

To change the shape of your kaleidoscope, click on the Select Kaleidoscope Shape toolbar button or choose Edit > Select Kaleidoscope Shape... from the menu.



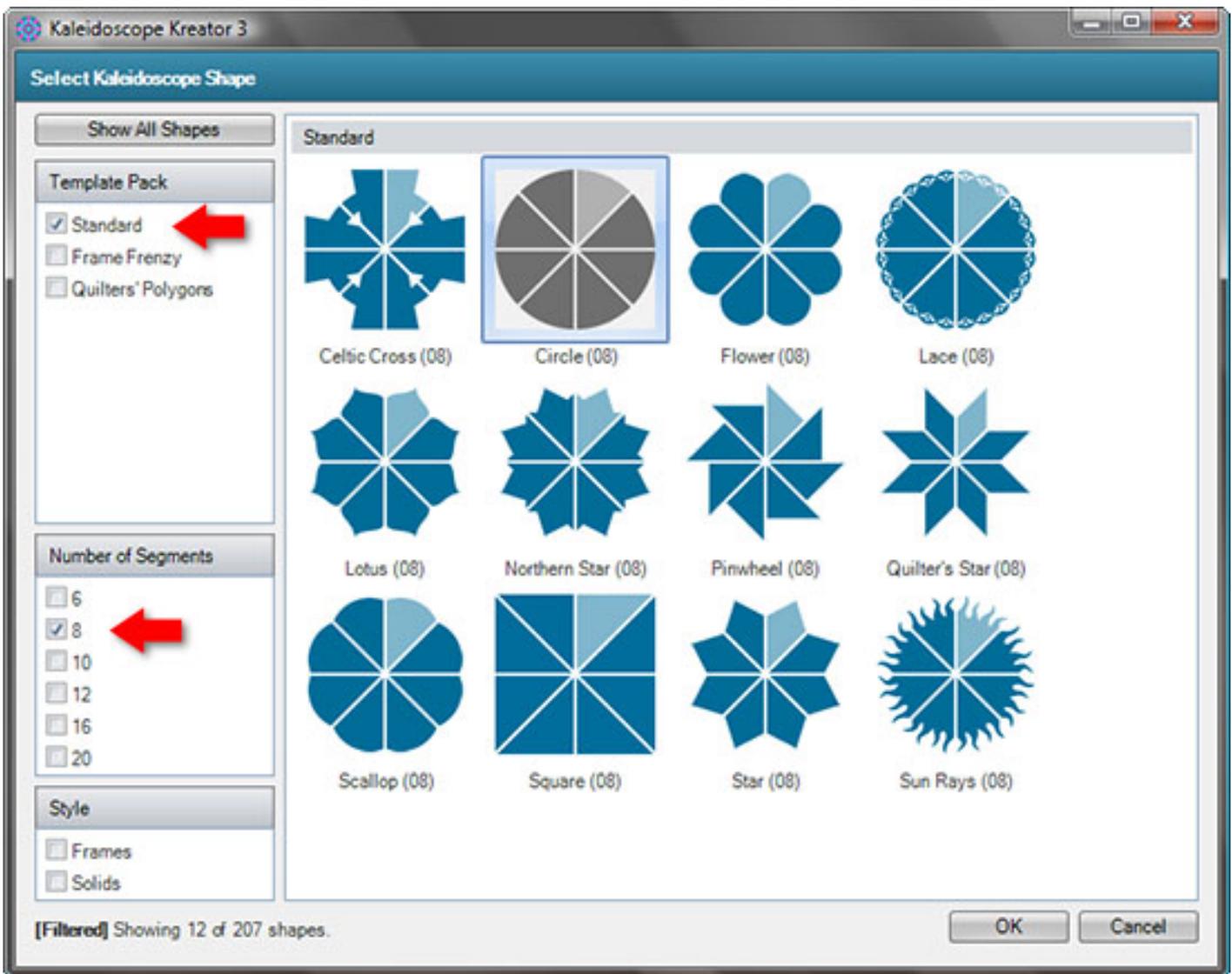
This displays the Select Kaleidoscope Shape dialog, which contains a table of all available template shapes including their names and number of segments. Kaleidoscope Creator 3 includes 67 standard template shapes. The currently selected template shape is displayed in gray with a blue box around it. Use the scroll bar on the right to view the available shapes.



**Tip:** The highlighted segment in each shape diagram indicates how the template wedge shown in the work area will be oriented in the kaleidoscope (See [Segment Orientation Tips](#) for more details).

### Filtering the Shapes

On the left hand side of the shape selector window, you will see a list of checkboxes. These are filters which can make it easier to sort through the available shapes based on template pack, number of segments or style. You can check multiple filters at the same time. By default all available templates are displayed.

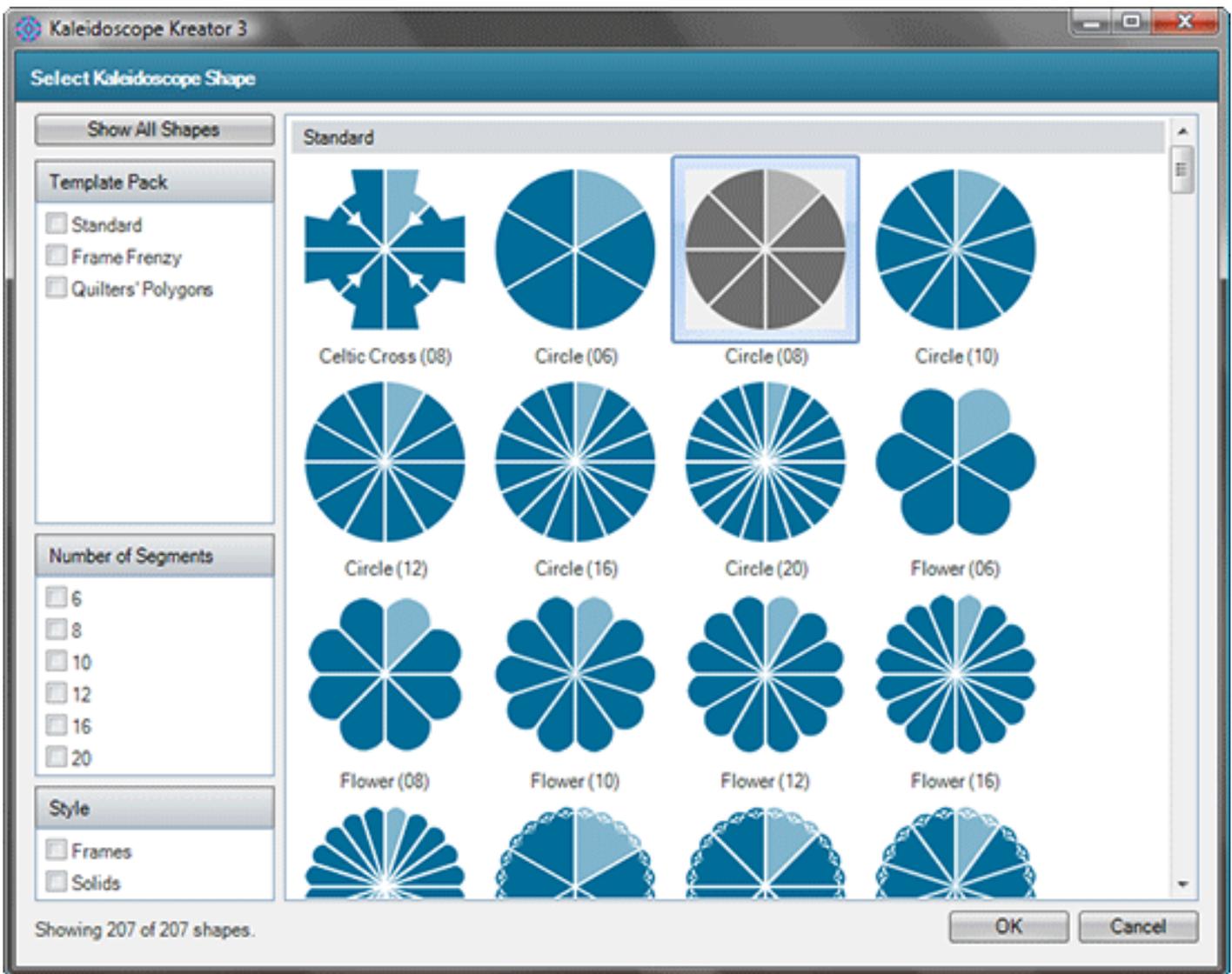


Template Pack – The selections in this list depend on what add-on template packs you have installed. If you don't have any additional template packs, then you will only see "Standard" in this section of filters.

Number of Segments – Displays only the templates with the number of segments that are checked.

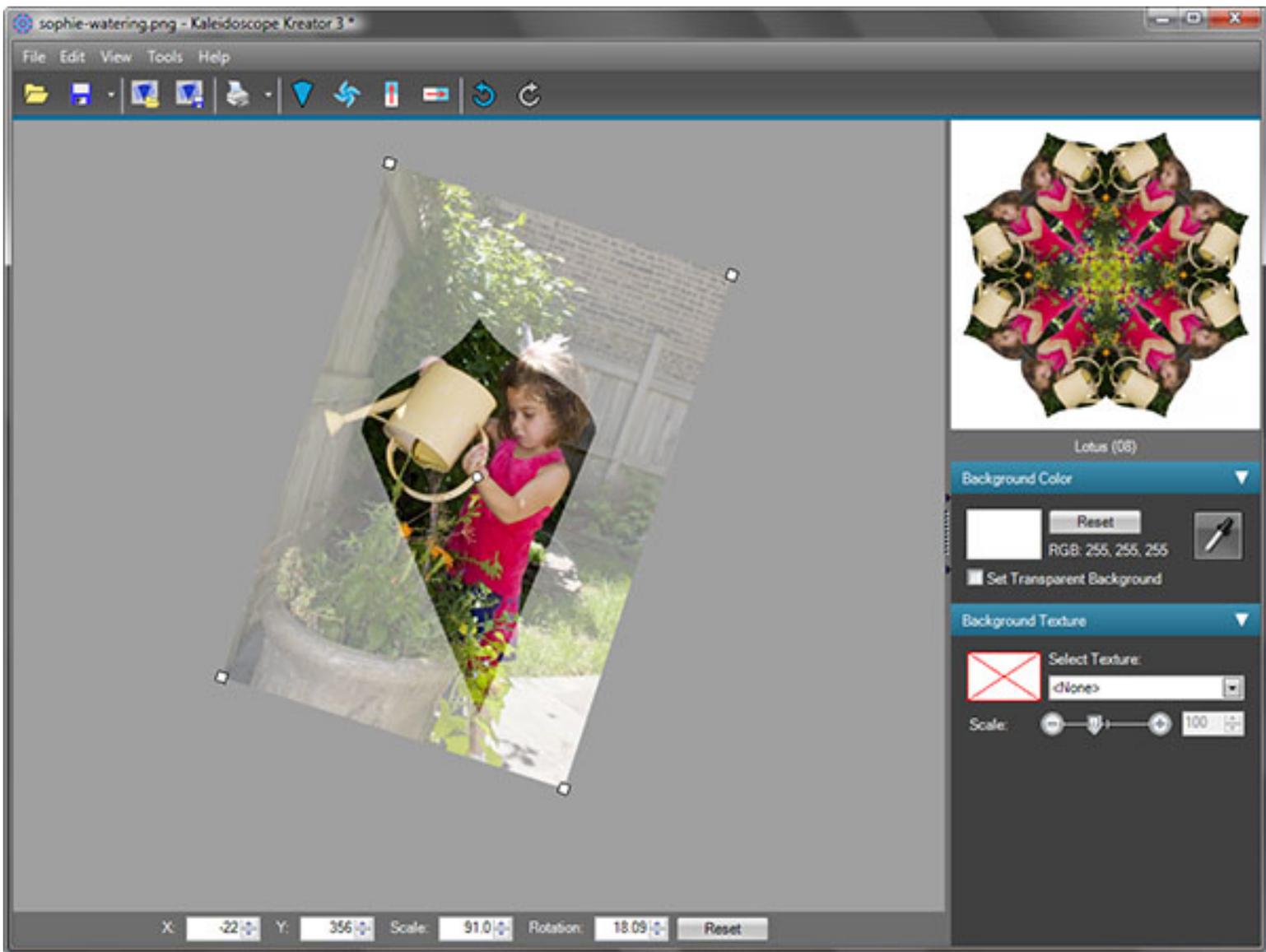
Style – Frames are template shapes with a defined "hole" in the center of the kaleidoscope. *Note: The Standard template pack contains only solid shapes.*

It is possible to get in a situation where no template shapes are displayed. For example, if you check the Frame Frenzy template pack and 10 segments, no templates will be displayed because there are no 10-segment templates in the Frame Frenzy template pack. If you are looking for a template shape that is not displayed, either uncheck a filter or click on the Show All Shapes button to reset all filters.

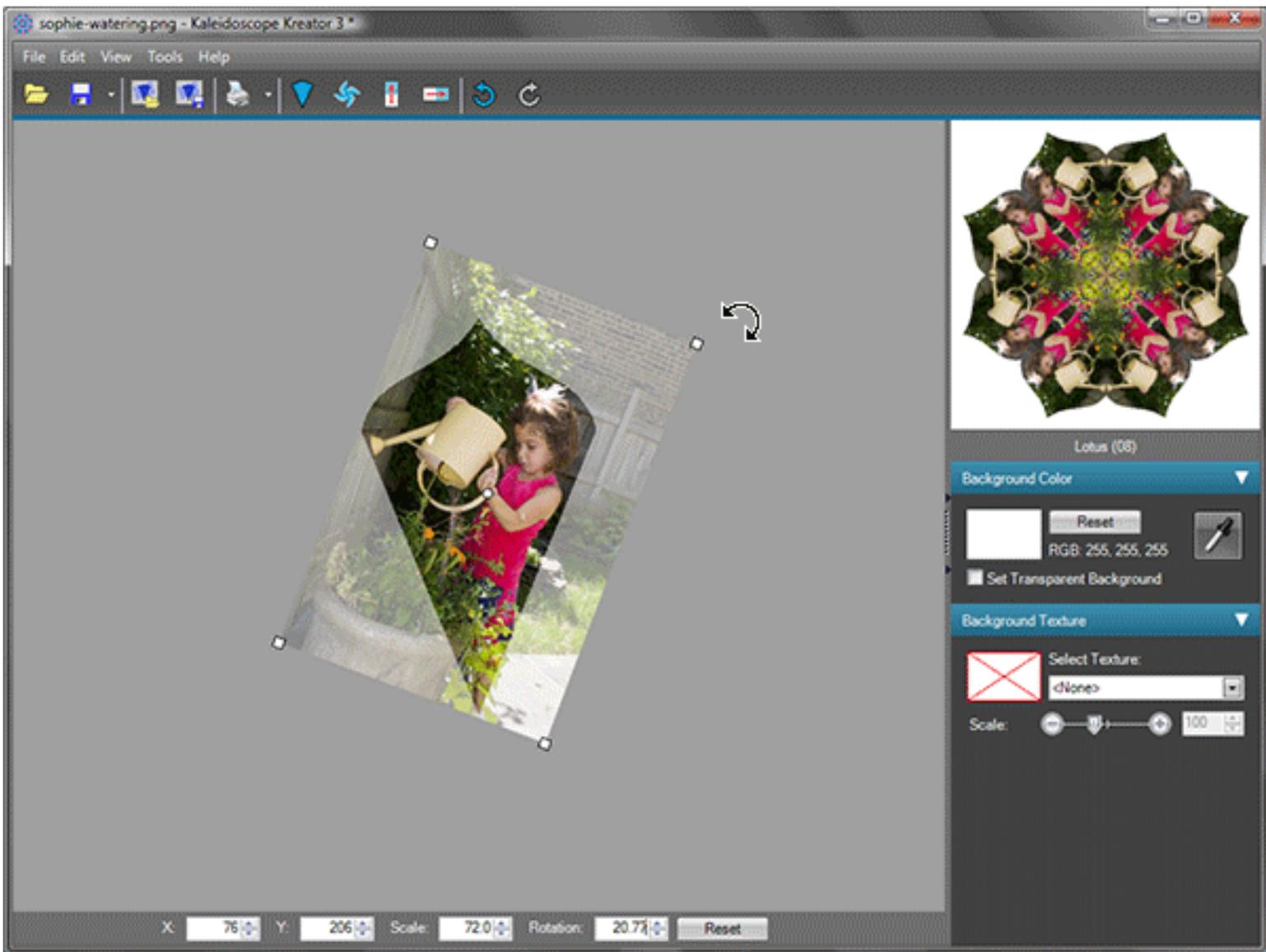


### What Changes in the Workspace

Once you've decided on which template shape you want, simply double-click on the shape to select it. (Or click once on the shape and then click OK.) After you make your selection, both the template shape in the work area and kaleidoscope preview will display the new kaleidoscope shape. In this example, the shape was changed from the 8-segment Circle to the 8-segment Lotus.

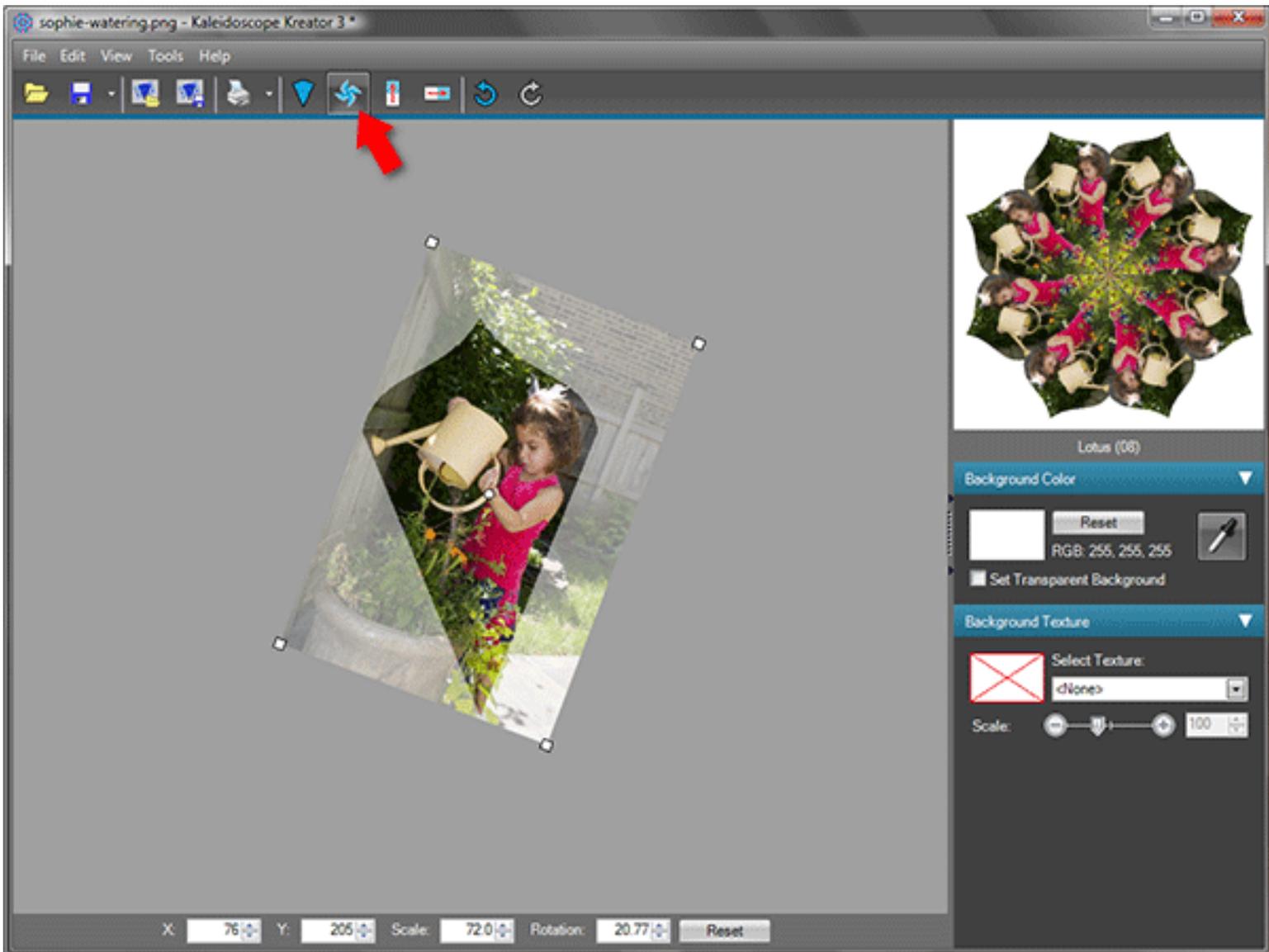


The position of the image doesn't change when you change the template shape, but you may find that you need to adjust the position of the image to fit in the new shape.



## Pinwheel Mode

Pinwheel Mode disables the mirroring effect that creates kaleidoscopic images. To turn on Pinwheel Mode, click on the Pinwheel Mode toolbar button or choose Edit > Pinwheel Mode from the menu. Pinwheel Mode is a toggle button, so click the button again to turn Pinwheel Mode off. The kaleidoscope preview is updated as Pinwheel Mode is toggled on and off.



Pinwheel Mode can be used with any kaleidoscope shape, though some shapes work better than others. (As you might guess, the Pinwheel shapes work best with Pinwheel Mode turned on.)

The following two examples show the effect of Pinwheel Mode. The position of the photo in the template is exactly the same in both instances; only the Pinwheel Mode has been changed.

Kaleidoscope (mirroring):



Pinwheel (no mirroring):



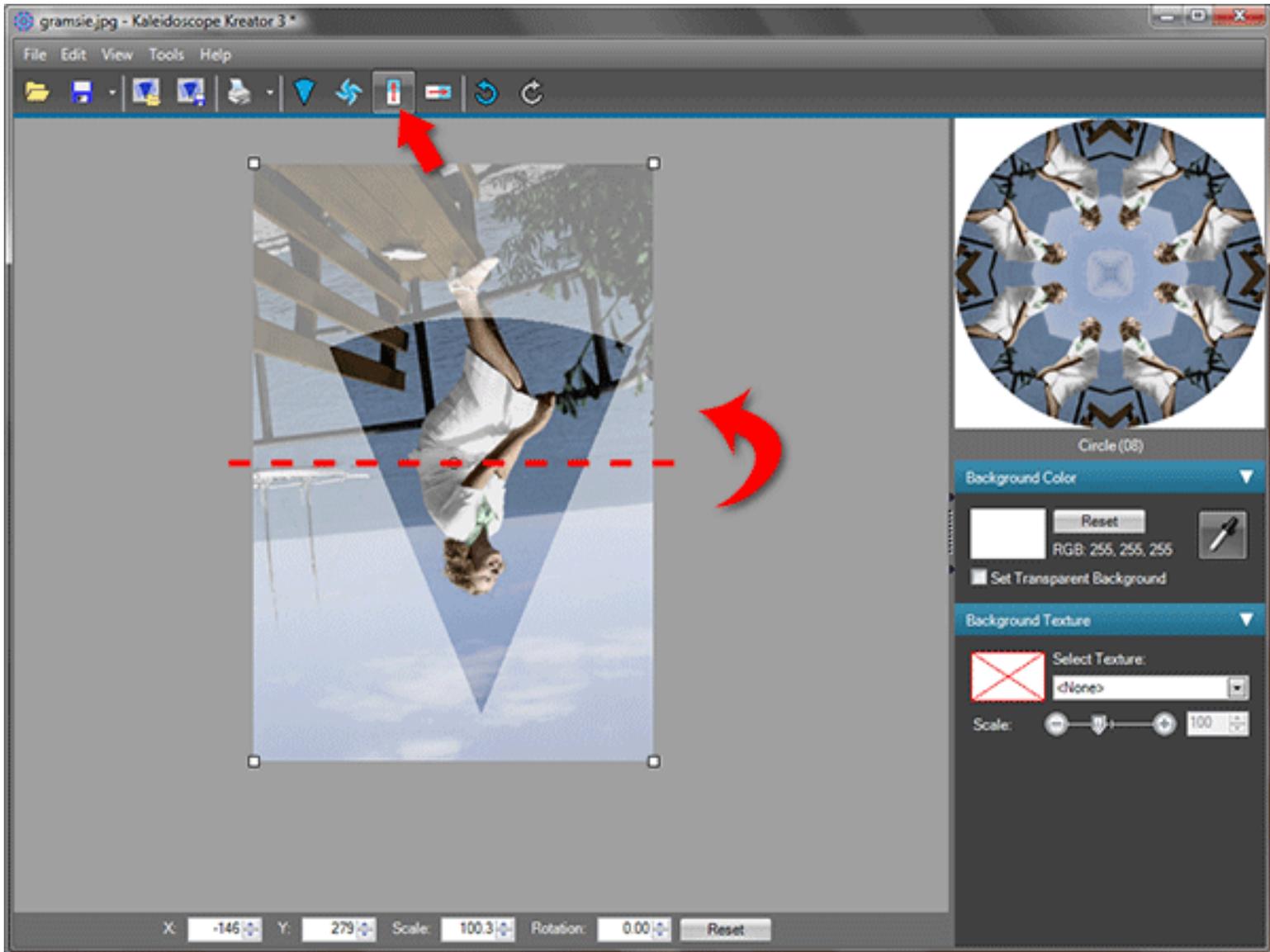
"Texture photos", i.e. photos with no clear subject, can result in some particularly beautiful pinwheels:



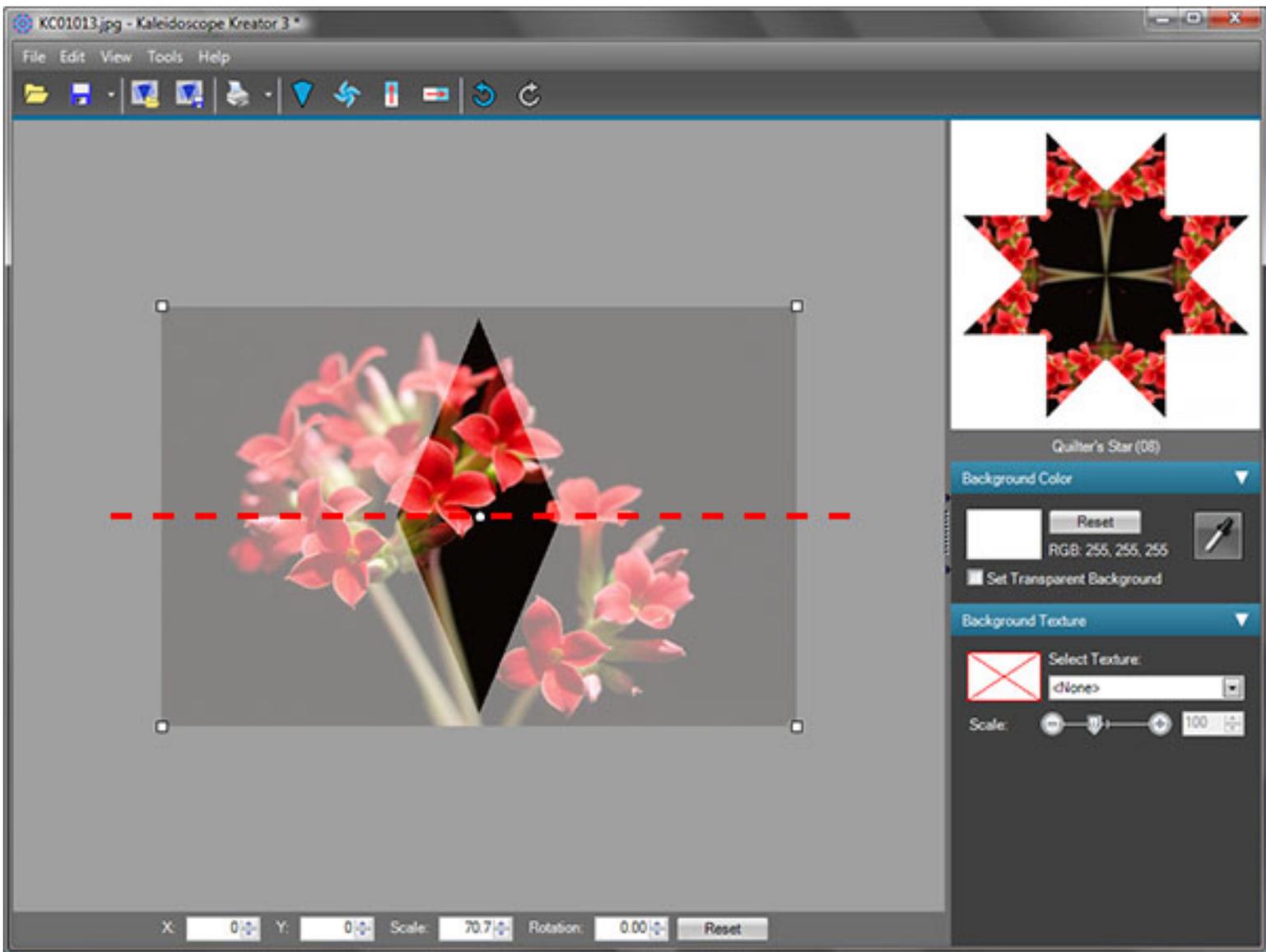


## Flip Image Vertically

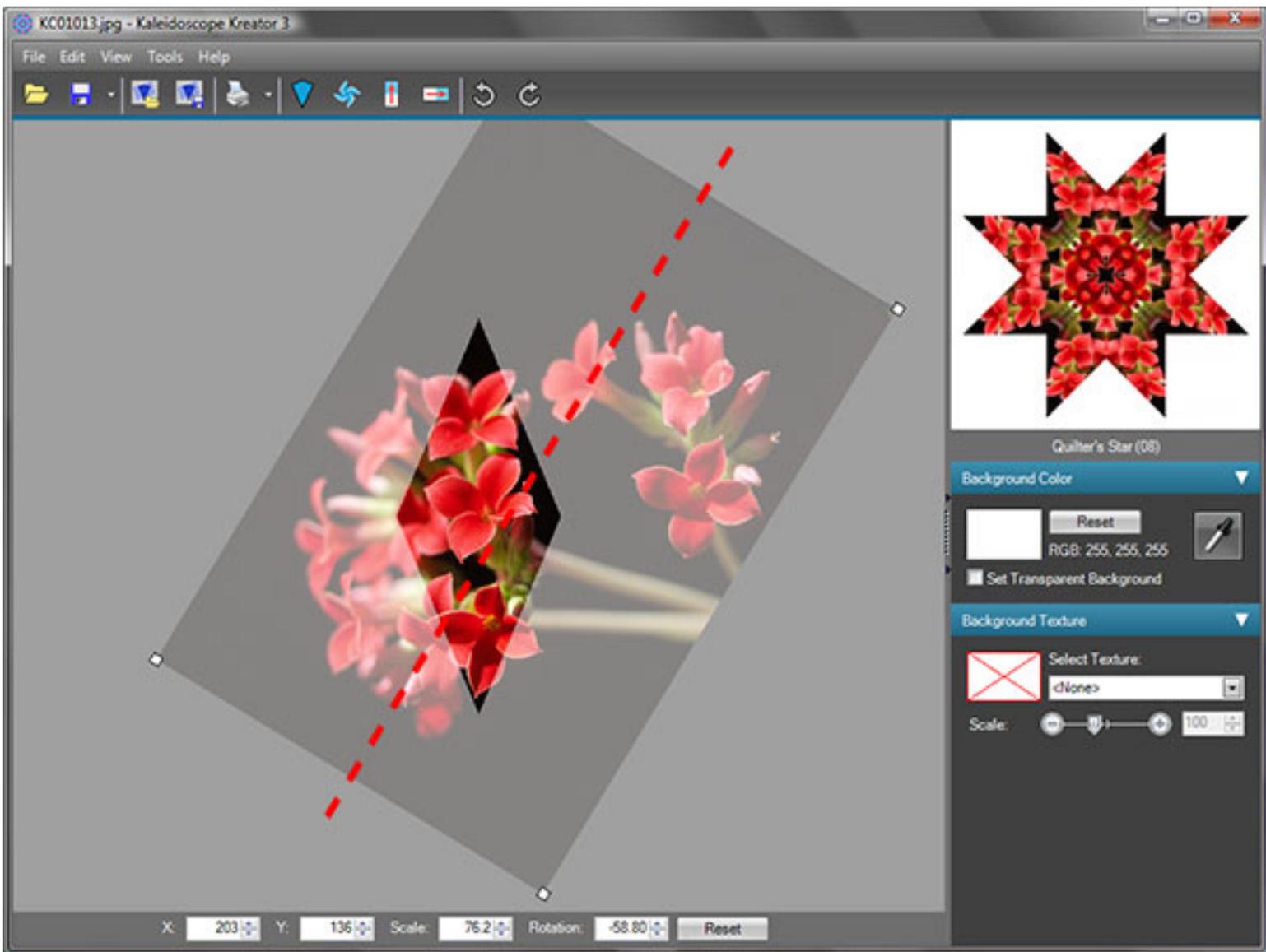
The Flip Image buttons are used to "flip" the image in the work area. The Flip Image Vertically button flips the image upside down:



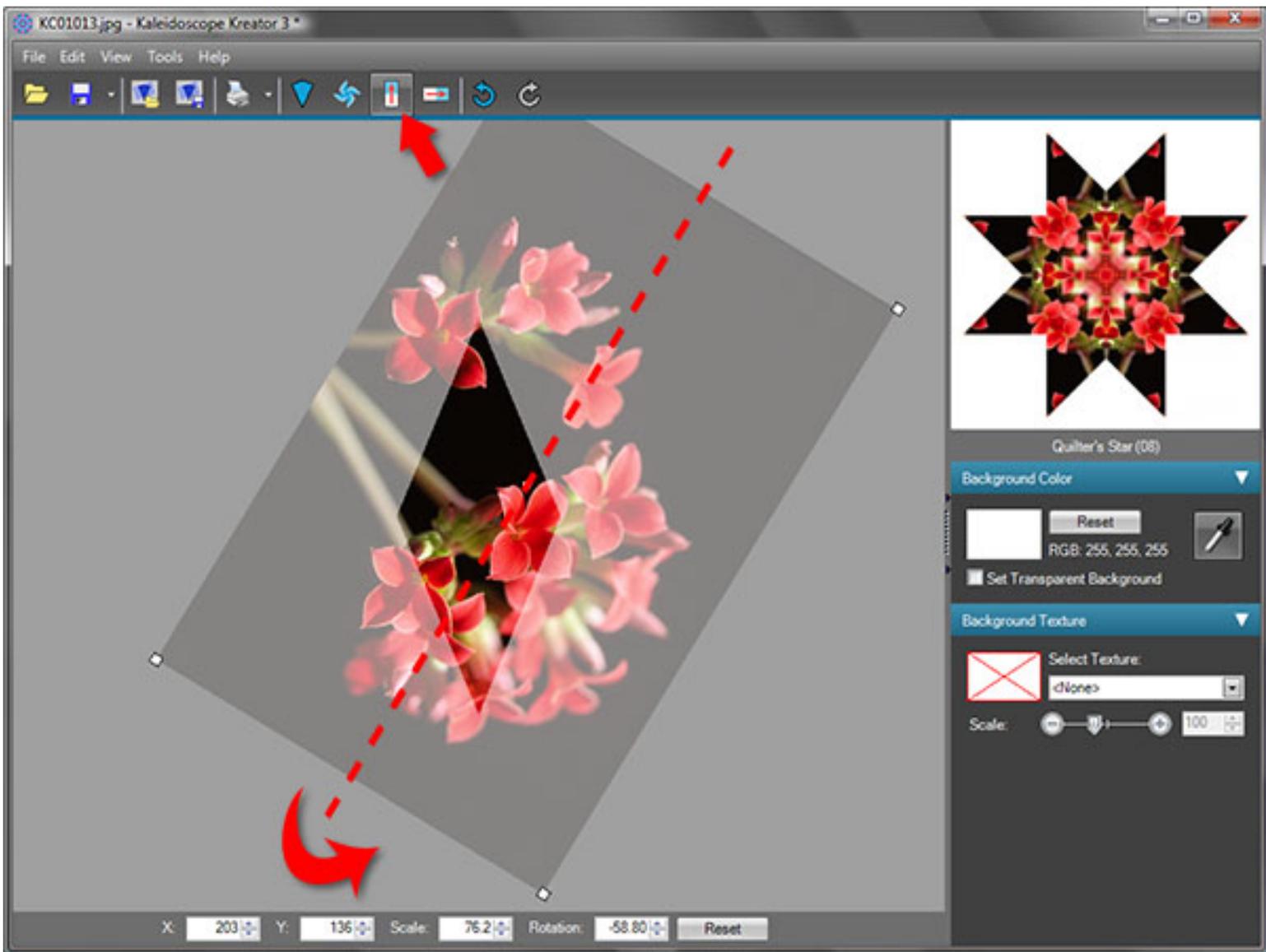
Be aware that the Flip Image buttons flip the image with respect to the original orientation of the image (i.e. flip axes rotate and move with the positioning of the photo.) The following example shows how the image appeared after it was opened, with the dashed-line indicating the Vertical Flip axis:



After being rotated nearly 90 degrees, the image in the work area appears as below. Notice the location of the Vertical Flip axis:



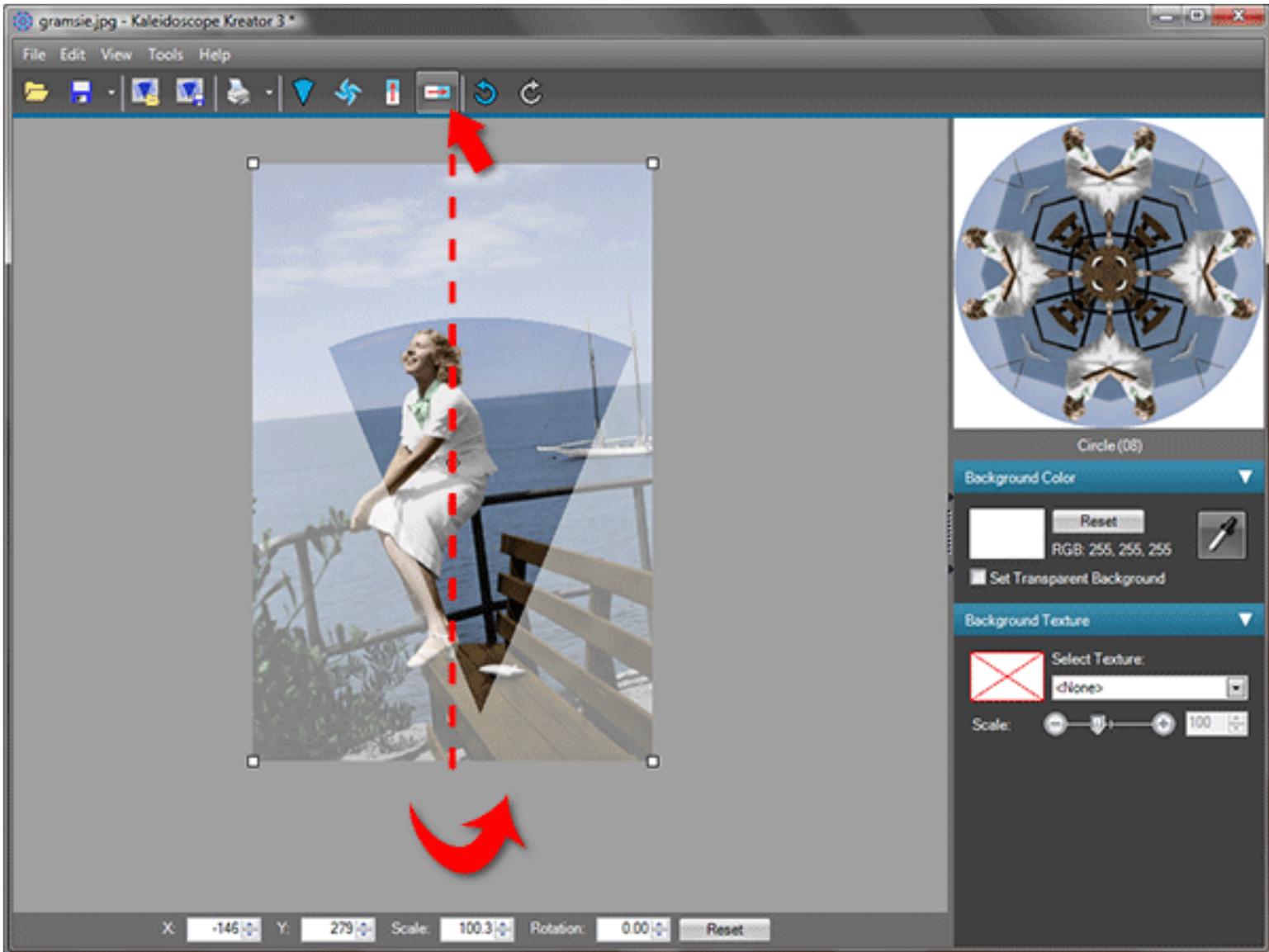
Now pressing the Flip Image Vertically button flips along the Vertical Flip axis, as shown below:



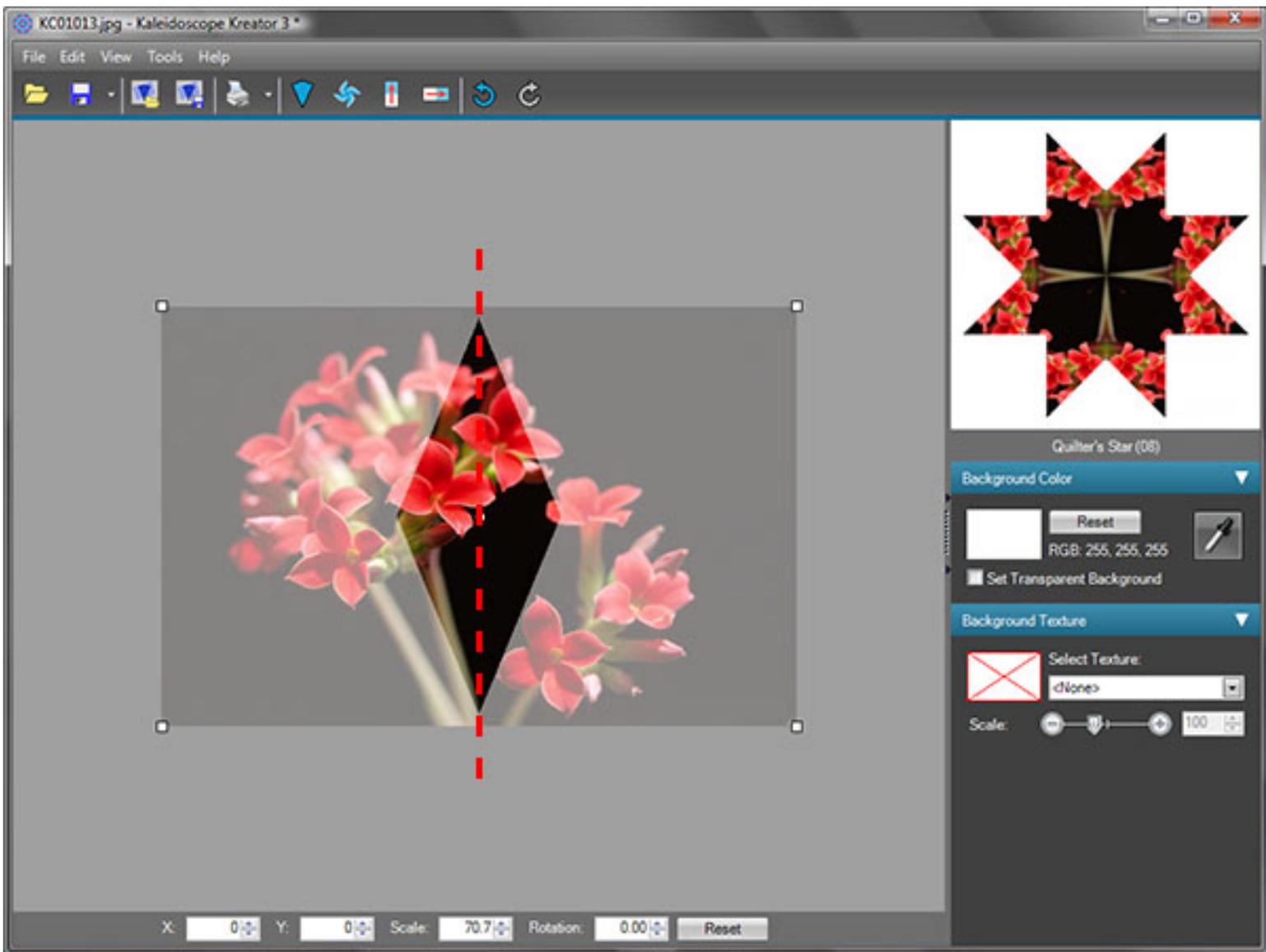


## Flip Image Horizontally

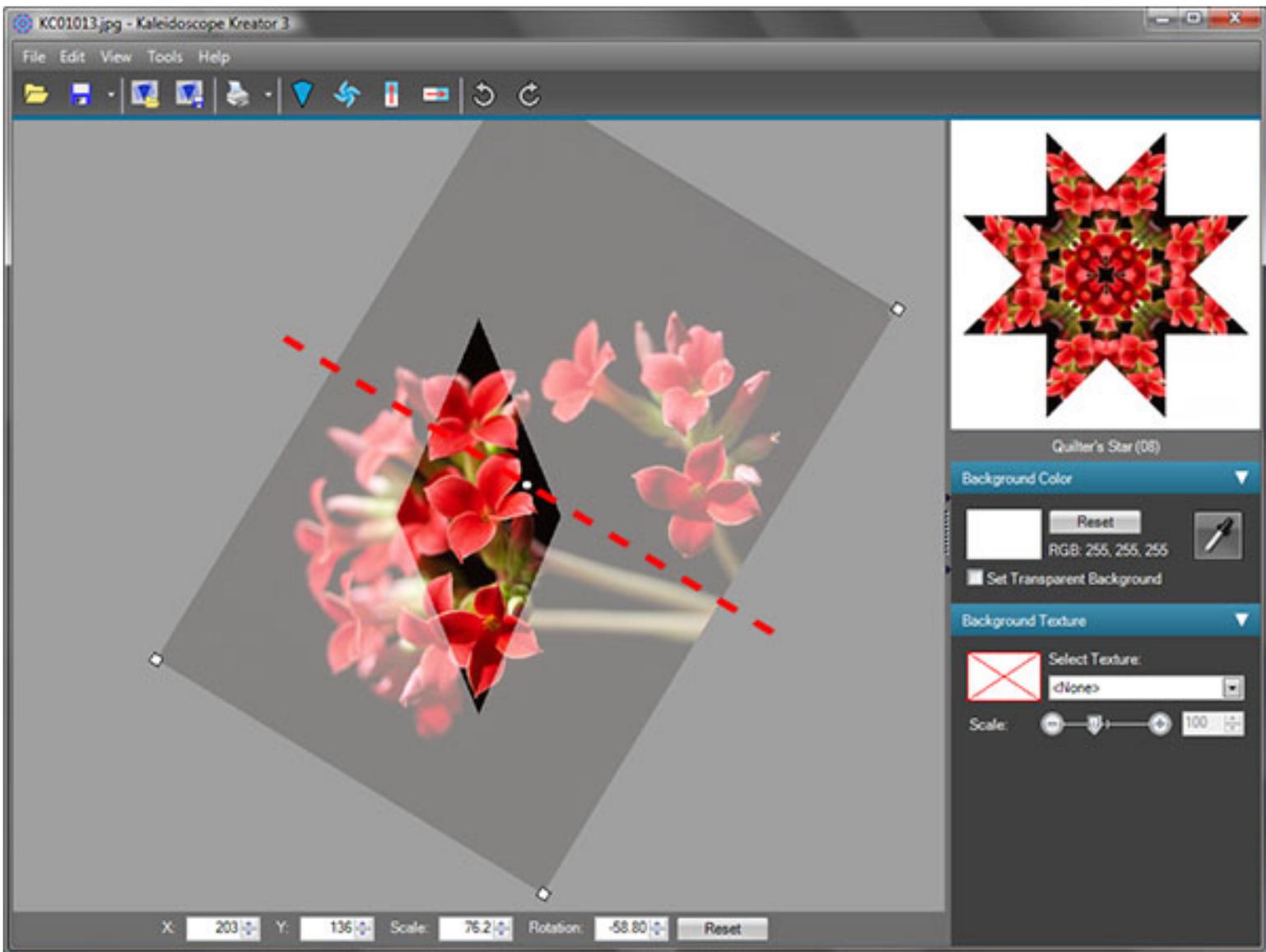
The Flip Image buttons are used to "flip" the image in the work area. The Flip Image Horizontally button flips the image left & right:



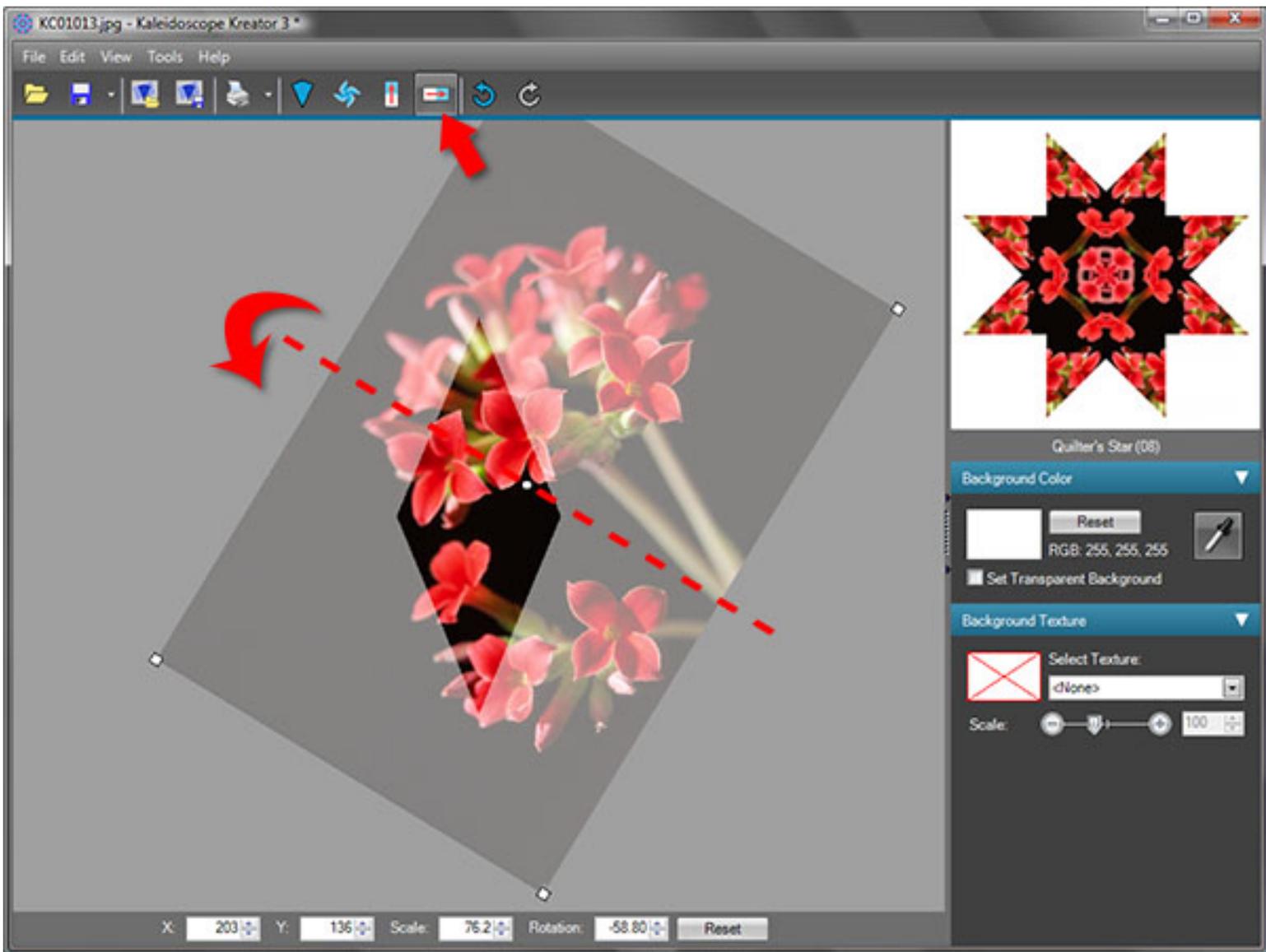
Be aware that the Flip Image buttons flip the image with respect to the original orientation of the image (i.e. flip axes rotate and move with the positioning of the photo.) The following example shows how the image appeared after it was opened, with the dashed-line indicating the Horizontal Flip axis:



After being rotated nearly 90 degrees, the image in the work area appears as below. Notice the location of the Horizontal Flip axis:



Now pressing the Flip Image Horizontally button flips along the Horizontal Flip axis, as shown below:



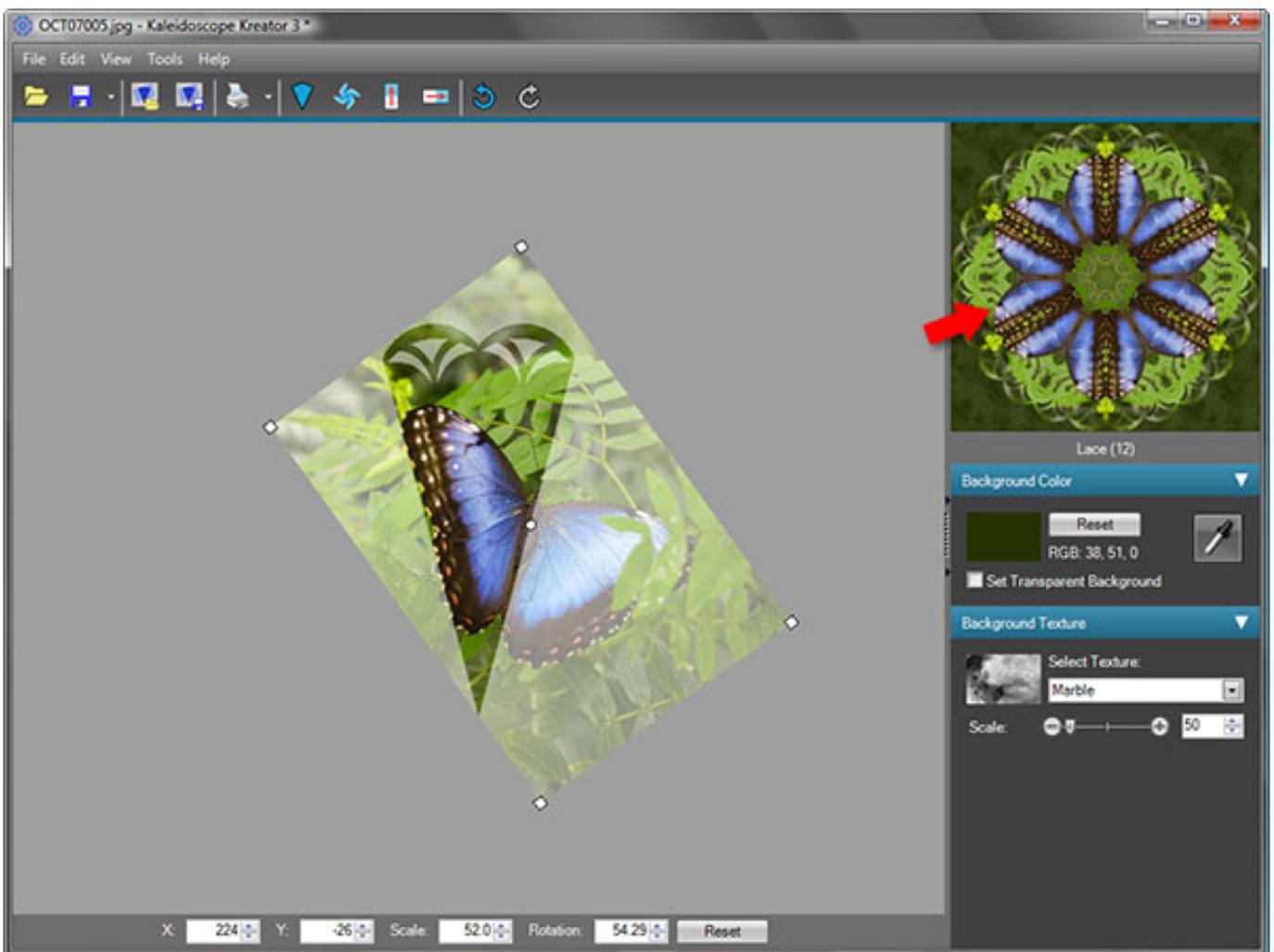
## View Menu

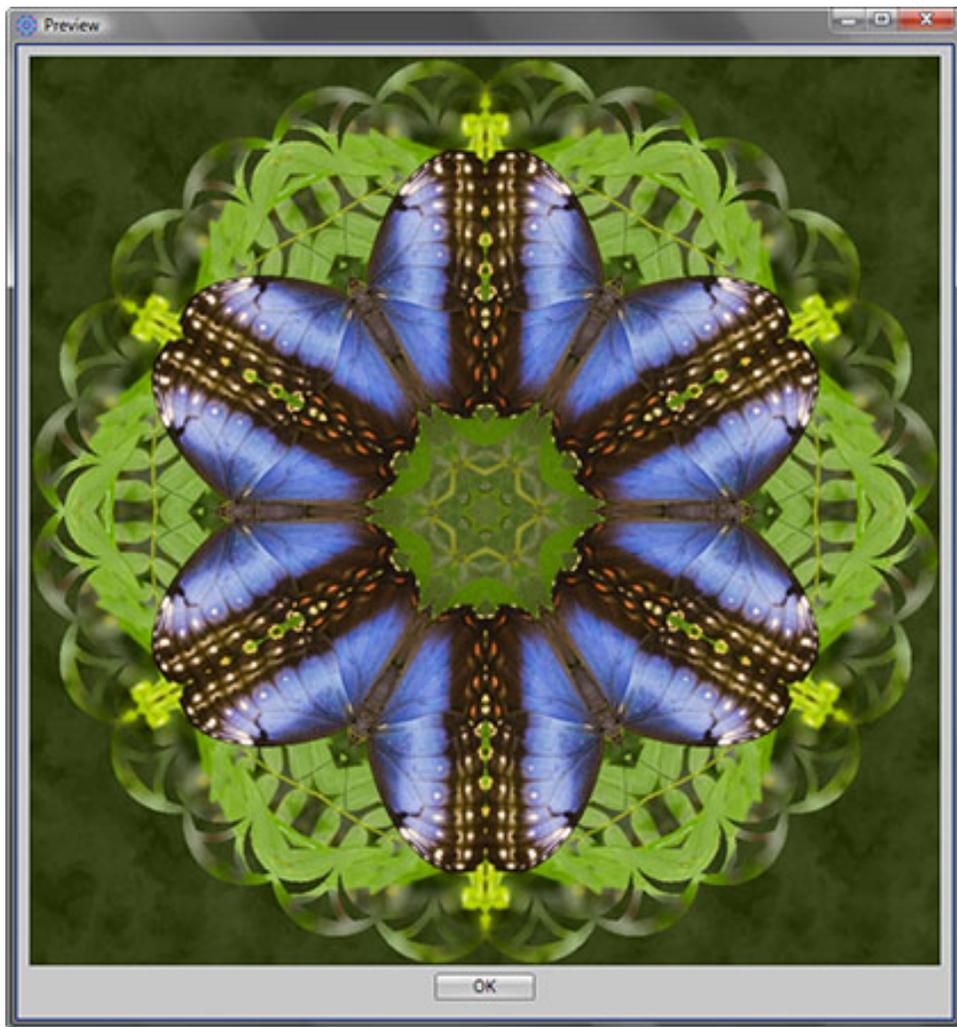


The View menu provides access to the full screen kaleidoscope preview.

### Preview

If you would like to see an even larger kaleidoscope preview than the [Preview Area](#) provides, then choose View > Preview... from the menu or simply click on the kaleidoscope preview itself to bring up a full screen preview.





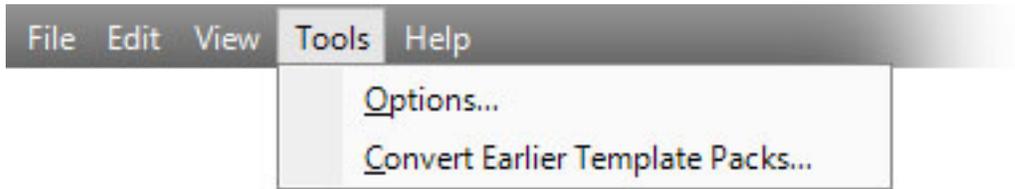
Click the OK button to close the Preview window and continue.

**IMPORTANT:** The full screen preview does not save the kaleidoscope in any way. If you want to keep the kaleidoscope you see in the Preview, you must either save the kaleidoscope or save the workspace before repositioning the image.





## Tools Menu



The Tools menu provides access to options and tools.

### [Options](#)

Allows you to change the following global settings:

- Change the measurement units used for kaleidoscope size, print margins, etc.
- Enable/disable the kaleidoscope preview tool tip
- Enable/disable tip dialogs
- Change the template overlay color
- Change the opacity of the background texture overlay
- Adjust the Precision Bar increments

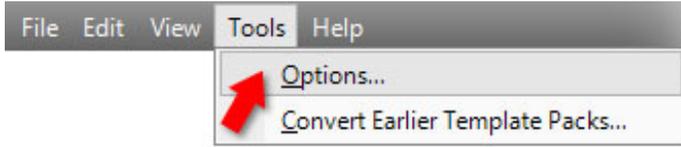
### [Convert Earlier Template Packs](#)

Runs a utility to convert older format template packs to work with Kaleidoscope Kreator 3.



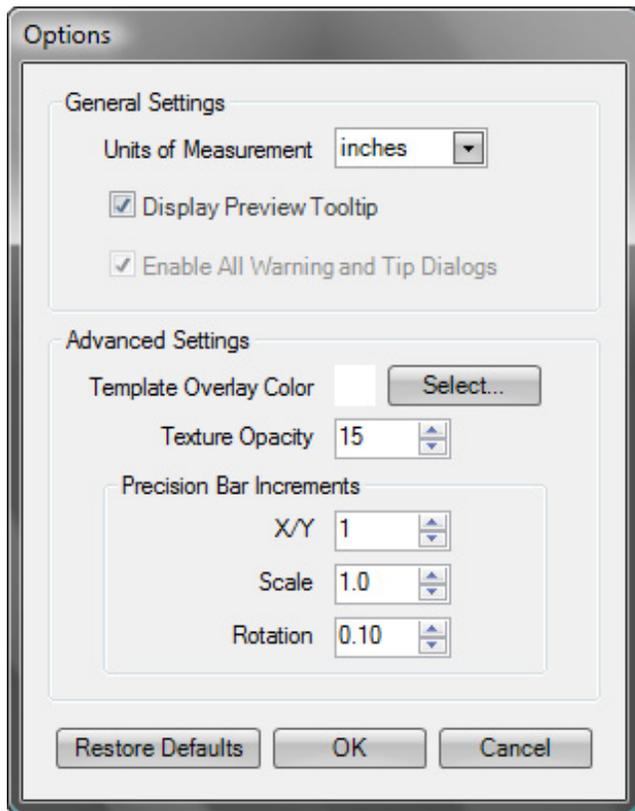
## Options

To view the Options dialog select Tools > Options... from the menu.



The Options dialog allows you to change the following settings:

- Change the measurement units used for kaleidoscope size, print margins, etc.
- Enable/disable the kaleidoscope preview tooltip
- Enable/disable warnings and tip dialogs
- Change the template overlay color
- Change the opacity of the background texture overlay
- Adjust the Precision Bar increments



Use the Units of Measurement field to specify whether Kaleidoscope Kreator will display sizes in inches or centimeters. The default is "inches".

If you want to turn off the information window that pops-up when you hover the mouse over the kaleidoscope preview, then uncheck Display Preview Tooltip. The default is checked.

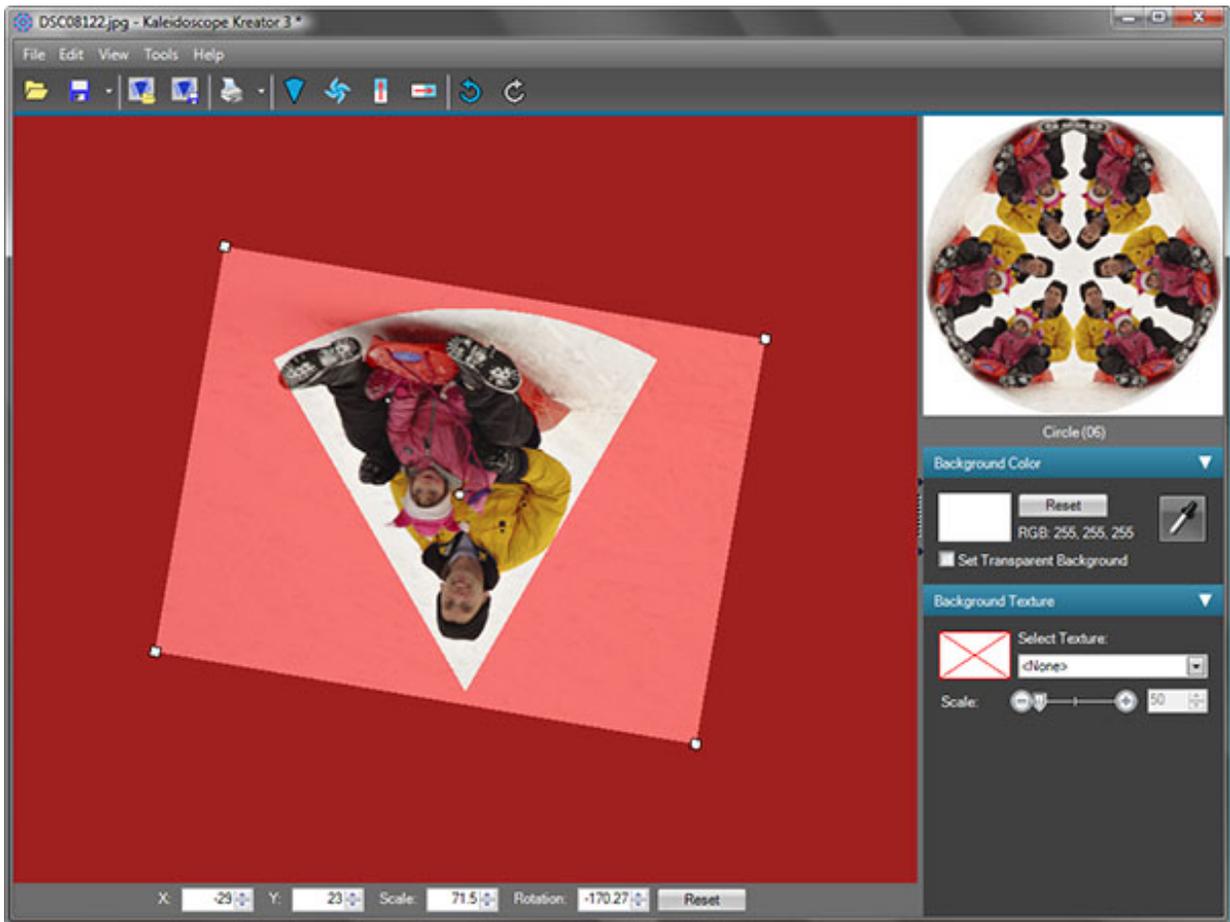
There are various warnings and tips that appear when you first start to use Kaleidoscope Kreator. You have the option to turn these off when they appear. But if you want to re-enable all of them, check Enable All Warning and Tip Dialogs.

### Advanced Settings

- Template Overlay Color

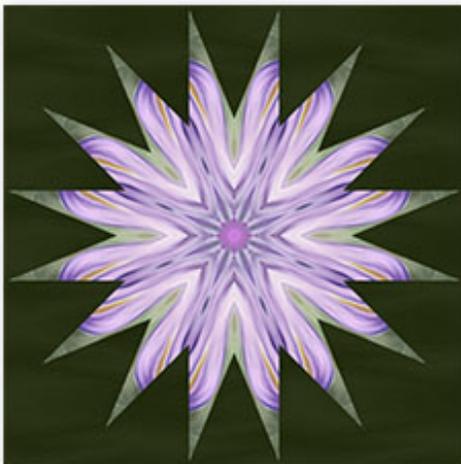
When working with light-colored images or images with white backgrounds, it can be difficult to see the template wedge boundary in the work area. This is because the default template overlay color is white, i.e. it matches the colors in the image. Changing the color of the template overlay makes it much easier to see the template wedge in the work area. To change the color, click on the Select... button next to Template Overlay Color to bring up the Select Color dialog.

For example, if the overlay color is changed to red, the work space would look like the following:

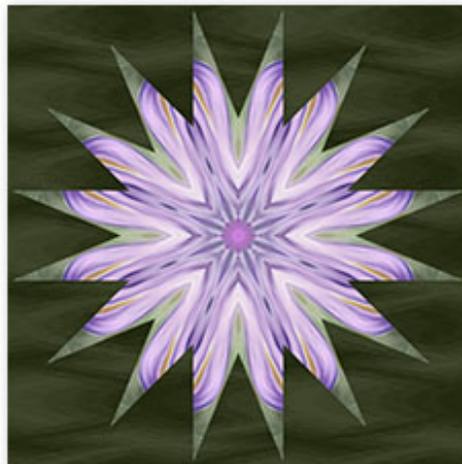


- Texture Opacity

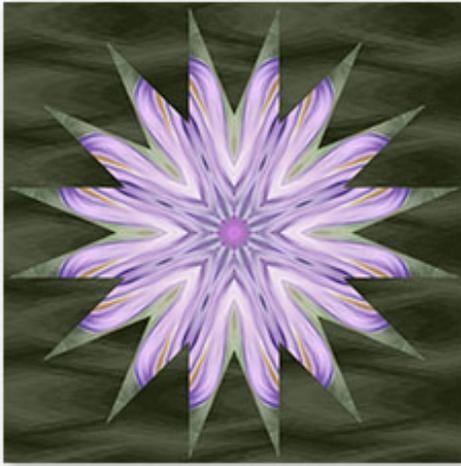
The [background textures](#) are applied over the [background color](#) with a default opacity of 15%. You can change this value from 0% (meaning the texture will not appear at all) to 100% (meaning you will only see the texture and none of the background color). *Note: Changing the opacity in the Options dialog will change the opacity setting for all textures - predefined as well as custom.*



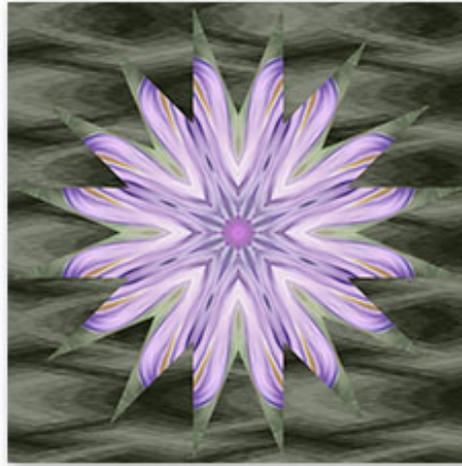
"Weave" background texture at 5% opacity



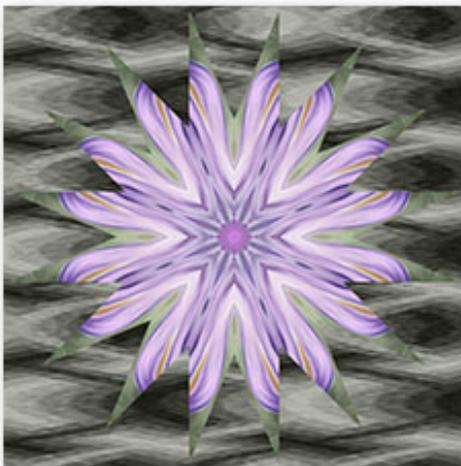
"Weave" background texture at 15% opacity



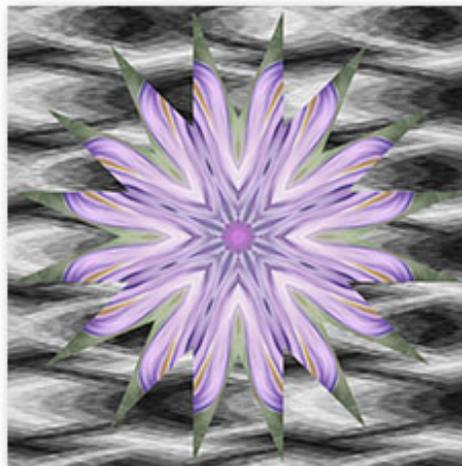
"Weave" background texture at 25% opacity



"Weave" background texture at 50% opacity



"Weave" background texture at 75% opacity



"Weave" background texture at 100% opacity

#### • Precision Bar Increments

The [precision bar](#) increments define how much the image in the work area moves when you click on the up/down arrows next to each value, or press the up/down arrow keys on your keyboard.

X/Y: The default value is 1 pixel, meaning 1 pixel in the original image (not the work area.) This allows for very precise control of the position of your image, but if you routinely work with large images, you may want to increase this number.

Scale: The default value is 1%. If you would like finer control, you may want to change this to 0.5 or even 0.1.

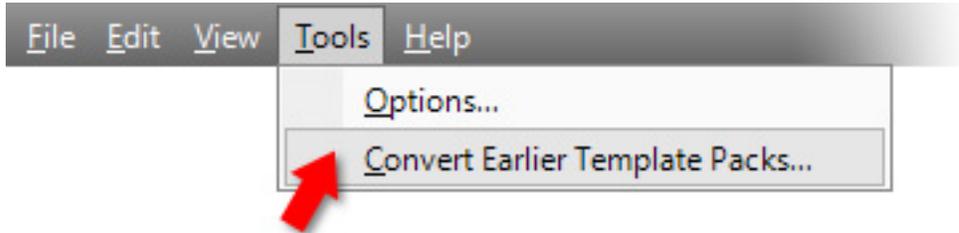
Rotation: The default value is 0.1 degree.





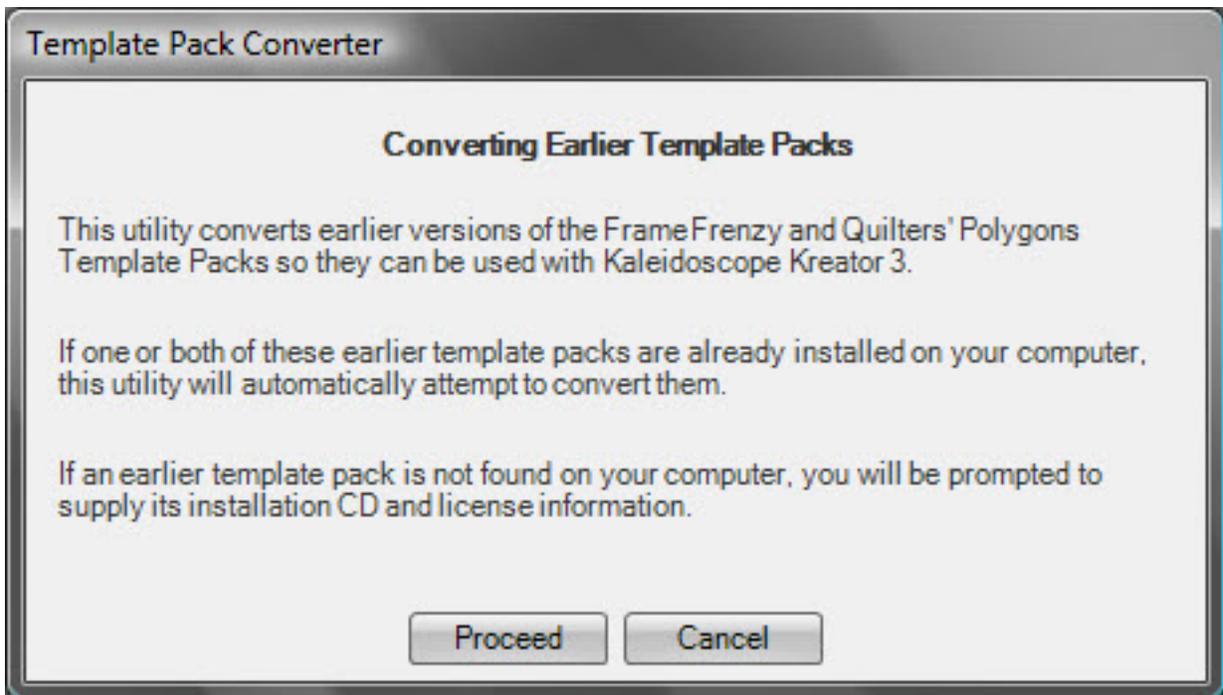
## Convert Earlier Template Packs

If you have one or both add-on template packs from a previous version of Kaleidoscope Kreator, select Tools > Convert Earlier Template Packs... from the menu.



The Template Pack Converter will convert the older Frame Frenzy and Quilters' Polygons template packs from Kaleidoscope Kreator 2.0 so they can also be used in Kaleidoscope Kreator 3. This utility is *only needed for these two older Kaleidoscope Kreator 2.0 template packs*. Template packs for Kaleidoscope Kreator 3 do not require any conversion.

The utility first checks if one or both template packs are already installed on your computer, and automatically converts them if found.



If an older template pack is not found on your computer, you have the option to insert its installation CD for validation (you'll also need to provide the license information for that product). *Note: When you insert a template pack installation CD, an "AutoPlay" window may appear. Dismiss this window before proceeding.*

Choose CD/DVD Drive

**Converting Earlier Frame Frenzy Template Pack**

The Frame Frenzy Template Pack was not found on your computer.

If you have the Frame Frenzy Template Pack installation CD, please insert it into your CD/DVD drive and click OK.

E:\ 

NOTE: When you insert the installation CD, an "AutoPlay" window may appear. Please dismiss this AutoPlay window before proceeding.

OK

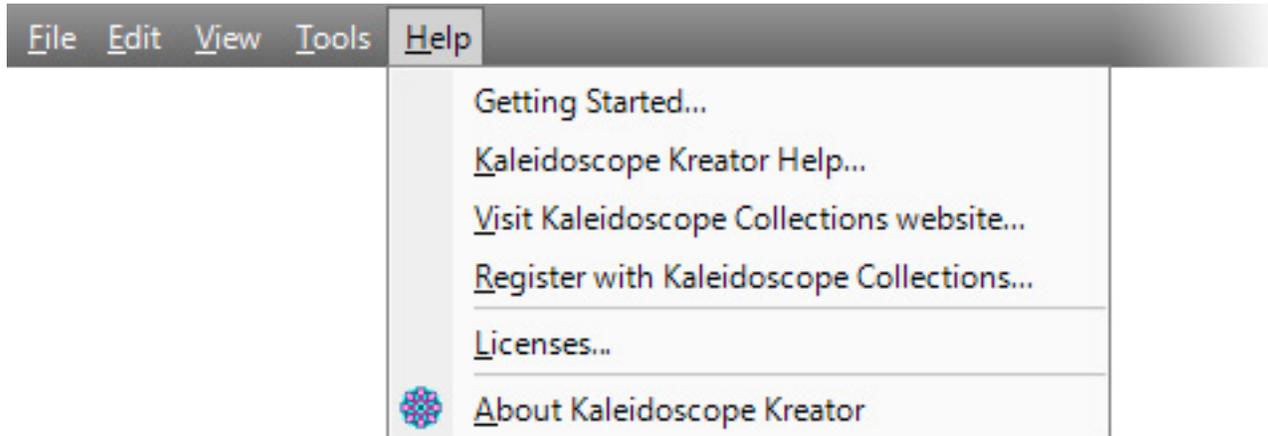
Skip





## Help Menu

The Help menu provides access to the help system, the Kaleidoscope Collections web site, software registration, license key settings and program version information.



### Getting Started

Opens the Getting Started Guide.

### Kaleidoscope Kreator Help

Opens the Kaleidoscope Kreator Reference Guide.

### Visit Kaleidoscope Collections Website

Links to the home page of the Kaleidoscope Collections web site. Internet access required.

### Register with Kaleidoscope Collections

Links to the registration page of the Kaleidoscope Collections web site. Internet access required.

### Licenses

Displays your licensed products and their associated license keys.

### About Kaleidoscope Kreator

Displays program version and copyright information.





## Toolbar Overview

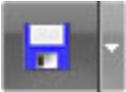


The toolbar contains buttons for the common commands and tools that you'll use most frequently



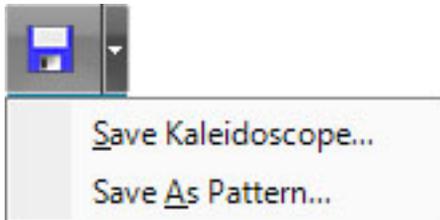
### [Open Image](#)

Opens the image that you will use to create a kaleidoscope.



### [Save Kaleidoscope](#)

Saves the kaleidoscope design to an image file.



### [Save As Pattern](#)

Saves the kaleidoscope design as a repeated pattern to an image file.



### [Open Workspace](#)

Opens a previously saved workspace.



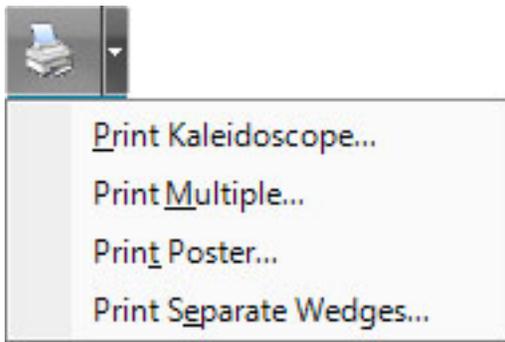
### [Save Workspace](#)

Saves a snapshot of the workspace (image, image position, kaleidoscope shape, background color, etc.), so you can open it again later.



### [Print Kaleidoscope](#)

Prints a single copy of your kaleidoscope in the size you specify.



### [Print Multiple](#)

Prints multiple copies of your kaleidoscope in whatever sizes and quantities you specify.

### [Print Poster](#)

Allows you to create kaleidoscope posters and other large-format projects by separating the kaleidoscope into "tiles" that can be printed on individual pages.

### [Print Separate Wedges](#)

Allows you to print each kaleidoscope segment separately.



### [Select Kaleidoscope Shape](#)

Lets you choose a different shape for the kaleidoscope.



### [Pinwheel Mode](#)

Turns mirroring on/off in the kaleidoscope design.



### [Flip Vertical](#)

Flips the image vertically.



### [Flip Horizontal](#)

Flips the image horizontally.



### Undo

Undoes the most recent action that you've taken in Kaleidoscope Kreator. (Note: The Undo history is reset whenever you open a new image in Kaleidoscope Kreator.)



### Redo

Redoes the most recent action that you've undone.





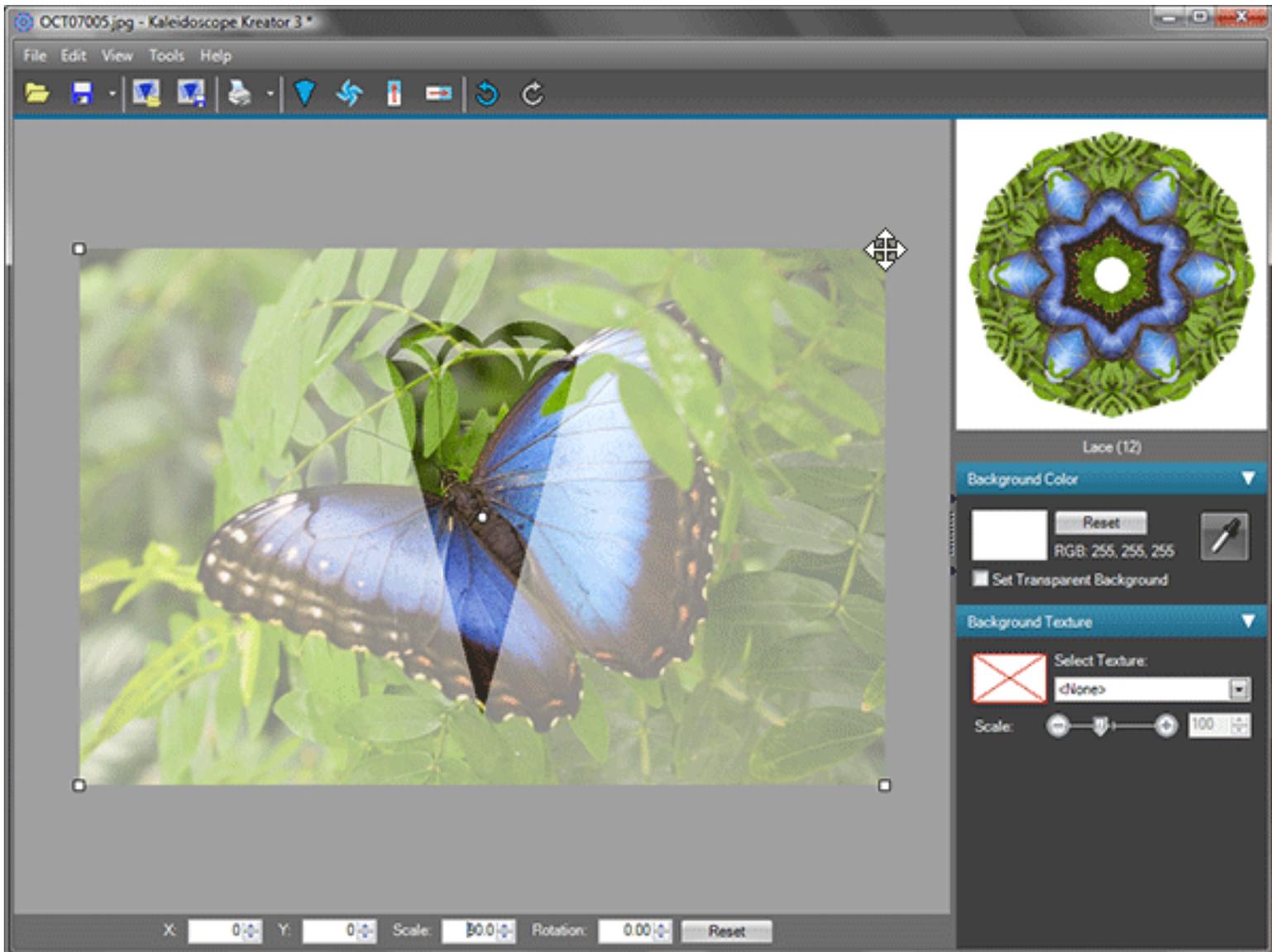
## Work Area

The Work Area is where the magic happens! This is where you position the image in relation to the template wedge. The important thing to remember here is that the template wedge always remains stationary on the screen; you are moving and resizing the *photo*. Think of it s though you are moving the photo underneath the template.

All of the movement in the work area is accomplished by clicking and dragging your mouse. The mouse action changes as you position the mouse over or next to the image. The shape of the mouse pointer indicates which action will occur when you click and drag.

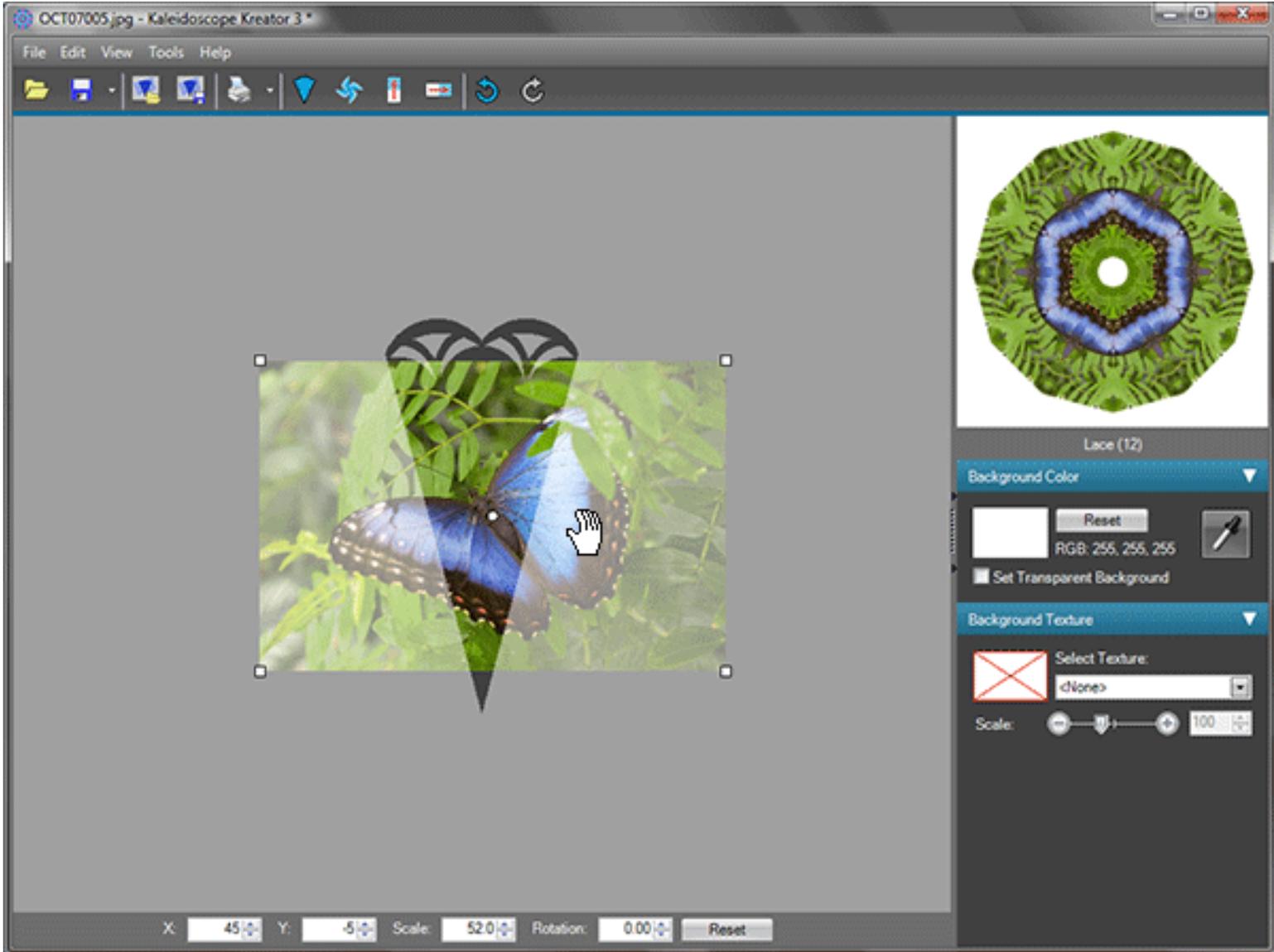


To resize the image, place the mouse over any corner, then click and drag. Dragging any of the four corners has the same effect; the image is resized from the center point.

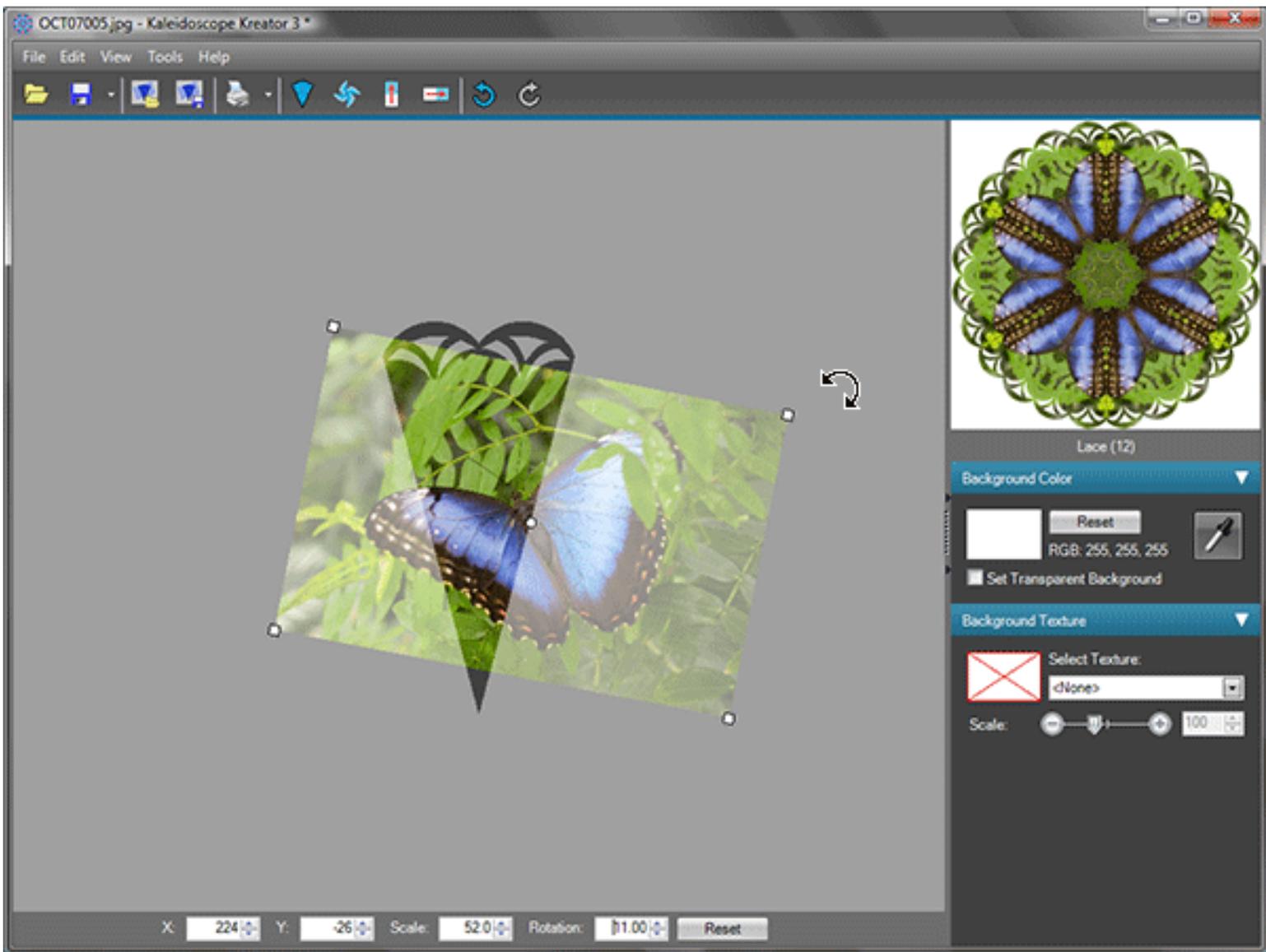




To move the image around the work area, move the mouse pointer over the image, then click and drag in the direction that you want the image to move.



To rotate the image, click and drag the mouse pointer outside the image boundary in the direction that you want it to rotate.



**Note:** If the image is positioned such that it does not fill the entire segment template, the empty portion in the resulting kaleidoscope will be filled with the background color.





## Precision Bar

The precision bar gives you complete control over the placement of your image. When you initially open an image, it is centered in the work area and the values in the precision bar are always relative to that starting position.

To modify a precision bar value, you can click on the field's up/down arrow buttons, type in a value directly, or highlight the field and use the up/down arrow keys on your keyboard.



### X

Moves the image horizontally in the work area. Clicking on the up arrow moves the image to the right one pixel at a time. Clicking on the down arrow moves the image to the left one pixel at a time.

### Y

Moves the image vertically in the work area. Clicking on the up arrow moves the image up one pixel at a time. Clicking on the down arrow moves the image down one pixel at a time.

*Note: If you are using a high-resolution (i.e. high quality) image, individual x and y movements via the precision bar may be hard to see because the increments are based on the pixel dimensions of the original image, not your display.*

### Scale

Adjusts the size of the image in the work area. When the image is first opened, the scale is set to 100. Clicking on the up arrow will increase the size of the image by 1%. Clicking on the down arrow will decrease the size of the image by 1%. The Scale field accepts fractional values which can be typed in directly.

### Rotation

Adjusts the rotation of the image in the work area. Clicking on the up arrow rotates the image clockwise by 0.1 degree, up to a maximum of 180 degrees (i.e., upside down). Clicking on the down arrow rotates the image counterclockwise by 0.1 degree, up to a maximum of (minus) 180 degrees..

### Reset button

Resets the position, scale and rotation of the image to what it was when the image was first opened.

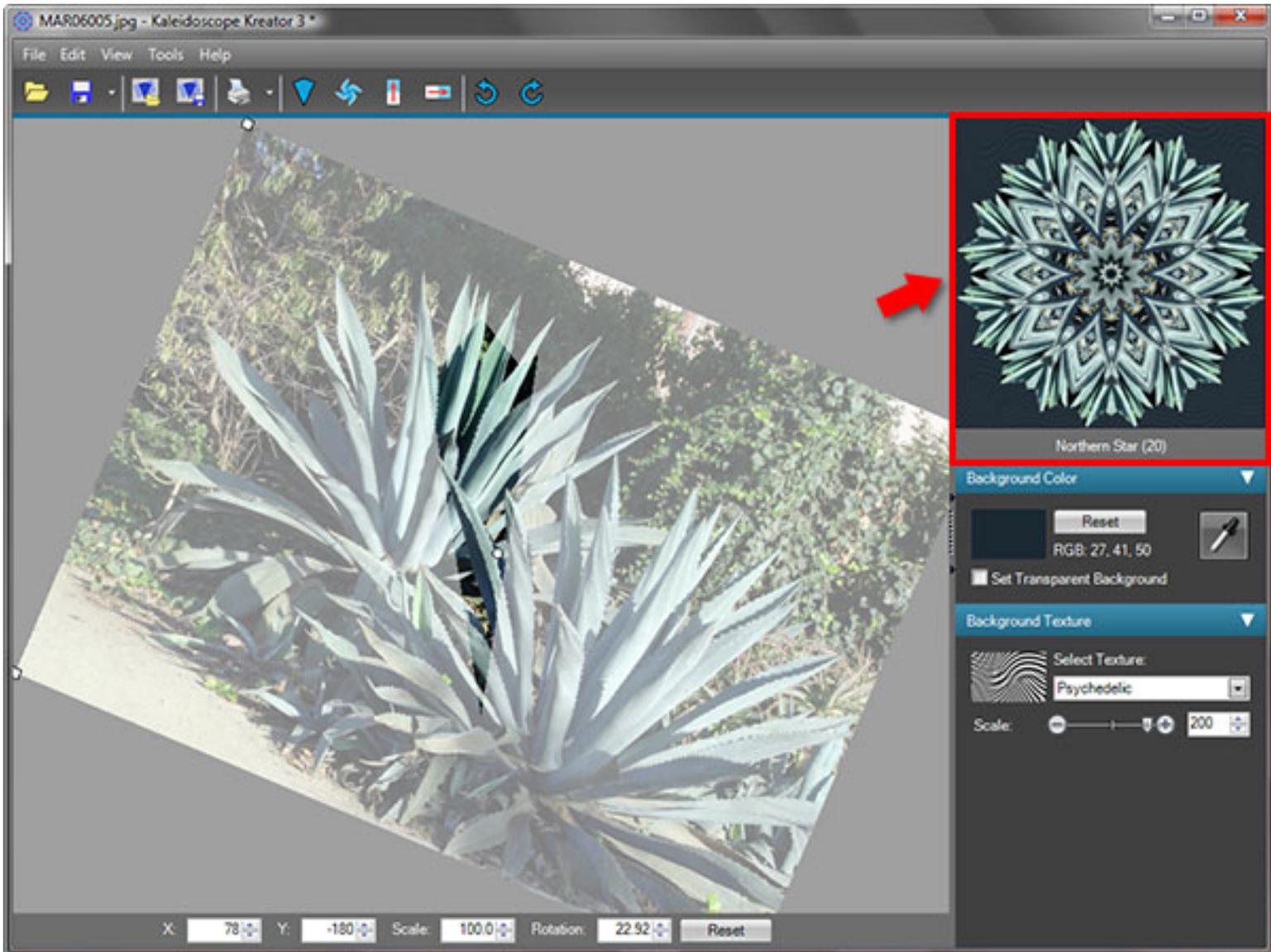
**Tip:** You can change the increments of the arrow buttons for each of the input fields in the [Options](#) dialog.





## Preview Area

The Preview Area continuously updates to show the current kaleidoscope design based on the position of the image in the work area.



There are three useful features that are "hidden" in the Preview Area:

### [Resize](#)

You can adjust the size of the preview area by clicking on the vertical bar to the left of the preview and dragging it to the left to make it larger. Dragging it to the right makes it smaller.

### [Template shape tooltip](#)

Hovering your mouse over the preview area will display a tooltip with information on the current kaleidoscope shape.

[Full screen preview](#)

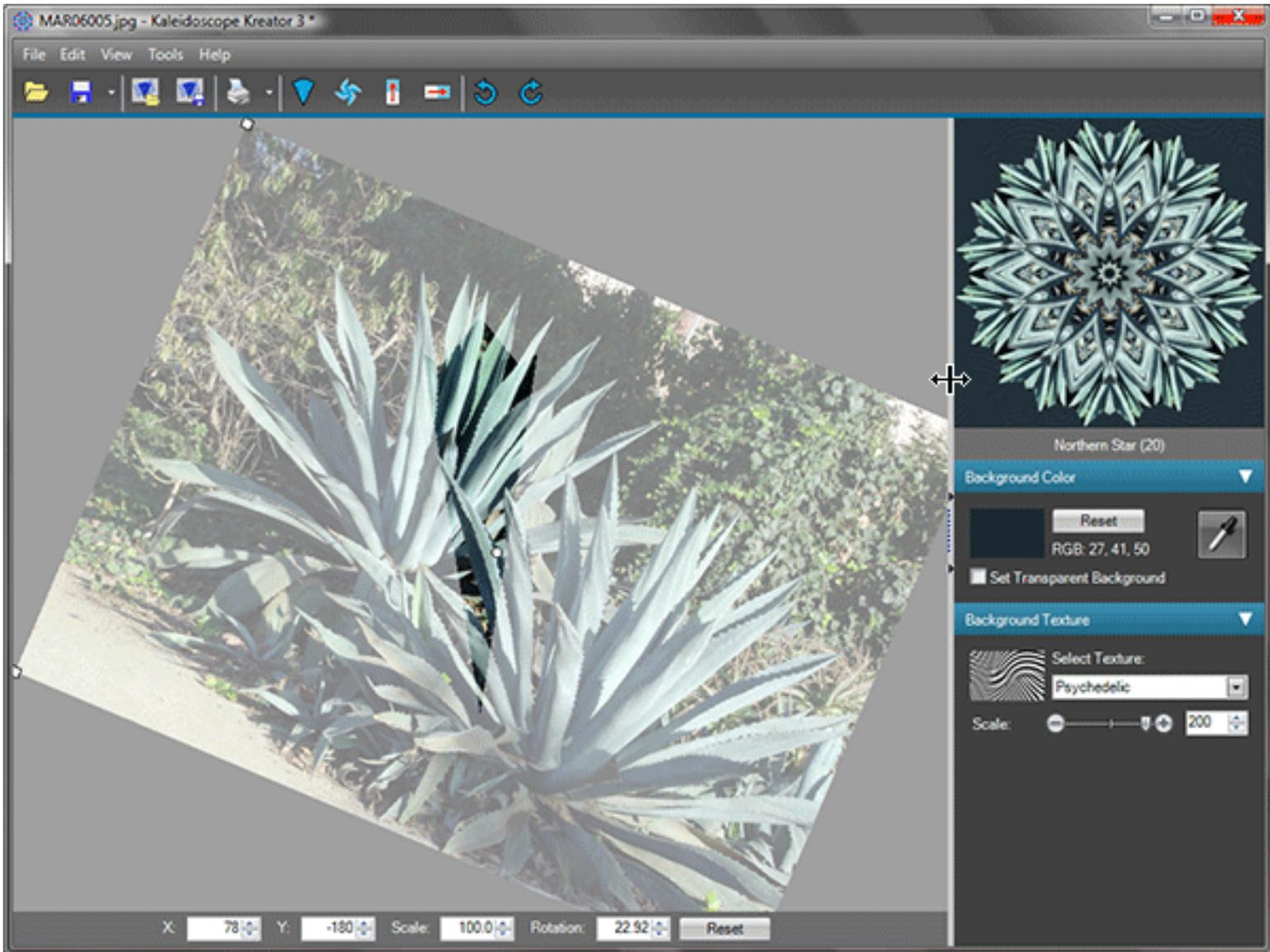
To see a full screen preview of your kaleidoscope, simply click on the preview area..





## Preview Area Resize

You can adjust the size of the preview area by clicking on the vertical bar to the left of the preview and dragging it to the left to make it larger. Dragging it to the right makes it smaller.





## Template Shape Tooltip

Hovering your mouse over the preview area will display a tooltip with information on the current kaleidoscope shape.



The tooltip provides you with information about the current kaleidoscope shape including its name, number of segments and which template pack it belongs to. It also displays a small thumbnail of the shape diagram.

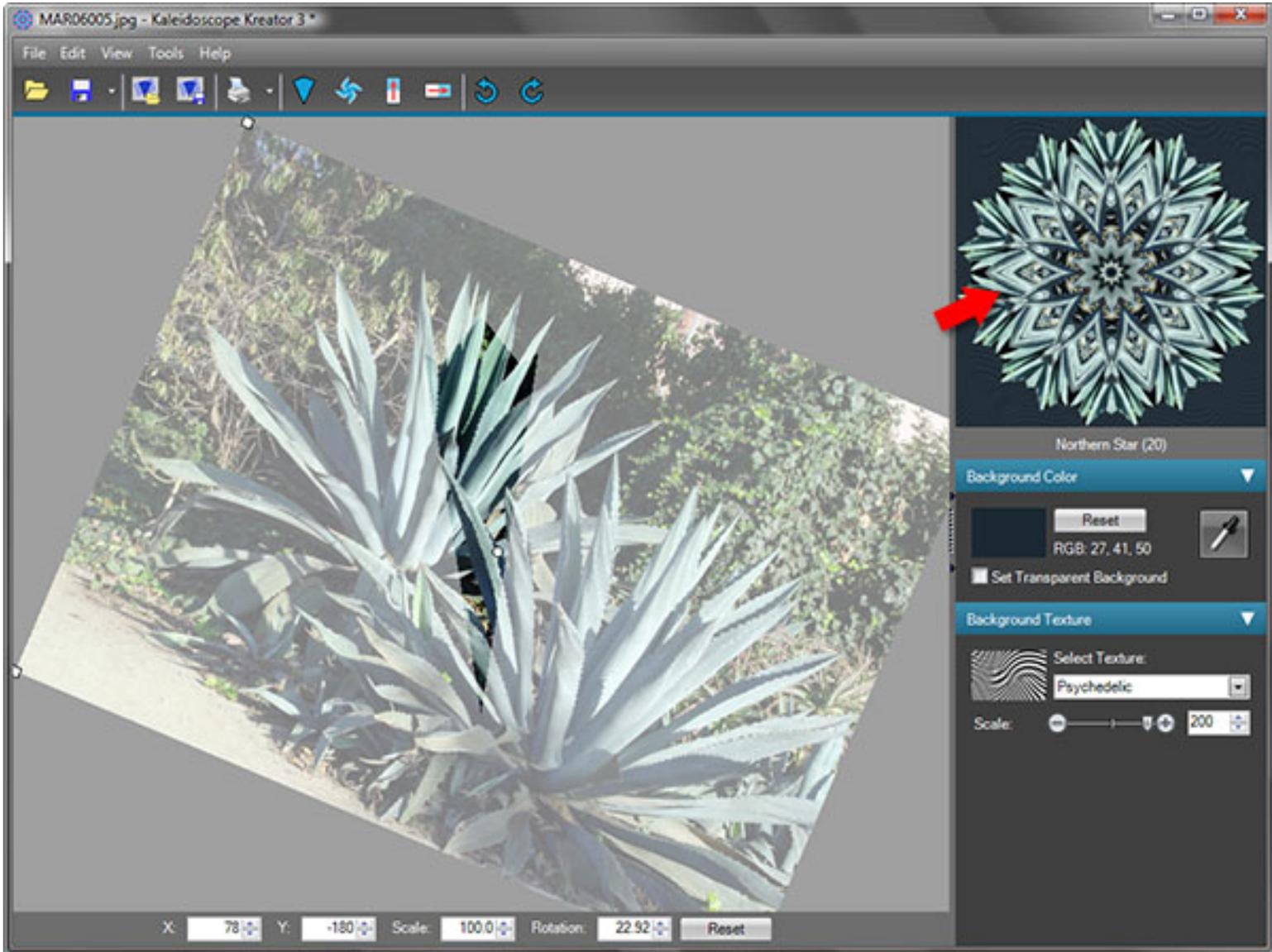
**Tip:** The highlighted segment in each shape diagram indicates how the template wedge in the work area is oriented in the kaleidoscope (See [Segment Orientation Tips](#) for more details).





## Full Screen Preview

To see a full screen preview of your kaleidoscope, simply click on the preview area.





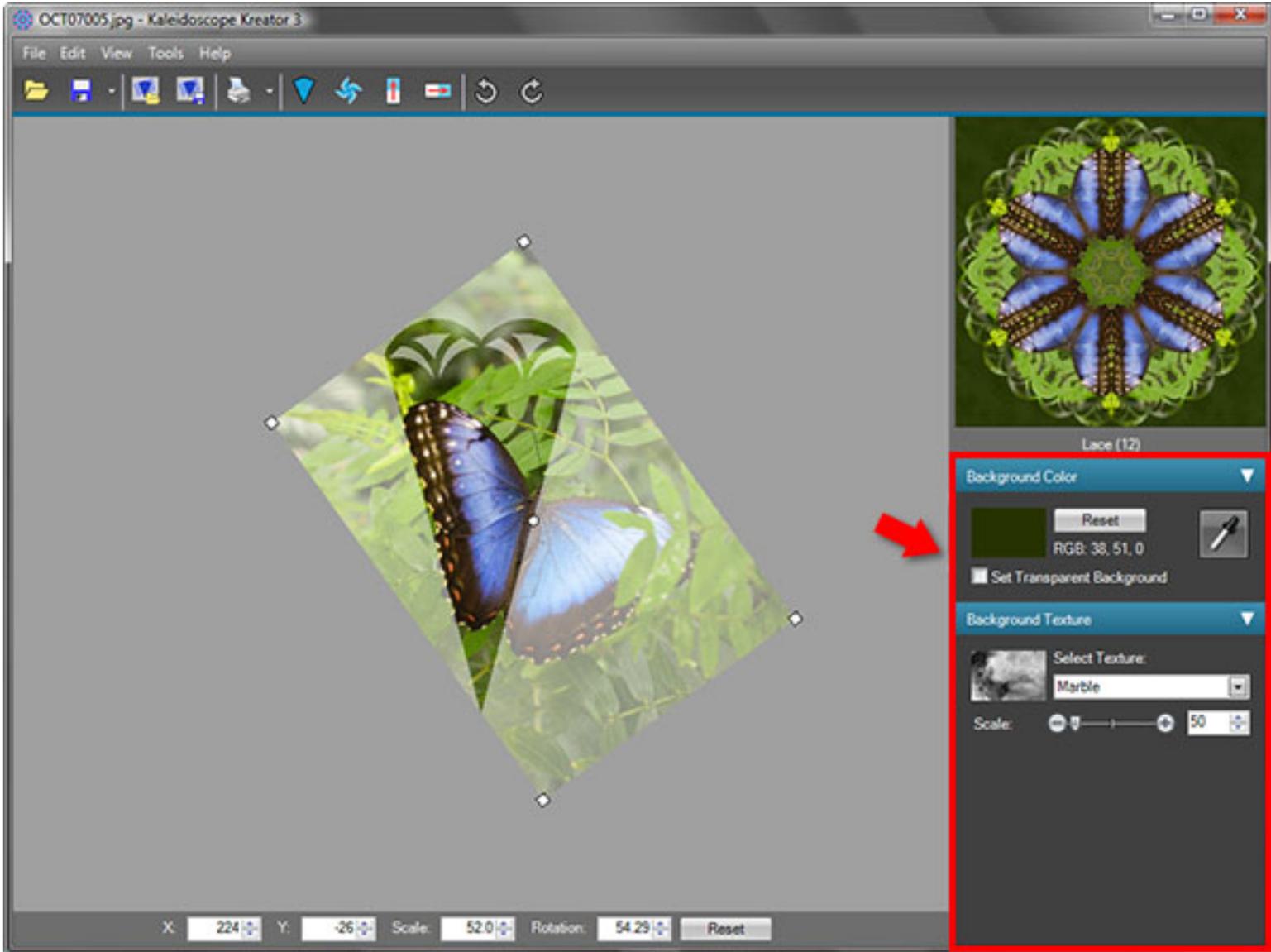
Click the OK button to close the Preview window and continue.





## Palette Area

The Palette Area is where you can enhance your kaleidoscope design by adding a background color and texture.



There are two palettes in the Palette Area:

### [Background Color](#)

The background color is used to fill the areas adjacent to the kaleidoscope image (including any center hole) and for the print margins.

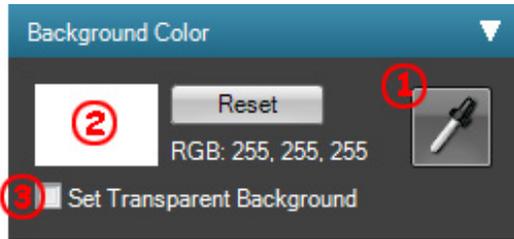
### [Background Texture](#)

The background texture palette lets you enhance a solid background color by adding a texture. You can choose from a list of predefined textures or define and use your own custom texture files.



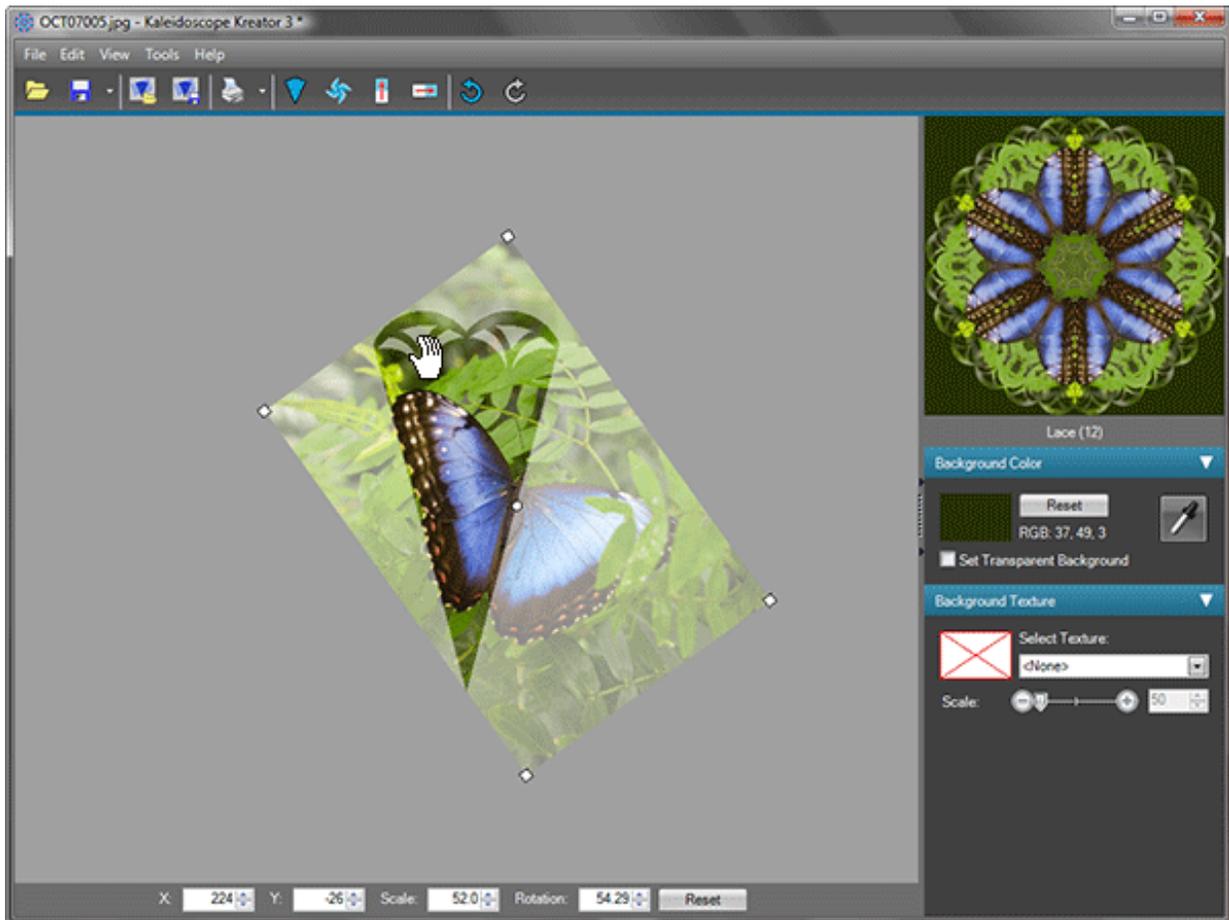
## Background Color

The Background Color is used to fill the areas adjacent to the kaleidoscope image (including any center hole) and for the print margins. There are three elements of the Background Color palette:



### 1. Eyedropper

Use the eyedropper to choose a background color directly from the image in the work area. Simply click on the eyedropper button in the Background Color palette and then click anywhere on the image. To choose a different color, simply click on the eyedropper again and click on a different area of the photo.



The new background color is now displayed in the kaleidoscope preview and will be used when printing or saving the kaleidoscope and when saving the workspace.

### 2. Color wheel selector

You can use the color wheel selector to select a background color (or modify one that you selected with the eyedropper.) Click on the background color swatch in the Background Color palette to open the Select Color dialog with the color wheel:



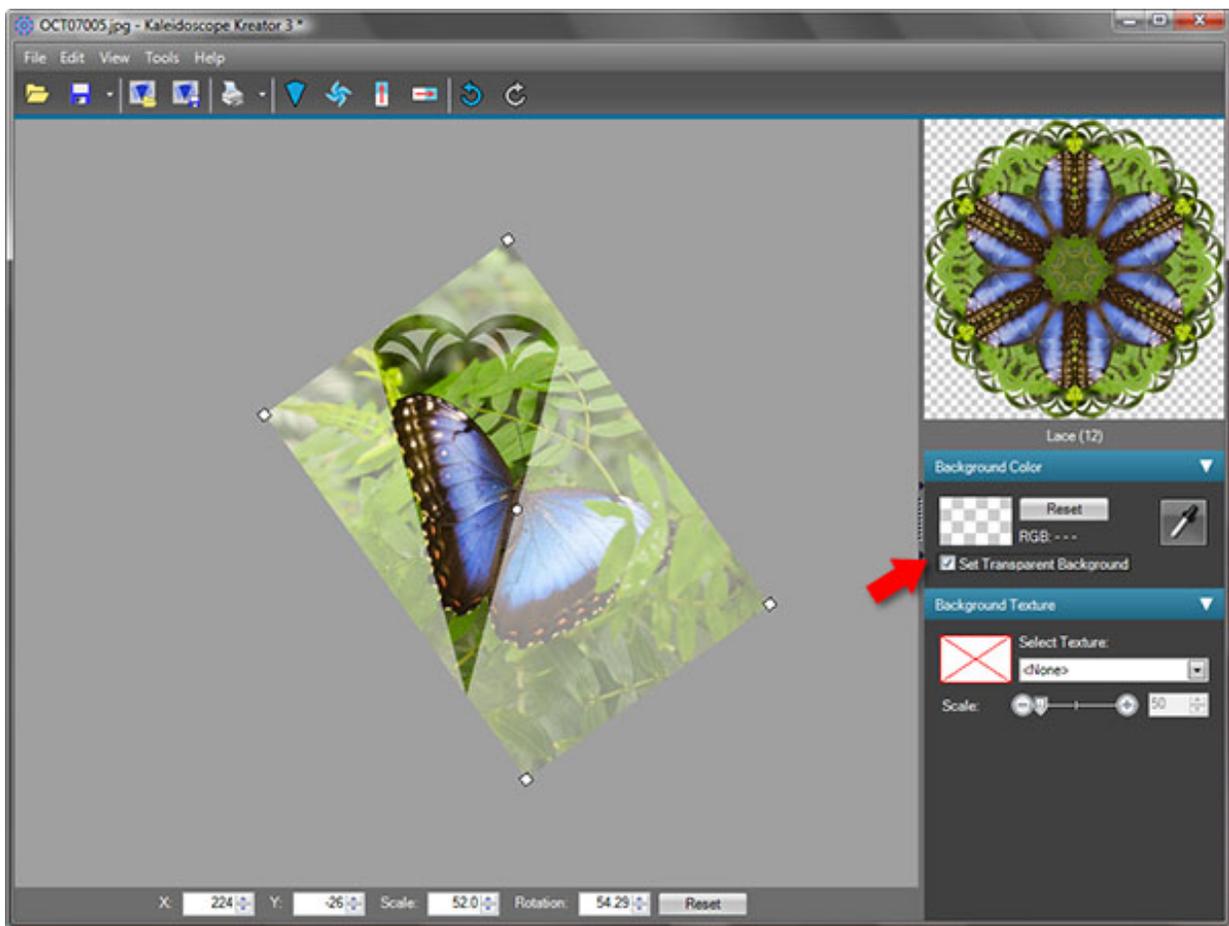
The Select Color dialog includes both visual and numeric controls for choosing the background color. The color wheel controls hue and saturation, and the slider bar controls brightness. Beneath these visual controls are numeric fields that allow you to specify a color using Hue/Saturation/Brightness or Red/Green/Blue (RGB) values.

Use the Default button to reset the color values to a white background color.

After making your selections, click OK to apply the new background color to the kaleidoscope.

### 3. Transparent background

Making the background transparent is useful if you want to save your kaleidoscope and combine it with other images using another image-editing program. Checking "Set Transparent Background" will remove everything in the background (including any "hole" in the center of the kaleidoscope) and make it transparent. Transparency is shown as a gray and white checkerboard in the Kaleidoscope Preview.

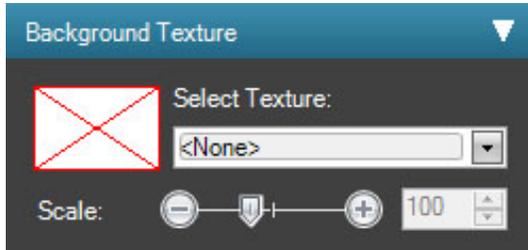


IMPORTANT: Not all file types support transparency. If you want to save a kaleidoscope with a transparent background, be sure to [save the kaleidoscope](#) as a [PNG file type](#).



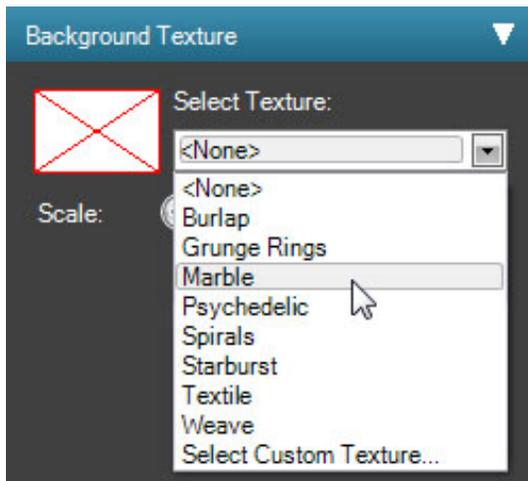
## Background Texture

The background texture palette lets you enhance a solid background color by adding a texture. You can choose from a list of predefined textures or define and use your own [custom texture files](#).

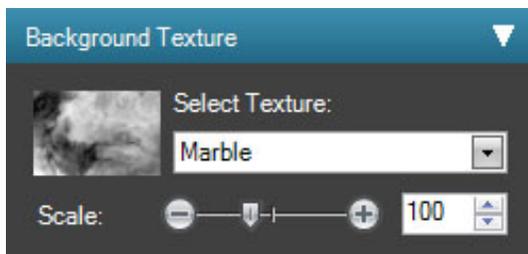


### Predefined textures

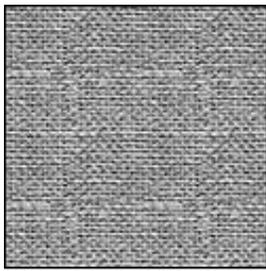
Kaleidoscope Kreator 3 comes with a set of eight predefined textures. Click on the Select Texture pulldown in the background texture palette to view the list of predefined textures.



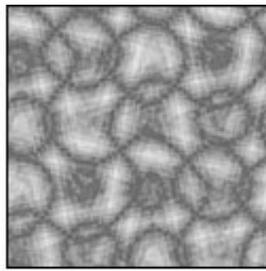
Click on the texture name to select it and a sample swatch appears in the palette. The texture is applied over the background color in the kaleidoscope preview.



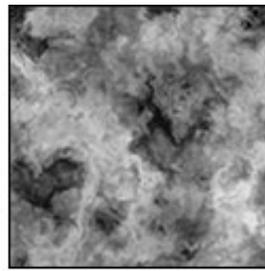
The following swatches display the predefined textures:



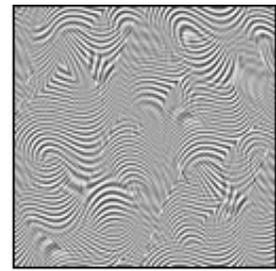
Burlap



Grunge Rings



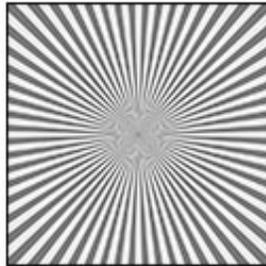
Marble



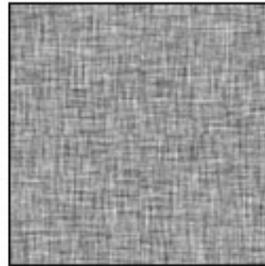
Psychedelic



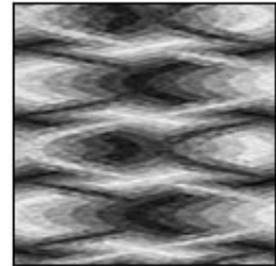
Spirals



Starburst



Textile

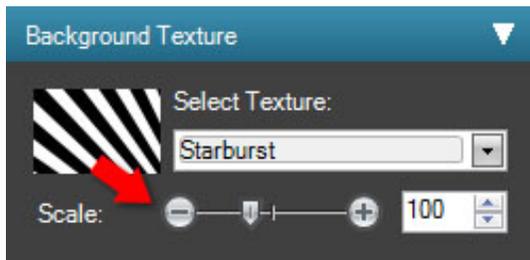


Weave

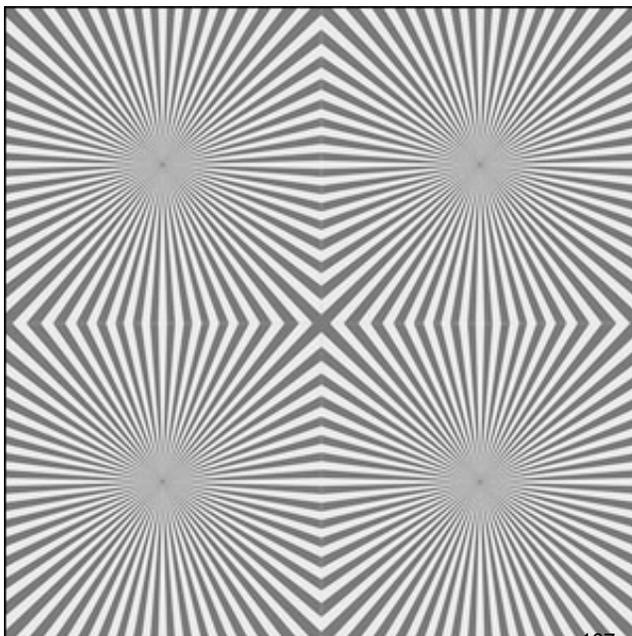
You can also define your own [custom textures](#) in another image editing program and use them in Kaleidoscope Kreator. The image must be 600x600 pixels in size (any resolution) and must be saved as a PNG file type.

## Scale

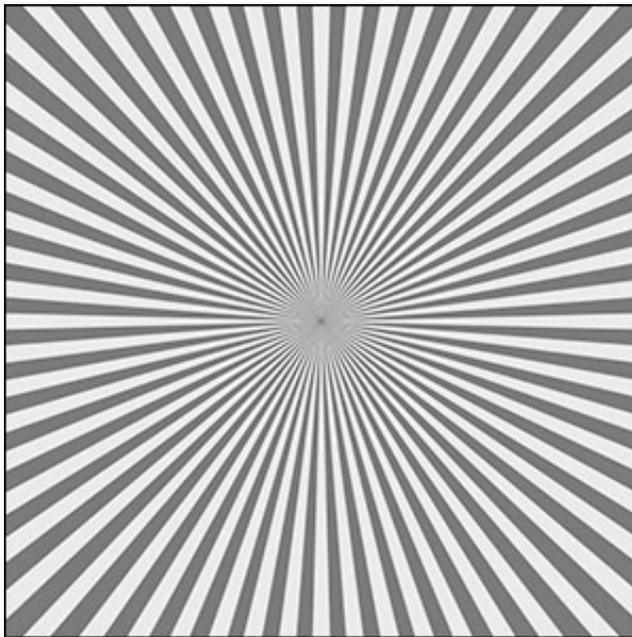
The Scale slider in the background texture palette lets you control how the texture will fill the background.



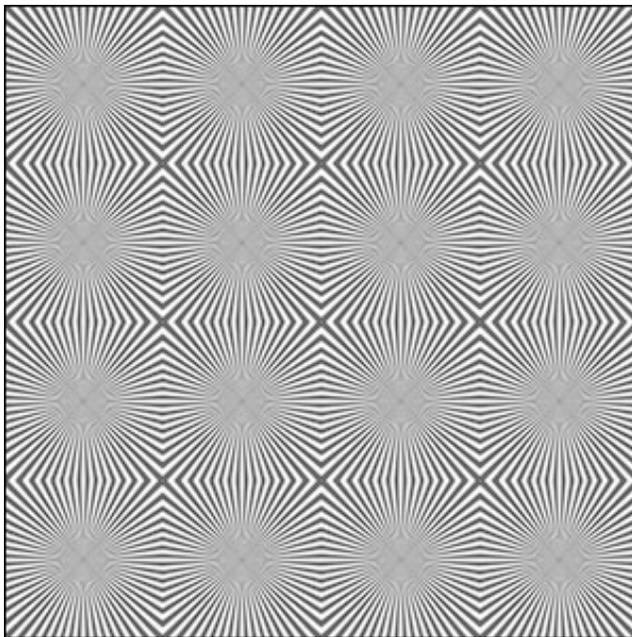
The default value is 100 which corresponds to the texture image filling  $\frac{1}{4}$  of the background square. It is easiest to see this with the Starburst texture:



A value of 200 corresponds to the texture image filling the entire background square.

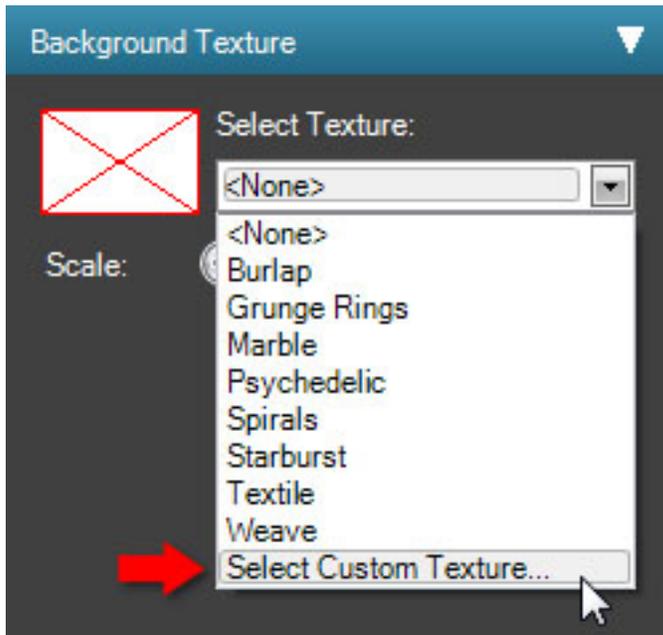


A value of 50 corresponds to the texture image filling 1/16 of the background square. In other words, the texture image is sized such that four copies of the image fit across the width and down the height of the square.



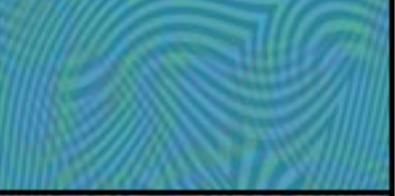
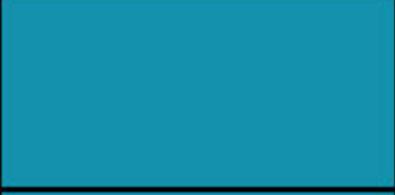
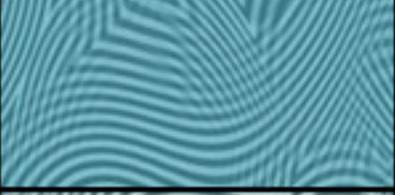
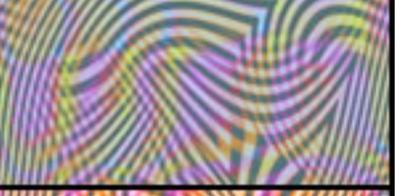
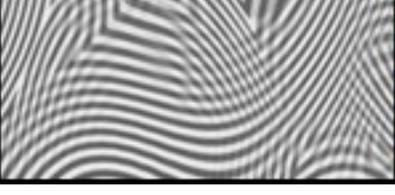
## Custom Textures

You can define your own custom textures in another image editing program and use them in Kaleidoscope Kreator. Click on the Select Custom Texture selection at the bottom of the drop-down list of textures. You will then be prompted with a standard Windows® Open dialog where you can browse to the location of your custom texture file.



Texture images must be 600x600 pixels in size (any resolution) and must be saved as a PNG file type. If the image is not a “seamless tile”, you will see the seam if the Scale of the texture is less than 200. If you want to learn how to make your own seamless tiles, you can find many tutorials on the web by searching for “how to make seamless tiles”.

All of the predefined textures in Kaleidoscope Kreator are grayscale (i.e., black and white) images. You can create textures that contain colors, but be aware that they will modify the background color. The texture image is applied over the background color with a default opacity of 15%. You can change the opacity by going to [Tools>Options](#) in the menu and changing the Texture Opacity in the Advanced Setting section. *Note: Changing the opacity in the Options dialog will change the opacity setting for all textures - predefined as well as custom.*

	No texture	Grayscale texture	Color texture
5%			
15%			
25%			
50%			
75%			
100%			





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## Appendix

1. [System Requirements](#)
2. [Supported Image File Types](#)
3. [Segment Orientation Tips](#)
4. [Understanding Image Size](#)





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## System Requirements

Minimum system requirements:

- Windows® XP with SP2; Windows Vista®
- 800 MHz processor
- 512 MB of RAM
- 45 MB of available hard disk space
- 1024x768 monitor resolution

Recommended system requirements:

- Windows® XP with SP2; Windows Vista®
- 1.0GHz processor or faster
- 1 GB of RAM or more
- 45 MB of available hard disk space
- 1024x768 monitor resolution

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## Supported Image File Types

BMP - Windows Bitmap (.bmp) format is an historic file format that is still widely used. It was developed by Microsoft® as a device-independent bitmap format, i.e. the image data is stored in such a way that the image can be displayed by Windows® on any type of display device. In general, it is not the preferred format to store images because it is not supported on other platforms such as Mac®.

JPG (or JPEG) – The Joint Photographic Experts Group (.jpg) format is optimized for photos and other “continuous tone” images. That is why it is the format of choice for most digital cameras. Its compression scheme analyzes an image and “discards” those pixels which the human eye most likely won’t notice. However, because it “discards” information, it is a *lossy* file format and if the compression is too strongly applied, you will see the effects of it! (“*Lossy*” simply means that some image data is “lost” in the compression process.) That said, huge savings in files sizes can be had (over TIF) without much noticeable degradation. It should be noted however that repeatedly saving the same file in JPG format will cause a cumulative loss of data which can very quickly become noticeable to the naked eye. If you need to edit a file, it is best to save the intermediate steps as TIF, then save the final version as JPG (if necessary).

PNG – The Portable Network Graphics (.png) format was developed to replace the GIF format in order to improve the severe lossy compression scheme as well as a counter to the proprietary licensing that GIF format requires. It uses a *loss/less* compression scheme (i.e., no data is “lost” in the compression process) and while it doesn’t reduce file sizes as much as GIF, it completely preserves the original data. It also supports transparency and perhaps because of this is a popular format for sharing digital scrapbooking elements.

TIF (or TIFF) – The Tagged Image File Format (.tif) is a flexible format that can be both compressed and non-compressed. The compression (if applied) is *loss/less*, but is not universally supported. (Kaleidoscope Kreator does *not* support compressed TIF files.) Because of this, files saved in TIF format are often not compressed and thus quite large. However, TIF is still the standard choice for archiving images that you want to keep for years to come because it is non-proprietary and contains all of the “original” data, including the color mode and image size information.

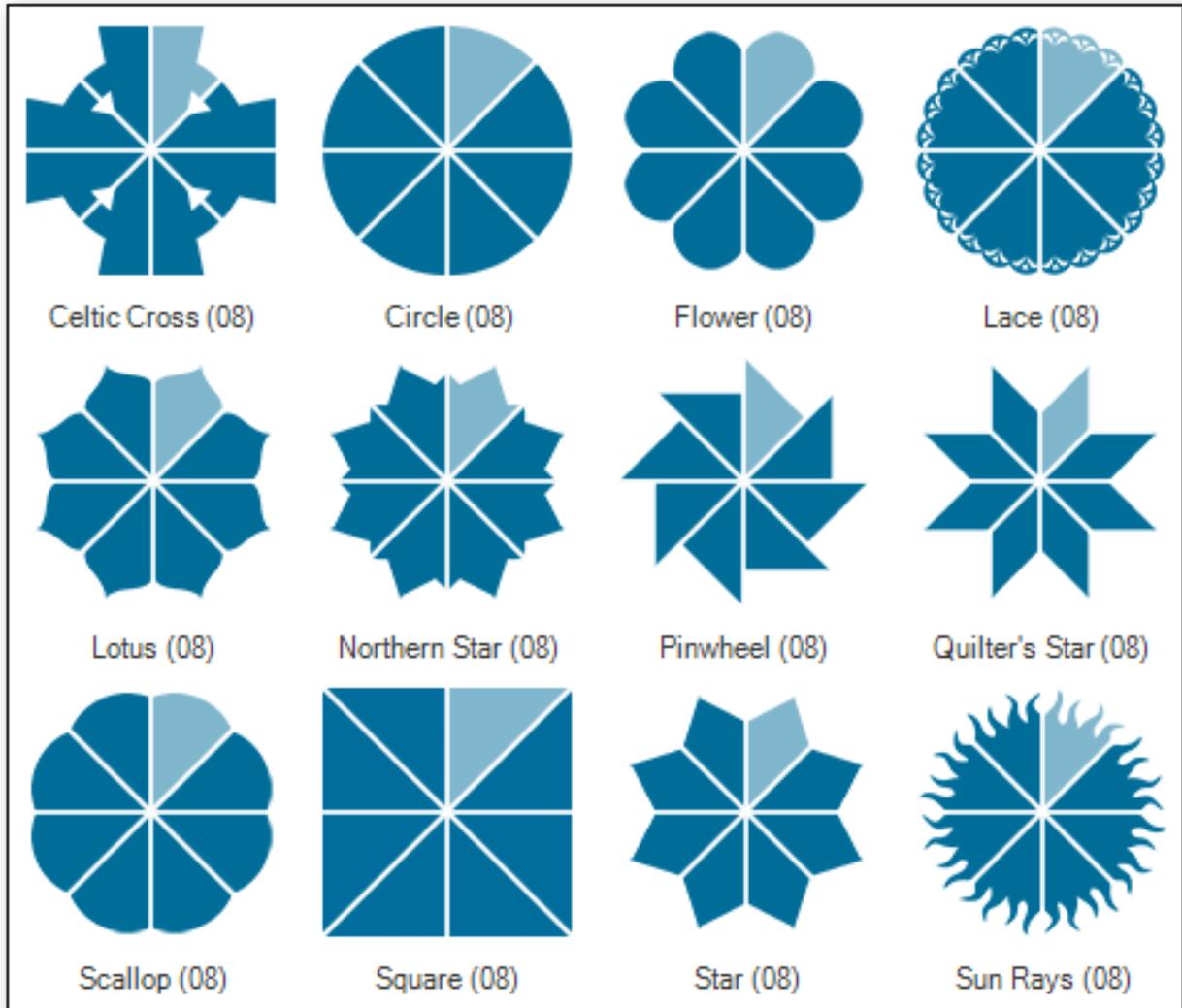
Windows® and Microsoft® are registered trademarks of Microsoft Corporation.

Mac® is a registered trademark of Apple Computer, Inc.

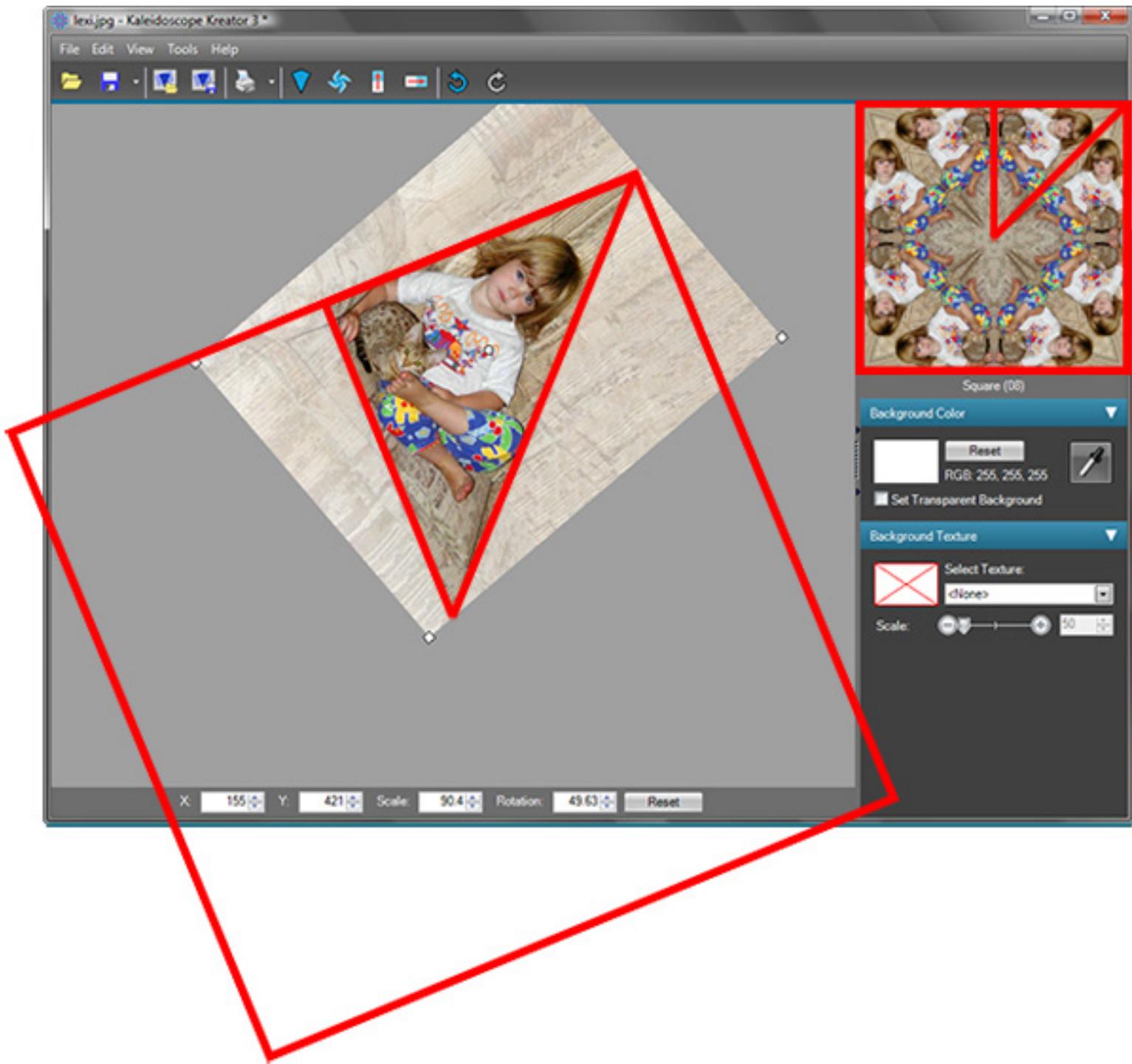


## Segment Orientation Tips

Each shape displayed in the Select Kaleidoscope Shape dialog has a highlighted segment that indicates how the template wedge in the work area will be oriented in the resulting kaleidoscope. Here are the diagrams for some 8-segment shapes:



The relationship between the template wedge and the resulting kaleidoscope can be confusing at first, especially for non-standard shapes like the Square and Celtic Cross. The trick is to focus on positioning the subject of your photo within the wedge - and letting Kaleidoscope Kreator do the rest of the work. The following example shows how the template wedge is oriented for the 8-segment Square shape:



## Understanding Image Size

Image size is composed of three related parts:

1. Pixel Dimensions
2. Print Size
3. Resolution

### 1. Pixel Dimensions

*Pixel Dimensions* refers to the total number of pixels that make up a digital image. ("Pixels" stands for "picture elements", i.e. the elements that make up a picture.) Pixel dimensions are referenced in terms of *width x height*, e.g. 600x400. The greater the number of pixels, the more information (or detail) an image contains.

### 2. Print Size

Print Size is perhaps the easiest component to understand because it is simply the dimensions (in inches or centimeters) that an image is printed at. When someone refers to a 4"x6" image, they are referring to the print size.

### 3. Resolution

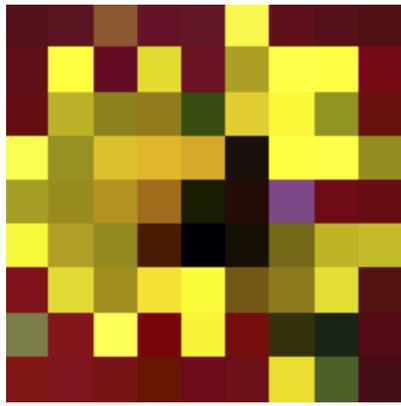
Resolution refers to how much information is contained in a given amount of space. Resolution is referenced in terms of *dots per inch (or dpi)*. The important thing to remember about resolution is that the higher the resolution, the more detail you will see in your printed images.

To better understand resolution, it may be easier to think of the dots as squares - or more specifically as tiles in a mosaic. Imagine that you are remodeling your kitchen and you've decided to put a tiled mosaic on the wall behind your stovetop in a space of about 3'x3' (about the size of the stovetop itself.) You've drawn the outline of a sunflower on the wall to guide the placement of the tile:

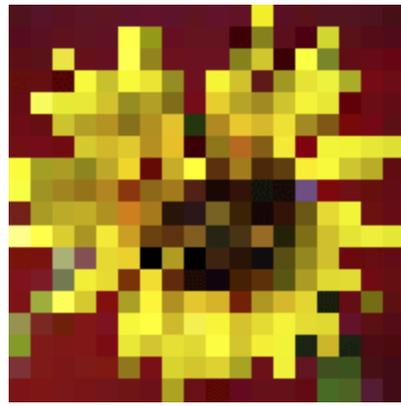


Now it's time to actually choose the tile for your mosaic. Your goal is to create the mosaic with as much detail as possible while minimizing the amount of tile cutting you will need to do. When you get to the store, you discover that tile comes in many different sizes, e.g. 4", 2", 1" and 1/2" (to name just a few.)

Imagine trying to create a mosaic of the sunflower using only the 4" tiles. Would you recognize the design as a sunflower or just a bunch of different colored squares? Now imagine trying to create the mosaic design using the 2" tiles. You may be able to recognize the sunflower in the design, but it will probably take some imagination. Now imagine creating the entire mosaic using 1" tiles and then 1/2" tiles. Think of how many tiles that would be!! The following examples provide a visual example of the differences using each of the different tile sizes. (Move your mouse over each of the images, to see the sunflower sketch superimposed on the mosaic.)



Sunflower mosaic using 4" tiles



Sunflower mosaic using 2" tiles



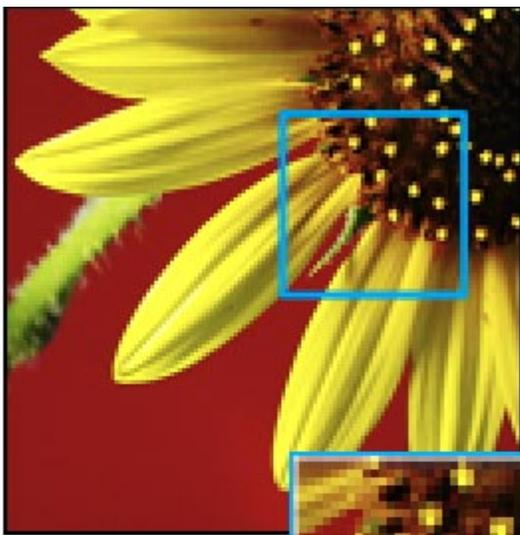
Sunflower mosaic using 1" tiles



Sunflower mosaic using 1/2" tiles

Why have we spent all this time explaining mosaic tiles? Because pixels are like mosaic tiles! The more pixels you fit into a given space (i.e., the higher the resolution), the more detail your printed image contains.

You may have read or heard advice that images destined for the web or e-mail should have a resolution of 72 dpi; likewise images destined to be printed should have a resolution of 300 dpi. While these are not hard and fast rules, there is a reason these numbers exist. A computer monitor cannot display more than 72 dots per inch. (Actually, advances in technology has changed this, but that is another discussion.) So creating an image with a higher resolution does not actually provide more detail for the viewer because the computer monitor cannot display more detail than 72 dpi. Printers on the other hand (including inkjet printers) can print at least 300 dots per inch (and often more.) That is four times more information (i.e. detail) that can be included in an image to be printed than one destined for the web:



72 dpi



300 dpi



Why does all of this matter?

Having a good understanding of the relationship between pixel dimensions, print size and resolution will give you greater control over the quality of your images:  $Pixel\ Dimension = Print\ Size * Resolution$ . A resolution that is too low may result in your printed images looking pixelated, i.e. you can see the individual pixels. A resolution that is too high (thus resulting in a larger number of total pixels) will increase the processing time on an image because more pixels have to be processed than are really necessary.

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## Examples

Let's take a look at some examples to visually see how this all fits together. In each of the examples below, the size of the image is shown relative to a "printed" 6"x4" grid.

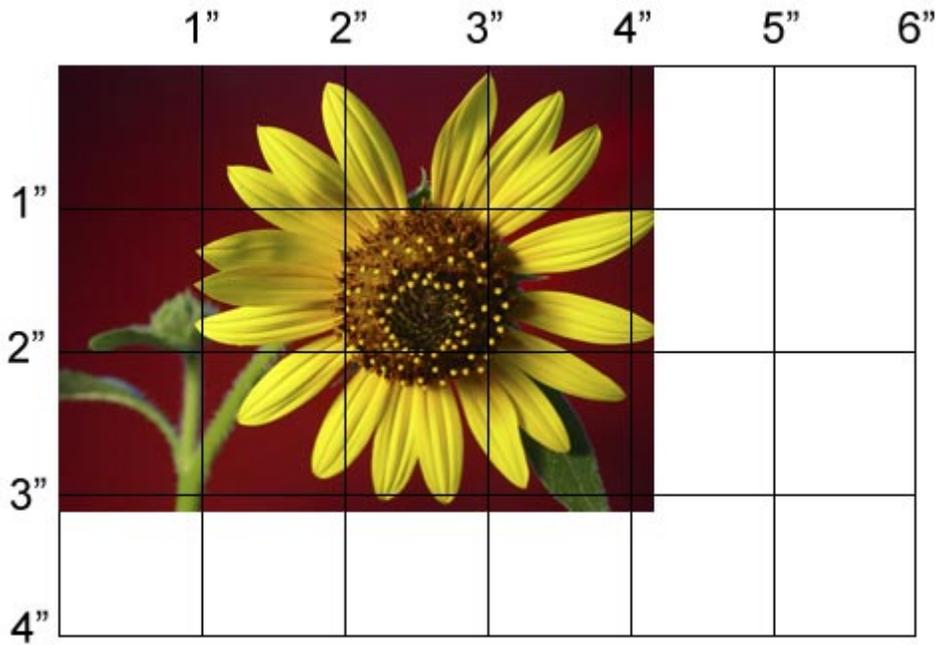
Example 1 - We start with an image of 300x225 pixels at 72dpi. If we increase the resolution while keeping the pixel dimensions the same, the print size will decrease. It is important to note that because the pixel dimensions remained the same and the resolution increased, the perceived quality of the image stays the same (or may look better), though the printed image size will be smaller.

At 72dpi, the print size is 4.17"x3.13":

Print size = Pixels / resolution

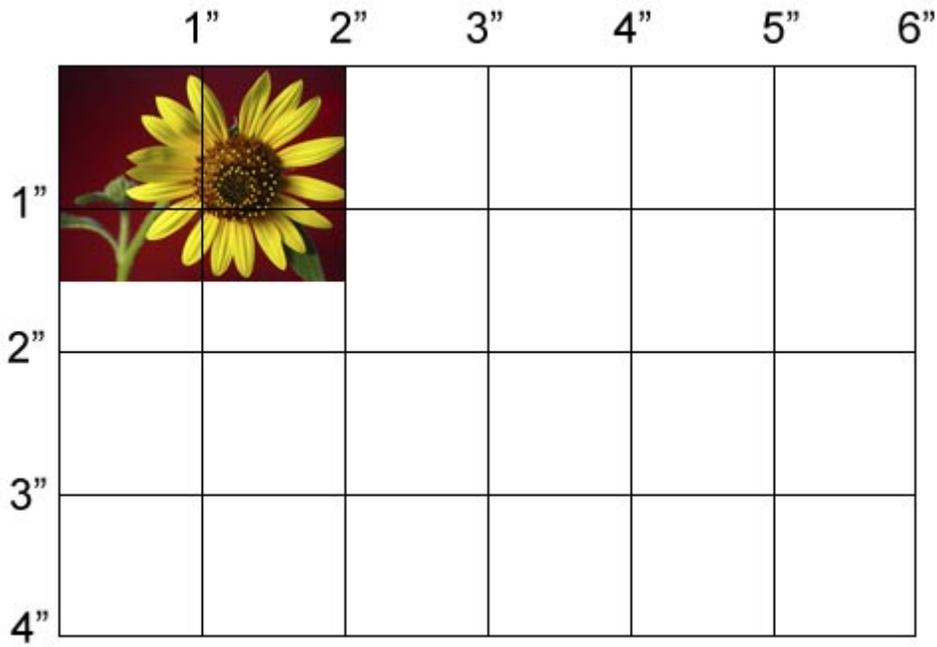
Print size = 300 px / 72 dpi = 4.17"

Print size = 225 px / 72 dpi = 3.13"



Increasing the resolution without changing the pixel dimensions results in a decrease in the print size.

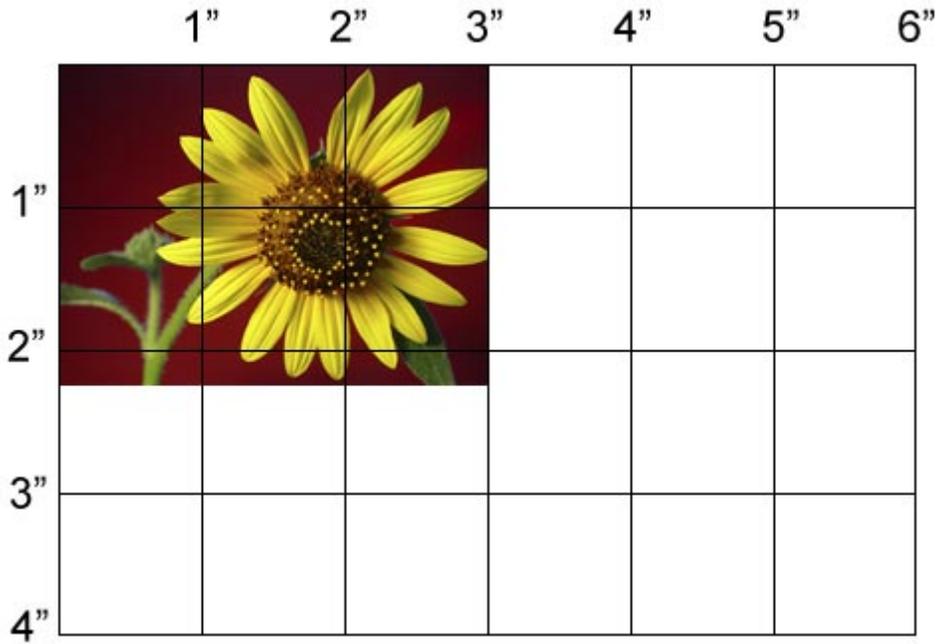
Print size = Pixels / resolution  
 Print size = 300 px / 150 dpi = 2"  
 Print size = 225 px / 150 dpi = 1.5"



Example 2 - We start with an image of 900x675 pixels that prints at 3"x2.25". If we increase the print size while keeping the pixel dimensions the same, the resolution will decrease. It is important to note that when the pixel dimensions stay the same and the resolution decreases, the quality of the image may degrade because the same number of pixels are spread out over a larger area which has the effect of increasing the size of the pixels. If the change is large enough, you may see some pixelation of your image when printed.

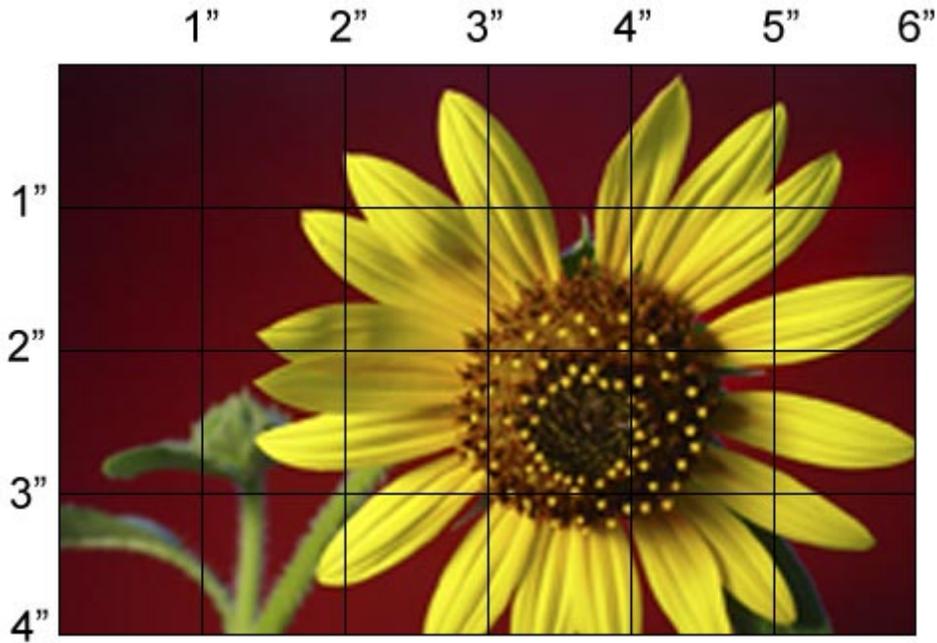
At 3"x2.25", the resolution is 300 dpi:

Resolution = Pixels / print size  
Resolution = 900 px / 3" = 300 dpi  
Resolution = 675 px / 2.25" = 300 dpi



Increasing the print size while keeping the pixel dimensions the same results in a decrease in resolution.

Resolution = Pixels / print size  
Resolution = 900 px / 6" = 150 dpi  
Resolution = 675 px / 4.5" = 150 dpi



Example 3 - We start with an image that is 3"x2.25" and 300dpi. If we decrease the resolution while keeping the print size the same, the pixel dimensions will decrease. It should be noted that any time the pixel dimensions are changed, there is a decrease in the quality of the image because the graphics application must average the correct color values for the remaining pixels. In this case, the averaging of the color values in

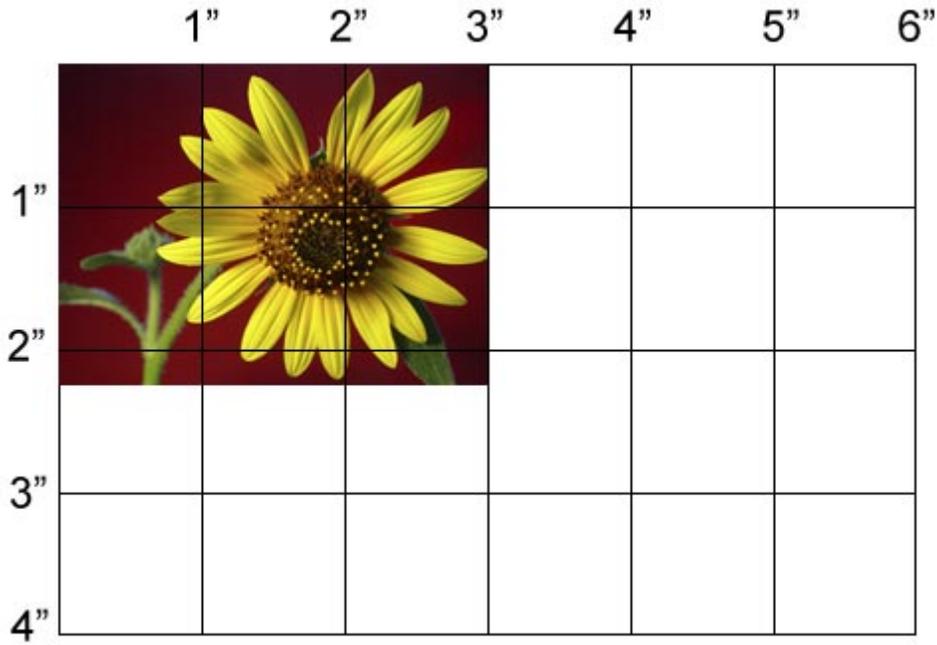
addition to the decreased resolution further degrades the image quality. Look closely at the stamens of the flower to see the effect of this.

At 3"x2.25" and 300dpi, the pixel dimensions of the image are 900x675.

Pixels = Print size \* resolution

Pixels = 3" \* 300 dpi = 900

Pixels = 2.25" \* 300 dpi =675



Decreasing the resolution while keeping the print size the same results in a decrease in pixel dimensions.

Pixels = Print size \* resolution

Pixels = 3" \* 150 dpi = 450

Pixels = 2.25" \* 150 dpi =338

