

Hue and Cry

Flaming Pear Software

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What it does

Hue and Cry is a color noise generator. It creates areas of semi-random abstract color which are useful for making backgrounds or for reducing the uniformity of an illustration. You can also use the output of Hue and Cry as a picture base or as an element for textures and tiles for surfacing 3D models.



How to install

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

To use this software, you need a paint program which accepts standard Photoshop 3.02 plugins.

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

Most other paint programs follow a similar scheme.

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

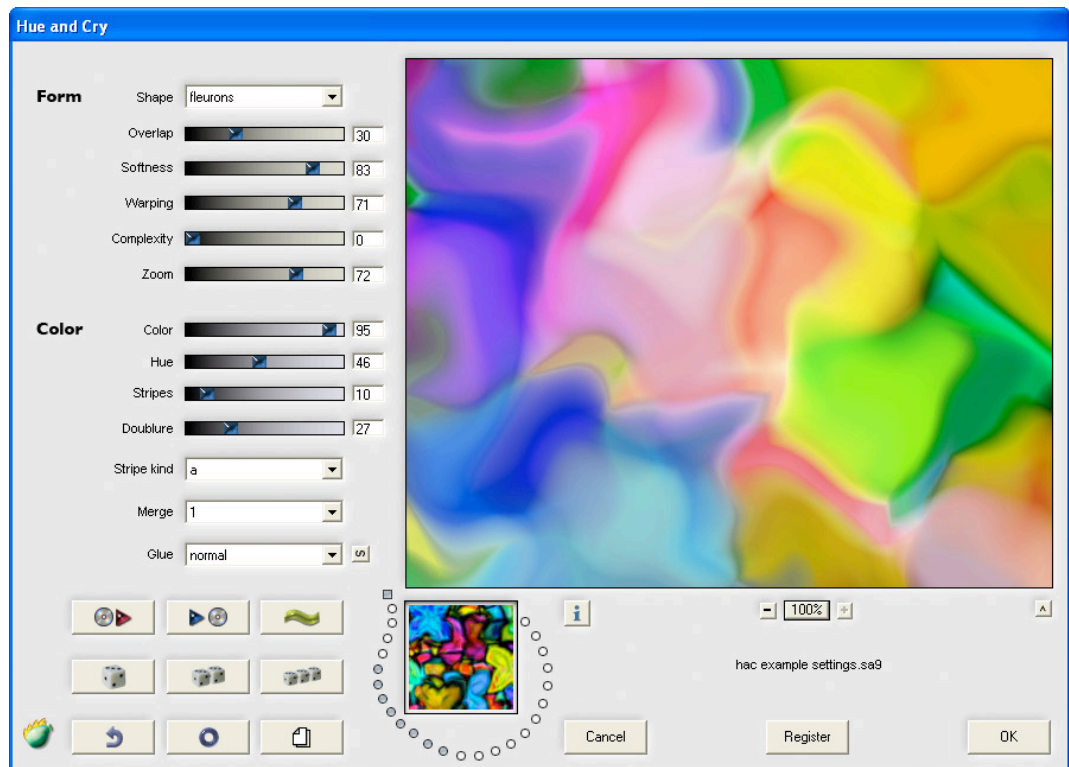
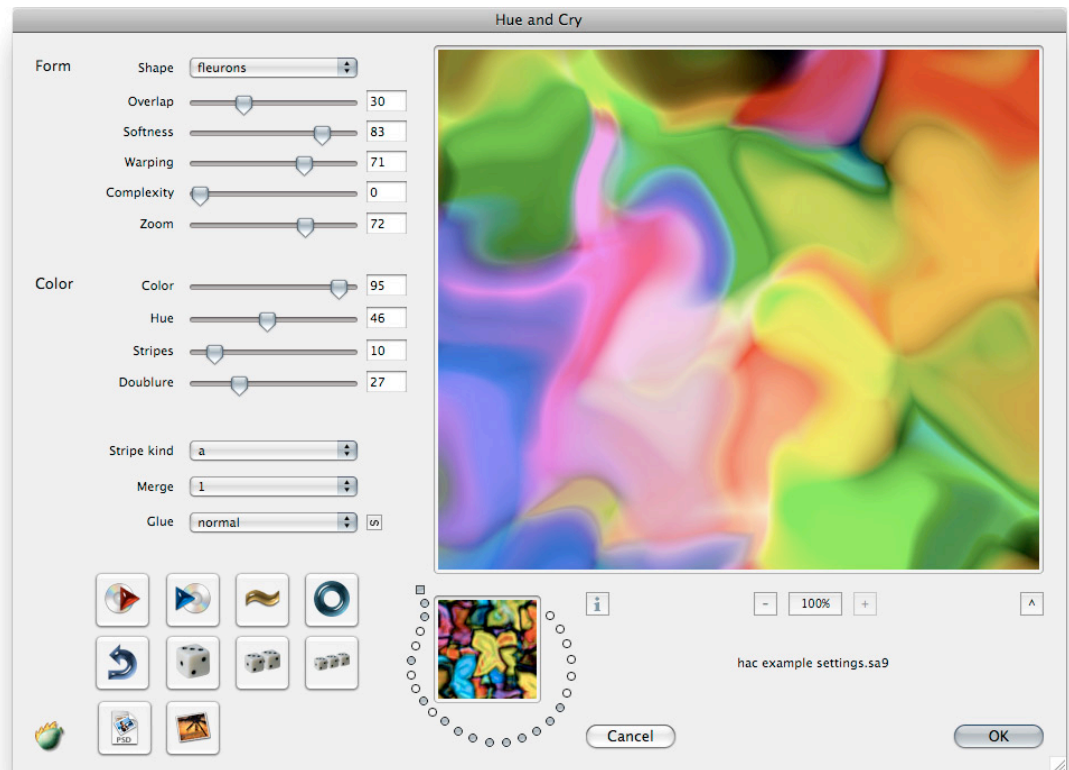
PSP 8, 9, X, XI, and X2:

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

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

Quick start

When you invoke Hue and Cry, a dialog box will appear.



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



dice

Using the dice is the easiest way to use Hue and Cry. If you want to hand-tune your own effects, it helps to learn the controls, which are arranged into two groups:

[Form](#)

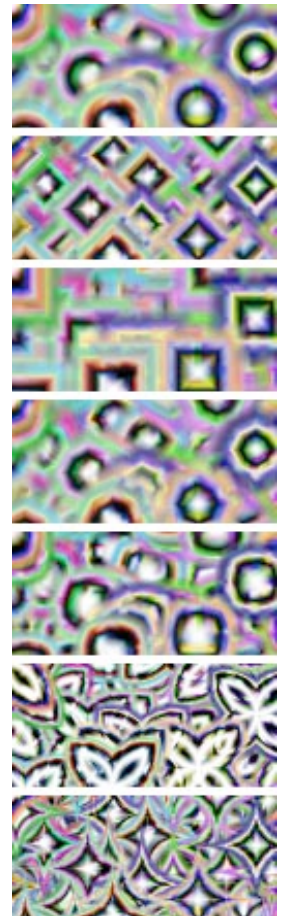
[Color](#)

...and a few other controls that affect the whole image.

Form

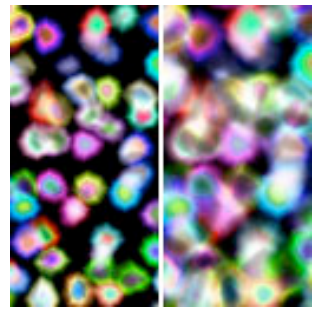
Hue and Cry works by filling the image with many overlapping blotches of color. The “form” controls influence the size and shape of these blotches.

Shape chooses one of six blotch shapes: circles, diamonds, squares, octagons, TVs, fleurons, or points.



various shapes

Overlap makes the blotches larger and smaller. Large blotches will overlap each other, producing interesting color effects.



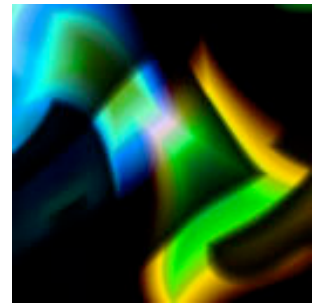
lesser and greater overlap

Softness controls how crisp or soft the blotches' edges are.



harder and softer

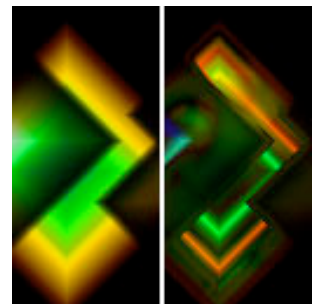
Warping deforms the result, disguising the shapes.



warped diamonds

Complexity lets you draw extra shapes, creating a more complicated result.

Zoom makes the entire pattern larger or smaller.



simple and complex diamonds

Color

The color controls influence the colors in each blotch and what new colors appear where blotches overlap.

Color, when set to zero, yields totally grey output. Higher settings produce more vivid colors.



original

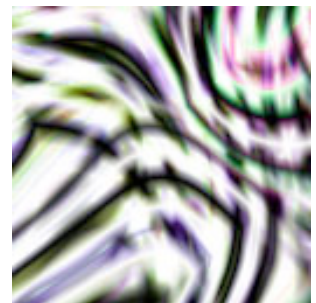
Hue lets you rotate only the hues without changing anything else. Hues are shifted around the color wheel in this order: red -> yellow -> green -> cyan -> blue -> magenta -> red.



more color, different hue

Stripes produces concentric rings of color in the blotches.

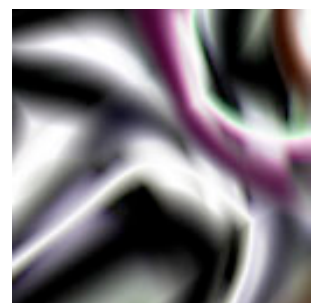
Doublure creates an indescribable variation.



different stripes and
doublure

Stripe Kind lets you choose among four different styles of stripes.

Merge lets you choose from four different ways of overlapping the blotches.



different stripe kind and
merge mode

Other controls

Dice: The small-dice button randomly adjusts your current settings a little bit. The medium-dice button changes your settings more. The big-die button discards your settings entirely and replaces them with random new ones. Click these buttons as much as you want to see different effects.



dice

Reset: Gives you the factory settings.



reset

Random seed: Rearranges the color blobs.



random seed

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



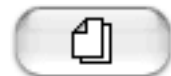
next glue

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



send to photo manager

Export to PSD: Saves the result into a new Photoshop file.



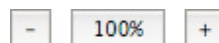
export to PSD

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



make gallery

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



minus, %, plus

Load preset: Hue and Cry comes with some presets, which are files containing settings. To load one, click this button and browse for a preset file.



load preset

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



save preset

Undo backs up one step.



undo

Info: briefly explains the controls.



info

Three more buttons:

OK: Applies the effect to your image.

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

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

Memory dots

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

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

Click a full dot to retrieve its settings.

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

Option-click to erase a dot on Macintosh.

Right-click to erase a dot on Windows.

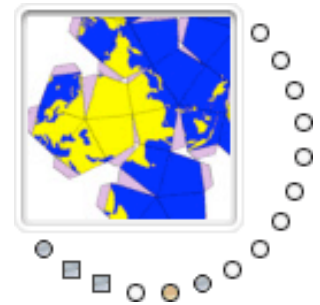
If a dot is orange, Hue and Cry's currently using that dot's settings.

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





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

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

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



memory dots

-  empty
-  full
-  current
-  temporary

Hints

Because Hue and Cry has so many controls, the easiest way to use it is to click the dice buttons until you see what you like, and the fine-tune the result a little.

Version history

Version 1.64

Fixes previews in 16-bit color.

Version 1.61

Fixes issues with stability and misaligned freeform selections in previews.

Version 1.60

64-bit version for Macintosh.

Version 1.40

64-bit version for Windows.

Version 1.3.1

Fixes a crash that can happen on Macintosh PowerPC machines.

Version 1.30

Adds convenience features to the interface. The Mac version is resizable and runs faster on multi-core machines.

Version 1.25

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

Version 1.2

Intel-native for Macintosh. Adds memory dots. Fixes a Windows problem where the plug-in wouldn't remember its registration when it was installed in one user account but activated in another.

Version 1.1

New glue modes. Works in 16-bit-per-component color.

Version 1.08

Recordable as a Photoshop action.

Version 1.06

Adds more glue modes and the next-glue button.

Version 1.05

Makes the big previews work more reliably.

Version 1.04

Adds bigger previews in the preset browser.

Version 1.02

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

Version 1.01

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

Version 1.0

The first public release.

How to purchase

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

Questions

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

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

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

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