

BLURRY SHAPES - BITMAPS EDITION

By JMK — December 2021

System Requirements:

Macs:

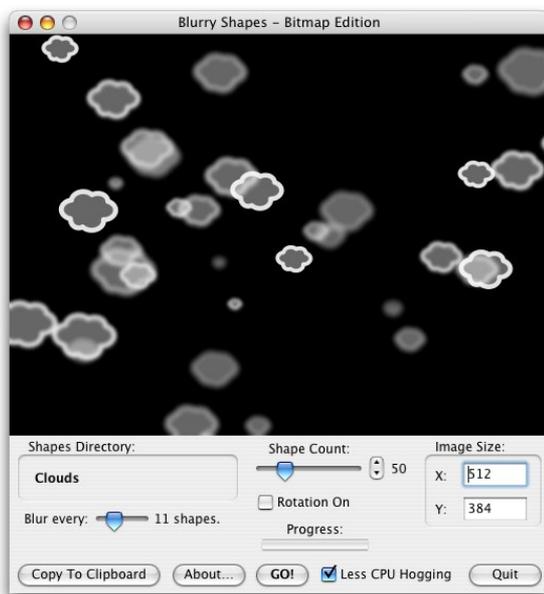
The program is designed to run on Mac OS X, & although it does run on Mac OS 9 as well, (if you have the Carbon library installed,) it doesn't draw the shapes filled correctly, because it probably expects support for Quartz, which I don't think is present in Mac OS 9. (Do tell me otherwise!)

It should run on any revision of Mac OS X up to Snow Leopard.

Windows:

You will need Windows '98 or later. QuickTime may need to be installed, but I'm not completely certain about that. (Probably version 5 or later.)

A screen resolution of 1024 × 768 pixels or higher is recommended.



The idea of the program is to create various white shapes over the top of other blurred ones. The final result can then be placed over a vibrantly coloured image of the same size, using an “add” method of blending in a paint program, to achieve an eye catching artistic looking image.

Unlike the *Blurry Shapes 2021* program, this one uses external bitmaps instead of internally drawn shapes. This means you can make whatever shapes you want if you don't want to use the provided ones. But there is a limit of 10 sizes. Or you could just have 1 size and 10 different shapes. The bitmaps must be named from 1.png through to 10.png. They're basically inverted alpha channels. In this case the shades closer to black are LESS transparent, and the shades closer to

white are MORE transparent. To choose which collection you want, you just drag its entire directory into the program.

You can have up to 200 shapes per picture in total, and the arrows next to the number will allow you to more precisely choose the number you want. (You can use your mouse wheel on slider controls too.)

To get a more sharp collection of finally drawn objects, it's recommended to set the blur slider control to 1 more than the shape count is fully divisible by. So, for instance, if you choose to have 50 shapes, a choice of blurring every 11 shapes drawn will ensure that the last objects will be at their sharpest, since it would take 55 shapes for the next blur to occur.

Blurring for every shape on a high level of shapes may not produce the best results, as the first shapes will blur into the background to the point that they may no longer be visible.

The image size can be whatever you like, but you must realise that the larger the image, the more RAM will be required to store it. There is also a buffer image, which requires the same amount of room. So a size of 1600 × 1200 pixels would need 14.65 MB of RAM on top of the base amount of RAM the program will use when it's 1st started. You should expect larger pictures to take quite a bit longer to process as well.

The preview area at the top of the window always shows a scaled rendition of the final picture, no matter what its aspect ratio may be. Use the **Copy To Clipboard** button to

obtain the correctly proportioned and sized end result. If you're using Corel Photo-Paint 11 under Mac OS X, it may have issues with opening certain larger images from the clipboard, so it's best to use Preview to save the image from the clipboard first.

The **Less CPU Hogging** tick box will allow time for the program to have its window updated during drawing operations. If you turn it off, the program will use more processing time for drawing, but you may not see the progress bar update or anything else on the window. It's recommended to leave it turned on.

Conditions Of Use:

- You may give copies of this program away for free, on the Internet and to your friends, so long as the original archive file remains as it was when you received it from me.
- You may not sell this program for any form of profit.
- You may not attempt to "reverse engineer" the program, if that's even possible.
- You must contact me for distribution of the program as bonus content for commercial magazines.

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