Andromeda Series Filters

User's Manual

ANDROMEDA
SOFTWARE
INC.

Series 4

Techtures Filter

ANDROMEDA
SERIES 4
Techtures

USER MANUAL

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ANDROMEDA SERIES 4 TECHTURES™ USER MANUAL

(Documentation Notation**:** Within the Sections there are <u>under lined</u> and **bold** words: the former reference commonly used terminology, fundamental characteristics, and certain issues that we would like to emphasize such as <u>Techture Category</u>, <u>Hand Rendered</u>, <u>Texturing Engines</u> ; the latter reference buttons seen on the User Interface such as; **Blending**, **Mapping** and **Sound)**.

1.0 Introduction

This filter was created especially for Print, Web, and Multi-Media artists who need beauty, subtle texture and productivity when creative texturing is necessary.
This is a <u>texturing filte</u>r, in other words, it uses the contents of a texture (that you select from a library) to affect your image with the selected textures look and feel.

The look and feel may be varied. As an example, if you choose a specific pattern texture, the pattern could be blended with your image or embossed into the image or the selected textures highlights and shadows could affect your image.
To infuse the look and feel of the texture onto your image, the filter processes the selected texture and the image through a <u>texturing engine</u>. There are 3 different texturing engines. As a bonus the Series 4 also has 2 spectacular special effect engines for adding natural and synthetic phenomena effects to your image.

1.1 Smart Textures = Techtures™

The Series 4 Filter contains a hand rendered library of 900 "smart" high resolution textures. Andromeda calls these smart textures "<u>Techtures</u>". In addition to its content, each Techture carries information on its characteristics as well, such as the highlights and shadows. Techtures are not photographs or mathematically computed textures. Each of the 900 Techtures was <u>hand-rendered</u> by Andromeda artists using image editing and painting applications software. Each Techture is a 300 dpi tile. Series 4 will use as many tiles as are needed to generate the texture equal to the size of your input image. As a bonus, Andromeda artists also generated a matching "Panel" and a "Weave" tile for each item in the Textures category except for BLK/WHT. The Panel and Weave tiles contain colors derived from the parent texture tile and are ideal for use as complimenting fabric textures.

1.2 How to use a Techture:

Series 4 generates a Techture for the following Print, Web and Multimedia uses:

- Output a 300 dpi pure Techture tiled to the size of your input image. Like any other filter/plug-in, after processing, the Techture appears on your host applications screen. It may then be used for backgrounds or any other creative texturing need.

- Use it to affect your input image with the Techtures' look and feel (Techture Effects) using these 3 texturing engines:
   -Blending Engine
   -Texturing Engine
   -Deep Pixel Engine

1.3 Techture Effects on your input image with 3 texturing engines

In addition to its content, each Techture carries information on its characteristics as well, such as the highlights and shadows. 3 different texturing engines in Series 4 use this information to affect your input image with its look and feel. The 3 texturing engines in Series 4 are: **Blending**, **Texturing** and **Deep Pixel** Engines. These engines are described in more detail later on in this manual.

1.4 Bonus (!) ... 2 Special Effect Engines - Environment & Maps

Series 4 Techtures Filter extends your creative texturing options with 2 Special Effect Engines: **Environment** engine and **Maps** engine

The Environments engine utilizes a collection of Environment tiles (different from the hand rendered Techtures) also hand created by Andromeda artists to provide instant natural and synthetic phenomena effects such as: lighting, shades, screens, smoke, stars, explosion, shatter, etc.

The Maps engine uses several hundred Displacement maps hand created by Andromeda artists (different from the hand rendered Techtures and Environment tiles) to provide effects such as: water droplets, stained glass, linear patterns, wavy patterns etc. This special effect engine has a large selection of displacement maps designed for spectacular dimensional texturing.

2.0 Navigating the User Interface (UI) - to select a Techture™
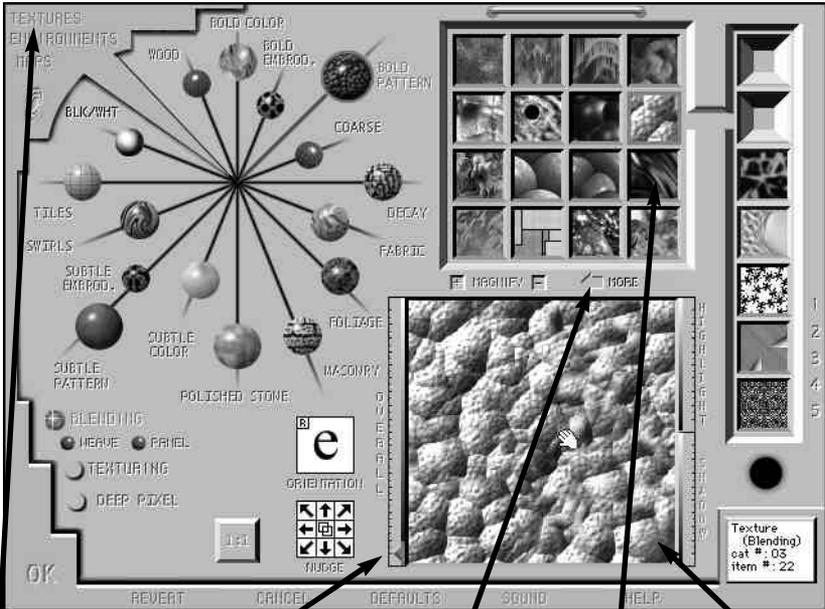
Techture Category	**Overall Slider**	**Scroll Arrow**	**Browser**	**Preview Window**
Each represents a collection of Techtures (Bold Color Selected)	Move all the way down to see only Techture, up to see only Input Image	Click to scroll more Techtures into view for this selected Category.	Click to choose Techture.	Displays Techture or Input Image or a mix.

1. Click on **Textures** (upper left on UI). Techture Category and the **Browser** will display the corresponding Techtures within that category. The selected category will be shown with a red circle around the category ball. Browse the categories for Techture content or see Appendix A, User Manual, for list and content of categories.

2. Click on the **Scroll Arrow** to review more Techtures within the selected category.

3. Click on a Techture in a **Browser** cell. Your selection will be shown with a red box and displayed in the **Preview Window**.

4. Move the **Overall slider** all the way down to see 100% of the selected Techture in the **Preview Window.**

2.1 Navigating the UI - to generate a pure Techture™

O.K. Output pure Techture or Image and Techture	Magnify Zoom the Preview Window display In or Out	1:1 or (click) for 2:1 to enlarge by 200% Techture content on output	Cancel Exits the Filter w/o any changes	Orientation Flip-flops the Techture 8 different ways.

1. Select a Techture. (see Section 2.0). Note: the **Overall** slider should be at the bottom to display pure Techture only in the Preview Window.

2. Click on the **Magnify** (+ & -) button to examine the Techture in Preview Window. Scroll by dragging zoomed contents of the window.

3. Techture will be output at **1:1** (default) unless you click on this button and change to **2:1** to output at 200%, enlarging the pattern.

4. Change if desired, the **Orientation**. Clicking on it rotates and flip-flops the Techture.

5. Click on **OK** button to exit the filter and output the tiled Techture.

2.2 Navigating the UI - to output your image with Techture effects.

1. Select a Techture. (see Section 2.0)

2. Select a texturing engine by clicking on:
Blending: this engine creates a blend of the selected Techture with the input image. The input image takes on the color, look and feel of the selected Techture. Use the **Overall** slider, to control the opacity of the blend. When the slider is all the way up, only the input image will be output, when the slider is all the way down a pure Techture will be output. In between these positions, the input image and the Techture will be blended.
A **Panel** or **Weave** is a complementing tile to the selected Techture. If you have selected a Techture and need to look at its complementing Panel or Weave tile, click on the Panel or Weave toggle buttons. To go back to related Techture, toggle the Panel or Weave to off. The **1:1**, **Orientation**, **Nudge** are other controls active with this engine. Please also see the Glossary Section 4.0 for explanation of these controls.

Texturing: this engine mixes in the highlight and shadow of the selected Techture with the input image.
Move the **Highlight** slider up to increase the brightness of the highlight areas of the Techture. Moving the **Shadows** slider down increases the darkness of the shadow areas in the Techture. The default White color of the highlight may be changed to black by clicking on small **Black Box** (below the White Box) or to any other color selected by clicking on **Light Color** which accesses your system's color picker. Click on **Defaults** to set the Highlights and Shadows to the factory set positions for the best shadow and highlight setting for the selected Techture.
Note: If the Highlight slider is all the way down (no highlights), and Shadow slider all the way up (no shadows), the Preview Window will display the original input image with no texturing. Additional fine tuning controls active for this engine are **1:1**, **Orientation**, and **Nudge.**

Deep Pixel: this engine incorporates pixel displacement technology to give your input image an embossed look. Generally it is a spectacular deep texturing effect with dimensionality. This process is extremely useful when working with water, glass, or any transparent substance in creating a textural light diffraction effect. Click on **Defaults** to set the Overall, Highlights and Shadows, and other settings to factory set positions for best intensity, shadow and highlight for the selected Techture.

Texturing and Special Effect Engines

Overall Slider
Increase/Decrease:
-opacity when Blending.
-brightness & darkness of theTechture features in Deep Pixel Engine.

Highlight Slider
Increases Whites or Color in inherant bright areas of the Techture

Shadow Slider
Increases black in inherant dark areas of the Techture
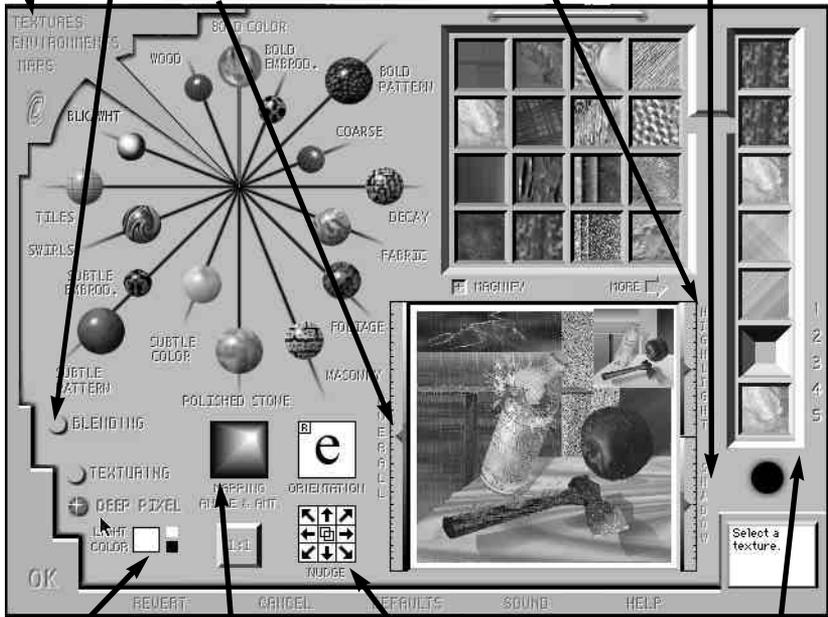
Light Color
Accesses color selection to change color of highlight in Techture.

Displacement Angle & Amount
For the Deep Pixel engine, adjust angle and amount of pixel displacement

Nudge
Slides effect relative to image. Good for shifting effect away from features in Input Image

Defaults
Click to restore Overall, Highlight & Shadow to factory settings best for selected Techture with current engine.

Short List Cells
Drag from Browser into these to save Techtures with all their changed settings.

You may need to adjust these settings to your requirements. To adjust these settings start with Defaults then adjust the **Overall** slider which boosts (the white up) or (the black down) as the slider is moved - directly affecting the deep pixel texturing. Then adjust the Highlight and Shadow sliders to affect the bright and dark areas of the Techture. This will add additional dimensionality. Other controls active for this engine are **Light Color**, **Displacement Angle and Amount**, **1:1**, **Orientation** & **Nudge.** Please also see the Glossary Section 4.0 for explanation of these controls.

2.3 Navigating the UI - to output a image processed with Special Effects Engines: Environments and Maps

1. Click on **Environments** or **Maps** (top left of UI) to get to the 2 special effects engines:
Environments special effects engine.
This engine uses Andromeda created Environment images for adding instant natural and synthetic phenomena effects to your input image.
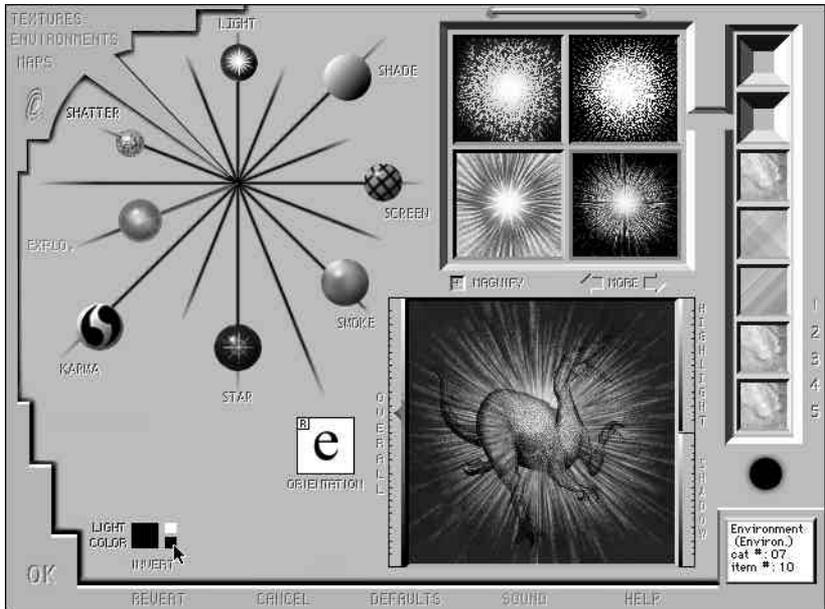
Environment effects are instantly stretched and mixed in with your image. The effects include several variations each of **Light, Shade, Screen, Smoke, Star, Explosion** and **Shatter** effects. In the example above, the Explosion category was selected. The **Browser** displays 4 Explosion environments at a time, and as can be seen above the **Scroll Arrows** indicate **More** may be browsed for selection. On selecting an environment, it is instantly stretched over your image. Use the **Overall** slider to lighten or darken the effect. The small white and black boxes adjacent to **Light Color** will allow you to select black or white directly . Clicking on the Light Color box will access the color wheel to set another color for the environment. Note that the **Orientation** of the environment tile may be changed to your preference.Click on **Invert** to reverse the polarity of the environment.

Maps is another special effects engine:
This engine uses Andromeda created displacement maps to generate special effects on your input image.
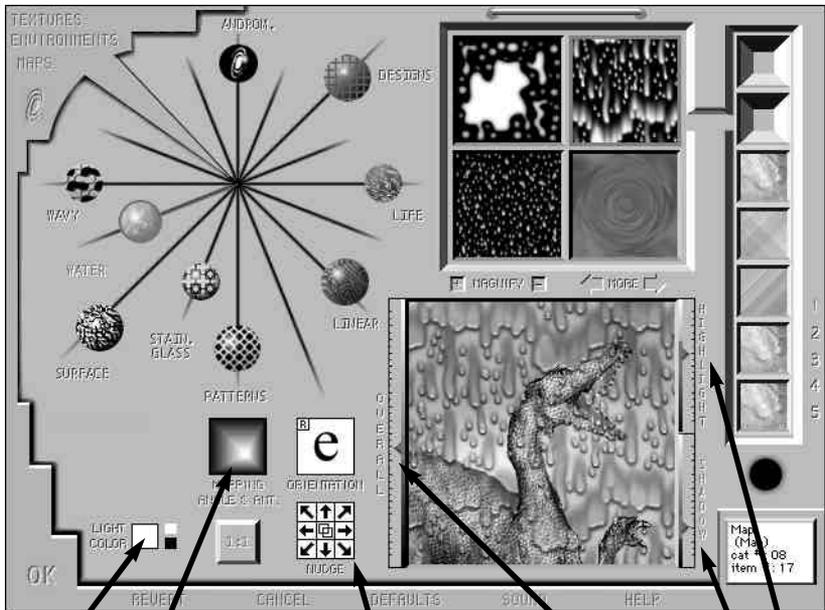
Click on **LIght Color** or **Whit**e or **Black** box to see environment in different color	**Displacement Angle & Amount** Adjust angle and amount of pixel displacement	**Nudge** Slides effect relative to image. Good for shifting effect away from features	**Overall** Brightens or darkens the overall features of the map.	**Highlight** Increases Whites or Color Tints in bright areas **Shadow** increases the black in the dark areas

Displacement is a special type of distortion which affects each pixel of an image by shifting its position. The pixel can be made to move at an angle and distance (**Displacement Angle & Amount**); and the instructions for this come from a second image file called a displacement map. This engine accesses a large selection of such maps created by Andromeda artists. Each map is tiled across the image. The resulting effects are very dimensional as can be seen above showing the water droplet effect.
To work with this engine, start with Defaults and then adjust the **Overall** slider which brightens (or darkens) the overall features as the slider is moved up (or down).

Then adjust the **Highlight** slider, if needed, to brighten the inherent highlight areas within the feature of the map, as an example the highlight areas inherent in a water droplet. Next adjust the **Shadow** slider, if needed, to darken the innate shadow areas of the map. Adjust the **Displacement Angle and Amount** to affect the pixel shifting; at the center of this control there is no displacement. Use the **Nudge** to shift the entire distortion over an area where you want to minimize the effect. Other controls active for this engine are **Light Color**, **1:1**, and **Orientation.** Please also see the Glossary Section 4.0 for explanation of these controls.

2.4 Navigating the UI - all the other controls.

Andromeda Logo
About Box and Registration Info.

Window Handle
Drags Dialog Box.

Short List Files
Drag any of the Techtures with their settings in the 7 cells and then save in these 5 Folders for a total of 35 saved Techtures.

Revert
Displays original image without effects.

Sound
Turns sound effects on / off

Help
Turns help text on / off

Black Hole
Drag and Drop Trash Can for Techtures in Short List cells

3.0 Visual Summary of Texturizing and Special Effects Engines in Series 4 Techtures Filter.

Weave

Panel

Use hand rendered Techtures for backgrounds.

Input Image

Techture

Maps Engine

Blending Engine

Texturing Engine

Deep Pixel Engine

Environments Engine

Use Multiple Engines

Use 2 Special Effect Engines for instant synthetic and natural phenomena effects

Use 3 Texturing Engines to get a different look and feel from a selected Techture.
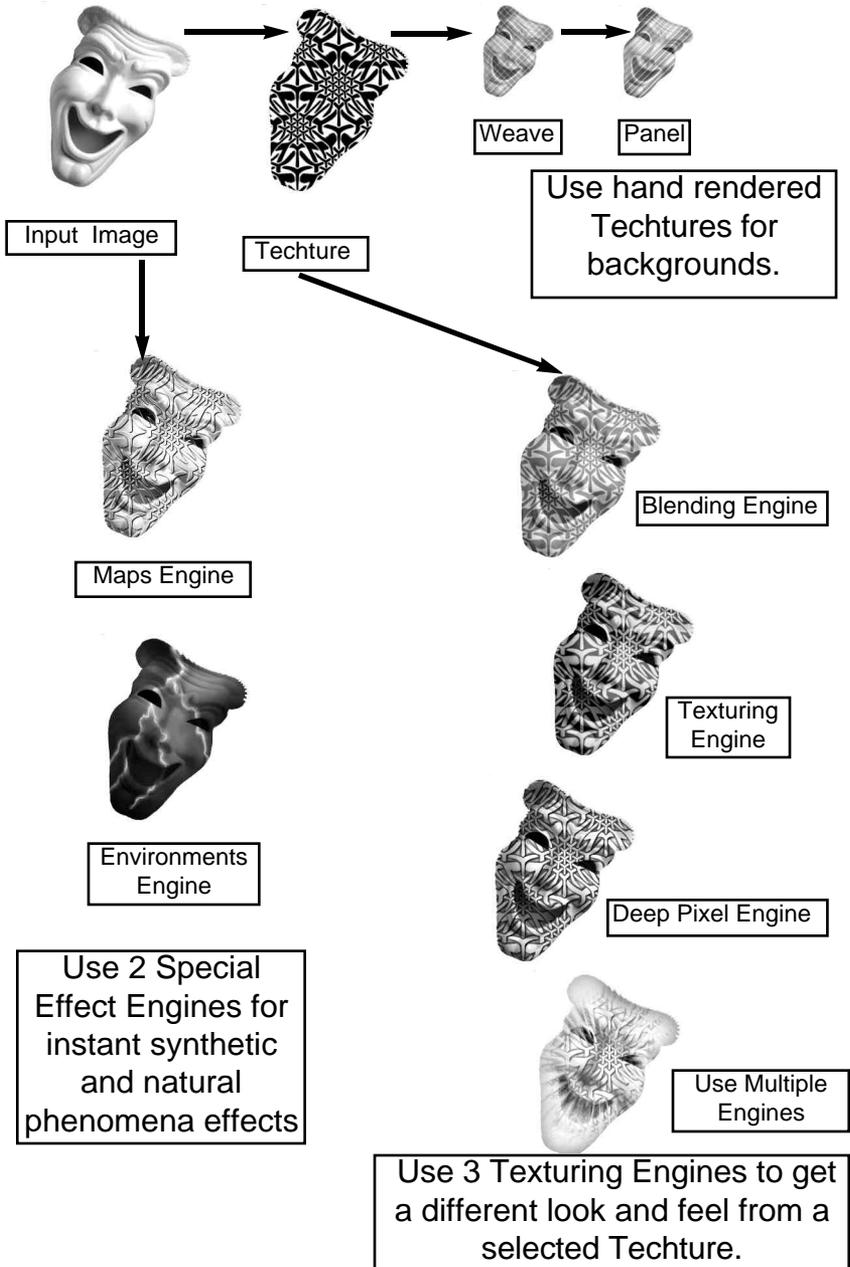
4.0 Glossary

1:1 / 2:1
The 1:1 / 2:1 button toggles between 1 to 1 (actual size of the image) and 2 to 1 (200% enlarged.) This enlarges the effect relative to the size of the input image.

8-Way Orientation
Flip- flops the effect 8 different ways. The control will re-orient to the default setting if the small R (reset) is selected.

Andromeda Logo
This button displays the About Box for Techtures as well as the registration information for the filter. Also, you can learn more about other fine Andromeda products by clicking here.

Browser
Shows the current selected category. Larger categories may be too large to show on the screen without scrolling. Click any single cell to choose an effect. (A Techture will then apply to the input image automatically). Use scroll arrows below to see more.

Cancel
Clicking on the Cancel Button quits the Techtures filter and returns to the host application with out applying any change to the image. Current settings are not saved.

Category Balls
Each represents a specific Category of Techtures. No two balls are alike, however, identical Techtures are occasionally utilized in more than one category.

Defaults
This button restores slider and control settings to the factory "Ideal Settings", for the selected effect. This is a good place to start when developing your own custom effects.

Displacement Angle & Amount
Adjusts the amount and direction of the pixel displacement which occurs in the effect within the input selection. When positioned at the center of the control, there is no displacement.

Help
This button allows you to point to an item to see a helpful description in the Preview Window. The text will update as you move around.

Highlight Slider
Brightens the highlight (white) inherent areas in the features of a Techture or displacement map.

Information Window
This window displays the type, category, and item number of the currently displayed Techture.

Light Color
This control lets you select the highlight that will be used in your effect. The black and white squares reset the highlight color to black or white.

Magnify
The + and - signs appear and disappear when you zoom in and when you zoom out the view in the preview window. Each click on the + sign will magnify your view by 200%. The preview can be scrolled by dragging it when zoomed up.

Nudge
The nudge control directionally slides the effect relative to the image. You can position the effect where you wish. Effects are seamless, so sliding is continuous. Clicking on the center of this control resets the nudge to none.

O.K.
This button applies the selected effect to your image and exits the filter. Use cancel to exit the filter without changing your image. Clicking on the OK button saves the current settings and begins to apply them to the high resolution image stored in the Host Application. A progress bar appears to indicate the current status of the screening operation. The time it will take depends on the image size, the memory configuration, and the computer speed. The user may abort by clicking on the "Cancel" button next to the progress bar (or typing Command-Period on the Macintosh, Escape on the PC). The settings will be saved even if the rendering is cancelled after clicking OK. The "current settings" saved by clicking OK are used in two ways:(1) they are the initial settings the next

time the Techtures filter is run (assuming the host Application is not restarted), and (2) if the Techtures Filter is applied to an image without running the user interface, these settings are used. In Photoshop™, after the Techtures Filter has been applied the first time, the user interface can be bypassed with the "Last Filter" command at the top of the Filter menu (or by typing Command-F on the Macintosh, Control-F on the PC).

Overall Slider
With the Blending engine, this controls the opacity of the blend. With the Deep Pixel engine and the Maps engine, it brightens or darkens the overall features of the Techture or the displacement map.

Preview Window
This large window shows the input image or selection. Zoomed in images are scrolled by dragging here.

Revert
This button shows your image with out any effects. This is useful if you just want to see the original image with out any modifications. It resets the preview window back to the original image.

Scroll Arrows
Appear and disappear to show which categories contain more effects than can be shown in the browser. Click to scroll more Techtures into view. When both arrows are in view you can scroll either forward or backward.

Shadows Slider
Darkens the shadow (black) areas inherent within the features of a Techture or displacement map.

Short List
This is the place to drag and drop adjusted Techtures you may wish to save. After selecting and modifing an effect, drag your Techture here from the Browser to save it with it's settings. There are a total of 5 Short Lists, each with 7 cells for a total of 35 cells.

Short List #s
These numbers select the current Short List... There are 5 Short Lists each holding 7 cells.

Sound
This button turns sound effects ON and OFF. Certain operations will cause sound effects to occur if this button is ON.

Texturing Effect Engines
Comprised of: Blending, Texturing, and Deep Pixel, only one engine may be selected at a time. Each offers its own set of controls. The Blending Engine is further enhanced with **Weave** and **Panel** options.

Special Effect Engines
Comprised of: Environments and Maps, these selections offer specific maps which produce a variety of controllable environmental and displacement effects. Each Engine produces its own set of controls for further enhancement of effects.

The Black Hole
Drag Short List items above this space in order to dispose of them. Short List items can also be disposed of by dragging a new item on top of one which is already there.

Window Handle
This handle allows you to drag the entire User interface dialog box for better positioning on your screen, or to see things underneath.

5.0 Series 4 Texturing Engines and Special Effects Engines gallery

Blending Engine: mixes the pure Techture with the image
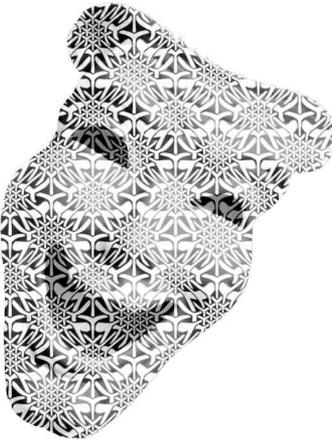
Texturing Engine: mixes highlights and shadows of the selected techture with the image
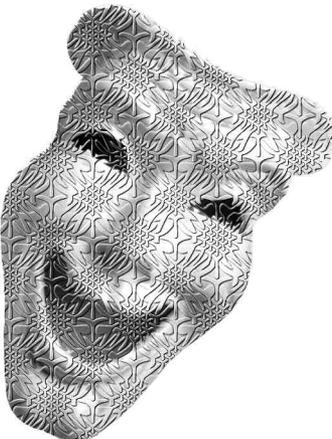
Deep Pixel Engine: provides deeper texturing effects with Techtures

Maps Engine:
offers instant
distortion and depth to
Techture

Environment Engine:
covers your image with
natural and synthetic
phenomena

Multiple Engine:
combines a variety of
engine effects for greater
creativity

Appendix A

Category List

Techtures Categories

Bold Color	**Decay**	**Polished Stone**	**Swirls**
Bold Embroidery	**Fabric**	**Subtle Color**	**Tiles**
Bold Pattern	**Foliage**	**Subtle Pattern**	**Black & White**
Coarse	**Masonry**	**Subtle Embroidery**	**Wood**

Environments Categories

Light	**Star**
Shade	**Karma**
Screen	**Explosion**
Smoke	**Shatter**

Maps Categories

Andromeda	**Patterns**	**Wavy**
Designs	**Stained Glass**	
Life	**Surface**	
Linear	**Water**	

Category Descriptions

Techtures Categories

Bold Color
This category emphasizes robust hue as a dominant feature. While still highly textured, each Techture features a bright color or bright color system as its chief characteristic.

Bold Embroidery
A category which centers on the look of a highly decorative fabric - similar to the brocades found in ornamental needle or lace work.

Bold Pattern
In this category the emphasis is on strong, decorative design as a dominant feature. While still fairly colorful, each Techture features a vigorous pattern as its main attribute.

Coarse
The category centers on the appearance of a rough or grainy texture. Surfaces appear uneven and rugged.

Decay
This unique collection emphasizes those looks associated with the ravages of time in various types of materials.

Fabric
This category centers on the look of fabrication in different types of woven materials.

Foliage
The category features a variety of leaves, flowers, and grasses under different conditions and in a variety of sizes.

Masonry
A category which emphasizes those textures normally associated with stonework surfaces or brickwork.

Polished Stone
An assortment of those looks which are associated with finished stone such as smooth marble surfaces.

Subtle Color
A category which emphasizes minimal hue. While still highly textured, each Techture features softened color as its chief characteristic.

Subtle Pattern
The patterns in this category emphasize light decorative design as a dominant feature. While sometimes slightly colorful, each Techture features a minimal pattern as its main attribute.

Subtle Embroidery
This category centers on the look of a patterned fabric - similar to the brocades found in ornamental needle or lace work.

Swirls
This is a category of chaotic textures whose random patterns rotate in a whirlpool fashion.

Tiles
The 'tiles' category features the look of decorative ceramic plates normally arranged in rows or geometric patterns to cover walls and floors.

Black & White
This large category emphasizes strong decorative textural designs and pure patterns without the interference of color.

Wood
Features a unique variety of bare wood styles and tree barks.

Environments Categories

Light
This category shows a variety of illuminated beams, lightning, and synthetic lighting effects.

Shade
The 'shade' category shows a variety of diminished or partially lit environments and several special shade effect scenarios.

Screen
This category centers on images often seen in silhouette or shadow against window screens, curtains or walls.

Smoke
An assortment of intensities and viewpoints of smoke which can also be utilized as fog, clouds, or vapors.

Star
A wide variety of star shapes and styles are featured in this category.

Karma

Karma centers on various designs and silhouettes found in every day life.

Explosion

Different types of materials bursting into pieces are featured in this group of images.

Shatter

This category features a collection of images showing the aftermath of different types of explosions.

Maps Categories

Andromeda

This Andromeda category reveals a number of the thousands of specialty screens available with the Series 3 Screens Filter from Andromeda.

Designs

This is a collection of those images normally associated with man made designs.

Life

A wide variety of textures normally associated with organic or textural designs found in Nature.

Linear

This category emphasizes those textures normally associated with man made textural designs with an emphasis on line quality and variety.

Patterns

The patterns in this group offer highly detailed textured natural patterns.

Stained Glass

The category centers on surface patterns associated with decorative glass work.

Surface

This is a category of highly detailed surface textures found in both nature and man made objects.

Water

This group explores an assortment of water effects and surfaces with an emphasis on water drops.

Wavy

 An assortment of waves in textured patterns is explored in this category.

Appendix B
Imagery Reference

Desired Imagery	Category #
Adobe	Masonry # 9
Airliner	Karma # 18
Airplane	Karma # 12
Arabesque	Embroidery # 6
Atomic Bomb	Explosions # 4
Balloon	Karma # 34
Bamboo	Wood # 2
Barnacles	Decay # 2
Basket (Broken)	Decay # 2
Beans	Bold Pattern # 19
Blast (Bomb)	Explosions # 10
Boards	Wood # 5
Brick (Contemporary)	Masonry # 8
Brick (Herringbone)	Masonry # 5
Brick (Old)	Decay # 3
Brick (Roman)	Masonry # 4
Brick (Surface)	Masonry # 9
Bull	Karma # 29
Brocade	Embroidery # 9
Butterfly	Karma # 28
Burlap	Fabric # 4
Burst (Water)	Explosions # 7
Cactus	Foliage # 11
Carpet	Bold Pattern # 6
Cat	Karma # 30
Cave Wall	Subtle Pattern # 10
Cityscape	Screen # 6
Cake (Chocolate)	Subtle Pattern # 16
Cinderblock	Masonry # 7
Corduroy	Fabric # 14
Cottage Cheese	Coarse # 12
Cement	Coarse # 11
Concrete	Masonry # 16
Cut Crystal	Blk / Wht # 54
Dirt	Coarse # 3
Dots	Karma # 5

Desired Imagery	Category #
Dry Grass	Coarse # 2
Dogs	Blk / Wht # 61
Ducks	Blk / Wht # 23
Ducks (Flock)	Blk / Wht # 27
Embers	Coarse # 8
Elephants	Blk / Wht # 22
Fighter (Jet)	Karma # 37
Flag	Karma # 32
Flowers	Foliage # 10
Giraffe (Pattern)	Karma # 21
Glue glass	Bold Color # 22
Gold (Swirl)	Subtle Pattern # 2
Grass (Dead)	Foliage # 16
Grass (Dry)	Foliage # 1
Gravel	Coarse # 23
Gumballs	Bold Pattern # 15
Hedge	Foliage # 8
Hide	Decay # 19
Honeycomb	Subtle Pattern # 10
Horns	Karma # 30
Horse	Karma # 33
Horses (Pattern)	Blk / Wht # 49
Igneous Rock	Bold Pattern # 22
Jets	Blk / Wht # 58
Lattice	Karma # 23
Lava	Bold Pattern # 20
Leather	Bold Color # 14
Lightening	Light # 30
Linen	Fabric # 16
Lizard	Karma # 35
Marble	Polished Stone # 9
Marble (Molten)	Subtle Pattern # 9
Moss	Bold Color # 4
Mold	Decay # 9
Moonrock	Coarse # 21
Mother of Pearl	Bold Pattern # 14
Oil Derrick	Karma # 10
Parkay (Floor)	Wood # 3

Desired Imagery . . . . .Category #	Desired Imagery . . . . .Category #
Pebbles . . . . .Coarse # 2	
Picket Fence . . . . . . .Screen # 16	Tile (Marble) . . . . .Tile # 3
Pizza(Surface) . . . .Bold Color # 23	Tile (Stone) . . . . .Tile # 26
Pond . . . . .Subtle Pattern # 3	Travertine . . . . . . .Subtle Color # 9
Planks . . . . .Wood # 10	Trees (Distance) . . . . . .Foliage # 7
Plants (Seaside) . . . . .Foliage # 12	Tree Limb . . . . .Screen # 7
Puzzle Pattern . . . . . . .Screen # 16	Vines . . . . .Foliage # 9
Reindeer (Pattern) . .Blk / Wht # 60	Vines (Flowering) . . . .Foliage # 14
Reptile skin . . . . .Bold Color # 9	Wall (Mossy) . . . . .Bold Pattern # 9
Rhino skin . . . . .Coarse # 11	Water (Condensation) . .Water # 10
Rock(Porous) . . . . . . .Coarse # 14	Water (Drops) . . . . . . .Water # 10
Rust (Heavy) . . . . .Decay # 20	Water (Sheets) . . . . . . .Water # 9
Rust (Old) . . . . Decay # 13	Water (Spots) . . . . .Water # 5
Saltflat . . . . .Coarse # 9	Water(Turbulent) . . . . . .Water # 23
Sand . . . . .Coarse # 1	Weave . . . . .Fabric # 6
Sandstone . . . . . .Bold Color # 15	Wood (Rotten) . . . . . . .Decay # 18
Scales (Justice) . . . . . .Karma # 26	Wood (Cracked) . . . . . .Wood # 12
Scrub Pad . . . . .Subtle Pattern # 5	Wood (Ancient) . . . . .Wood # 1
Silk (Folded). . . . Subtle Pattern # 6	Vines . . . . .Foliage # 9
Skull . . . . .Karma # 31	Vines (Flowering) . . . .Foliage # 14
Smoke (Blowing) . . . . . .Smoke # 2	
Smoke (Billowing) . . . . .Smoke # 6	
Smoke (Distant) . . . . . .Smoke # 24	
Spotlights . . . . .Light # 6	
Stars (Pattern) . . . . .Star # 4	
Stars (Design) . . . . .Star # 5	
Stars (Sky) . . . . .Star # 14	
Stars (Radiant) . . . . .Star # 2	
Stone (Cracked) . . . . . .Decay # 15	
Stone (Bumpy) . . .Subtle Color # 2	
Stone (Grooved) . . .Bold Color # 12	
Stucco . . . . .Coarse # 5	
Stucco (Old) . . . . Coarse # 31	
Sunflower . . . . .Foliage # 13	
Super Nova . . . . . . .Explosions # 3	
Swamp . . . . .Foliage # 3	
Terrazzo . . . . Tiles # 1	
Tile (Bath) . . . . .Tile # 33	