

### Chapter 1 : Eye Candy - Alien Skin Software

*Eye Candy 7 is a Photoshop plug-in that includes 32 filters including perspective shadow, chrome, bevel, fire, rust, brushed metal and glass. It elegantly handles a wide range of design tasks, from slick Web interfaces to tasteful logos.*

Free Trial You provide the inspiration. Eye Candy will get you there. Eye Candy 7 renders realistic effects that are difficult or impossible to achieve in Photoshop alone, such as Fire, Chrome, and the new Lightning. Effects like Animal Fur, Smoke, and Reptile Skin are rendered in exquisite detail down to individual hairs, turbulent wisps, and shiny scales. Eye Candy helps you quickly explore and design looks. In Eye Candy 7, effects are chosen through easy to recognize icons rather than text menus. Presets are rapidly previewed by simply mousing over them. The theme is less clicking and more visual browsing. For graphic designers, Eye Candy is the ultimate tool to turn typography visions into reality. Eye Candy makes the effects much quicker and simpler to achieve. That means that you can explore all of our effects without leaving the Eye Candy window. Click the image below to see the full size as it appears in Eye Candy 7. Once you choose an effect, you can explore presets fast using the navigator, which is a small preview that instantly updates. Just mouse over preset names and the navigator shows how the effect will look in your design. In the screenshot below you can see the navigator in the lower left. Click the image to see more detail. In the preference panel you can choose how the effect is rendered in a new layer. If you prefer the Eye Candy 5 approach, you can have the new layer include just the effect and not a copy of your original artwork. Many Eye Candy effects use transparency, so we moved the transparency display control out of the preference panel and put it under the main preview. This lets you quickly switch the background between checkerboard, black, white, or a custom solid color. New Effects By popular demand, we rescued the best effects from our discontinued Xenofex product: Lightning, Electrify seen above , and Clouds. We rewrote them for our new Eye Candy 7 framework, which provides faster previewing, better preset management, and easier experimentation. In our store you can use a Xenofex license code to purchase the upgrade. Zillions of Effects Eye Candy has grown over 19 years to handle a huge range of graphic design tasks, from subtle extruded edges to glitzy chrome. There are 32 effect categories, over presets, and controls to let you create an unlimited number of your own styles. Take a look at our examples for just a sample of what Eye Candy can do. Realistic Effects Realism sets Eye Candy effects apart from the generic filters built into Photoshop. Eye Candy helps designs look natural and organic. Adaptation Eye Candy scales effects to match the size of your current artwork. That makes it less likely that you will have to tweak a preset to make it look good. Non-Destructive Editing Effects are drawn into a new layer, leaving your original artwork untouched. Eye Candy can also work as a Smart Filter, which lets you modify or remove the effect later. Upgrade Sign up for our newsletter Excellent service! In fact, the very best customer service of any company I deal with. Dean White Impressive that a global product receives such post sales support! Bryon Keulemans You have very good customer service. Justin Sladavic Sterling service again from Alien Skin. I am very impressed with the level of service provided by your company. Dennis Boyer Thank you! If only Adobe, Filemaker, and a host of others would respond to customer requests so quickly and efficiently. Oh, and the software rocks, too!

### Chapter 2 : EyeCandy - PhotoShop & PaintShop Pro Plugin | FreeDownloads4All

*Eye Candy is a Photoshop plug-in for rendering smoke, fire, chrome, and glass for logos and other design projects. Similar choice to Alien skin eye candy 6 download.*

Alien Skin Eye Candy 7. Effects like Animal Fur, Smoke, and Reptile Skin are rendered in exquisite detail down to individual hairs, turbulent wisps, and shiny scales. Eye Candy helps you quickly explore and design looks. In Eye Candy 7, effects are chosen through easy to recognize icons rather than text menus. Presets are rapidly previewed by simply mousing over them. The theme is less clicking and more visual browsing. Even Easier We completely rewrote the Eye Candy user interface to make it easier to explore. That means that you can explore all of our effects without leaving the Eye Candy window. Once you choose an effect, you can explore presets fast using the navigator, which is a small preview that instantly updates. Just mouse over preset names and the navigator shows how the effect will look in your design. In the screenshot below you can see the navigator in the lower left. In the preference panel you can choose how the effect is rendered in a new layer. If you prefer the Eye Candy 5 approach, you can have the new layer include just the effect and not a copy of your original artwork. Many Eye Candy effects use transparency, so we moved the transparency display control out of the preference panel and put it under the main preview. This lets you quickly switch the background between checkerboard, black, white, or a custom solid color. New Effects Zillions of Effects Eye Candy has grown over 19 years to handle a huge range of graphic design tasks, from subtle extruded edges to glitzy chrome. There are 32 effect categories, over presets, and controls to let you create an unlimited number of your own styles. Realistic Effects Realism sets Eye Candy effects apart from the generic filters built into Photoshop. Eye Candy helps designs look natural and organic. Adaptation Eye Candy scales effects to match the size of your current artwork. That makes it less likely that you will have to tweak a preset to make it look good. Non-Destructive Editing Effects are drawn into a new layer, leaving your original artwork untouched. Eye Candy can also work as a Smart Filter, which lets you modify or remove the effect later. You can save presets to consistently recreate your favorite looks.

### Chapter 3 : Eye Candy plugins, all of a sudden, don't work | Adobe Community

*Filter Forge has more than 11, filters (call them presets) that do a lot of the same as Eye Candy and can also be modified an infinite number of ways. You can also edit the filters themselves to create new ones or you can create your own filters from scratch.*

This easy to use plug-in allows you to get high-quality and professional results without having to be a graphic guru, or spend zillions of hours learning a new program. It gives you 23 filters, some outrageous, some practical, and and it works within a variety of packages: In , the program got a new name, Eye Candy 3 and acquired a cross-platform personality. The change in Eye Candy is even more significant. Marble, Wood, Drip, Melt, and Corona. The program is available for PCs and Macs. Academic pricing is also available. Alien Skin Software has other unique programs such as Xenofex, another set of filters. The Alien Skin Web site is worth visiting. Users should have a basic understanding of the graphics programs they will use Eye Candy in, but the plug-in can be used by both novice and professional designers. It is simple to use, but robust enough for any pro. Novices can use the presets to instantly create special effects and wow their friends; and web, game, and multimedia designers who like to customize, can use the sliders or numeric values to create seamless textures, dazzling buttons, and text effects. Features in Eye Candy include: Marble image to left , Wood, Drip, Melt, Corona Simple, friendly interface with clear, understandable controls Bevel Profile and Color Gradient Editors Seamless tiling for all texture effects Unlimited "undo" and "redo" in every filter window Settings are now tradable via e-mail--and across platforms Hundreds of presets create sophisticated effects instantly Huge preview window allows users to see underlying layers Command menus allow users to switch filters from within the preview window Sliders now use real-world parameter units to create effects that are resolution-independent Keyboard shortcuts identical to those in Photoshop Mouseover help strings for all controls Important reworkings of previous Eye Candy 3 filters Filters work as Live Effects in Macromedia Fireworks 3 and Deneba Canvas 7. Manual and Installation The installation is quick and easy. The manual is a welcome addition. All of the filters are discussed and there are examples of each one. A flip-book is included throughout the manual so that the pictures at the bottom right of odd-numbered pages will do interesting things as you flip through. Also, each opening filter page includes a fun tidbit of information related to that filter name. New Look and Features The improvements to the interface have been well-thought out. You have more options, but the workspace is not cluttered, and the program is still easy to learn and use. Below is a look at some of the new features and options, followed by a view and discussion of each filter. Huge Preview with Underlying Layers Visible--The first thing you will notice when using the plug-in is that the preview window is now full size, as well as being resizable. You just click and drag on the bottom right-hand corner of the filter window to change the size. There is also a "Show All Layers" command from the View menu that allows you to preview the effect with all layers in the image visible, which is useful for seeing how a filter will look on one layer in relationship to the whole image. Menus from the Filter Window--Next, you will see that menus have been added to the preview window of each filter. Macintosh users will see the menus in place of their usual Menu bar, and Windows users will see the menus at the top of the filter preview window. Options on the Menu bar are: Edit, Filters, View, Settings, and Help. Having all your common file commands and all the filters right at your fingertips in the Menu bar, is extremely efficient and functionable. Settings Now in "Settings" Menu and Tradable Via E-mail--The Settings menu in each filter window allows you to save and manage the presets that are included with each filter. You can name and save favorite settings, edit the presets, reset a filter to factory default settings, and even trade settings via e-mail, which are usable across both Mac and Windows platforms. When a filter has various controls, two or three tabs will be visible beneath the Filter menu list to help organize them. Basic, Lighting, Color, and Bevel Profile. Also the Wood filter has Knots and Grain tabs. The settings can be named and saved for later use, plus there are more presets within the editor. A new Color Gradient Editor included in Fire, Gradient Glow, Smoke, and Star allows you to control the color and opacity of each color stop in the gradient, which is great for producing multi-hued glows, halos, and rainbows. An eyedropper tool lets you quickly select any color in the preview window. This is a great asset for

designers who create for both print and the web. Slider parameters are now based on the measurement unit you have selected in Photoshop inches, centimeters, percentage, etc. If you use the percentage option, an effect will appear the same whether saved at dpi for print or 72 dpi for web applications. You can work with proofs at screen resolution, save the settings, and then apply them to higher-resolution images when you are ready to print. Unlimited Undo--For those indecisive, perfection-obsessive users, you now have unlimited Undo and Redo capability within the preview window of each filter. Seamless Tiling--For designers who need to quickly create professional textured backgrounds for web pages, games or multimedia presentations, this feature is wonderful. These controls are enabled by clicking the arrow tool in those filters, and they give you direct control over the position, size, and shape of the effect. Applying a filter as a live effect means that you can apply the filters to artwork in such a way that whenever the artwork is revised the filters will automatically update to match the revision. The applied effects are also completely editable, and favorite settings can be saved and applied to other objects. Also, wherever possible, there are keyboard shortcuts identical to those used in Photoshop. Filters Below is a discussion of the filters, all The manual suggests that, whenever possible, you should apply filters to elements in a layer instead of using the selection tool. Using the selection tool in many programs can leave a visible fringe around the selection. So, I used layers when creating some of the examples, but then used selections for others, when it seemed appropriate. I found using the Squint filter to selections after the other filters also helped reduce any unwanted halo. I also tried to apply filters to different types of graphics: I especially liked using the filters on eps images or on graphics on transparent backgrounds. Antimatter The Antimatter filter inverts brightness without affecting hue and saturation values. It is useful for creating a contrast effect while retaining the current colors; for instance, you could use this filter to quickly and easily invert a graphic for a JavaScript mouseover image. An Invert Brightness control allows you to select the amount the brightness of the colors will be inverted. The graphic shows an original cowboy and then the cowboy with the filter applied to just a channel. The Bevel Boss filter gives you the ability to create a variety of bevel and carve shapes. When, I first started using the filter, I thought, "what to do? There are 16 presets and then more saved profiles under the Bevel Profile tab. You can add an embossed look to any selection, either inside or outside the selection edges. The filter is great for quickly creating buttons and chiseled text effects, but I wanted to do something different. I started with just plain images on a transparent background. By using the Bevel Boss filter in combination with other filters, I created images that were certainly not plain. I used the Bevel Boss and Marble filters on a series of birds to create an interesting effect. I also used the Bevel Boss and Wood filters on a series of boxes. The Bevel Boss filter worked well on small images as well as large graphics, and is great to use in combination with other filters for a subtle effect or an exaggerated look. Chrome The Chrome filter has been reworked and now uses reflection maps to create metal effects such as gold, silver, and copper. You can create and save you own reflection maps, which are uncompressed TIFF files that are warped around your selection to create the reflections similar to those seen on actual metal objects. There is a Bevel Profile Editor which adds the chrome effect according to the shape of the bevel, and there is a Lighting Tab. For the images to the left, I used the Chrome filter on the earth graphic and then used different chrome presets on individual sections of the scale. This filter also works well in combination with other filters. Corona This new filter allows you to quickly create solar flares, gaseous clouds and other astronomical effects around any selection. For the image to the left, I applied the Corona filter to the inside area. Then I applied the Glass filter to the figures. Cutout The Cutout filter is an easy way to add shadows to make a selection appear as a hole in an image. You have three fill options for what is seen through the cutout effect: You also have precise control over the distance, blur and opacity of the shadows. This filter works well on backgrounds, as well as text. For the image to the left, I applied the Cutout filter to sections in the earth graphic and then applied it to the people text. Drip The new Drip filter is perfect to use on either text or images to turn your image into a dripping painting with 3D-like drops. You can control length, thickness, spacing, taper and more. There is also a Lighting Tab. This is a fun filter that can be used for subtle changes or drastic effects. For the image to the left, I used the Drip filter on the left side of the face and then used the Jiggle filter on the right side. Fire The Fire filter has been reworked to provide a more realistic flame and fire effect. In addition, a Color Gradient Editor has been included to allow you to choose your own color scheme.

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There are Side Taper and Denser Flames sliders to make the filter more powerful. There are about 8 presets, from blue flame to meteor trail, and they can be used to create realistic or outrageous effects. Plus, there are more presets under the Color Tab. You have numerous options for this filter and can get really creative. For example, for the images to the left, I used a subtle flame effect for the top image, and then used the filter on selections on the bottom earth image for a more dramatic effect. The Fire filter is certainly more robust in this version and is fun to use. Fur The Fur filter creates a variety of fur and hair effects such as: There are lighting and color controls to create realistic effects. This is another fun filter that can be used for a variety of looks. For the image to the right I played with the presets to get an interesting effect on the owl.

### Chapter 4 : Alien Skin Eye Candy - Free download and software reviews - CNET theinnatdunvilla.com

*Eye Candy Effects Collection Features: 54 special effects available which include Eye Candy 5 Impact, Eye Candy 5 Nature, Eye Candy 5 Texture, Snap Art, and Xenofex 2. Requirements: Requirements vary, so please visit the Eye Candy Effects Collections Specifications page for more details on each application.*

Visit Site klingsdesigns said: There is a freepack for filter forge. Was wondering if it is worth buying the professional edition and if it would install into the plugins of signlab how the freepack ones show up. Another one I have been looking at is eye candy 7. Do any of you use either of them and recommend them or any others? That application is named Genetica. The following comments will attempt to explain the differences between Eye Candy, Filter Forge and Genetica. But first, let me address a couple of your questions: None of these applications will work, to the best of my knowledge, as a plugin for SignLab. I know that a free pack was offered by Filter Forge at one point but I do not see it on their website at this time. As I recall, it was simply a package of seamless texture tiles that any one could use. The free pack files are resources and not the program itself. Your ability to modify them would be very limited. Filter Forge and Genetica are both very adept at creating seamless texture tiles. This makes it repeatable for creating larger images without resizing the image. To use a seamless texture tile in SignLab is probably very similar to how you would use it in Flexi, Illustrator or Photoshop. That is you open the tile in your application and then perform a "define pattern" command which adds the tile into a palette and each program then provides a way to then use the tile to fill a background or a vector or even just a selection. So for example, in Flexi one defines a texture and it adds it to a palette just like the various vinyl or fill palettes. You might then type out a line of text and click on the tile in the palette to fill the text with fire or woodgrain or engine turn gold. You can then double click the fill in the palette to open a control that allows you to scale the pattern larger or smaller within the text to suit the job. Using an image created in Eye Candy is no different than how you would use any image in SignLab. Eye Candy itself is strictly a plugin for Photoshop Filter Forge is both a plugin for Photoshop and a standalone program. Genetica is strictly a standalone program. Eye Candy has about 1, presets like chrome or fire or lightning that can be modified to change the look. Filter Forge has more than 11, filters call them presets that do a lot of the same as Eye Candy and can also be modified an infinite number of ways. You can also edit the filters themselves to create new ones or you can create your own filters from scratch. About half of Filter Forge filters are textures and the rest are effects. Think of the effects as saving an action a macro in Photoshop. For example, if you wanted to adjust the brightness and contrast for an image, you might do it in a Filter Forge filter following a series of predetermined but still adjustable steps. None of what it does is photographic and much of what it does is to manipulate either effects built into Photoshop or to manipulate Perlin noise to imitate reality. It has an available library of more than 11, filters that is free to use for all licensees. So if you need an image of brushed metal as a starting point, you simply download it from the online library and then tweak it to what you want it to look like. Filter Forge will generate seamless tiles or non seamless images either as a standalone program or as a plugin for Photoshop. The quality of generated images can be very good as well as very large. It is both easy and difficult to use. Easy when you use an existing filter and difficult to modify a filter or create a new one unless you are very into math. A lot of the seamless tiles we offer at our digital art website were generated with Filter Forge. There are, however, a few cons to Filter Forge: The filter library is created by the licensees and quality often suffers or the usefulness of the filter may be dubious. Additions to the library after a version upgrade will not work unless you pay to upgrade your license. Image generation and re-display after tweaks can be painfully slow. For a 3, x 3, px image, an average time is 30 to 45 minutes. Handling of external images and photos is very limited. It also comes with a large library of filters that were all created by the publisher of the software. It also includes access to a sizeable library of royalty free photos. You can create your own filters from scratch or modify existing ones and the tutorials ease the learning curve. It has a canvas module for creating art within the app and also allows bringing in vector art as well as images and photos. It has a powerful set of tools, modules and controls and allows for generation of up to 6, x 6, px images in a variety of formats. In addition to

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manipulating Perlin noise to create seamless tiles, Genetica is extremely useful in working with photographic images using three different methods to do so: Blend Synthesis which moves the image elements to end up with a seamless tile; Repeating Patterns where you would draw in the edge limits of something such as a brick wall; and Patches where you would import different images and add each to your workspace. Patches, for example, could take a number of photos with transparent backgrounds and distribute them over your workspace while you control the number, size, rotation and many other factors. The program is much faster than Filter Forge typically generating a 3, x 3, px image in less than 5 minutes.

### Chapter 5 : Eye candy filter free download (Windows)

*Raleigh, NC (October 26, ) Alien Skin Software® today released Eye Candy®, the much-anticipated major upgrade to its popular Eye Candy 3 filter set for Photoshop®, Fireworks® and other graphics programs. Consistently one of the top-selling plug-ins on the market, Eye Candy now includes.*

New mouseover help strings have been added for all elements of the preview window, encouraging users to quickly master each filter. If a filter has a large number of sliders, they have been organized onto tabs for ease of use. Lighting, Color and Bevel Profile tabs are used in several filters. After much consultation with our users, we have aimed for a more host-like appearance and functionality in the Eye Candy interface. Users now have complete control over the shape of bevel and carve effects. Bevel Profile settings can be named and saved for later use. In addition, we have included a variety of presets to help users take full advantage of this feature. Users can now create a stunning variety of color effects. The color and opacity of each color stop in the gradient can be controlled, producing multi-hued glows, halos, rainbows and more. The eyedropper tool allows users to quickly select any color in the preview window. Real-world Absolute Parameter Units Photoshop users One of the most important changes in Eye Candy may not be apparent to a casual user. You can now specify absolute units for your Eye Candy settings in order to create effects that are resolution-independent. Slider parameters are now based on the measurement unit the user has chosen in Photoshop inches, centimeters, etc. This is an enormous time-saver for graphic designers who regularly move from print to the Web, or who create proofs at screen resolution before going to print. This feature is something many users will appreciate learning about. Menus from the Filter Window Command menus accessible from the preview window offer new options to users. For instance, the "Filters" menu allows users to switch from one Eye Candy filter to another from within the preview. Other menus included are Edit, View, Settings and Help. Huge Preview with Underlying Layers Visible The preview window has been dramatically enlarged, and is fully resizable. The "Show All Layers" command from the "View" menu allows users to preview the effect with all layers in the image visible. In-preview controls We have added new controls inside the preview window in Shadowlab and Star. In-preview controls are enabled by clicking the arrow tool in those filters, and allow for direct control over the position, size and shape of the effect. This means that when a filter like Bevel Boss is applied to text, for example, the bevel effect will automatically update if the user makes a change to the original text. In addition, effects can be modified even after the filter has been applied. Simply double-click on the effect and the filter window will reappear. Alien Skin has worked closely with Macromedia and Deneba to facilitate this powerful functionality.

### Chapter 6 : Using Shadowlab

*Eye Candy 7 is like a trail mix of jumbled features. Filters range from useful and complex, to redundant duplicates of what can be done with easily be done with the basic Photoshop blending options.*

This complete software package offers a full set of design, cutting, RIPing and printing tools for maximum productivity. Benefits The industry standard for sign making software. A complete solution for design and output of vinyl and digital print graphics. Clean up colored or grayscale bitmap artwork with the most powerful vectorization and cleanup tools. Configure printer and cutter setups for out-of-the box production for over devices. Job estimating is included for accurate project management and serialization for faster production. Benefits The complete solution for design and output of vinyl cut graphics. Quickly and accurately vectorize colored or grayscale bitmap artwork with the most powerful vectorization on the market. Quickly and easily design professional signs using built-in templates. Increase productivity with Serialization for automatic variable data placement. Configure cutter setups for out-of-the box production with over built-in cutter drivers. Workspace control permits users of other software to set the workspace to look and feel like many other popular applications. The most popular package for design and output of standard vinyl cut graphics. SmartObjects and Smart Tools follow your design process and update automatically for maximum productivity. Quickly and accurately vectorize grayscale or black and white bitmap artwork with the most powerful vectorization on the market. Create custom Gradients quickly and easily with Linear, Conical, Radial, and Square style fills, and edit them on screen. Decrease time and increase productivity with the ability to save and apply both graphic styles and text styles. Benefits Ideal for mid- to high-production environments where a design-only station will help boost productivity. Adding and editing text is a breeze with DesignCentral and on-screen controls. Seamlessly share files between any of your Flexi stations. Get design, layout and image editing features without the full price investment of another full-production station. Benefits An affordable solution for basic design and output of vinyl cut lettering. Powerful text creation tools with interactive on-screen editing capability. The strongest import filters in the industry give you the flexibility to import from the most popular design applications. Configure cutter setups for out-of-the box production with over built-in cutterdrivers. Flexi PRINT An unparalleled layout package with design capabilities for text, shapes, effects and nesting combined with the versatility to RIP and print to two devices simultaneously. Benefits Ideal for mid-sized production environments. Adding and editing text is a breeze with DesignCentral. Integrated design tools make it easy to create, RIP and print all within a single application. Large images can be tiled with advanced control of each panel and overlap amount. Nest pages and jobs, manually or automatically, for efficient media usage—even manually edit nested jobs. Features Unique DesignCentral window displays options based on selected items. Configure two output threads for out of the box production for over devices. Optional Templates give you added productivity and professionalism. Benefits Designed for high production environments with flexibility for multiple printers.

### Chapter 7 : Alien Skin Software Releases Eye Candy

*Eye Candy 7 renders realistic effects that are difficult or impossible to achieve in Photoshop alone, such as Fire, Chrome, and the new Lightning.*

Eye Candy demo:: In the Eye Candy demo, 3 of the 23 filters are fully functional: Glass, Marble and Shadowlab. You will be able to preview, apply and save effects on your work using these three filters. The other 20 filters allow you to preview, but not apply or save, their effects. You can download a trial version here I hope to have time to write up a new tutorial for that version soon. This tutorial is done with two layers. The first layer is a white background and the second is a tube. Use any tube you like, the tutorial is just to show you how to use the Shadowlab feature. Open a new image big enough to make room for the shadow and flood fill it with white. Copy and paste your tube as a new layer or if you are using your Tool Tube, add a new layer first. First make sure you are on the second layer with the tube. You should set your controls to zero except the "Overall Opacity". Click on the little gray arrow near the top middle right to bring up the bounding box, see the screen shot. Arrange the bounding box around the image. To do this, left click and hold in the center of the box and move it into place. You can also use it like a deformation box by grabbing the little boxes you see on the lines and move them so they surround your tube. Grab the little box in the middle at the top of the bounding box. Pull it over and down to place the shadow where you like it. See next screen shot for that example. Now you can see your shadow! Feel free to move it around until you get it where you like it. Lower your opacity to where you like it and is suitable for your background color, lower opacity for lighter backgrounds and higher for darker ones. You can now adjust the blur if you like by moving the sliders for "Overall Blur" and "Perspective Blur". Select a color for your shadow by clicking the left "Color" box to pull up the color picker for you. The two smaller boxes, by default will show the colors that you have currently selected in PSP. Clicking one of those 2 boxes will select the main shadow color. Clicking the eyedropper allows you to pick from any color inside the preview window with a simple click. Then click OK to apply the effect. If the shadow needs more adjustment, just "undo" and go back into Shadowlab to make further adjustments. Sometime it takes some playing to get it just right! Pull your top middle box straight down through your tube and below it. Adjust the opacity and blur. And here is the finished effect! I hope you have enjoyed this little tutorial. I think the shadows you can create with this filter are the best!! The glass ornament used in this tutorial is from a wonderful tutorial by:: You can find it here

### Chapter 8 : Flexisign, SAi Flexi 12 & FlexiSign 12 Software

*But ones like Ulead Effects, Toadies, Alien Skin Eye Candy 5 Textures, Distort, Fantastic Machines Paint Engine, Flaming Pear Flood/Glitterato/Super Blade Pro, MuRa's Seamless tiles/checks, and Loka's Software 3D Shadow are all free ones I downloaded off the internet.*

### Chapter 9 : Eye Candy Effects Collection: Eye Candy 5 - Impact

*We completely rewrote the Eye Candy user interface to make it easier to explore. The theme is less clicking and more visual browsing. Eye Candy 7 is now a single entry in Photoshop's filter menu.*