

# Graphic Novel Toolkit

The image styles in graphic novels are as varied as the stories they contain. You may find several different looks in panels on the same page. This toolkit is designed to allow the user to create a rich and varied spectrum of "looks" consistent with the Graphic Novel universe.



When I first came up with this plugin, I showed it to a friend and he asked what practical use it had and after thinking about it, I honestly don't know. I just thought it was cool (although some of the presets like Rich Warm look great on regular movies).

With the controls provided: Amount, Grit, Ink Color, Density, Intensity and Blend mode, the looks you can build are limitless. To make life easier, I have built in 15 presets: **Warm, Cool, Matrix, Gritty Matrix, Matrix II, Warm Contrast, Newsprint, Blueprint, Redprint, Colored Pencils, Rich Warm, Rich Cool, Red Alert, Blue Deep, and Deep Grit**, to give you access to a wide variety of looks with a single click.

## How to use Graphic Novel Toolkit

The first thing to note is the presets do not visibly alter the values in the rest of the settings. Only in *Custom* do the



controls **Grit, Ink Color, Density, Intensity, and Blend Mode** have any effect. In other words, unless you have the Preset on **Custom**, the only slider that has any affect is **Amount**.



Amount controls the mix between the final effect and the original clip.



Grit controls the look of the affected clip - the easiest way to see this is to set the Blend Mode to normal and run the Grit slider up and down.



Grit at 0

Grit at 4

Grit at 25

Grit at 100



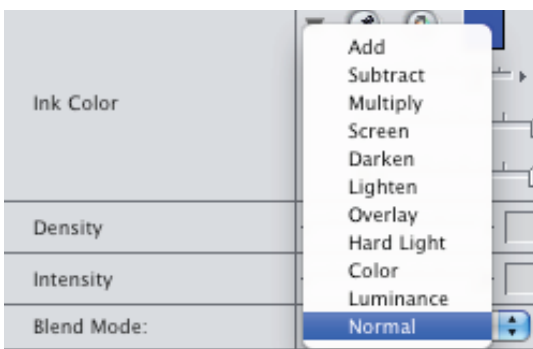
Ink Color controls the color the affected image is "printed" in.



Density controls the Contrast of the printed image.



Intensity controls how much of the affected image is blended back into the original footage. This might seem like the Amount control above, but the Amount controls a straight dissolve between the final effect and the original clip. Intensity blends the image based on the Blend Mode below.



Blend Mode controls how the affected image is blended back into the original clip.

Preset Table

Preset	Grit	R	G	B	Dens.	Ints.	Blend mode
Warm	4	110	80	0	92	100	overlay
Cool	4	25	0	253	92	100	overlay
Matrix	0	0	128	0	92	100	overlay
Gritty Matrix	2	0	128	0	92	100	overlay
Matrix II	100	0	254	25	73	58	overlay
Warm Contrast	100	254	160	0	73	58	overlay
Newsprint	3	0	0	0	92	100	normal
Blueprint	4	0	0	254	92	100	normal
Redprint	4	254	0	0	92	100	normal
Colored Pencils	3	0	0	0	92	100	luminance
Rich Warm	0	143	105	0	92	65	overlay
Rich Cool	0	31	0	143	92	65	overlay
Red Alert	0	143	0	60	100	100	overlay
Blue Deep	0	14	0	143	100	100	overlay
Deep Grit	2	0	0	0	94	56	luminance

Note - the colors are given in the table as RGB values - the way you can enter the same RGB values into the Ink Color is to click on the color swatch, switch the Color Chooser to RGB sliders and enter the values there.

