



Creation Chip Actions

* * * Bricks [General] * * *

Introduction

Skill Level
 Beginner Intermediate Advanced

Creation Chips' Bricks action sets are built for you so that you will have and know the image processing for rectangular breadth expansion and have the manipulation for laying out and pasting chip design types into columns and rows which may be 'staggard or zigzag' or the columns and rows may be laid 'straight'. The copied open selected [PSD] images or files are laid or pasted one after another into a 'basic general' ordered and sized form. The produced form then should and would also be expandable and extendable and or like elongated flexible and stretchable like.

The most basic form(s) that is used in any layout is a single square chip design type or image. The basic layout form is added to and followed up by using two different chips or two different design types in the basic layout form size. When the basic form is laid by the 'Brick' action then it is laid out as 'staggard or zigzag' on the columns, or it is laid out 'straight' on the columns and rows as a rectangle or as a square. The square is meant and or thought or taught first to be stable and then to be stretchable into a rectangular form and then back into a square, similar like pulling back and forth straight on a square elastic band on either side of it or like scrolling out from sides of the square.

The done produced finished forms that are pasted by the particular 'Brick' actions are products that we call 'Strips and Stripes'. Clarifying this idea deeper even further to where it is a better useful visual tool, then imagine and or visualize the 'Strips and Stripes' to be real 3 dimensional material or matter such as bone, cartilage, hair, strips, ligaments, muscles, nails, skin and teeth, and these are a few examples of real 'Strips or Stripes' that are being in a 3 dimensional body or machine or world.

These examples then would normally be growing or they would have some kind of growth attributes within them but they could and would also have other attributes that are similar related or connected or they may be different or they may be 'different connected' such as bone compared to granite or as skin is compared to sand or as blood compared to water. Other related attributes of the Prime 3D example are to 'enlarge' or to 'expand' or to 'extend' or to 'flex' or to 'free' or to 'spread out' or to 'stretch', and do not forget that there is also to 'contract or contraction'.

The basic or starting Brick form is meant to be some single chosen or selected open chip design type image or two images. Different chip design types will layout into different visual effects or forms in the produced 'Strips or Stripes'. The 'Strips and Stripes' are supposed to be the exact same thing but we class them as being different.

At this point all 'Strips' are made from a single image chip design type and it is laid out singularly into 'staggard or straight' columns and rows 'or' the single image is rotated ninety degrees clockwise and then it is copied and pasted alternately along side with its own straight copy of itself. Sometimes this technique will not produce a different visual form such as if the chip design type is perfectly balanced on all sides.

'Stripes' are made or produced from 'two different chip design types' that are being alternated in the layout form and they may be laid 'staggard' down the columns or they may be laid 'straight' down the columns. Both the produced 'Strips and Stripes' are mostly rectangular and they both can be made into a square.

Creation Chips' actions are built optimized or they are built precision to do a particular function that we claim that they will do. We give clear instructions in the action sets and we issue reminders and cautions so as to prevent any unwanted premature quits in the processings. We also have backup code in most action pods that are there to prevent unwanted premature quits that are not associated with any of our planned quits.

The unwanted unprepared quits can and will happen or occur during action playing



Brick Stripes-Rectangular

or processing for various reasons. The best overall back up to have for yourself to prevent quits is to understand that a saved image file that is opened into Build is 'file revertable'. When you do make an incorrect selection and then 'play' the action and then get no produce or get a premature quit then 'File/Revert' the open original image file and just start over again by making the correct selections. In this way not much time is ever wasted troubleshooting for a solution to the problem.

If these particular backup code commands in the action pods are deactivated or removed there can and will be many premature quits that may be encountered at any moment or time and they will not be easily solved by the Driver or operator. Mostly all unwanted quits are mainly caused by the Driver or the operator making wrong selections and then action playing that wrong selection and this is what the backup is for that I/Pilot am referring to here, and all the many wrong selections that can be made we cannot make backup for, we backup for only the most common or for the highest priorities of the incorrect selections that can be made.

Therefore, we give strict instructions and orders in our action sets that does concern selecting and processing correctly with the particular actions being in the particular set. However, many of our instructional orders or recipes do not have to be so absolutely and strictly adhered to, especially when the Driver or the operator has evolved or has learned and now has knowledge on how to correctly alter and manipulate the action itself. Creation Chips' actions are similar and likened to molecular 'connections' and chemical 'reactions'.

In the action set our responsibility is to tell you to do 'only' this or to do 'only' that with the actions in the set or in the 'set section' and our instructions or orders or recipes should or must be followed there so that you will get exactly the produce or product what we claim without any unwanted premature quits happening.

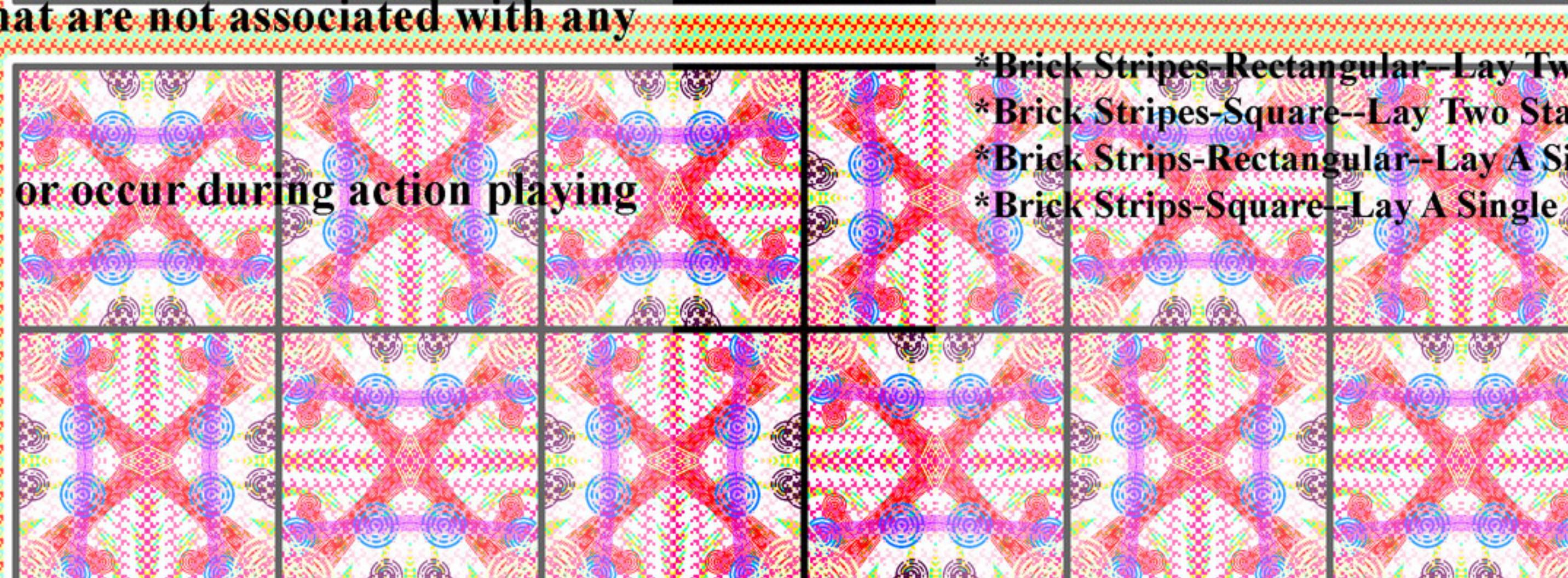
We do not notify you in the action sets about the many various different functions and manipulations there are or there could be made from out of the particular action or actions. This could or would mean for us having to scribe an entire encyclopedia for each action set and that set may only be holding a single action in it that was made by us to be easy and quick to use. That single action needs only any opened image file or some active selection outline made upon it to process upon and then the selected action in that set is played or processed upon the open image or the active selection outline drawing that is made upon the open image. This is our easy quick basic action processing. When you know what action it is that you want, and you know what action you are using, and you know what that action does, and you know how to use it, then you may not or will not need any encyclopedias all up in your way.

We here at Creation Chip are knowingly aware of our actions' hidden and seen potential and we do know about their many connections and about their continuance and expansions and their reactions. In the action sets our main aim is to focus and instruct on only a small particular aspect or function of the action, and to hold strict about things there so that you will be alert and clear and 'always' get the best correct processing or products done finished or produced correctly and exactly that is claimed by us or by the action.

Our ordered recipes are only a very small fraction of the total potential that is possible or that is stored up in any particular unaltered action.

The following are our current Brick action sets.

*Brick Stripes-Rectangular--Lay Two Stacked Images Into A Rectangular Zigzag Brick Layout--Purchase
 *Brick Stripes-Square--Lay Two Stacked Images Into Straight Columns And Rows--Purchase
 *Brick Strips-Rectangular--Lay A Single Layer Image Into A Rectangular Zigzag Brick Layout--Purchase
 *Brick Strips-Square--Lay A Single Layer Image Into Straight Columns And Rows--Free Package



Brick Stripes-Square