



# Creation Chip Actions

## ☆☆☆ Change A Chip ☆☆☆

### Introduction

Our ‘Change A Chip’ action set package has actions that will change your design chip types or image types in very many different ways from its’ original version. This action sets’ purpose is to change any chip type to another form. The chips made from this set are rearrangements of selections that are taken from the original image, and these selections are then laid in a balance type of pattern again. After this process you can and may save these images. The type images produced from these actions will depend upon the ‘chip type’ that you play through the actions. Abstracts played through the action will render a different product than a Pair or a Symmetrical or another chip type.

This action is easy and very handy to change your images and it creates for you images that are now altered differently whereas you may now select pieces out of them and then use these selected pieces to make more unique chips by using other of our actions such as Balancers having Beast[Best As Select] in them. This action set will multiply ‘all’ your designs and give you new abstract ‘pieces’ to work from. Remember that all balance chip types are born from abstracts.

The actions in this package are most effective when they are used mixed and combined in different ways and orders with one another. Playing too many of these actions on one image though will begin to degrade your image quality so be aware of this. The best way to learn what the action is doing is to play the actions singly on different chip design types and then see what happens. This action do not flaw from remaining consistent especially if you Beast Cleared your images.

All these actions will work on any size image that is opened, and all size images will be resized to 1x1 inch to be processed. All produced images sizes, except for [Change/Move I] in the action set will be 1x1 inch when finished, and [Change/Move I] final size will be 2x2 inch when finished. Saving different images sizes should follow some type of Same/Same rule concerning folders.

These actions in this set are best operated on single images in Build. In Build you have revert powers or commands over the original image and you can also make many duplicate copies of images to change them. Many of these images that you make you will want to keep and save. You may change our ‘Save As’ to the Current Recyclers folder destinations in the action pods to your Current Recycler folder destinations. Save the designs that you produce to your ‘Current Recycler’ folder destination where you may parse and separate the finished images into Same/Same folders later.

These actions also may be ran through the Automate/Batch Panel. Though this is

Skill Level

Beginner	Intermediate	Advanced
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unadvisable to do, and you should not do it with these actions because they are best operated one by one so that you may best see what it is that you are doing or see best what chip it is that you are creating. It is always a good idea to save all valued images first after producing them, and save all images with visuals turned on.

You also may use the [View/Clear Guides] action to clear the guides to get a better look at your images. All of these actions will remove all guides that are set upon the image document and all the actions will reset guides back upon the image document when they are finishing the processing of it.

Try and run different chip types through these actions and see what kinds of effects you get, and remember that you have other actions that can balance, change, multiply, and ‘create’ from these designs even more designs and process images even further along than these.

### Instructions

Open the action set ‘Change A Chip’ into the Actions Panel and ‘fall’ the sets’ title landing making accessible the actions inside of it. With this action you may open any size Beast Cleared image, but a 1x1 inch or smaller is preferable, so open any desirable sized Beast Cleared image. Rectangled images processed through these actions will be put to square.

Next select the action title landing that you want to play, then play that selection by clicking on the ‘Play selection’ icon arrow at the bottom right of the Actions Panel. You may play the same or another ‘Change A Chip’ action or any other pertinent action on the image or you could save the image in a ‘Current Recycler’ folder.

That is basically all you need to do and know to work this action set. You may also at some time want to activate the ‘Save As’ code command in the action pod. If so first open any PSD image then turn that code lines’ Toggle item checkmark on, then double left click on the ‘Save’ As code landing that will be the next to last code command line in the action pod, it reads ‘Save’. Next the ‘Save As’ Panel will open. In the ‘Save As’ Panel input the destination of your ‘Current Recycler’ folder and save it. Now when you process an image with that particular action the image will automatically be saved in your ‘Current Recycler’ folder but the image after being processed will remain in your Workspace Area. You may choose to close this image or you may continue and play the same or another action on it, or you may revert it, or you may duplicate it and then play other actions on the duplicates, and also save the changed duplicates.