

Fun Goo Glossary

Kai's Power Goo (khis•pow•er•goo) n. 1. The CeBIT Highlight 1996 Best Software award winner.

GOOdy-GOOdy (goo•dee goo•dee) n. 1. One who GOOs tastefully, showing respect for direct superiors and others who deserve to be GOOed on a regular basis.

GOOed fellowship (gooed fel•oh•ship) n. 1. The companionship of individuals in a congenial atmosphere, even after a mutual GOO duel.

GOOed-for-nothing (gooed for•nuh•thing) n. 1. An image GOOed beyond recognition.

GOOed nature (good nay•chure) n. 1. Anything within the physical world, not man-made, including all living animals, which has been GOOed.

GOOed samaritan (gooed sa•mare•it•an) n. 1. A compassionate person who unselfishly helps GOO others. 2. An accomplice in the eyes of the law.

GOOed will (gooed will) n. 1. An attitude of kindness while GOOing.

GOOer (goo•er) n. 1. One who GOOs (i.e., you).

GOOf-off (goof off) n. 1. One who shirks work or responsibility in order to play with Kai's Power Goo. 2. One who has their cosmic priorities in order.

GOOing (goo•ing) v. 1. The playful act of messing with another's face. 2. A way to express the feelings you have for your boss when you can not find the words. 3. An entertaining and interactive alternative to TV for kids. 4. An easy way to manipulate people without leaving the comfort of your home.

GOOn (goon) n. 1. The scary-looking mutated resultant of a GOO session.

GOOtesque (goo•tesk) adj. 1. Describes an image that's so GOOed, it's bad.

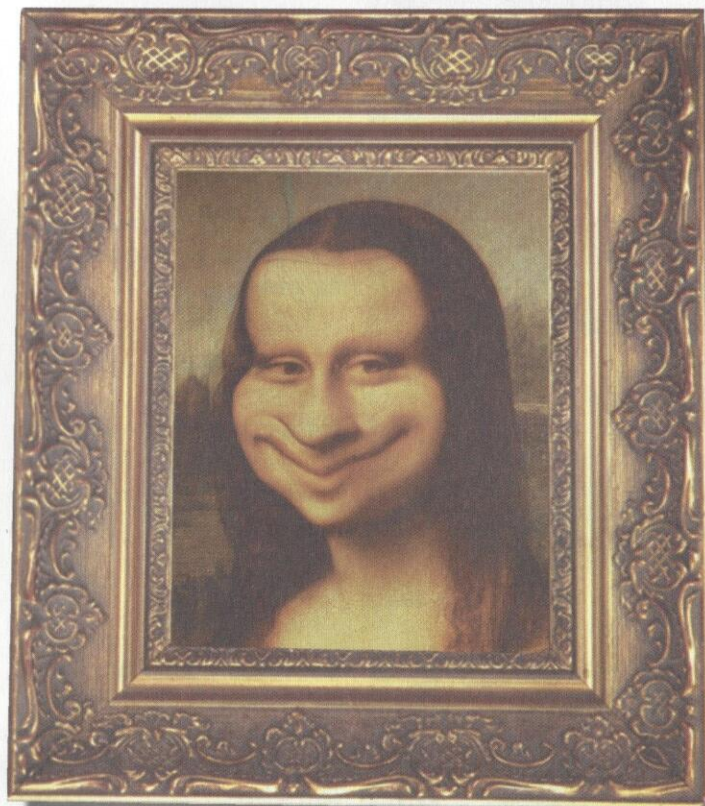
GOO therapy (goo ther•a•pee) n. 1. A peaceful means to rediscover your sanity through creative exploration. 2. A more affordable option to the psychological help you really need.

Let the GOO times roll 1. A slang expression for easily transforming your GOO images into QuickTime and AVI movies for output.

Kai's Power Goo™

OEM Version

Quick Reference Guide



Liquid Imaging Software by

MetaTools™
The Visual Computing Software Company

6303 Carpinteria Avenue • Carpinteria, CA 93013
<http://www.metatools.com>

What is Kai's Power Goo?

Kai's Power Goo is a new kind of product... what we call a Creative Entertainment Tool. Goo's brushes offer a range of special effects, previously available only on high-end imaging systems, creating a program that fosters creativity and fun. More serious-minded users will find professional uses for the program's sophisticated image manipulation capabilities.

Kai's Power Goo is fun and easy to use. Simply bring in your own personal photos, then use your Goo brushes to stretch, stir, smear, smudge, or nudge them into different shapes to create "funhouse mirror" distortion effects. Capture a picture of your boss into Kai's Power Goo and express your true feelings, add devil horns to a picture of your least favorite politician, or create a truly memorable collection of distorted images for a unique "family album." Only the real-time liquid imaging capabilities of Kai's Power Goo can keep up with your imagination.

Once Gooed, your images can be printed or saved to disk for use in photo-editing, compositing or desktop publishing applications. You can easily create QuickTime or AVI movies for multimedia presentations or direct output to video. Whatever you do will be fun with Goo!

This is an OEM Version of Kai's Power Goo. For more information on the Retail version, or to purchase it at a special upgrade price, please contact MetaTools at phone: (800) 472-9025 or (805) 566-6220; or fax: (805) 566-6365.

What Do I Need to Run It?

Macintosh: A Power Macintosh (recommended) or 68040-based Macintosh with FPU, System 7.5 or greater, 16- or 24-bit video, 8 MB RAM, 20 MB free HD space, CD-ROM drive.

Windows: Pentium (recommended) or 486DX or greater, Windows 95/NT, 16- or 24-bit video, 8 MB RAM, 20 MB free HD space, CD-ROM drive.

Easy Installation

Windows Installation:

1. If necessary, launch Microsoft Windows (NT or 95).
2. Insert the CD-ROM into your CD-ROM drive. The Kai's Power Goo installer and all related files are found in the METATOOL Directory.
3. If you are using Windows NT, select the Run command from the File menu. If you are using Windows 95, select the Run command from the Start menu.
4. Type in the letter corresponding to your CD-ROM drive, followed by **:\\setup** (for example, type **d:\\setup** if your CD-ROM drive is your D drive) and click the OK button or hit the Return or Enter key on your keyboard.

Macintosh Installation:

1. Insert the CD-ROM into your CD-ROM drive. The Kai's Power Goo installer and all related files are found in the METATOOL Folder.
2. Locate and double-click on the Power Goo Install icon.
3. Read the ReadMe file and click on the Continue button.
4. At the main installer window, click the Install button.

Technical Support

For installation questions or technical support for the Kai's Power Goo OEM Version, you can reach us via America Online (goosupport@aol.com), the Internet (support@metatools.com), or by fax (805-566-6359). This on-line technical support is a privilege reserved for registered customers only.

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Selecting an Image from the Library

1. Move the cursor to the IN text label (in the lower left corner) and click once.
2. Click on one of the five image icons at the bottom of the Image Library interface to access its related library. Choose the library which is represented by the girl with ponytails.
3. To select a specific image from within a library, click on the desired picture. For this guided tour, use the girl with the ponytails. Click once on her picture to load it to the Image Canvas.



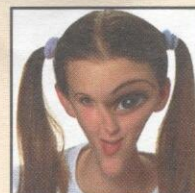
Saving a Keyframe

4. Move the cursor to the Keyframe Palette (at the bottom of the interface) and click on the second keyframe. This saves your original image into this keyframe, and sets this untouched image as the start of your animation.
5. Move the cursor to the small Goo Floatoids (the semi-circle of multi-colored buttons on the upper left side of the interface) and click once.
6. Click once on the Grow/Shrink Button. (If you want to hide the Brush Buttons while you Goo, click again on the small Goo Floatoids.)



Distorting the Image

7. Move the cursor to the girl's right eye, then press and drag in a clockwise motion (brushing in a circle about 1" in diameter) to enlarge her right eye until it is about 2-3 times larger than her left eye.
8. Move the cursor to the Keyframe Palette and click on the third keyframe.
9. Move the cursor to the girl's left eye, then press and drag in a counter-clockwise motion (1" diameter, again) to shrink her left eye to half of its original size.
10. Move the cursor back to the Keyframe Palette and click on the fourth keyframe.
11. Click on the Move Button. (If necessary, click on the Goo Palette to bring up the Brush Buttons.)
12. Using short strokes, brush in the lower half of her face and her neck until it looks as if her head has been forced into the top half of an hourglass.
13. Move the cursor to the Keyframe Palette, and click on the fifth keyframe.
14. Click on the Smudge Button.
15. Carefully brush the corners of the mouth up to create an exaggerated Joker-esque smile, then brush the hair at her part down to create an exaggerated widow's peak.
16. Move the cursor to the Keyframe Palette and click on the sixth keyframe.



o Guided Tour

Using Keyframes as Undo Buffers

17. Before you go on to the next step, deliberately ruin this image so that you can recover from this mishap. Paint with the Smear or Smudge Brushes all over her face until the original image is barely recognizable. Use a couple of different brushes so that you cannot fix this mess with a simple undo.
18. To fix everything, simply click on the sixth keyframe (which contains the last image you worked with). This will load the image of the girl with the Joker-esque smile and widow's peak back onto the Image Canvas. Now pick up where you left off.
19. Click on the Nudge Button.
20. Using quick, sharp strokes, pull her hair out in spikes until she has a "crown" and her ponytails resemble bottle brushes.
21. Move the cursor to the Keyframe Palette and click on the seventh keyframe.
22. Using quick, sharp strokes, pull her eyes out in spikes until she is literally "seeing stars."
23. Move the cursor to the Keyframe Palette and click on the eighth keyframe.



Working with 'Tween Frames

24. To create a more gradual transition from this image back to the original, use the Control Slider to find an intermediate frame. Press on the Control Slider and drag down until you think that the image on the canvas is a good transitional stage between the original image and the eighth keyframe.



25. Move the cursor to the Keyframe Palette and click on the ninth and final keyframe.

Viewing and Saving Your Animation

26. Click one time on the Movie Camera icon to see the animation of your distortions. Click anywhere to stop the animation.
27. To slow down the playback rate of the goovie, press on the Playback Slider and drag down. Click again on the Movie Camera to enjoy your handiwork. When you are done, click the mouse to stop the animation.
28. To save your animation to the hard drive as an AVI or QuickTime file, click on the OUT text label in the lower right corner of the interface.



29. Click on the Export Animation as a QuickTime (or AVI) Movie text label, and at the resulting Save dialog box, enter the name of your movie and click the OK button.



30. You have just successfully directed your first movie!

The GOO Room's Interface

HELP Room

Click on GOO to access the HELP Room which gives you details about Goo's on-line chats, support and upgrade options.

Small Goo Floatoids

Click on these Floatoids to display the nine large Goo Floatoids which span the Image Canvas. If the large Floatoids are already visible, click here to hide them.

Control Slider

This slider is multipurpose depending on the Goo mode you're in. In the Goo Palette, it goes between the current Goo composite and the original image. In the Keyframe Palette, it shows intermediate frames between the last Gooed keyframe and the selected keyframe.

IN Room

Click on IN to load images (BMP, PICT, Photoshop, TIFF, or PhotoCD) from digital input devices or disk, or access Kai's Power Goo's Image Library or project files (Goovies).

Image Canvas

Press and drag within the Image Canvas to apply the distortion effects of the Goo Brushes to your image.

Large Goo Floatoids

Click on a Brush Button to apply one of Goo's nine selective distortion effects.

Get Info

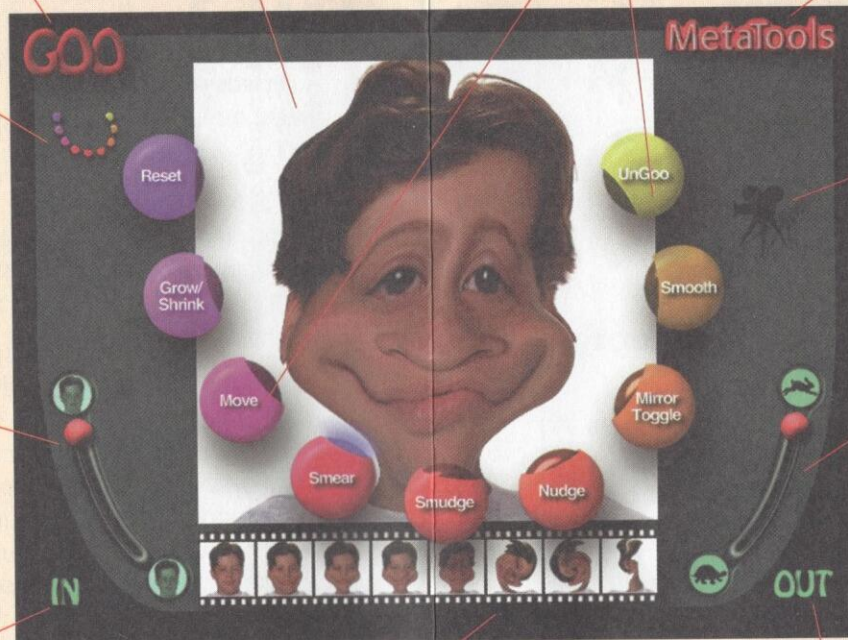
Click on MetaTools to get credit and copyright information.

Movie Camera

Click on the Movie Camera to preview your Goovie. Click anywhere to stop playback.

Playback Slider

Press and drag up or down to set the speed of your animation. Drag up to increase animation speed or down to decrease it.



Keyframe Palette

When you move your mouse cursor to the bottom of the interface, a set of keyframe placeholders appear. These placeholders are used to store up to 64 animation keyframes for Goovie or movie creation. At least two keyframes are necessary to create an animation.

OUT Room

Click on OUT to print images; save images (BMP, PICT, or Photoshop), projects, or movies (AVI or QuickTime); or exit Kai's Power Goo.

The Goo Brushes

Reset



The Reset Button removes all distortion effects from your image.

Grow/
Shrink



Painting with the Grow/Shrink Brush in a clockwise motion enlarges the painted area of the image.

Grow/
Shrink



Painting with the Grow/Shrink Brush in a counter-clockwise motion shrinks the painted area of the image.

Move



One of four "push" brushes, Move has the largest area of effect but the least pressure. Use this brush to create subtle distortion effects.

Smear



Similar to Move, Smear is smaller and exerts a high level of distortion pressure. Use Smear to create quick, dramatic distortions.

Smudge



Similar to Smear, Smudge affects a slightly smaller area, but with decreased pressure. Use this brush to create small, subtle distortion effects.

Nudge



The last of the four "push" brushes, the extremely small size and high pressure of Nudge creates a convincing finger-painting effect.

Mirror
Toggle



When Mirror Toggle is active, brushstrokes are mirrored along the vertical axis.

Smooth



An "undo" brush, Smooth gradually and selectively undoes the distortion effects of the Goo Brushes.

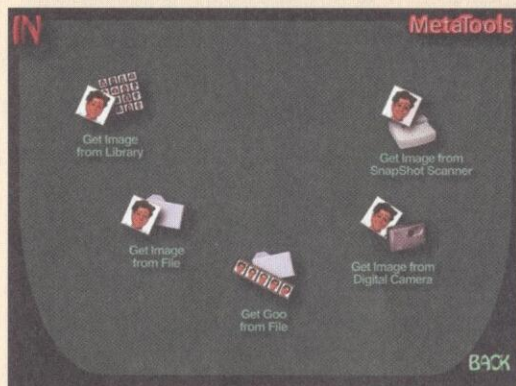
UnGoo



The ultimate "selective undo" brush, UnGoo is used to quickly undo the distortion effects of the Goo Brushes.

Quick Reference Guide

The IN and OUT Rooms



THE IN ROOM

IMAGE LIBRARIES

Click on "Get Image from Library" to access the (5) Image Libraries. Select an image by clicking on it.

RETRIEVING IMAGE FILES

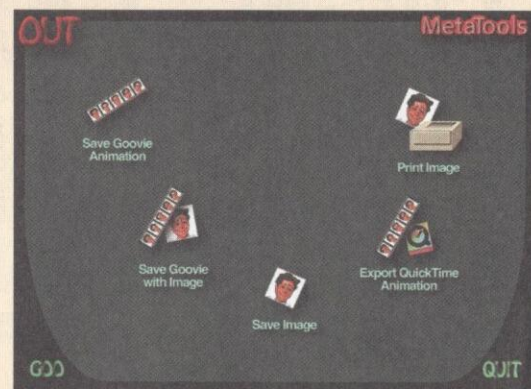
Click on "Get Image from File" to open a PICT (Macintosh), BMP (Windows), or Photoshop, TIFF, and PhotoCD (Macintosh and Windows) file.

RETRIEVING PROJECT FILES (GOOVIES)

Click on "Get Goo from File" to select a Goovie. Your new project data replaces the current data on the Image Canvas and in the Keyframe Palette.

RETRIEVING INPUT THUMBNAILS

Click on "Get Image from Digital Camera" or "Get Image from SnapShot Scanner" to load images from either digital input device.



THE OUT ROOM

SAVING GOOVIES

Click on "Save Goovie Animation" to save keyframe information without the underlying image or click on "Save Goovies with Image" to save keyframe information and the image, both as Goo project files.

SAVING IMAGES

Click on "Save Image" to save the image as a Photoshop (Macintosh or Windows), PICT (Macintosh), or BMP (Windows) file.

EXPORTING MOVIES

Click on "Export QuickTime Animation" (Macintosh) or "Export AVI Animation" (Windows) to save the animation.

PRINT IMAGE

Click on "Print Image" to print the current image.

EXITING GOO

Click on "Quit" to exit the program.

Power User Tips

- Using keyframes as "save" buffers allows you to experiment freely. Every time you do something really cool to your image, click on an empty keyframe to save the current version. This way, if you ruin your image, you can always click again on this keyframe to re-load it.
- Alt-Tab under Windows allows the use of the Windows 95 Task Manager. Although files on the Windows desktop and the Start menu are inaccessible from within Goo. The user must quit Goo to access the Start Menu and any files on the Windows desktop.
- On the Macintosh, the traditional menu bar is accessible while within Goo simply by dragging the cursor to the top of the screen which reveals the menu bar.
- When you create a sequence of keyframes to export as a Quicktime or AVI movie, save the project as a Goo file first. This allows you to modify the project, and also the movie, later.
- Don't forget about Command-Z (Ctrl-Z for Windows) to undo the very last thing you have done.
- To get creative inspiration, select "Get Goo from File (via the IN Room) to load stunning sample projects (Goovies) included on the CD-ROM.
- Use your movies to create custom screensavers or add life to dreary web pages.
- Join our rapidly growing family of graphics professionals and enthusiasts who share knowledge and ideas in our weekly America Online live chat, often hosted by Kai himself. We currently meet on Tuesday nights at 7:30 p.m. PST. Use keyword: "MetaTools" to enter our forum, then click on the "Meta Chat" button to enter the fray!

Technical Tips

- During a custom installation, make certain to install the proper version of Kai's Power Goo (Power Macintosh or 68K or Windows).
- If you receive an error message while attempting to launch Kai's Power Goo which states, "the application goo could not be opened because axiom could not be found", the Macintosh does not have enough memory left (after launching Goo) to load the necessary "axiom" extension. If this happens, try quitting other applications or allocating LESS memory to Goo to give the System a little extra breathing space. To do so, select the application icon, go to the File Menu>Get Info and allocate slightly less RAM in "Preferred Size".
- On the Macintosh, allocating more available RAM to Goo allows it to run faster and handle larger images more efficiently. If you plan to Goo large images, increase the RAM available to Kai's Power Goo by selecting the application icon, going to the File Menu>Get Info and allocating more RAM in "Preferred Size".
- On the Macintosh, to gain additional CPU speed, go to your Memory control panel, turn on Modern Memory Manager, and turn off Virtual Memory.
- On the Macintosh, when working on an 8 MB CPU or Performa, turn on Virtual Memory to enhance performance if necessary.
- The Goo file format is cross platform compatible. To move Goo files from the Macintosh to the PC and visa versa, just set up PC Exchange on the Power Macintosh/Macintosh to recognize the .goo file format, and use the .goo file extension on Windows.
- On the PC, Kai's Power Goo runs under Windows 95/NT only.
- Kai's Power Goo runs on 68040/486 or greater computers only.