



WPRembrandt Pattern Generator Addon documentation

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Version: 1.0.0

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Introduction

Please note that this plugin is an addon for [WPRembrant- Media Image Editor for WordPress](#). This requires WPRembrant to be installed in order to work!

Procedural patterns are patterns created by mathematical description. This addon provides you an easy, and intuitive way to create procedural patterns, and textures using some common algorithms, such as: sinus waves, noises, fractals, and transforms. You can mix multiple algorithms using different blend modes, so you have unlimited possibilities to unleash your creativity.

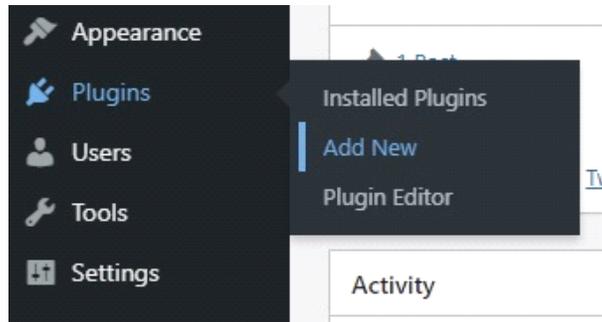
When you have created patterns, then you can use them in the WPRembrant editor to fill shapes, or add background to your images.

Features:

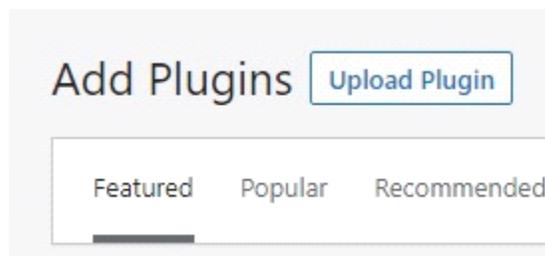
- **17 Programs** - Build unique patterns by mixing multiple algorithms with a few simple clicks.
- **14 Blend Modes** - Mix programs with different blend modes to get different results.
- **20+ Demo Patterns** - To get you started, we created you some nice pre-made demo patterns that you can import, use, or even modify to your own ideas.
- **Export Pattern To Media Library** - Basically, this addon is made for creating custom patterns for WPRembrant image editor, but you can also export your pattern as an image file to the WordPress media library directly, and set it as a background image of your website.
- **Keyboard Shortcuts** - There are several keyboard shortcuts available to optimize your workflow.
- **Undo/Redo** - No fear of making mistakes. You can easily undo any changes using classic undo/redo keyboard shortcuts, or by clicking the undo/redo buttons located in a handy place.

Installation

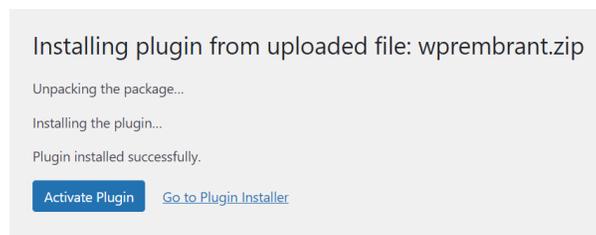
1. Navigate to the 'Plugins' item on the left sidebar, and select the 'Add New' option.



2. Click on the "Upload Plugin" button at the top of the page, next to the "Add Plugins" title. Look for the "wprebrant-pattern-generator.zip" from your computer, and then click on the "Install Now" button.



3. After the .zip file has uploaded successfully you will be redirected to a new page. You can see something like this:



4. Finally click on the "Activate Plugin" button.

Usage

After you have installed this addon you will be redirected to the new WPREmbrant submenu page: "Pattern Generator". This page is similar to the main editor, but it has different options.

First Steps, And How To Use Programs

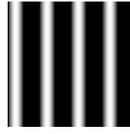
As a first step, go to "Help" menu item at the top left, and click "**Import Demo**" to open the demo-patterns modal. Select some patterns you like by clicking the preview image, and click the "Import Selected Patterns" button, or click "Import All Patterns" button if you want to get all demos.

After successful import, the last imported item will opens. As you can see the programs (which generate this pattern) are listed in the settings bar at the right side of the editor. Each program has two shared, and some other individual options.

The first shared option is the "**Blend Mode**". The blend mode, or mixing mode determines how two layers are blended with each other. (The "layers" - in this case - are the programs.) You can choose from 14 blend modes. Each blend mode makes different visually results on the canvas.

For example, we have two programs:

1. Sinus X



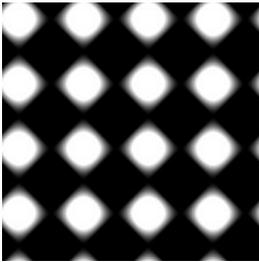
2. Sinus Y



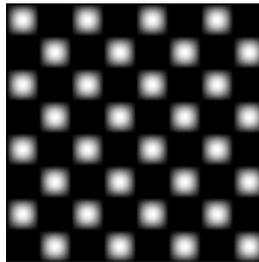
Set blend mode of Sinus X to "Additive". (*It is recommended to always set the blend mode to "Additive" or "Set" for the first item!*)

Then set **different blend modes** for the second program: Sinus Y.

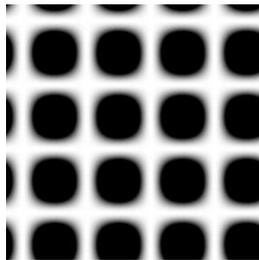
First, set it to "**Additive**". You will get something like this:



Then let's try the "**Multiply**" blend mode. You will get this result:



Then choose "**Screen**". The image will look like this:



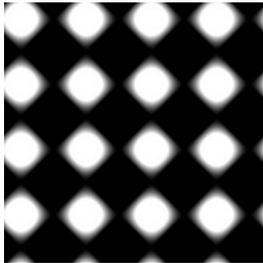
And so on.

The second shared option is the "**Tint**", or **color** of the layer (program).

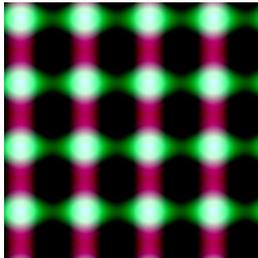
Let's test how different colors behave with each other.

For example: Here are our two programs: "Sinus X", and "Sinus Y".

We set **white** tint color, and **additive** blend mode for both programs, so it looks like this:



But if we set **different colors** for the two programs, we get different result:



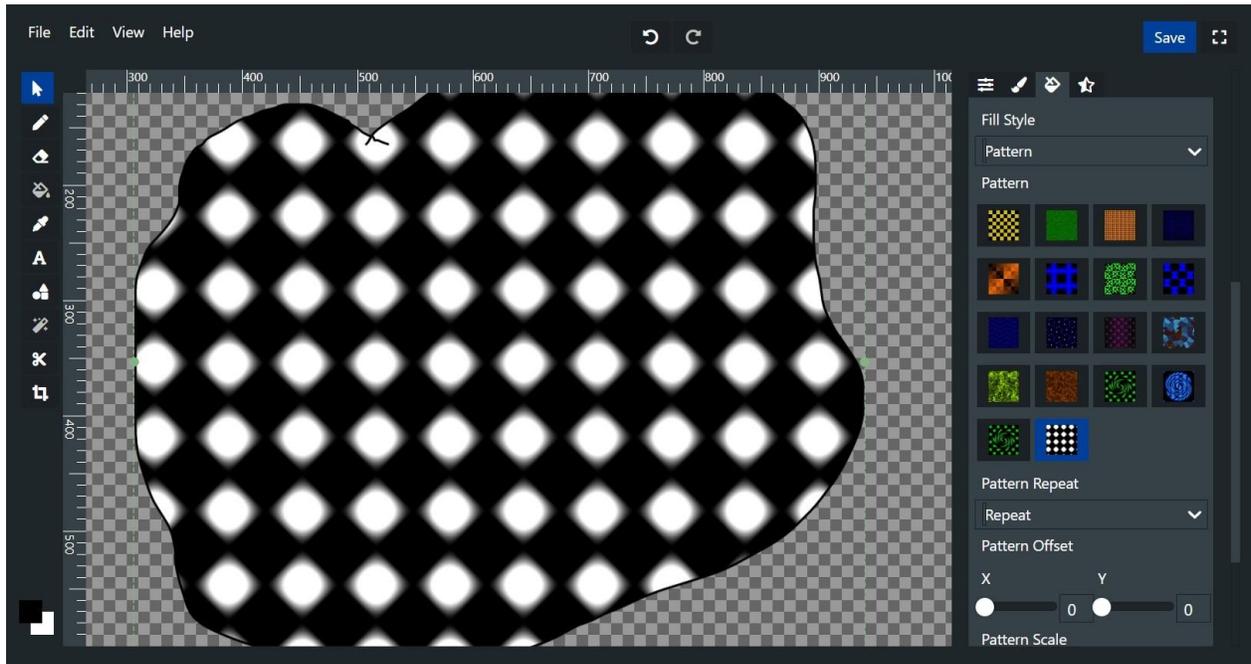
At tint: **#C2BADD** for the Sinus X, and **#0CEEB1** for the Sinus Y.

There are many other **individual options** available for each program, such as "Offset", "Frequency" for sinus waves, or "Seed", "Density", "Weight Range" for noises, etc. that will not be detailed here. We suggest you to test them individually to get its essence.

You can also **create unique patterns from scratch**. Open a new project, go to "Programs" tab on the right side, select a program from the list, and then click the plus icon to add it to the stack. You can add unlimited programs, but please note that some of the programs can be rendered slower, and use more memory, than others. So the maximum number of recommended items is up to 10, especially if you add programs that have complex algorithms. Usually these algorithms are the noises, and fractals.

Using Patterns In The WPREmbrant Editor

After saving your pattern, go to the WPREmbrant Editor, and draw something using "Pencil Tool", or "Draw Shape" tool. Select the layer, click the "**Fill**" icon on the right side (settings bar), and set "Fill Style" to "Pattern". As you can see your patterns have appeared in the pattern list after the default build-in items. Just click your item to apply pattern to the shape.



You can also set patterns for the **stroke** (outline) of the shapes.

Another way to use your custom patterns in the WPREmbrant editor is to **import** them as **layers**. Go to "File" menu item at the top left, and click "Import Pattern" to open the pattern list modal. Select a pattern, and import it.

Export Pattern To The Media Library

Though this addon is made for extending the WPREmbrant editor with custom patterns, you can also use this plugin to **export** them to **media library**, for example to set them as background image of your theme.

Go back to "WPREmbrant" -> "Pattern Generator" editor, open one of your project ("File" -> "Open"), and choose the "Export" submenu to open the exporter modal. You can see the preview image on the left, and you can fill the media details on the right. Then click the "Export" button.