A Tutorial for Creating
Two Clear Glass 'Brumbies'
in a Bush Desert Landscape
Using 'Bevel Reflect Logo' in GIMP

By OldManGrumpy

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Introduction

A **Brumby** is the term given to a free-roaming feral horse in Australia. With a current population of approximately 400,000 they are found in many areas around the country, with the best-known brumbies found in the Australian Alps region of south-eastern Australia.

This tutorial has been created in response to requests from members of the Gimp Chat forum. Whilst created specifically for *less experienced* GIMP users, this tutorial is not overly technical in nature, but focusses more on the specific methods used to achieve the clear glass result exemplified on the title page.

A hopefully simple, but detailed, numbered step by step approach is used, examples are provided of settings used in the Bevel Reflect Logo script and screenshots are provided of the image canvas and/or layer status at regular intervals.

Some unique items used in this creation, such as the **gemclear.png** clear glass e-map, line art drawings used as the basis for the Brumby BRL images and the 'desert bush' background are included in the tutorial zip file as part of a 'starter.xcf' file. That XCF file can be opened in GIMP and used to progress through the tutorial.
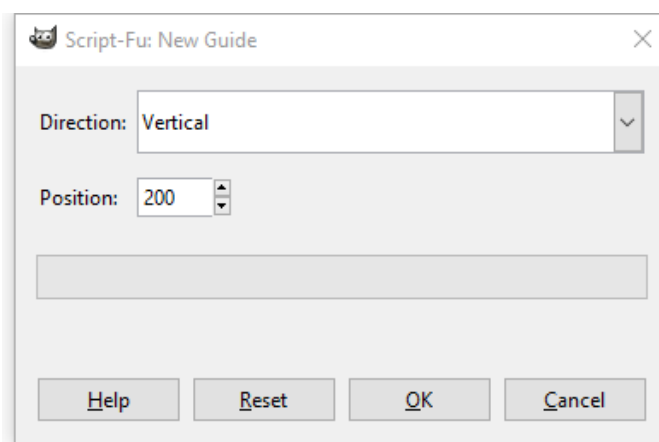
Conventions used in this tutorial

Instructions on accessing and using various GIMP functions and filters are expressed in the following format:

Image>Guides>New Guide …

This means that the user with a mouse, firstly left clicks on **Image** from the main GIMP menu, which then shows a drop down list of Image options available.

From this list the user with a mouse then left clicks on **Guides** to show the Guides options available. From this list the user then left clicks on **New Guide …** to display the following form for completion:

Layer names will be specified for ease of reference and to assist any repositioning required to obtain the desired effect. They will be expressed in the following format - **'layer name'**.

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Because there are two different glass images to create in this tutorial, use will be made of **'Layer Groups'** to separate the individual layers concerned and keep things tidy.

Some 'paths' will be created during the tutorial, they will be identified in the following format **'path name'.**

Mandatory Requirement

If you do not have the bevel Reflect Logo script installed in GIMP, you will need to download it and install it from http://gimpscripts.com/2014/02/bevel-reflect-logo/
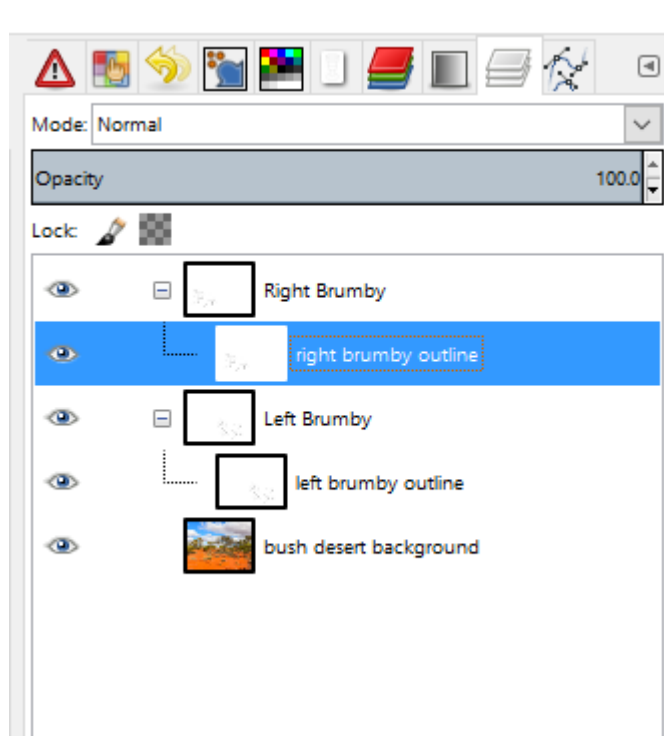
A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Section 1 – Starting Up

This section deals with some initial start up and preparation tasks.

1. Open the 'starter.xcf' file contained in the tutorial download; you can then save it under your preferred name and location.
2. You should see three layers being **bush desert background, left brumby outline** and **right brumby outline.**
3. Right click on the **left brumby outline** layer to make it active and to display the **layer options menu**.
4. Click on New Layer Group menu item which will automatically create a new layer named **'Layer Group'** displaying an 'open folder' icon.
5. Rename this layer to **'Left Brumby'** as all relevant layers for this brumby will be created and stored here.
6. Now left click, hold down and drag the **'left brumby outline'** layer onto the on the **'Left Brumby'** layer group. You will then see the start of a 'tree' structure hierarchy and the image of the newly inserted layer replaces the 'open folder' icon
7. Now repeat the actions in steps 3 through 6 for the **'right brumby outline'**, renaming the new **'Layer Group'** as **'Right Brumby'**.

You will probably have noted already that the two brumbies have already been positioned for their place in the final image, and their order in the layers is important for placement of our shadows later on. You should now have your layers looking like this:

That completes Section 1.

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Section 2 – Creating Our Two Brumby Paths

This section deals with creating two individual brumby paths that will be used for our subsequent running of the Bevel Reflect Logo script.

The approach I use here may appear a little unusual as it pans out, so this explanation is offered in advance:

- Neither of the two brumby images is fully enclosed by the black line art which would have made it easy to select and fill for our BRL tasks.
- However, those black lines are what I call highlights and form the visible structure of the brumby.
- So I will firstly select those highlights, those 'black lines', then BRL them to use as visible highlights in the image later on, but I will also use that BRL result from which to select/fill and run the larger BRL for the brumby's body.

Hopefully that makes sense!

1. Firstly turn off the visibility (**the eye symbol**) of the **'Right Brumby'** layer group.
2. Now click on the **'left brumby outline'** layer to make it active.
3. Select the **Select by Coulour Tool** from the **Toolbox** and click anywhere on white in the canvas to make the selection, then right click to display the options menu and choose **Select>Invert** to make the selection of the black highlights
4. Now right click again to display the options menu, choose **Select> To Path** and on the **Paths Tab**, rename the path as **'left brumby'**.
5. Now turn on the visibility (**the eye symbol**) of the **'Right Brumby'** layer group.
6. Click on the **'right brumby outline'** layer to make it active.
7. Now repeat steps 3 and 4 appropriately, but this time for the **'right brumby outline'** layer.
8. Now make both the **'left brumby outline'** and **'right brumby outline'** layers invisible as we should not need them again.

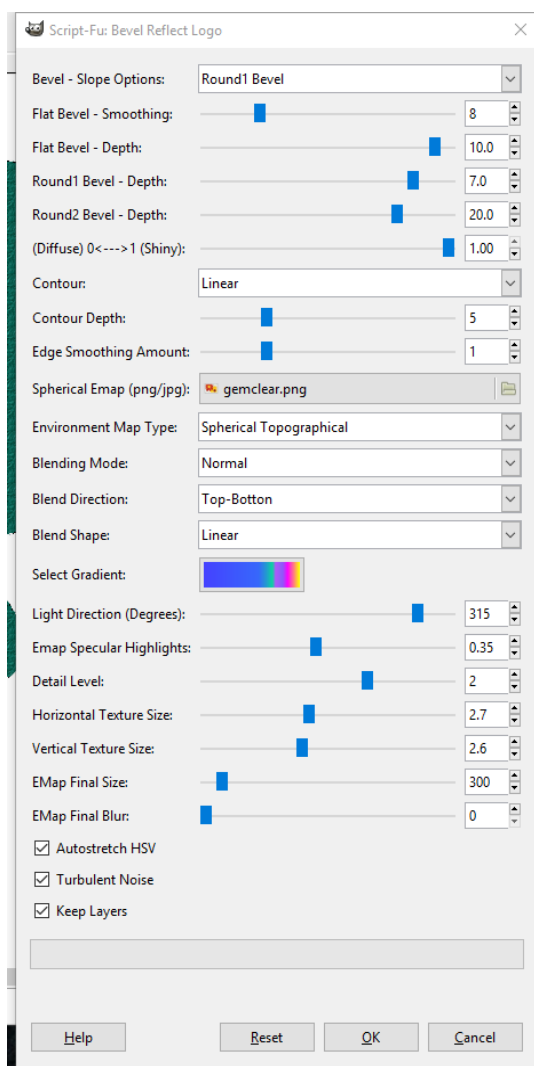You should now have the two paths we require and that completes Section 2.

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Section 3 – Creating all the Left Brumby Glass and Ancillary Layers

This section deals with creating all required layers to complete our clear glass image for the left brumby, including a colouring layer (your preference) and a perspective shadow.

Section 3.1 - Creating the Left Brumby Highlights

1. Now right click on the **'left brumby outline'** layer to display the options menu and choose **New Layer** to display the **New Layer** options box; choose the **Transparency** radio button and click **OK** to create that new transparent layer, which will automatically have the name **Layer**.
2. From the **Paths Tab** right click on the **left brumby** path and choose **Path to Selection**
3. With the selection active on the transparent layer, select the **Bucket Fill** tool from the **Toolbox** and in the **Tool Options** ensure that you select the **Pattern Fill** and **Fill Whole Selection** radio buttons.
4. From the available patterns selection choose your preferred fill option - I always choose **3D Green** - to fill the selection ready for this first BRL, the left brumby highlights.
5. Now select **Filters>Alpha to Logo>Bevel Reflect Logo** and apply the settings as in the example below and click **OK**:

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP
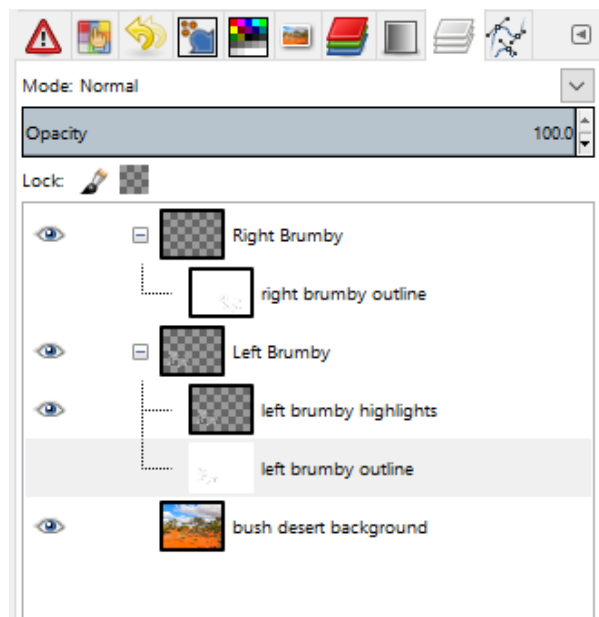
6. When BRL has completed you should see an image like this on your canvas:

7. You will also see that your **Selection** is still current, the filled layer is now called **BR Logo Copy** and is invisible, whilst the clear glass outline layer created by BRL is now the current layer and is called **BR Logo**.
8. So now lets tidy up the layers as we go:
    8.1. Right click on the canvas a choose **Select>None** to remove that highlights selection
    8.2. As the clear glass layer is current, rename it as **left brumby highlights**.
    8.3. Right click on the now invisible **BR Logo Copy** layer to make it current and display the options menu, then click **Delete Layer**.
9. Observant users will note that we could have used the left brumby outline layer itself to both provide the selection (i.e. not use a path) and act as the 'fill' layer. However, I prefer as 'best practice' to use paths wherever possible and to to keep my source images pristine and not have scripts change them or their names.

That completes sub section 3.1 Creating the Left Brumby Highlights, so lets just check our Layers Tab and it should now look like this:

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP
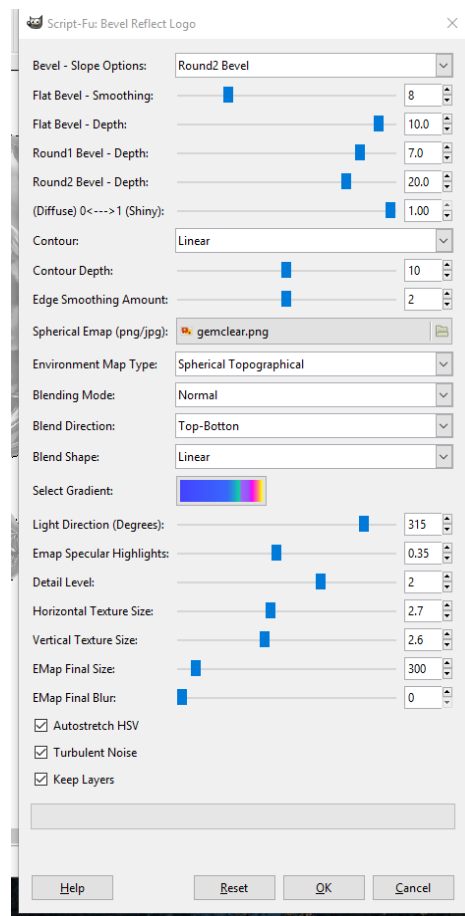

Section 3.2 - Creating the Left Brumby Full Body Glass

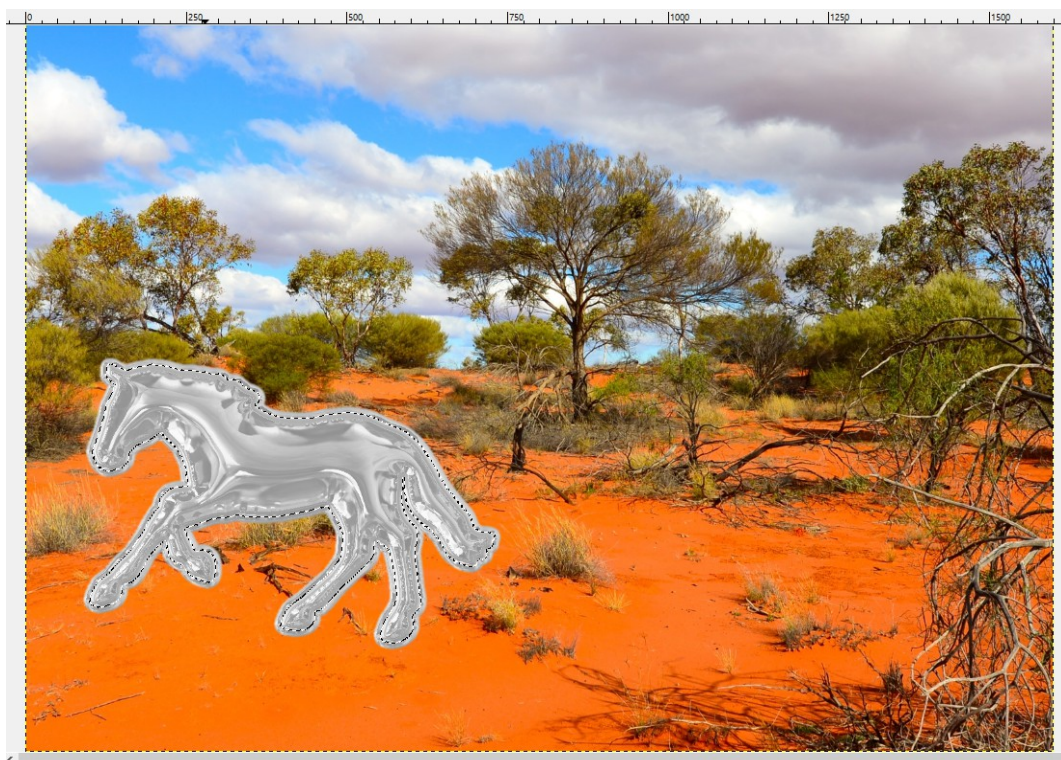In this section we create the glass body of the left brumby.

1. With **'left brumby highlights'** as the active layer, select the **Fuzzy Select** tool from the **Toolbox** and left click anywhere in the transparent are of the canvas to create a **Selection,** which will be all the area outside of the brumby highlights.
2. Then right click and choose **Select>Invert** to give us the inside of the brumby as our **Selection.**
3. Now right click on the **'left brumby highlights'** layer to display the options menu and choose **New Layer** to display the **New Layer** options box; choose the **Transparency** radio button and click **OK** to create that new transparent layer, which now becomes the active layer.
4. With the selection active on the transparent layer, select the **Bucket Fill** tool from the **Toolbox** and in the **Tool Options** ensure that you select the **Pattern Fill** and **Fill Whole Selection** radio buttons.
5. From the available patterns selection choose your preferred fill option and left click to fill the selection ready for this next BRL
6. Now select **Filters>Alpha to Logo>Bevel Reflect Logo** and apply the settings as in the example below and click **OK**:

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

7. When BRL has completed you should see an image like this on your canvas:

8. You will also see that your **Selection** is still current, that there is some glass outside of the selection, the filled layer is now called **BR Logo Copy** and is invisible, whilst the clear glass brumby body created by BRL is now the current layer and is called **BR Logo**.

9. So now lets tidy up the layers as we go:

   9.1. Right click on the canvas and click on **Select>Invert** to reverse the selection

   9.2. Now press the **Delete** key to clear the glass outside the **Selection** an give us a nice clean edge to the glass brumby.

   9.3. As the glass layer is current, rename it as **left brumby trimmed**.

   9.4. Right click on the now invisible **BR Logo Copy** layer to make it current and display the options menu, then click **Delete Layer**.

   9.5. Now left click and hold the **left brumby trimmed** layer and drag it immediately below the **left brumby highlights** layer.

   9.6. Also now again right click on the canvas and click on **Select>Invert** to reverse the selection back to inside the brumby body, as we will need it this way in the next section.

You should notice immediately how much more realistic is the brumby body shape with the highlight features prominent. Of course it is not yet transparent but we will get to that point soon.

That completes Section 3.2 - Creating the Left Brumby Full Body Glass.

Section 3.3 - Creating A Background Backing for the Left Brumby

In this section we creat a backing for the left brumby glass to help us achieve the full transparency of the glass later on.

1. In the layers tab left click on the bush desert background to make it the active layer.

2. Our **Selection** is still current, so now right click on the canvas and choose **Edit>Copy** to copy that part of the background directly behind the brumby.

3. Next you can right click on the canvas and **Select>None** to clear the selection, as we no longer require it.

4. Then right click on the canvas and choose **Edit>Paste** to create the temporary **Floating Section** at the top of your **Layers Tab**.

5. Now right click on the **Floating Section** to display the options menu and click on **New Layer**, which is then created for you and called **Pasted Layer.** You will note that your glass brumby now disappears from the screen, but do not worry!!.

6. Rename this **Pasted Layer** as **left brumby backing** and then left click on the layer and drag it into the **Left Brumby** layer group.

7. Now Change the Blend Mode of this backing layer to **Overlay**. Immediately your transparent left brumby will appear.

That completes this sub section but we have not quite finished with our transparency yet, there are some more tweaks to complete.
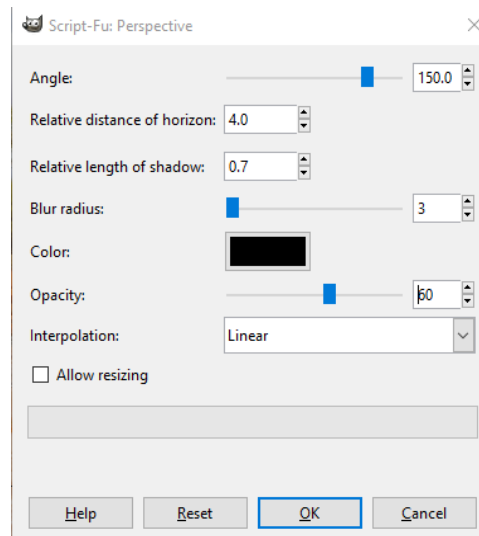
Section 3.4 – Completing the Left Brumby

1. Firstly make the **left brumby trimmed** the active layer.

2. Now we need to create some shadow from the brumby, so right click on the canvas to display the options menu and select **Filters>Light and Shadow>Perspective** to display

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

the **Script-Fu Perspective** window.
3. Enter the parameters being 150, 4, 0.7 and 60, as shown in the image below and click **OK** to create a new **Perspective Shadow** layer beneath that of the brumby.

4. Our last task is now to right click on the **left brumby trimmed** layer and from the options menu click **Duplicate Layer.**
5. Now left click on this **left brumby trimmed copy** layer and drag it to be the first layer in the **Left Brumby Layer Group.**
6. Now change the **Blend Mode** of this layer from **Normal** to **Burn.**
7. And that is it for the left brumby, so in the **Layers Tab** you can click on the **minus symbol** beside the **Left Brumby Layer Group** to hide the individual layers within it, but still display the image you have created..

You should now have an image that looks like this and that is it for the left brumby and completes this section.

A Tutorial for Creating Two Clear Glass 'Brumbies' in a Bush Desert Landscape Using 'Bevel Reflect Logo' in GIMP

Section 4 – Creating the Right Brumby

This section deals with creating the right brumby image in our picture.

To keep things very brief, just repeat Section 3 above but substitute the l**eft brumby** with the **right brumby** in all cases.

Section 5 – Final Tweaks

As always with GIMP, the availability of so many tools, so many filters and your own personal preferences can make a significant impact on any image.

I would certainly suggest duplicating the bush desert background layer and changing its blend mode to multiply, which gives a much richer colour to the image.

Also try changing the blend modes of several layers to test out what eventuates – serendipity can often offer wonderful results.

Add a tinge of colour to the clear glass brumbies by inserting a new layer with a 'selection' of one or both of them and filling the selection with a pattern, a single colour or even a gradient, then try out different blend modes. You may be surprised and well pleased with some of the end results.

Also when you are finished and satisfied with your result, just try the following sequence:

1. Right click on your top layer and select **New From Visible**
2. Then run **Filters>Enhance>Unsharp Mask** against that layer
3. Now change the blend mode of that layer to **Overlay**.

Finally this particular approach for **transparent glass** works well with other animals or objects most of the time, but can be very dependant on background colour or brightness. Sometimes you have to play around a bit to obtain the results you desire.

Well that is it. Any feedback either positive or negative is OK by me.

So Happy Gimping and thank you for trying out this tutorial.