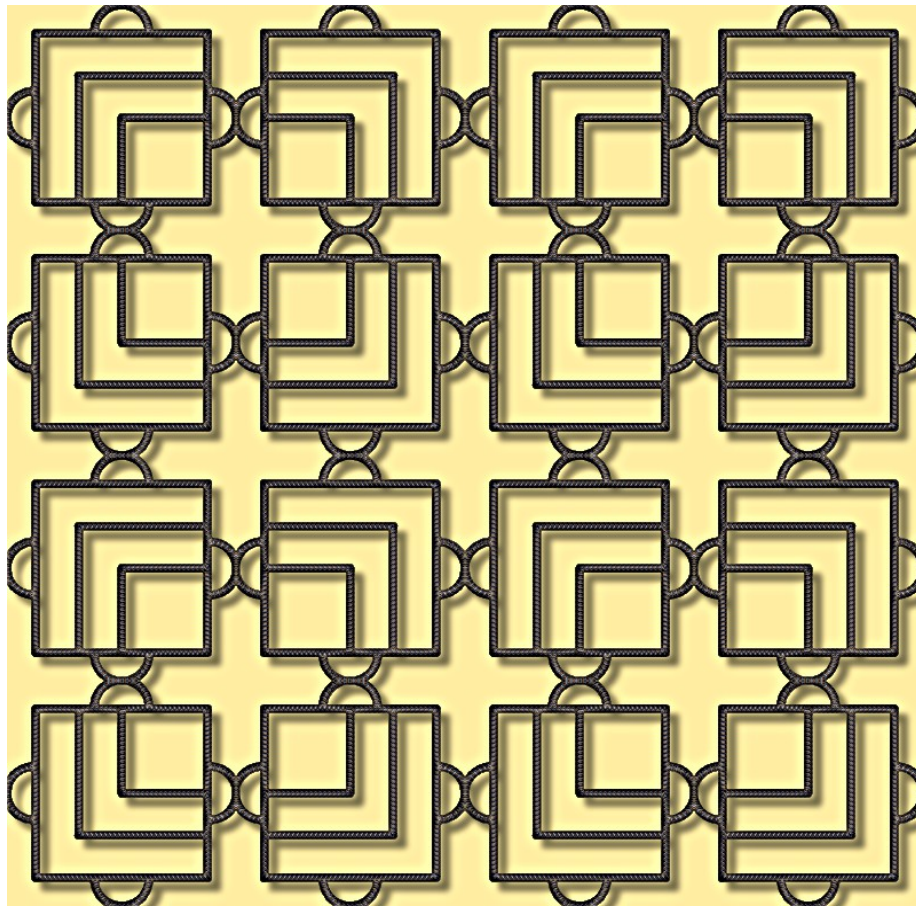


Playing With Shaped Wire & Framed Wire Art - Part 2

A tutorial on various methods of creating shaped wire grids or patterns and identification of some filters to use with them in GIMP to produce framed wire artworks



By OldManGrumpy



Playing With Shaped Wire & Framed Wire Art – Part 2

Introduction

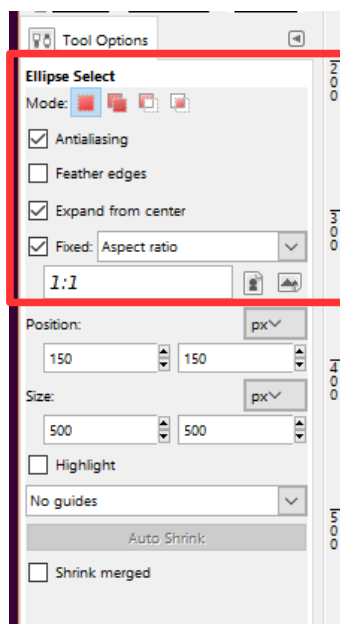
This is Part 2 of a three part set of tutorials on creating shaped wire and wire framed artworks and specifically covers wire grid creating simple 'paths' stroked with brushes. All assumptions and additional introductory commentary can be found in Part 1.

We will create three wire grids adding a little more complexity at each attempt.

Part 2 - Section 1 – using paths & a rope brush to create a circular wire grid

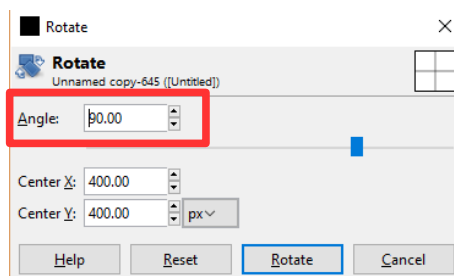
Our objective here is to create some simple paths to form a large grid pattern, then stroke those paths with a rope brush and then turn it into a metallic wire pattern; this should only take about 10 minutes. OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 800 x800 pixels with a black background.
2. Now set up **guides** as follows:
 1. Horizontally at **150 pixels, 400 pixels and 650 pixels**
 2. Vertically at **150 pixels, 400 pixels and 650 pixels**
3. Select the **Ellipse Select Tool** from the **Tool Box** and apply the settings shown below

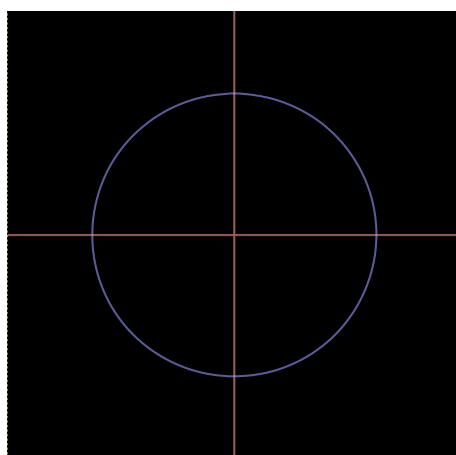


4. Place your cursor exactly over the **centre crossing guides** and drag the ellipse selection out until it reaches the guides at **150** and **650** pixels. Then right click and **Select>To Path** and then **Select None**.
5. Now select the **Paths Tool** from the **Tool Box** and position your cursor at the top of the centre vertical guide and left click. Then move your cursor to the bottom of the guide and click again.
6. Now open the **Paths Dialogue** window by clicking on the **Paths Tab**. Make the vertical path active, right click and **Duplicate Path**.
7. With the duplicated path active, select the **Rotate Tool** from the **Tool Box**, ensure that in **Tool Options** the **paths icon** is selected too, then click on the canvas to open the **Rotate Window** and set 90 as the **Angle** amount, then click the **Rotate** button to give you crossed paths.

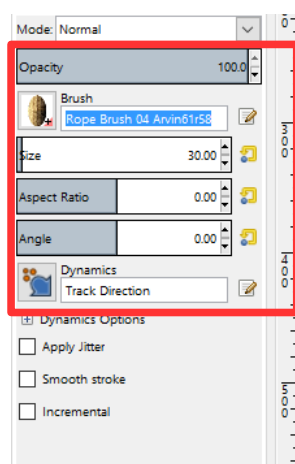
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8. The ellipse path should not be visible right now, if it is make it invisible, then right click in the [Paths Dialogue](#) and select [Merge Visible Paths](#) to give you crossed paths. Make both paths visible and you should have a canvas looking like this -

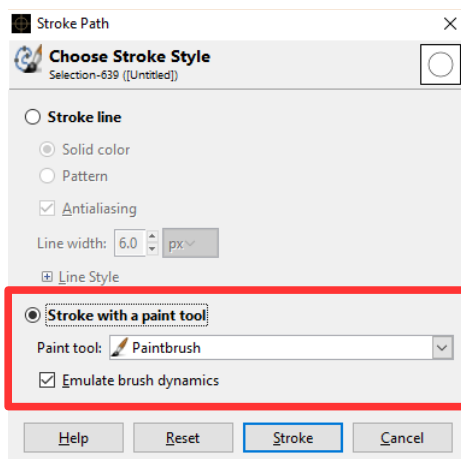


9. Return to the [Layers Dialogue](#) and create a new transparent layer. Select the [Brush](#) tool from the [Tool Box](#) and in [Tool Options – Brush](#) choose the [Rope Brush 04 Arvin61r58](#) which was included in this tutorial package and apply the settings as shown below; note there is no need to change the brushes [Spacing](#) setting -

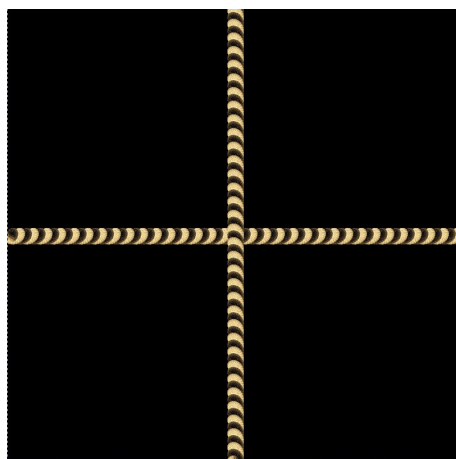


10. Now with the [merged paths](#) active in the [Paths Dialogue](#), select [Edit>Stroke Path](#) to display the window and set the parameters as shown below, so that the [Brush Dynamic Settings](#) are in force then click on the [Stroke](#) button -

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11. After step 10 you should now see a canvas with the stroked crossing paths looking like this -



12. Make the ellipse path active and in the Layers Dialogue create a new transparent layer. Again select [Edit>Stroke Path](#) and hit the [Stroke](#) button.

13. Your canvas should now look this -

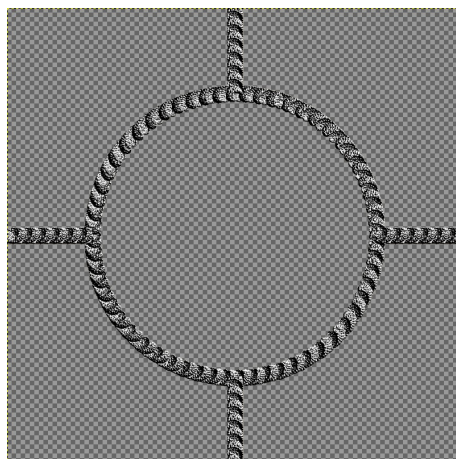


14. Now make the stroked crossed paths layer active, right click and [Select From Path](#), which will give you a circular selection covering the crossed brush strokes in centre canvas. Press the [Delete](#) button on your keyboard to clear that centre cross but leave the

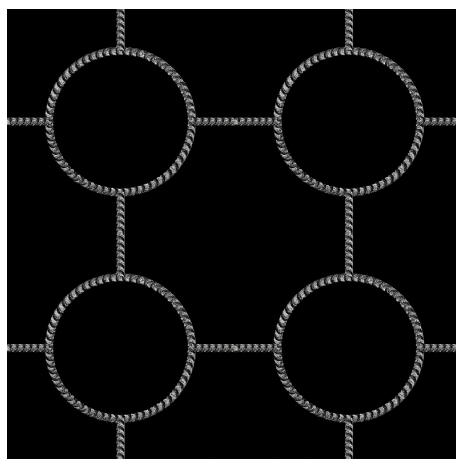
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strokes on the canvas edges.

15. Make the black background layer invisible then right click and select New from Visible to obtain a combined stroked path layer with a transparent background.
16. Select [Filters>Distorts>Emboss](#) to display that window, leave the default settings as is then click [OK](#) to give the stroked layer a textured metallic look.
17. Now, just to give the wire an even better metallic look, let's select [GMIC>Contours>Local orientation>CMYK\(key\)](#) and click [Apply](#) to create a new layer. Set the [blend mode](#) to [Grain Merge](#), then right click to show the layers menu and select [New From Visible](#). Your canvas should now look like the example below -

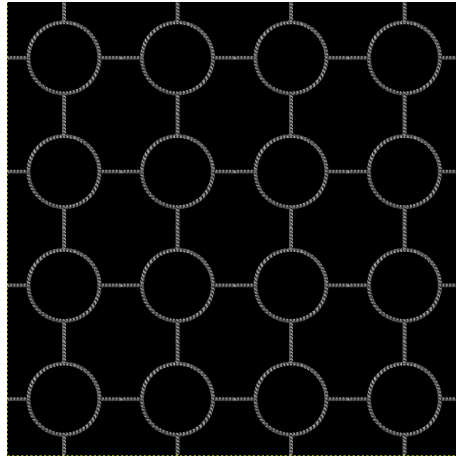


18. We have completed the basic wire framework so now, with that new visible layer active, you can select [GMIC>Arrays & tiles Array\(regular\)](#), leave the settings at default then click [Apply](#). Make all lower layers invisible but switch the black background layer to visible. You should have a canvas looking like this -



19. You may wish to stop now and save this as your new wire pattern. My preference was to repeat the GMIC function to deliver this version -

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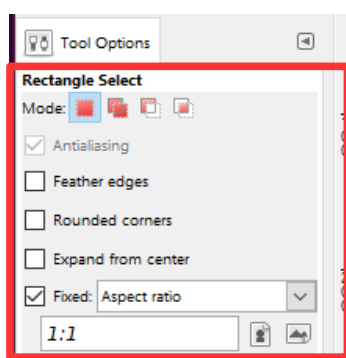
And once again that is it; congratulations you have now completed your first path based wire tutorial.

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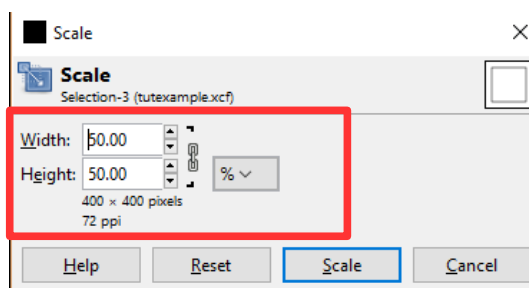
Part 2 - Section 2 – using paths/brush to create a more complex wire grid

Our objective here is to create multiple paths to form a large grid pattern, then stroke those paths with a rope brush. We then add some metallic character and then turn it into a wire pattern; this should only take about 15 minutes. OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 800 x800 pixels with a black background.
2. Now ensure that in your **View Menu** that **Snap to Guides** is set on (ticked). Then create new **guides** as follows:
 1. Horizontally at **100 pixels, 400 pixels and 700 pixels**
 2. Vertically at **100 pixels, 400 pixels and 700 pixels**
3. Select the **Rectangle Select Tool** from the **Tool Box** and use the settings in the **Tool Options** as shown below.

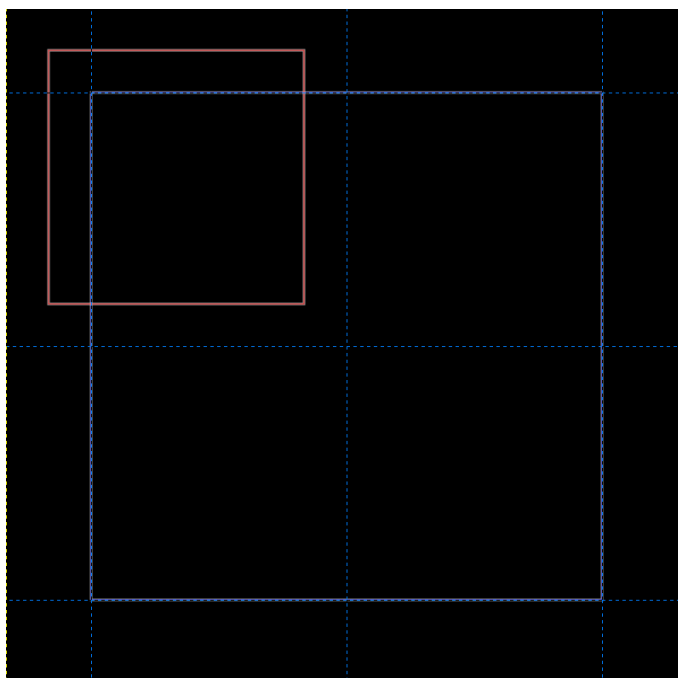


4. Place your cursor exactly over the two **crossing guides at 100 pixels horizontal and vertical**, hold the left mouse button down, then drag the square selection diagonally down to the **crossing guides at 700 pixels** and release the button. Then right click and **Select>To Path** and then **Select None**.
5. Now open the **Paths Dialogue** window by clicking on the **Paths Tab**. Make the square path named **Selection** active, then right click and **Duplicate Path**.
6. With the duplicated path active, select the **Scale** from the **Tool Box**, ensure that in **Tool Options** the **paths icon** is selected too, then click on the canvas to open the **Scale Window**. Use the settings as shown in the example below, then click the **Scale** button to give effect to the 50% change in size

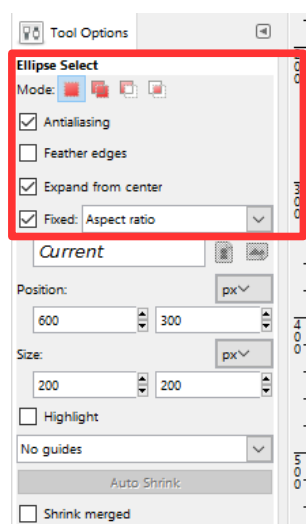


7. You should then see your duplicated and scaled path towards the top left of the canvas as shown below, which is not actually where we want it.

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8. So select the **Move Tool** from the **Tool Box**, ensure that the **Path** icon is set active in **Tool Options** and then click on the path and drag it to position its bottom right corner on the **two crossing guides at 700 pixels**. Because we are using **snap to guides** the path should snap into the correct position.
9. Now repeat the actions in steps 7 and 8, but use 75% for the scaling factor not 50%. So now we will have three square paths all similarly positioned at the bottom right corner.
10. We will now add some side handle to complete a tileable pattern. So now select the **Ellipse Select Tool** from the Tool box and ensure that you have the settings shown in the example below -

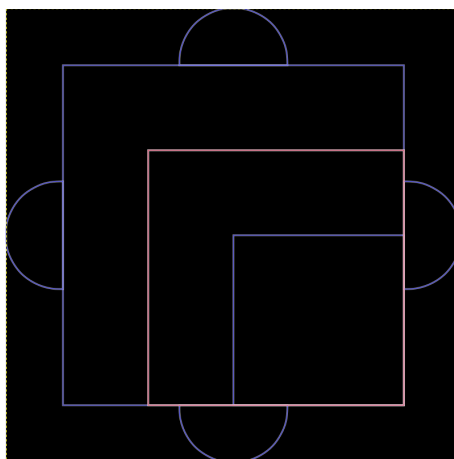


11. Now place your cursor at the intersection of the **guides at 400 horizontal and 700 vertical** hold down the left button and draw out the circle to the canvas edge, then release the button to complete the selection.
12. Select the **Rectangle Select Tool** again, but ensure that you clear all our previous settings from and then click on the **Subtract from the current selection** icon in the **Tool Options**.
13. Place your cursor on the **700 pixel vertical guide** well above the active ellipse selection,

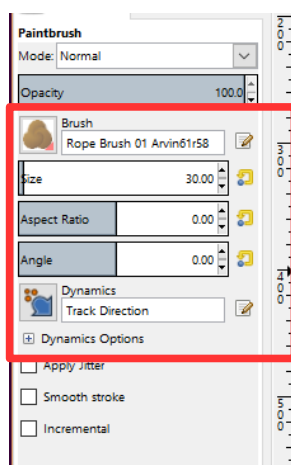
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hold down the left mouse button, draw out a rectangular selection diagonally down left until past the left and bottom edges of the ellipse selection and release the mouse button. This will now leave you with a semicircular selection so right click and choose [Select>To Path](#) and then [Select>None](#).

14. Open the [Paths Dialogue](#) and make the new semicircular path active and visible, then right click and choose [Duplicate Path](#) from the menu.
15. With this new duplicated path active, select the [Flip Tool](#), click on the [Horizontal](#) radio button in the [Tool Options](#), then click on the canvas to flip this path to the left side.
16. Again right click and duplicate this path. With the newly duplicated path active, select the [Rotate Tool](#) from the [Tool Box](#). In the rotate window set the angle to [90°](#) and click [Rotate](#). The path should now appear at the top of the canvas.
17. Once more duplicate this path and repeat the flipping action in step 15 but this time with the [Vertical](#) radio button set; this newly duplicated path should now appear at the bottom of your canvas. You can now select [Image>Guides>Remove All Guides](#) then with all paths set as visible your canvas should look like this -

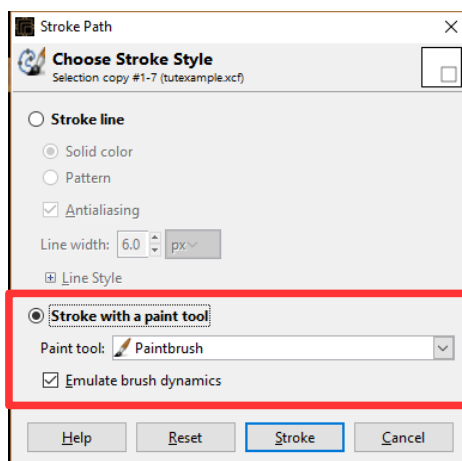


18. Now in the [Paths Dialogue](#) right click and select [Merge Visible Paths](#).
19. From the Tool Box select the Paintbrush Tool and choose the Rope Brush 01 Arvin61r58 that was included with this tutorial package. Set the Size to 30 pixels and set Track Direction on in the Dynamics drop down as shown below -



20. Select [Edit>Stroke Path](#) to open that window and ensure the settings are as shown below and then click the [Stroke](#) button -

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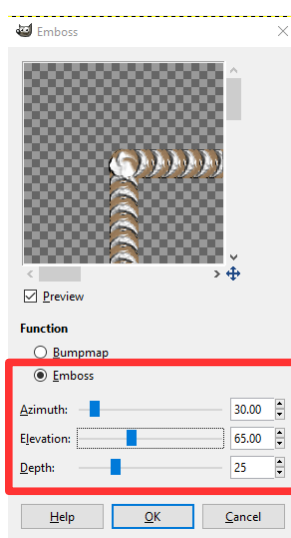


21. Your canvas should now show an image with a two tone brown rope, just like the example that follows -



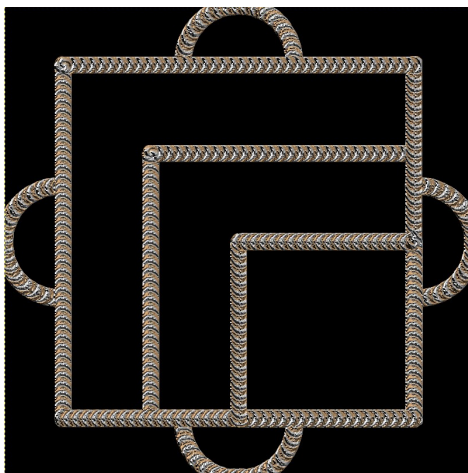
22. Click on the [Select by Color Tool](#) and click anywhere on the lighter of the two brown colours to create a selection of that colour across the image.

23. Select [Filters>Distorts>Emboss](#) to show that window and change the settings to those shown below then click the [OK](#) button to process the filter -

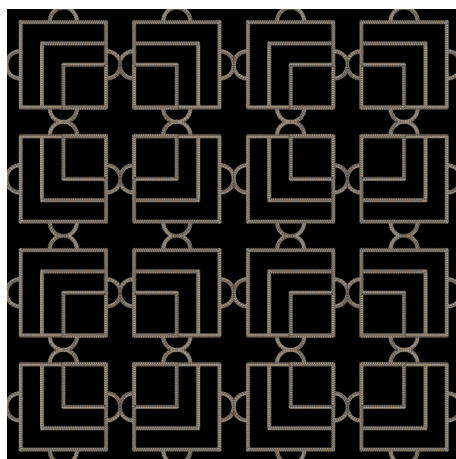


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24. You should have a silvery and brown image and we will now get a little more adventurous. So select [Filters>GMIC>Contours>Local orientation](#) and change the settings in the [Channels](#) drop down to [CMYK \[key\]](#). Then click the [Apply](#) button and GMIC will provide you with a shiny metallic image like this -

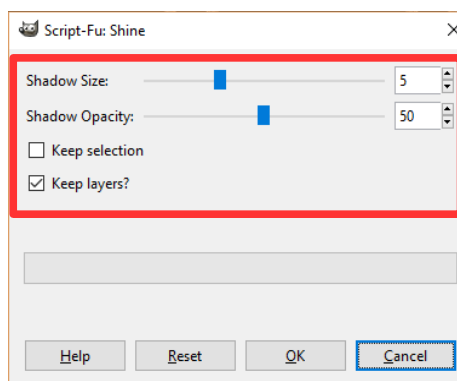


25. Select [GMIC>Arrays & tiles>Array \[mirrored\]](#) then click [Apply](#) and a new wire grid will magically appear. At this stage you may want to keep this as your final wire pattern. If so go directly to step 27.
26. My preference was to repeat step 25 on the new array and produce an image looking like this example -

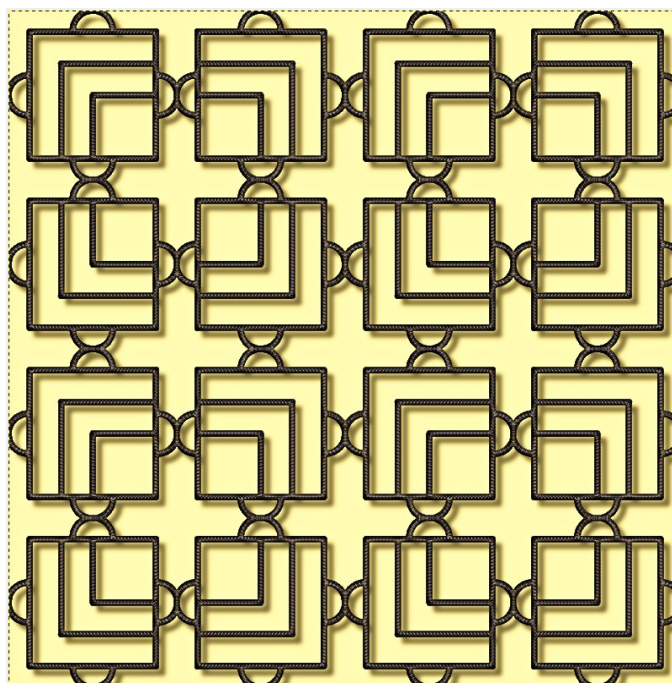


27. Now with this new GMIC array layer active, select the [Select by Color Tool](#) and click on any transparent area on the layer, then [Select>Invert](#) to make the selection that of the wire. Select [Script-Fu>Effects>Shine](#) and using the settings shown below, click [OK](#) -

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28. Now just above the original black background layer, create a new transparent layer and fill it with colour [ffd697](#). Duplicate this coloured layer and set its blend mode to [Overlay](#) and you should end up with your final image looking something like this, with shadows to give it depth -



29. Of course you can now make the shadows and all background layers invisible, right click and [Select>New from Visible](#), then run [Filters>Enhance>Unsharp Mask](#) to refine the new image and save it as your new wire pattern.

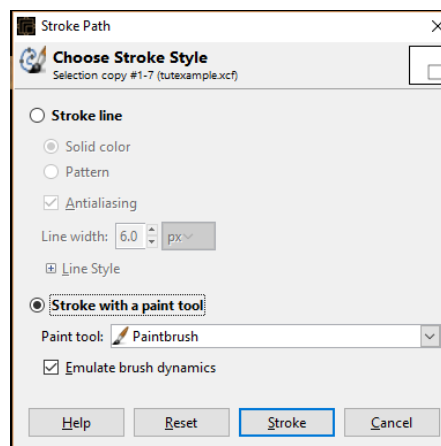
And once again that is it; congratulations you have now completed your second path based wire tutorial.

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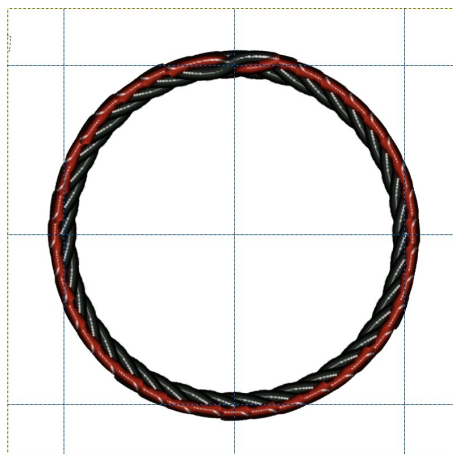
Part 2 - Section 3 – using paths & a twisted wire brush to create a wire grid

The objective of this section is just to have some fun creating a 'twisted wire' grid pattern from a couple of brushes I made. Sometimes I find it pleasantly surprising when I make a mistake in GIMP, but love the result. That is where this final image came from. Serendipity can be your friend. OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 800 x800 pixels with a white background.
2. Now ensure that in your **View Menu** that **Snap to Guides** is set on (ticked). Then create new **guides** as follows:
 1. Horizontally at **100 pixels, 400 pixels and 700 pixels**
 2. Vertically at **100 pixels, 400 pixels and 700 pixels**
3. Select the **Ellipse Select Tool** from the **Tool Box** and using the settings in the **Tool Options** as shown below, place your cursor on the centre 400 x400 pixel guideline intersection, hold down the left button and drag the ellipse selection down and right to the guideline intersection at 700 x700 pixels, then release the button.
4. Select **Selection>To Path** then **Select>None**.
5. Now from the **Tool Box** select the **Paintbrush Tool** and from the **Brush** drop down choose the **omg_twisted_wire_small** brush provided in this tutorial package. Leave all the settings at their native value except in the **Dynamics** drop down select **Track Direction**.
6. Now select **Edit>Stroke Path** and click on the **Stroke** button having set the parameter values as we used previously and as reiterated below -

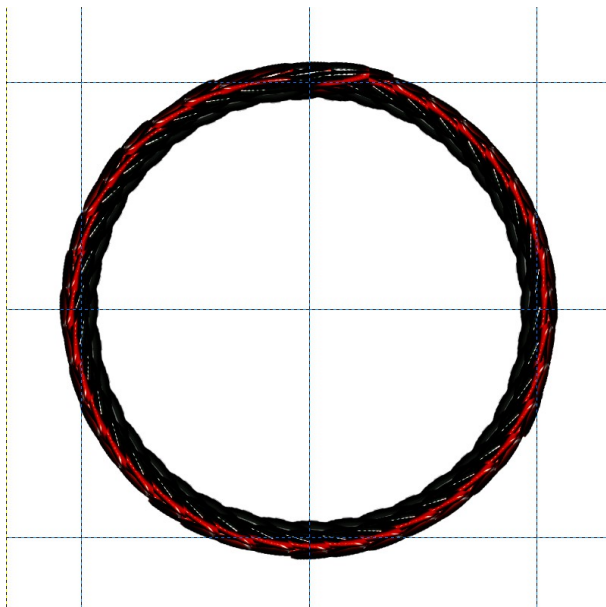


7. After this operation your canvas should look just like this -

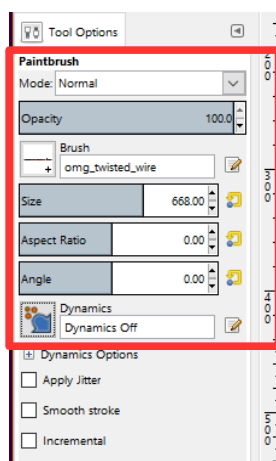


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8. Now duplicate this layer and change the duplicated layer's blend mode to **Overlay**.
9. Change the Aspect ratio setting for the brush to 10, then create a new transparent layer and once again **Edit>Stroke Path** and click on the **Stroke** button. Now change the blend mode of this stroked layer to **Hard Light** and duplicate it.
10. What you see on your canvas now should be shiny and look something like this -



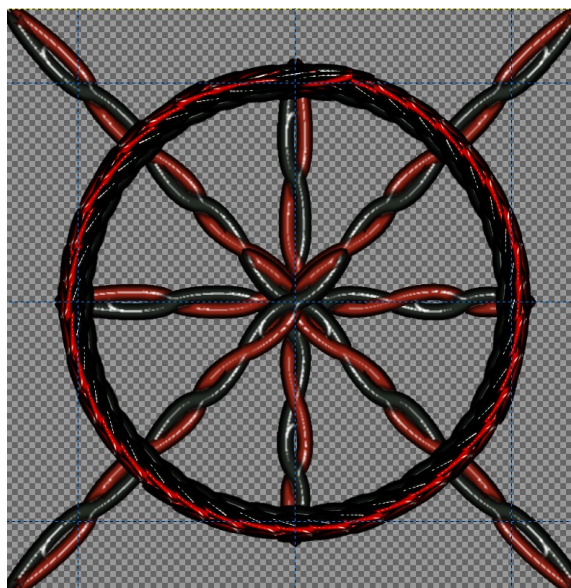
11. Now create a new transparent layer immediately above your white background layer and change the brush to **omg_twisted_wire**. Ensure all the **Tool Options** settings to match those shown below (dynamics off); these are the brushes native settings.



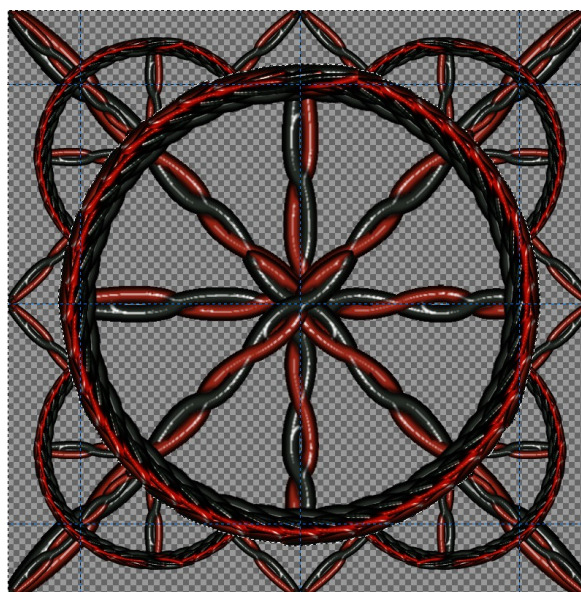
12. It is a large brush but position your cursor directly over the guideline intersection at the centre of the canvas and click to draw the image.
13. Now change the **Angle** of the brush to **90** and once again position the cursor over the centre guideline intersection and click to create a cross shape.
14. Create another transparent layer above this, change the **Angle** of the brush to **45** and then position the brush with its top end just over the canvas border and its bottom end just past the canvas centre and click.
15. Duplicate this later and with the **Flip Tool** and the **Horizontal** radio button checked, flip this new layer to the right.

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16. Duplicate this new layer and flip it **vertically** this time.
17. Again duplicate the new layer and flip it **horizontally** this time.
18. Make the white background layer invisible and hopefully your canvas now looks like this -

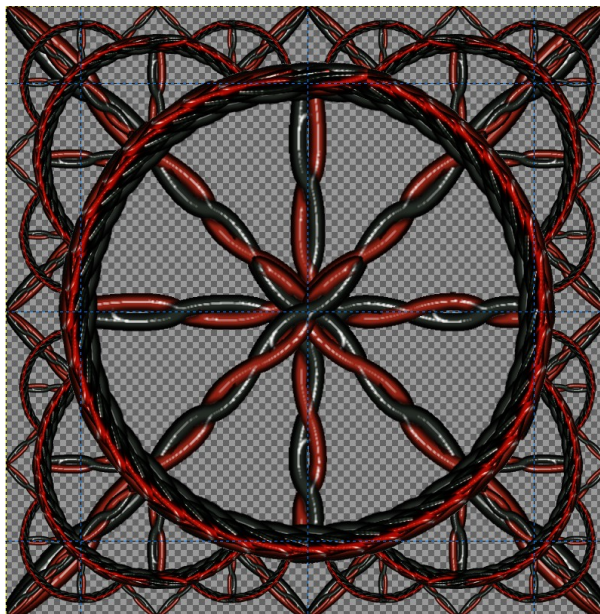


19. You will note some slight protruding of the large brush cross both vertically and horizontally. So make your first stroked circle path layer active, use the **Fuzzy Select Tool** to click on a transparent area outside of the circle to create a selection of that area.
20. Make the large twisted wire cross layer active and then press the delete key on your keyboard to clear those protrusions. Leave that selection active.
21. Now right click and select **New from Visible** to put all your brush layers together. Now for the fun part, select **GMIC>Arrays & tiles>Array [mirrored]** to produce a new patterned layer and once again select **New from Visible**. Your canvas should now resemble this example -



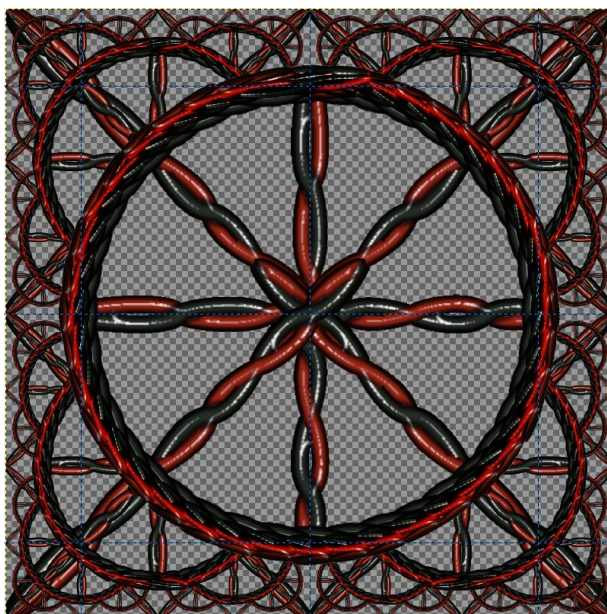
22. Repeat **GMIC>Arrays & tiles>Array [mirrored]** to produce yet another new patterned layer. Now your canvas will change to this -

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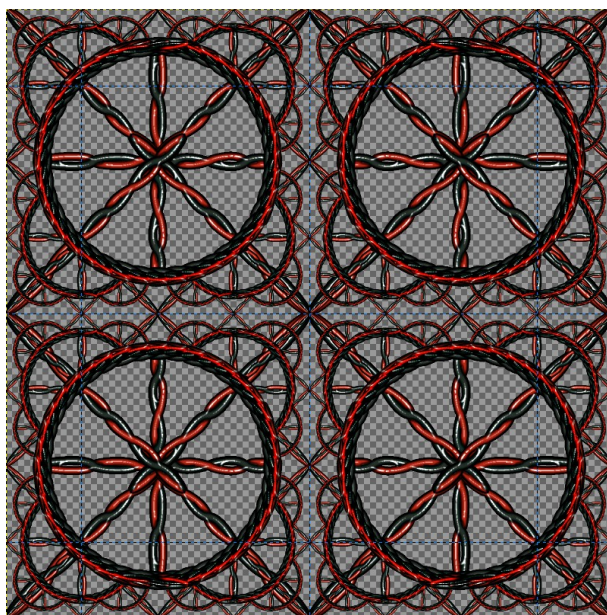
23. Now you have a choice of endings -

1. First option is to leave the selection in place and again right click and select [New from Visible](#) to put the last two layers together and then repeat the [GMIC>Arrays & tiles>Array \[mirrored\]](#) step to produce another level of the patterned layer as shown -

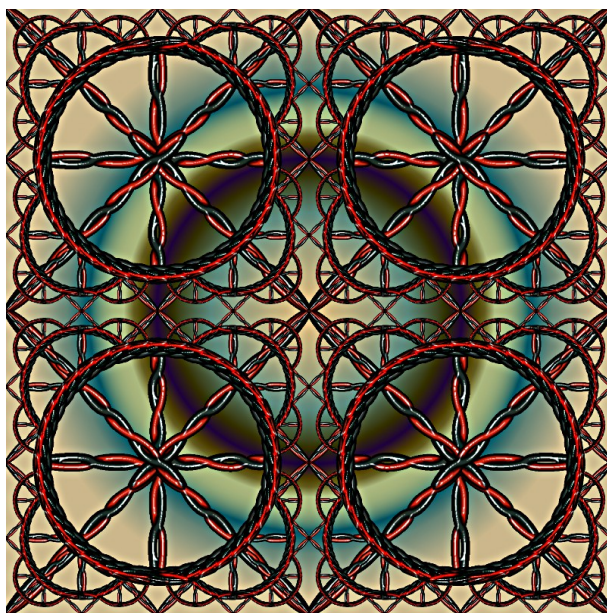


2. Second option is to [Select>None](#), again right click and select [New from Visible](#) to put the last two layers together and then repeat the [GMIC>Arrays & tiles>Array \[mirrored\]](#) step to produce -

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3. Or, of course you could do both and save each set as twisted wire patterns.
24. I finished mine off by adding a new background layer of colour [ffd697](#) and then added another layer above it with a [Shadows 1](#) radial gradient in [Difference](#) mode. My result was this -



And that, for the final time in Part 2, is it; congratulations you have now completed your third path based wire tutorial and this one with twisted wire brushes.

Part Three of this set will detail various ways of making framed wire art using the wire patterns we have made so far in both their natural form and using GIMP and GMIC filters to (attractively) distort them.

Thank you for doing my tutorials, I trust that you had some fun.