

# Playing With 'Chisel or Carve'

A multi part tutorial on various ways to use the 'Chisel or Carve' filter in GIMP

Part 3 – Savannah Scene with Lead Light Lions (or Giraffe)



By OldManGrumpy



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## TUTORIAL PART THREE

### Step by Step Tutorial 3 – Savannah Scene with Lead Light Lions

Welcome to tutorial three – exemplifying a different use of [Chisel or Carve](#), such a versatile filter. Enclosed with this tutorial set are four PNG images being:

- A savannah background picture
- A line art image of a lioness – few lines and minimal sections
- A line art image of a lion – more lines and some separate sections
- A line art image of a giraffe – many lines and separate sections

Each can be extracted from the ZIP file, stored in your preferred folder and then loaded into your GIMP XCF canvas by using [File>Open as layers](#).

Also included are some of my own textured glass patterns that I use in this tutorial. I have included them as PNG images:

- omg\_darkfrost\_crisscross
- omg\_darkfrost\_splat\_baklit
- omg\_glass\_kaleidescope

You can open each of them in GIMP by simply right clicking on the file name in the folder into which it was unzipped to display a menu, in which you select [Open with>GNU Image Manipulation Program](#). Then simply use a combination of [EDIT>Copy](#) and the [EDIT>Paste as>New Pattern](#) to display a dialogue box, where you enter your preferred pattern and file names so they will be available to you when required.

Our objective here is to create a **lead light style, glassy image** of the lioness and lion in the savannah similar to the image on the front cover of this document. I will also provide separate instructions for the giraffe later on. Of course, if you put each separate animal in different XCF files, then you can mix and match them later as you wish.

At each chisel or carve stage I will specify the required settings to use. Remember though to save your XCF file regularly and if you do make a mistake or have problems, the [Undo](#) dialogue is your friend.

1. Open a new canvas of size 2000 pixels wide by 1250 pixels high.
2. Open as layers the [savannah.png](#) background, the [lioness line art.png](#) and the [lion line art.png](#).
3. In my image I positioned the tip of the lioness's nose at 1160 x 870 pixels and the lion's nose at 1400 x 710 pixels.
4. Now lets make a path for both animals to use later on when we are applying the glass patterns. So with the [lioness line art.png](#) layer active, select the [Fuzzy Select Tool](#) from the [Tool Box](#) and click anywhere on the canvas away from the lioness to create an external selection. Then right click on the canvas to show the menu and choose [Select./Invert](#) so we have the inside of the lioness selected, then again right click and choose [Select>To Path](#). You can rename this path in the [Paths Dialogue Tab](#) as [lioness](#)

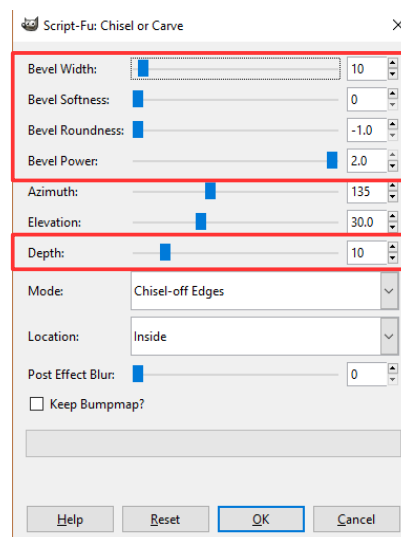
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internal.

- Now with the **lion line art.png** as the active layer again use the **Fuzzy Select Tool** to make the external selection of the lion. But take note here that a small area in between the lion's tail and back left leg has not been selected as the black lines overlap. So in the **Tool Box Options** for the **Fuzzy Select Tool**, click on the second **Mode icon** so that we can **Add to the current selection**.
- Now click in the area between the tail and back leg to select that area also. Then right click on the canvas to show the menu and choose **Select./Invert** so we have the inside of the lion selected, then again right click and choose **Select>To Path**. You can rename this path in the **Paths Dialogue Tab** as **lion internal**.
- Once again with the **lioness line art.png** layer active, from the **Tool Box** choose the **Select by Color Tool** and then click anywhere on the canvas away from the lioness, to select all transparent pixels and then right click and from the menu choose **Select Invert** so that the selection now comprises the actual black line art.
- Now select **Filters>Decor>Chisel or Carve** to display that dialogue box with its default settings. Change those settings to the values outlined by red boxes below. Then press **OK**.



- When the script has completed you should notice a new layer created called **lioness line art bevel**, showing as exemplified below, a distinctly raised outline of the lioness because this piece of line art has thick lines. This is our first 'lead light' surround..

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- Typically, I duplicate this layer twice to modify the look and give it a lighter edge – refer the image below. You can do this now and later determine your preference when we have added the 'glass' inside the lead light. If you wish you can then make one or two of these layers invisible or delete them.

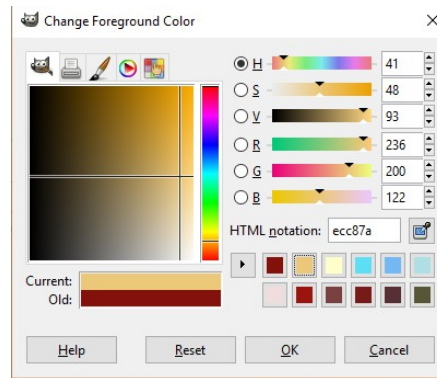


- Once again with the [lioness line art.png](#) layer active, create a new transparent layer. Then from the [Paths Dialogue](#) right click on [lioness internal](#) and choose [Path to Selection](#).
- Click in the [Foreground Color](#) in the [Tool Box](#) to display the colours dialogue box. In the HTML notation field type in [ecc87a](#) and press [Enter](#) on your keyboard. You should now see that the [Current](#) foreground colour has changed to something like this;

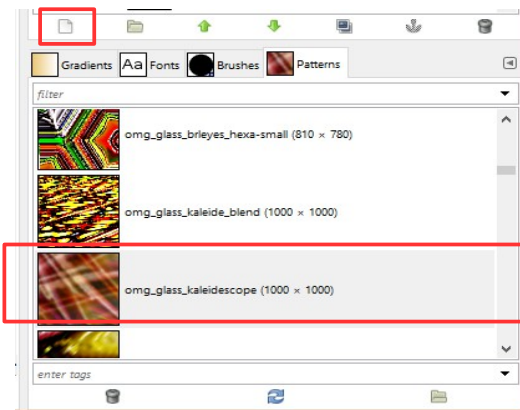
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13. Now just press **OK** and with the **Bucket Fill Tool** selected click inside the selection on the canvas to fill the selection with the new colour. Change the layer name to **ecc87a** and change the **Layer Blend Mode** to **Overlay**. Leave the selection current.
14. Now click on the **Patterns** tab and scroll to choose the supplied **omg\_glass\_kaleidoscope** pattern. Now click on this pattern and drag it to the **Create a new layer and add it to the image** icon in the **Layers Dialogue**. Rename this layer as **glass kaleidoscope** and set its **Layer Blend Mode** to **Overlay**



15. Your canvas should now resemble the image below:



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16. Now repeat the actions in step 14 above except use the supplied pattern [omg\\_darkfrost\\_splat\\_baklit](#) and set the blend mode of the new layer to [Screen](#). Right click on the canvas and choose [Select>None](#). Your completed image should now resemble the example below:



The process for the lion is basically the same as above, but not the line art is not as thick and so the resulting lead light will also be finer. So to create the lion image, follow the same steps as above, but in mine I made a couple of slight changes as noted here:

- I did not include the [omg\\_glass\\_kaleidescope](#) glass pattern this time
- Use [omg\\_darkfrost\\_crisscross](#) patterned glass instead of [omg\\_darkfrost\\_splat\\_baklit](#)
- For a golden lion set the blend mode of the [omg\\_darkfrost\\_crisscross](#) to [Overlay](#) or for a glassier, heavier tinted effect set the blend mode to [Grain Merge](#) at [75% Opacity](#).

That process gave me a completed image like this:

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#### Step by Step Tutorial 3a – Savannah Scene with Lead Light Giraffe

Our objective here is to create a **lead light style, glassy image** of the giraffe in the savannah. The process is similar to that for the lions but again there are some important changes, so this section goes step by step again, but will be less verbose!

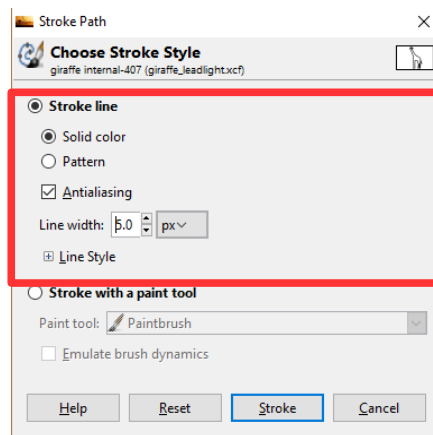
1. Open a new canvas of size 2000 pixels wide by 1250 pixels high.
2. Open as layers the [savannah.png](#) background and the [giraffe\\_line\\_art.png](#).
3. In my image I positioned the tip (end) of the giraffe's tail at 1375 x 960 pixels.
4. Now lets make some paths to use later on when we are applying the glass patterns. So with the [giraffe\\_line\\_art.png](#) layer active, select the [Fuzzy Select Tool](#) from the [Tool Box](#) and click anywhere on the canvas away from the line art to create an external selection. Then right click on the canvas to show the menu and choose [Select./Invert](#) so we have the inside of the giraffe selected, then again right click and choose [Select>To Path](#). You can rename this path in the [Paths Dialogue Tab](#) as [giraffe internal](#).
5. Now with the [giraffe\\_line\\_art.png](#) as the active layer, again use the [Fuzzy Select Tool](#) to make the a selection inside the giraffe but outside of its spots. But take note here that a not all required areas have yet been selected. So in the [Tool Box Options](#) for the [Fuzzy Select Tool](#), click on the second [Mode icon](#) so that we can [Add to the current selection](#).
6. Now click in the areas right down the legs, inside the hooves, inside the tail and inside the head also. We want all the inside of the giraffe selected but not the inside of the spots. Once satisfied then again right click and choose [Select>To Path](#). You can rename this path in the [Paths Dialogue Tab](#) as [giraffe internal less spots](#). Later you can subtract this area from the total internal giraffe selection to give a selection of just the spots if you wish to colour them. I did not.
7. I was not satisfied with my initial results from the carving, so I broadened the line art outline of the giraffe. Lets do that now. Create a new transparent layer above the [giraffe\\_line\\_art.png](#) layer and in the [Paths Dialogue](#) right click on the [giraffe internal](#) path and choose [Path to Selection](#) which will show as a selection of the outline of the giraffe.
8. Now in the [Tool Box](#) choose the [Paintbrush Tool](#) and under [Tool Options](#) ensure the [Hardness 100](#) brush is selected. Then choose [Edit>Stroke Path](#) to display the dialogue

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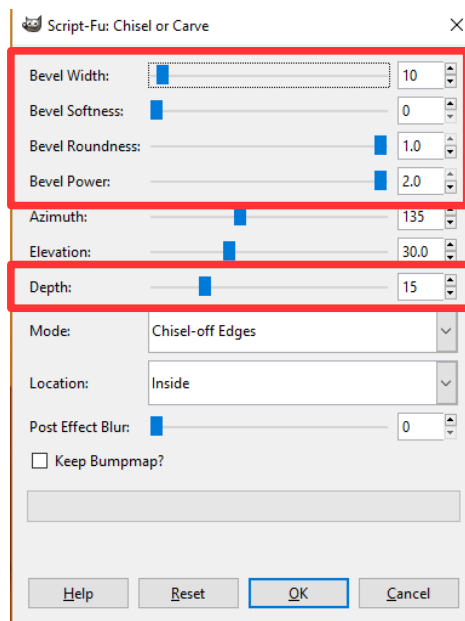
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box and ensure that the settings below are invoked, then click [Stroke](#).



9. This will produce a 5 pixel thick outline for the giraffe on that new layer so rename it as **5 pixel outline**. Then with the [Fuzzy Select Tool](#), click on that black outline to create a selection thereof. Now select [Filters>Decor>Chisel or Carve](#) and apply the settings shown below then click on [OK](#).



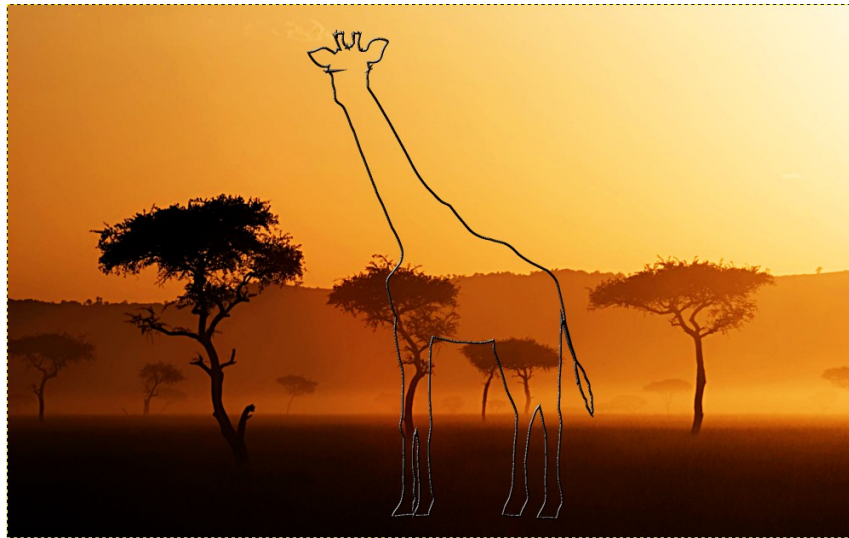
10. This action will produce a new layer with a thick raised lead light edge to the giraffe, something like this (I made the line art invisible for clarity purposes) :



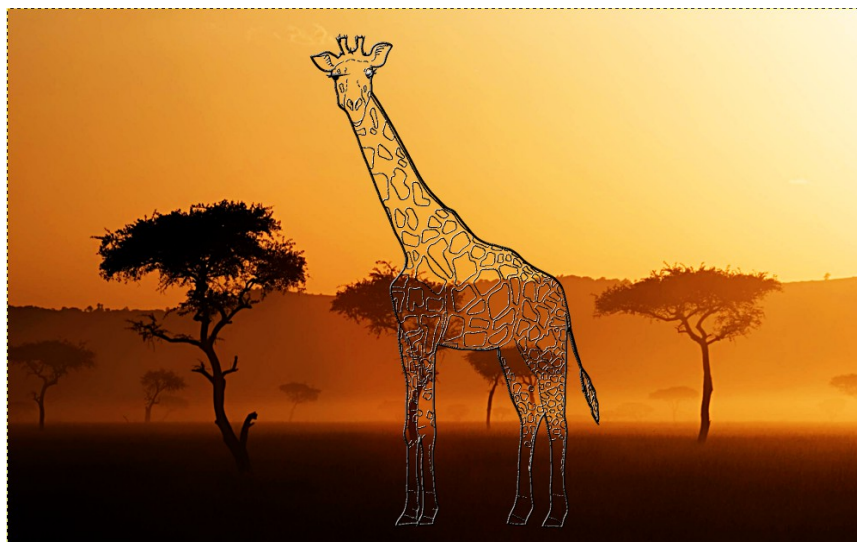
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11. Rename this new layer as **giraffe lead light outline**.
12. Your selection should still be current but make the **giraffe\_line\_art.png** layer active and using the **Select By Color Tool** click anywhere that is transparent. Then **Select>Invert** to provide a selection of the line art for chiselling.
13. Select **Filters>Decor Chisel or carve** and using the same settings as in step 9, click **OK**. This will create a new layer at the top of the **Layers Dialogue** showing a comprehensive lead light effect inside the giraffe. Rename it as **internal lead light** and drag this layer below both **giraffe lead light outline** layer and the the **5 pixel outline** layer.
14. Now as in the previous tutorial duplicate this **internal lead light** layer twice and the image should now resemble this example :



15. Now for the colouring; with the **giraffe\_line\_art.png** layer active create a new transparent layer. Then select the **giraffe internal** path from the **Paths Dialogue**, right click and choose **Path to Selection** and click on the **foreground colour** in the **Tool Box**. In the **HTML notation** enter **f8b627**, hit the **Enter** button on your keyboard then click **OK**.
16. Fill the selection on the new layer using the **Bucket Fill Tool** and then set the layer blend

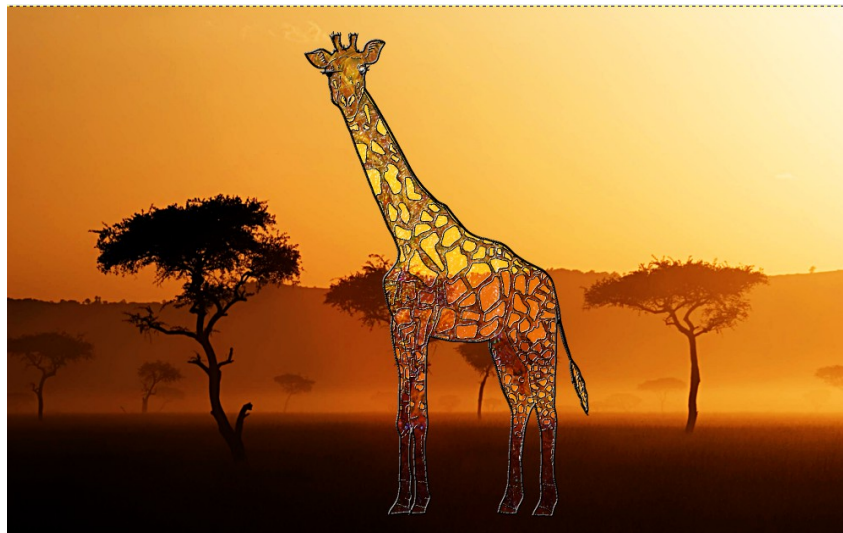
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mode to [Overlay](#).

17. Then select the [giraffe internal less spots](#) path from the [Paths Dialogue](#) and right click to select [Path to Selection](#). Now as we did in step 14 of the previous tutorial, click on the [Patterns](#) tab and scroll to choose the supplied [omg\\_glass\\_kaleidoscope](#) pattern. Now click on this pattern and drag it to the [Create a new layer and add it to the image](#) icon in the [Layers Dialogue](#). Rename this layer as [glass kaleidoscope](#) but this time set its [Layer Blend Mode](#) to [Multiply](#).
18. With the selection still active, click on the [Patterns](#) tab and scroll to choose the supplied [omg\\_darkfrost\\_splat\\_baklit](#) pattern. Now click on this pattern and drag it to the [Create a new layer and add it to the image](#) icon in the [Layers Dialogue](#). Rename this layer as [splat\\_baklit](#) and set its [Layer Blend Mode](#) to [Screen](#).
19. That has completed the giraffe lead light glassy image which should now look like this:



Well congratulations, I hope you have enjoyed doing these tutorials and have learnt something about using the chisel or carve filter for different purposes.

There are of course several other filters that can be used for producing similar effects.