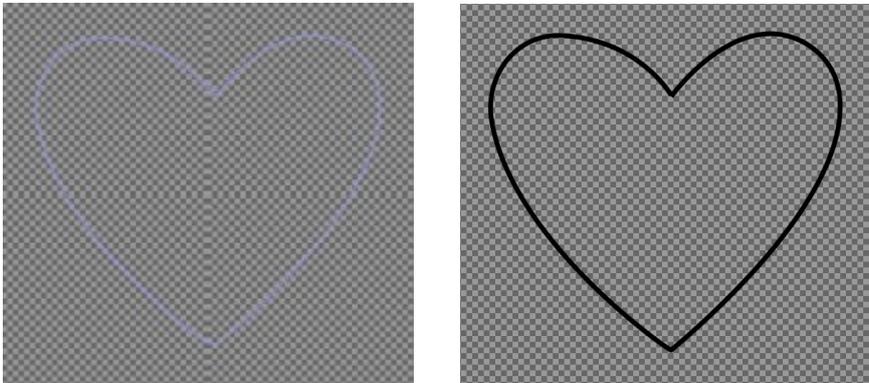


Paper Hearts

Step 1: Create a new square image to fit your heart shape into. Mine was about 1900 x 1900 px.

File>New

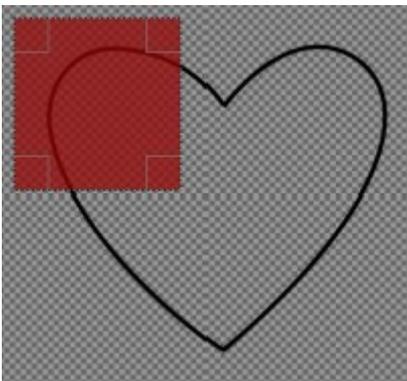
Step 2: Add a new blank layer and name it as template layer. Make a heart shape with the path tool and stroke the path to this layer. Alternatively, find a heart shape to use as a template for your design and use this as your template layer.



Stroke the path with Edit>Stroke Path...
Set the Line width to a value of about 20px

Step 3: Add a new layer (Patch 1) and use the Rectangle Select tool to create a square selection (no need to be too precise – I was aiming to use a size that would need about 6 - 9 squares to cover the heart). Fill the selection with your chosen colour.

Edit>Fill with FG Colour and reduce the layer opacity to 75%

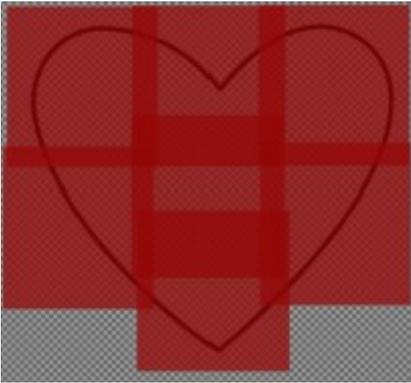


Step 4: Crop the Patch 1 layer

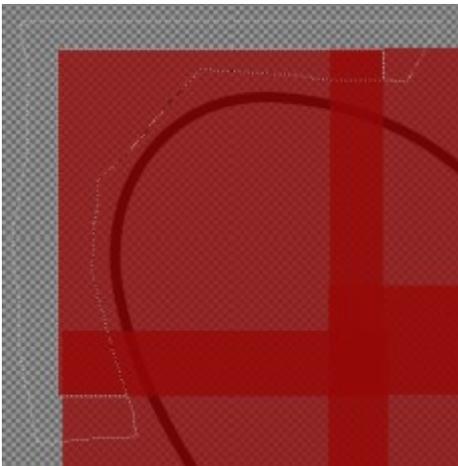
Layer>Autocrop Layer

Step 5: Duplicate Patch 1 layer and move the duplicate to overlap the original patch as much as looks good to you. Repeat this process of duplicating and re-positioning until the entire heart is covered.

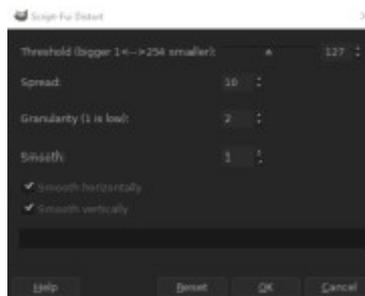
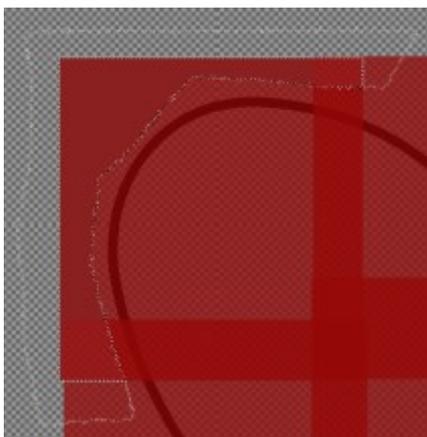
Layer>Duplicate Layer



Step 6: Choose a patch layer to work on and make this the active layer. Use the Free Select Tool to draw a selection around this area outside the heart template. Follow roughly shape of the heart with straightish lines (to simulate tearing paper) and close the selection with a series of points around the outside of the patch back to your starting point.

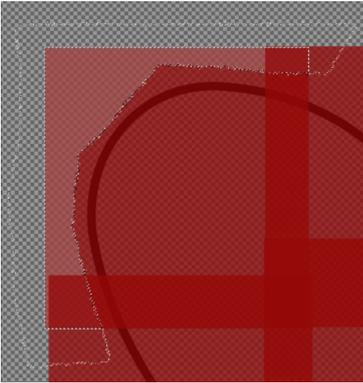


Step 7: Make this selection look more ragged with Select>Distort. In the dialog set Spread to 10, Granularity to 2 and Smooth to 1

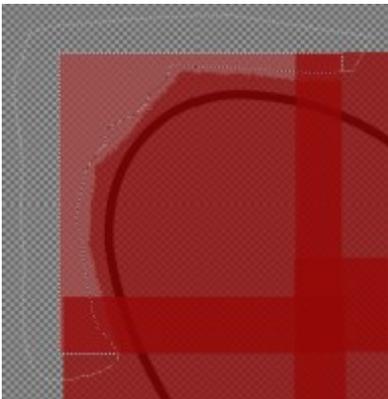


Step 8: Change your foreground colour to a lighter shade of the patch colour ready to act as the thinner torn edge of the tissue. Fill the selected area with the lighter colour:

Edit> Fill with FG Colour

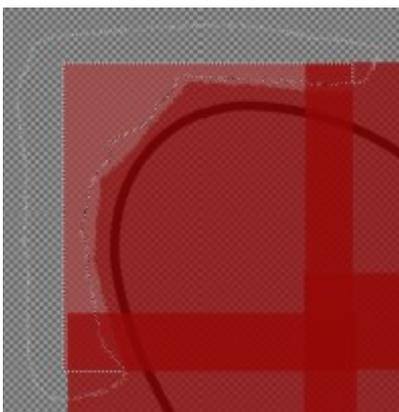


Step 9: Use the Free Select Tool to draw another selection outside the edge where the two colours meet. Roughly follow the same lines before closing the selection again with a series of points around the outside of the patch and back to your starting point.



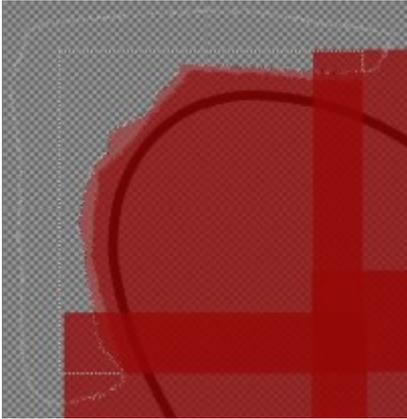
Step 10: Repeat the procedure to make this selection look more ragged:

Select>Distort.



Step 11: Remove the selected region:

Edit>Cut

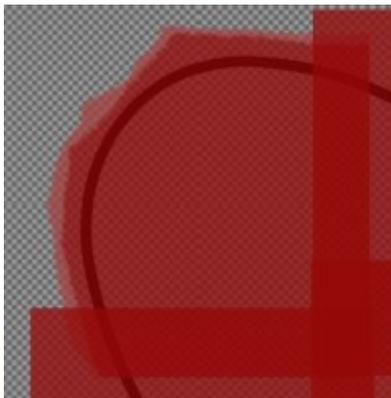


Step 12: Dismiss the selection -

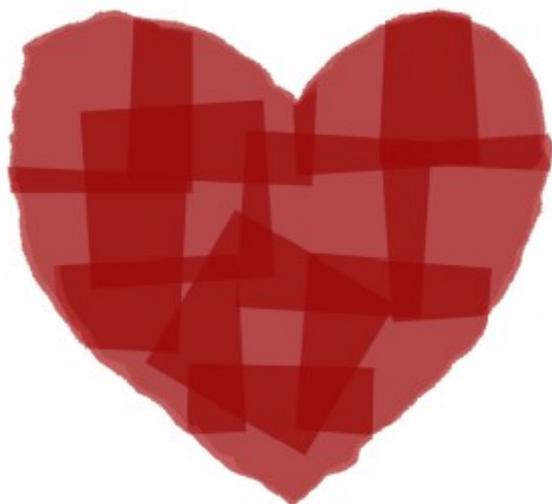
Select>None

Blur the layer slightly, to smooth out the torn edges, with a value of 5px:

Filters>Blur>Gaussian Blur...

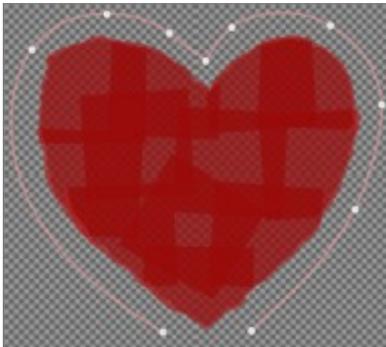


Now repeat the process for all of your patches of colour that border the heart template. If you want a less regular effect rotate each patch layer by a few degrees (just eyeball it). You may have to slightly move some of the patch layers after rotating.



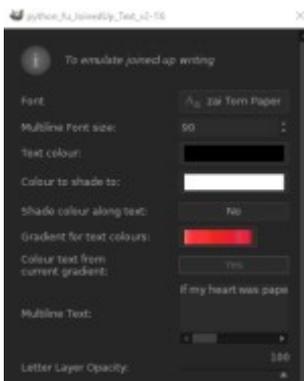
You can remove the original heart template layer and its path from the image now if you wish – or turn off the layer visibility to hide it.

Step 13: Create a new path around the outside of the heart for the text to sit on. Since my text was fairly long I began with an anchor point slightly to the left of the point of the heart and moved up and around the outside adding anchor points until I reached a place slightly to the right of the heart.

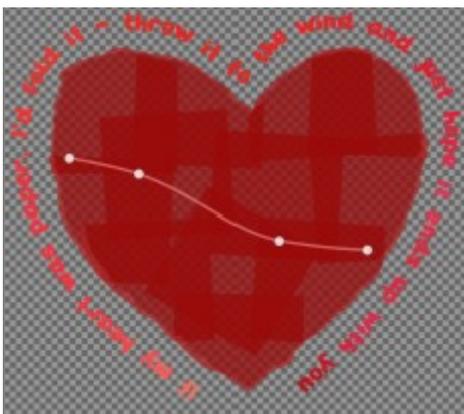


Step 14: Add the text using Filters>Text FX>JoinedUp Text...

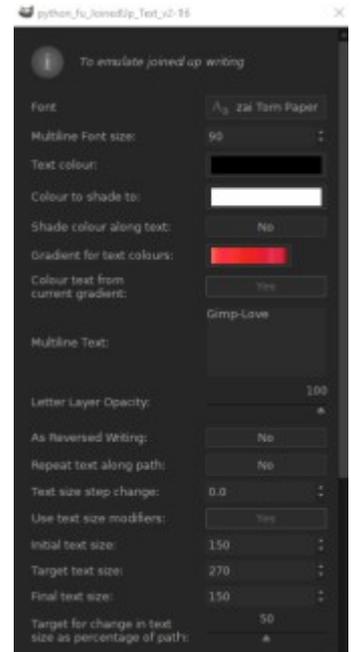
I used a font called zai Torn Paper from Dafont.com with Font size of 90 (I originally tried 100 but that was too big) and a Step size of zero. I used the set the Colour from gradient option with a suitable coloured gradient to match the patch colour.



Step 15: Add a path for the message in the middle of the heart.



Step 16: Add the text to the path using the same font and colour options but set the Use text size modifiers to yes. I used initial and final sizes of 150 with a medial size of 270 (my first attempt of 300 was too big for the path) – so play about with it.



Step 17: Add a suitable background. To copy mine, I chose the easy option using the Lava render filter:

Filters>Render>Lava...

I used the same gradient as I used with the text to create a new layer.

Step 18: Duplicate the lava layer and set the new layer mode to Dodge. Reduce the layer opacity to about 75%.

Step 19: Add a new layer below the two lava layers and fill it with black.

Step 20: Set the layer mode of the original lava layer to Screen and reduce its opacity to about 80% and that's about it.

