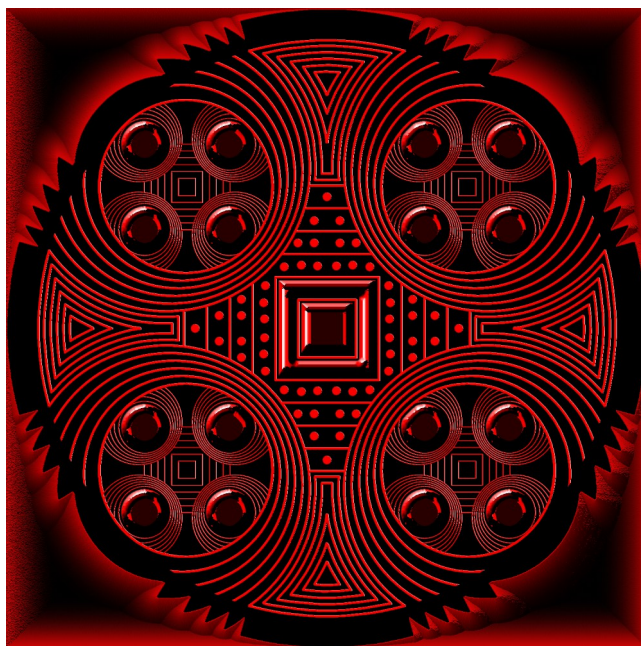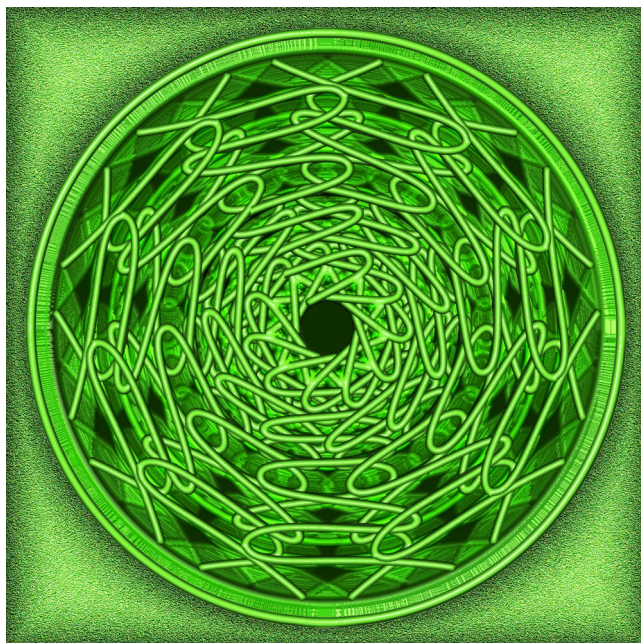# Explanation of how I created these two mandala images
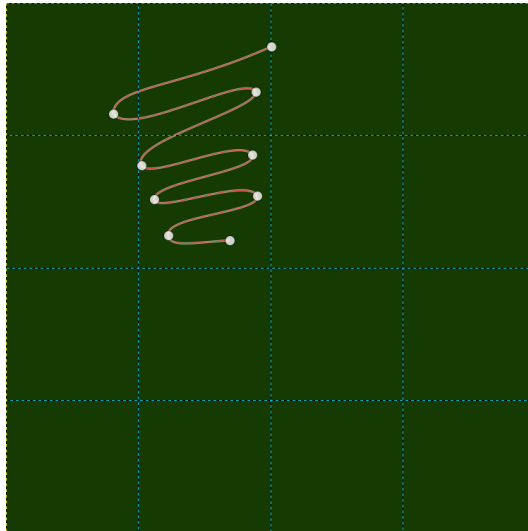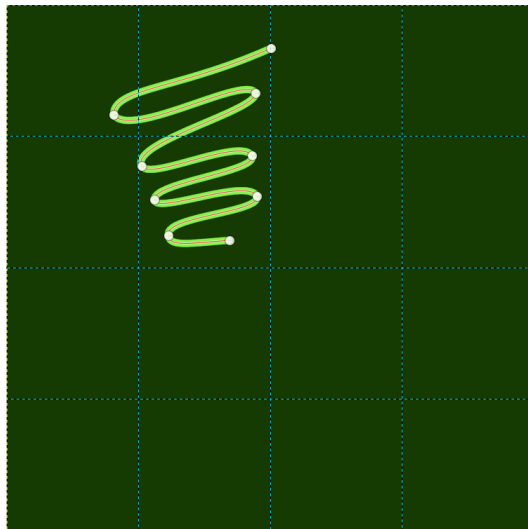

by Oldmangrumpy

Image 1 – the green mandala (note the dark green is the Background Layer)
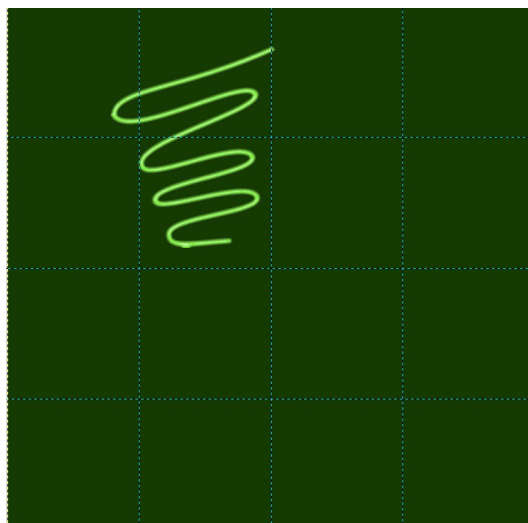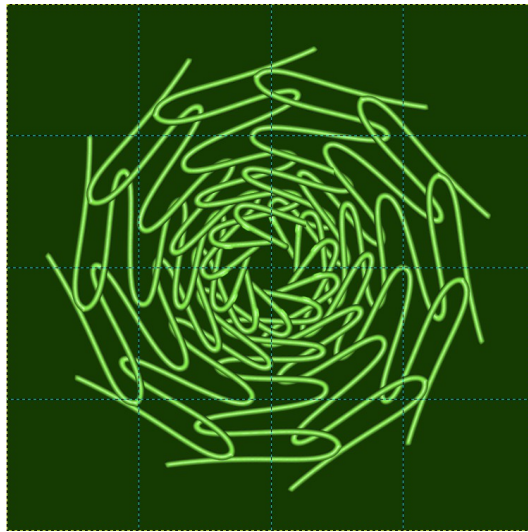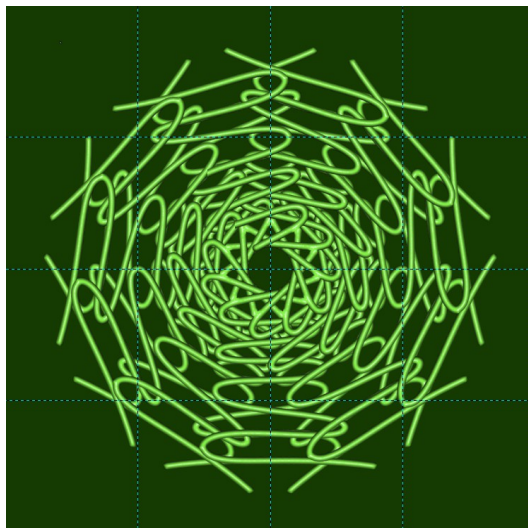
1. Drew a path

2. Stroked the path

3. Applied Graechen's *Shine* script (makes it look like a neon tube), deleted the drop shadow layer from the script and then merged the created shine layer and the original stroked layer
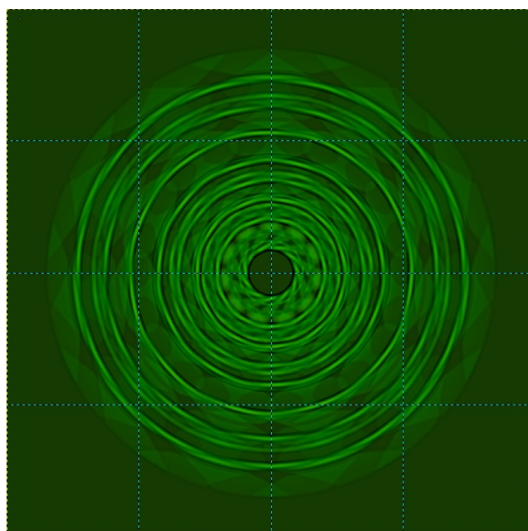
4. Copied the merged layer to make it the 'clipboard image' brush; used the brush to place the image more centrally. Then used Tin Tran's script, *Mura Meister Copies* with parameter of 11 copies and then merged those individual layers into one – note that I use Tin's script because Symmetry Painting does not provide good results with such custom brushes
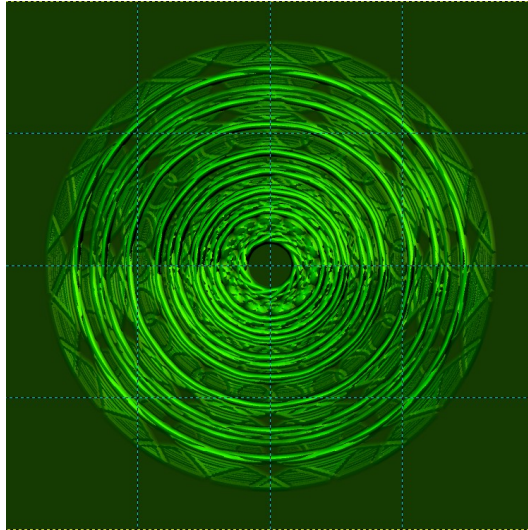

5. Duplicated that layer and flipped it horizontally to get this
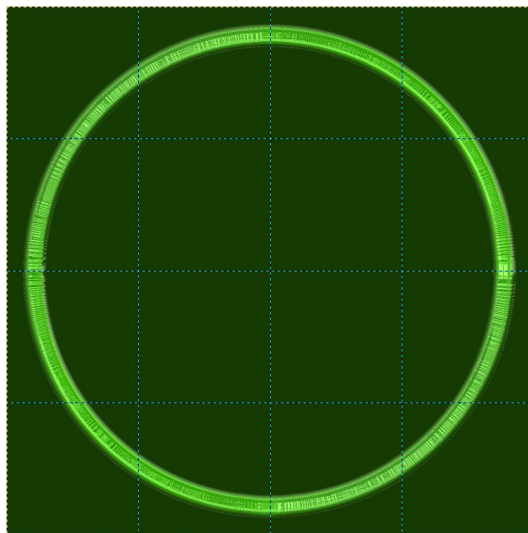

6. Made a copy (New from Visible) of that combined pattern and then applied Filters>Blur>Circular Motion Blur to obtain this
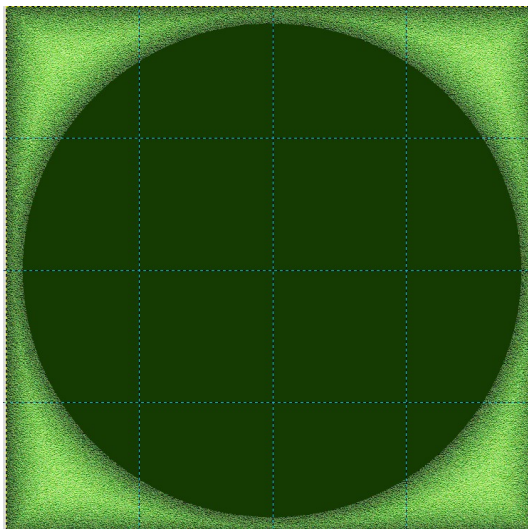
7. Then I ran GMIC>Contours>Local Orientation>YIQ Luma against the blurred layer from step 6 to obtain an additional layer above that blurred source layer and to which I applied a Grain Merge Mode. This will be the immediate background for the image from step 5

8. To tidy up the image with a circular border, I stroked a path, blurred a copy and gave it some Local Orientation too

9. Then to finish I made a [G'MIC] Couleurs Metalliques border outside that from step 8

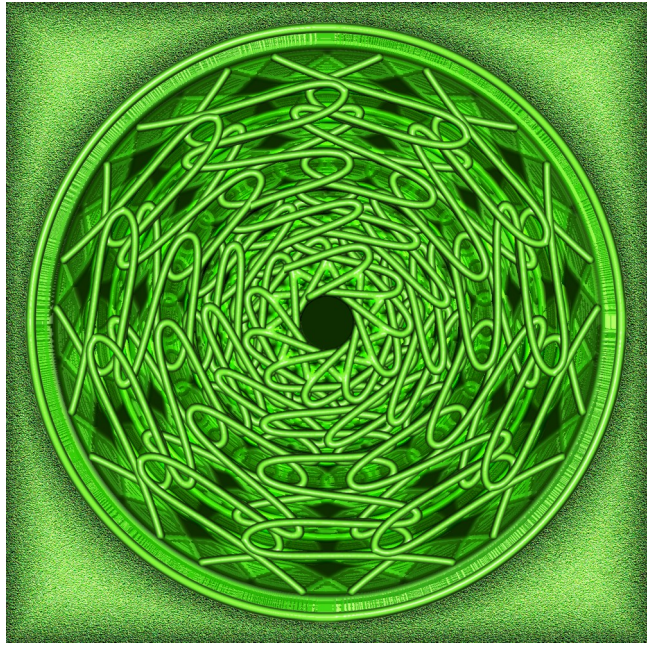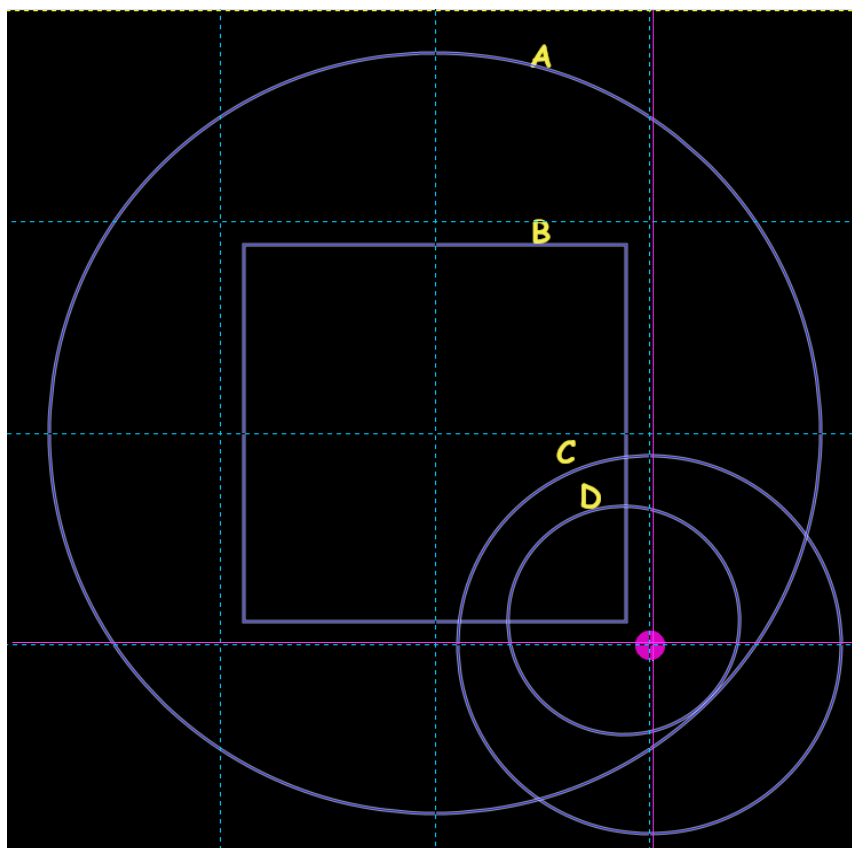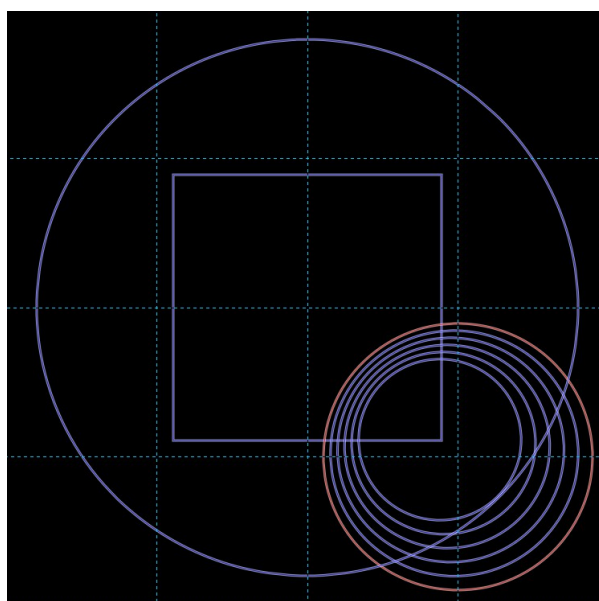10. Put it all together and you have this

Image 1 – the red mandala (note the black is the Background Layer)

1. This image is based on a set of intersecting paths. The 'starter pack' of paths is shown below and I progressively built on them as identified also below
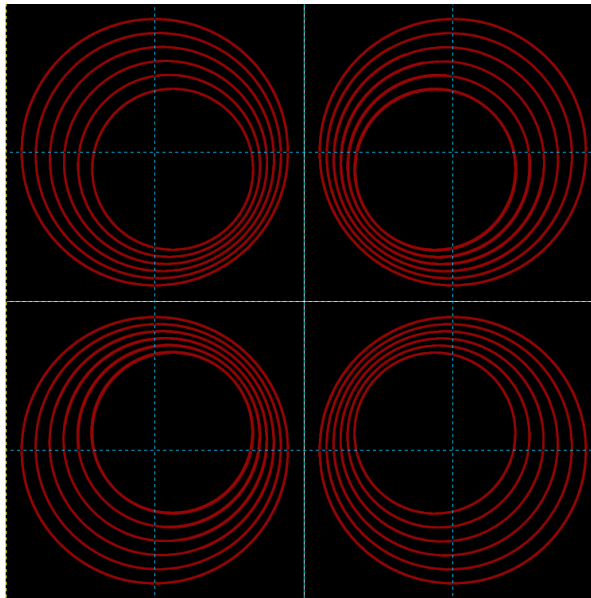

2. The starter pack comprises
    1. Ellipse path A which is the outer border of the mandala
    2. A square path B for outer border the inner mandala decoration
    3. Ellipse pathC with its centre on the two crossing guidelines in pink
    4. Ellipse path D which is a copy of C, reduced in size and moved onto an offset position, centred on the corner of path B
3. I then used Ofnuts *'Generate Intermediate paths'* plug-in to create a series of paths as shown
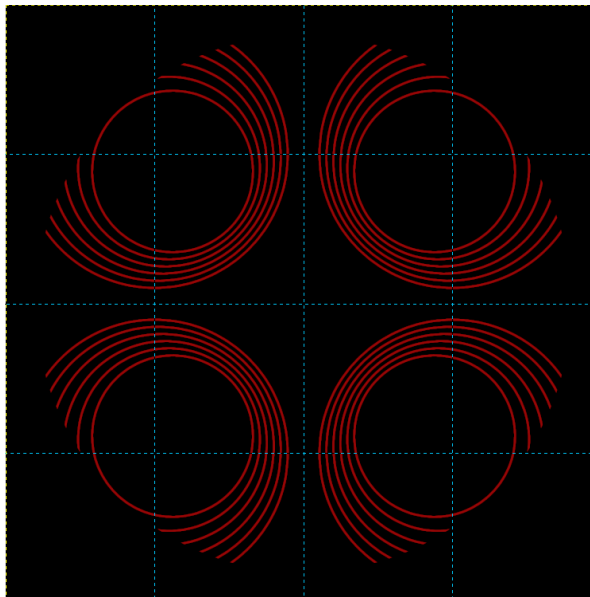

4. Then making both paths A and B invisible, I merged the remaining visible paths created in step 3 above. Next with the Gimp Hardness 100 Brush set to 5 pixels, I set on symmetry painting
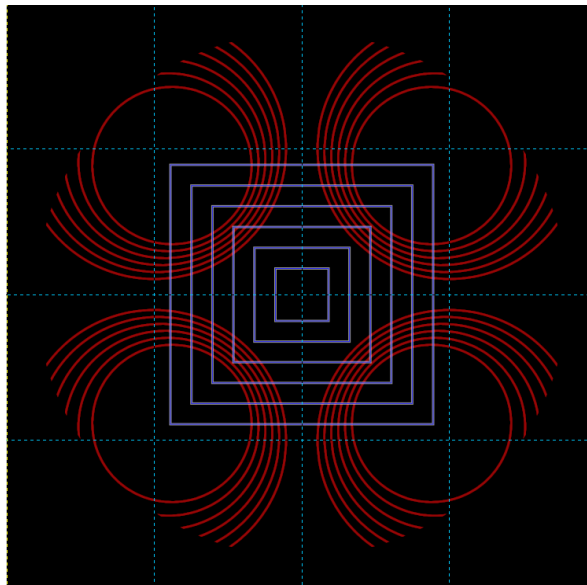
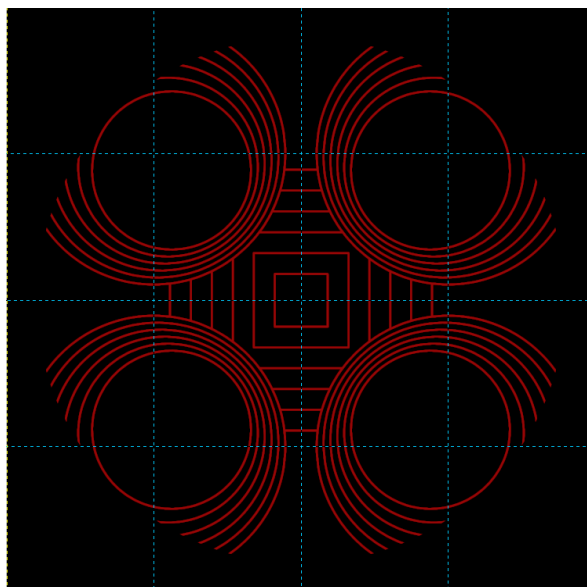with 4 points and stroked that merged path. The result was this

5. A selection from path A, with that selection then inverted allowed me to delete aill strokes outside the mandala border to produce this
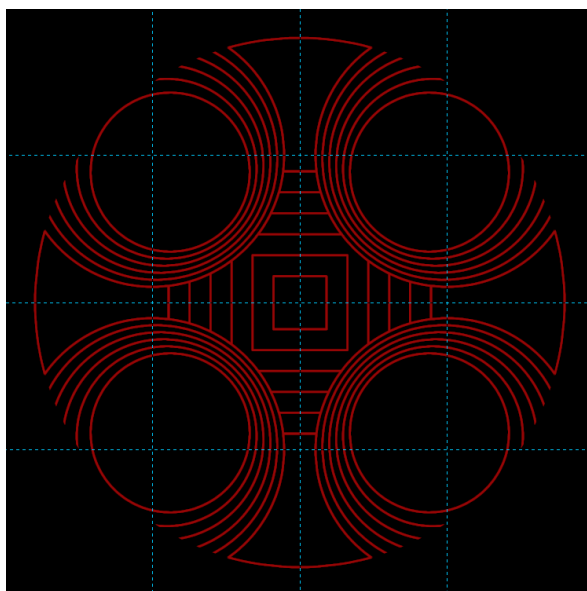

6. Then with square path B, I performed a similar to step 3 Ofnuts plug-in manoeuvre to produce these extra paths and left them in a linear mode (that is no offsetting)
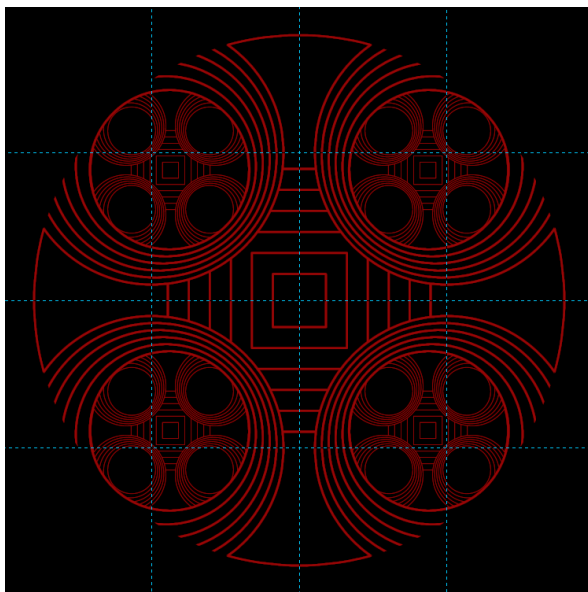
7. I again stroked these paths after turning off symmetry painting and used the image layer produced in 4 and 5 to provide selections to delete all parts of the squares inside the ellipses
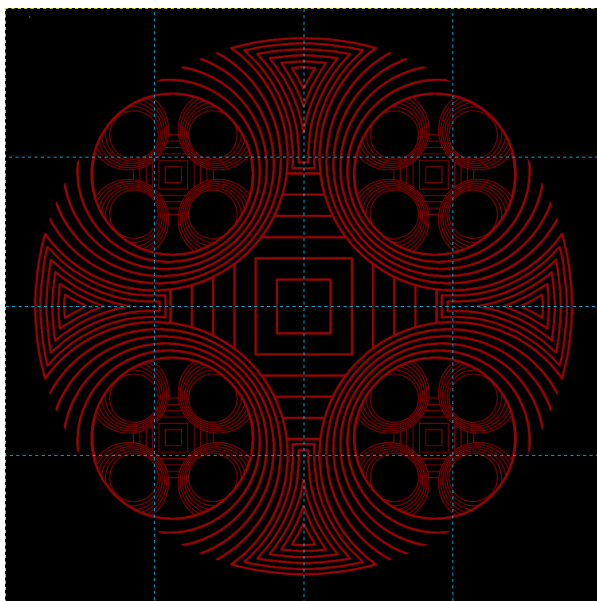

8. Next on a separate layer I also stroked path A and removed those parts of it that bordered the four sets of ellipse strokes
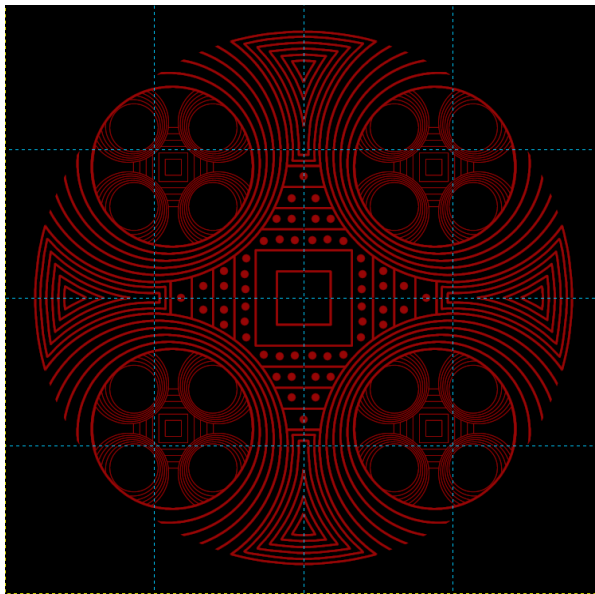
9. Then, from a new visible layer, I took the image in step 8 above, reduced it in size and placed copies into each of the four empty circles

10. In the space represented by the north point of a compass I created a selection, then again further intermediate paths. With symmetry painting switched on again (4 points), I stroked the paths with the following result

11. Leaving the symmetry painting active I then just hand painted the dots into the centre panels as shown below

12. After that I 'plugged' some of the vacant 'holes' with colours/bevels and GMIC'd them. Final result was achieved by playing with the borders of the mandala and filling with a 'shaped spherical' gradient