

Mini_tutorial to make easier the election in this Engraving Filter created by Diego Nassetti, named:

Draw Effect L (this effect produces a very nice Engraving Look on Wood and/or Stone) I can say that the process to get it has been long by Dinasset. So many aspects to have in action, trying that they weren't in conflict with the other parameters has been exhausted for him. But Diego makes possible what seems impossible.

While doing some tests with this engraving effect, I've got some factual practical advice to give if you like. Of course that each user will have their own selections and artistic way to apply. So, have it as a simple guide.

First important point will be to pay attention to the image.

Best results are always when the image doesn't show too many busy small details in it. For example, too many leaves (forest or views with plenty small items etc), They won't normally give the desired outcome when applying a bumpmapped or embossed options. Much better to choose engraving: no or simple.

A dark image needs a light base colour and a light texture, too. In the same way, a very light image will need a more strong colour and texture. The contrast matches well.

So, generally talking, the best outcomes come when the image is balanced in colour and shapes.

Look at the following images:



The clearest parts of the photo will take more deeply the texture and the colour.

The background will take deeply the colour and mix the texture chosen, too.

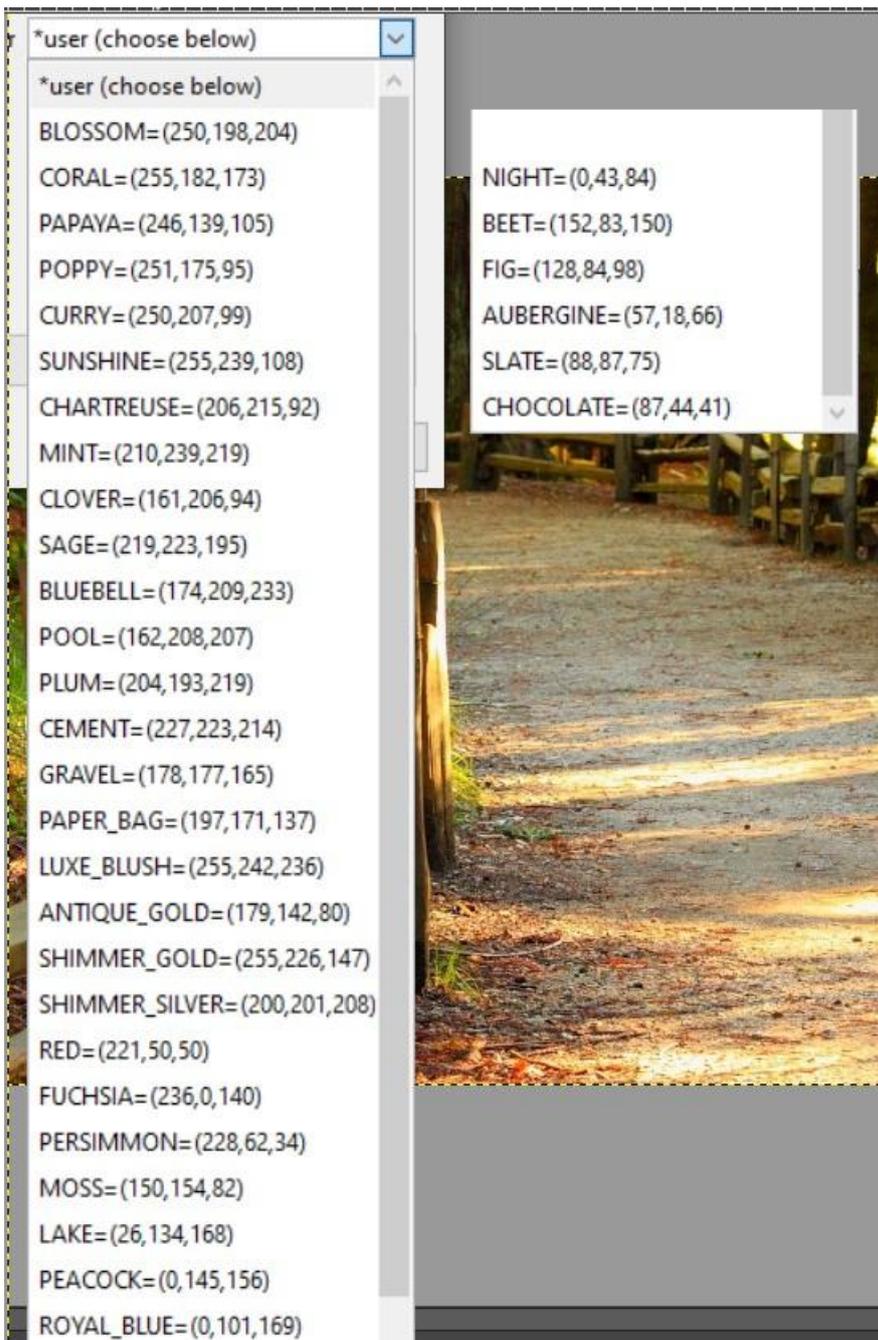
In this image we are going to apply default options:

Pine as Texture; no engraving; and Luxe_Blush as colour.



This is the result after running the filter.

These are the colours you will find in the filter as options to choose:



To be sure when choosing the right colour you want according your image, you can see the right colour below



Option Engraving Simple:

You will see the engraving deep lines in Wood or Stone (according your election)



Engraving in pine wood

Coral colour



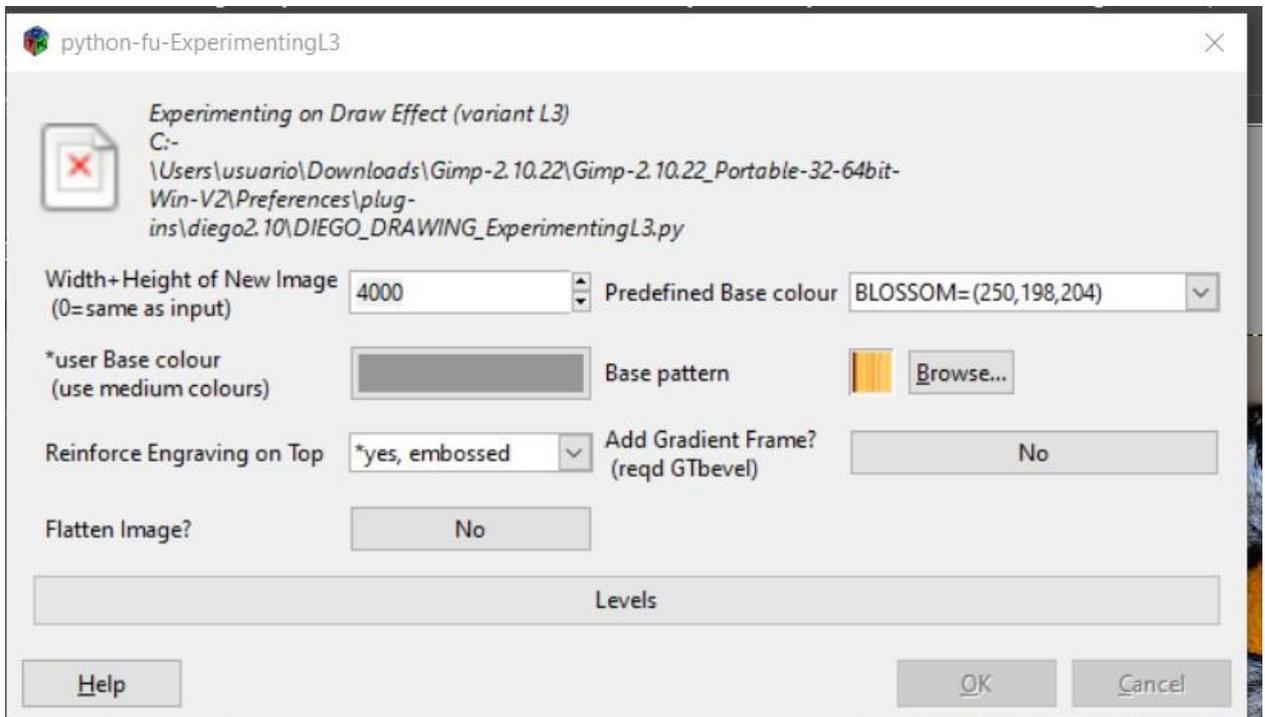
Engraving in Stone

Coral colour

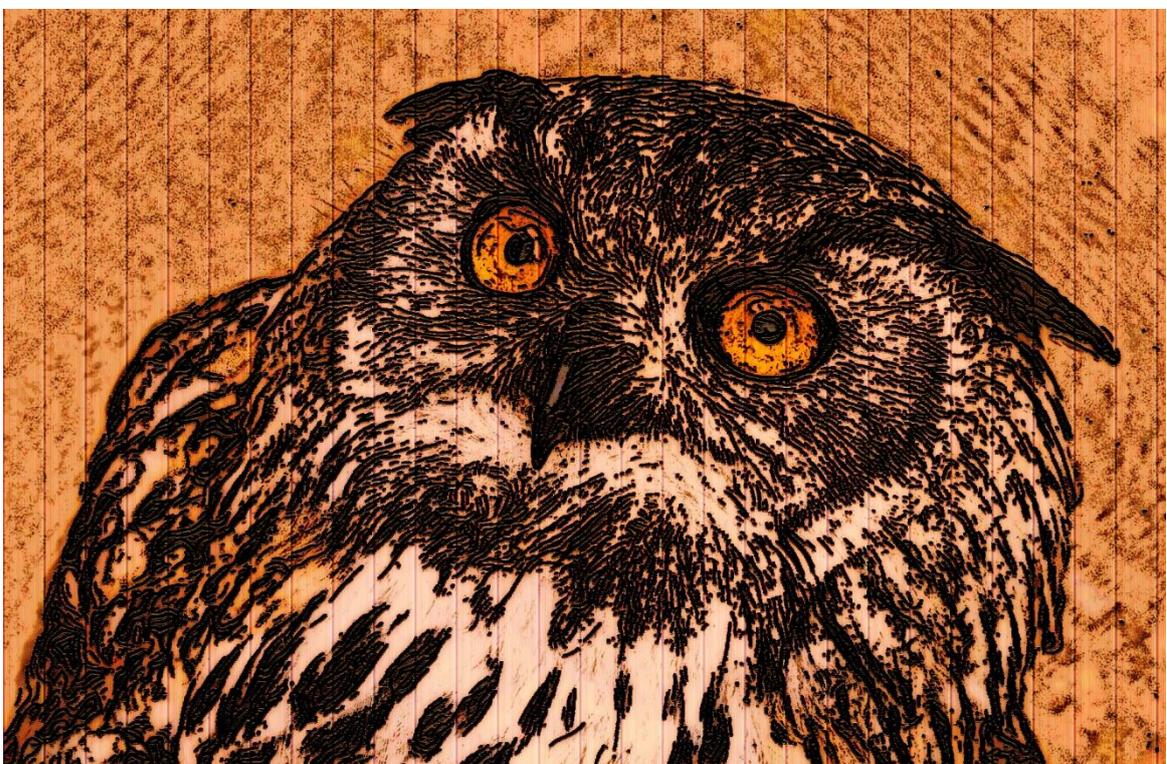
Engraving; Option Embossed

These are the options chosen. Blossom as colour, and Pine Wood (default). Engraving Embossed.

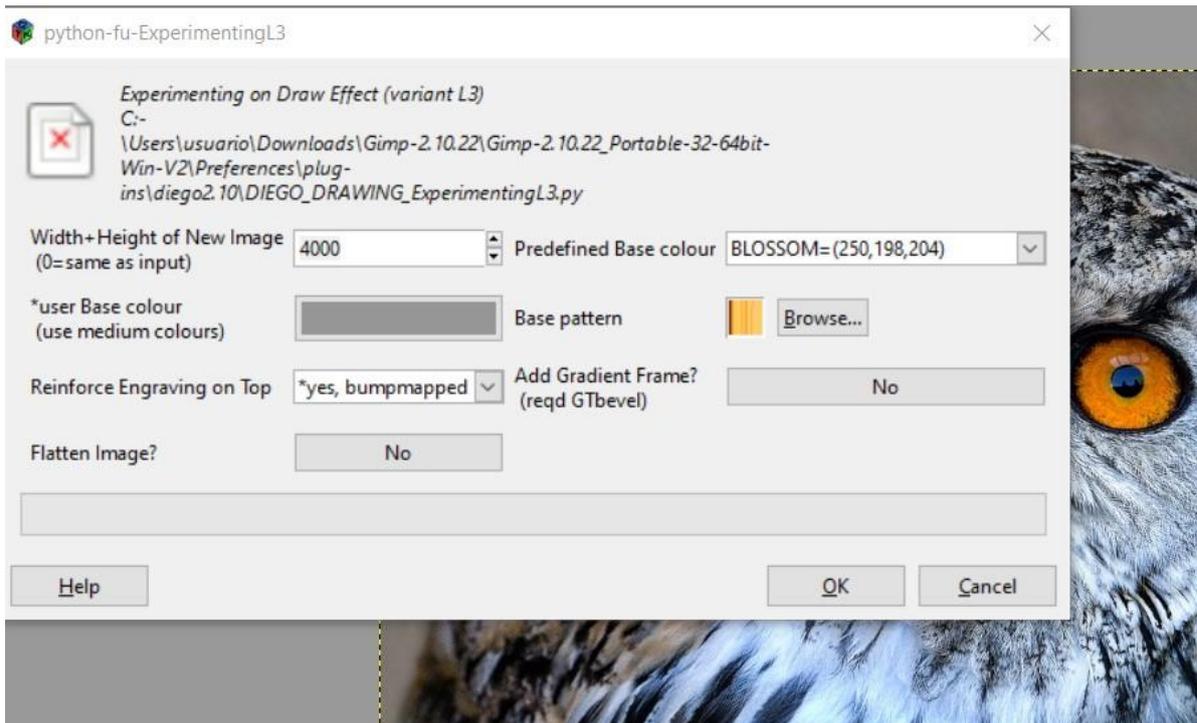
The engraving lines will be deeper and really like you would see a real engraving on a texture.



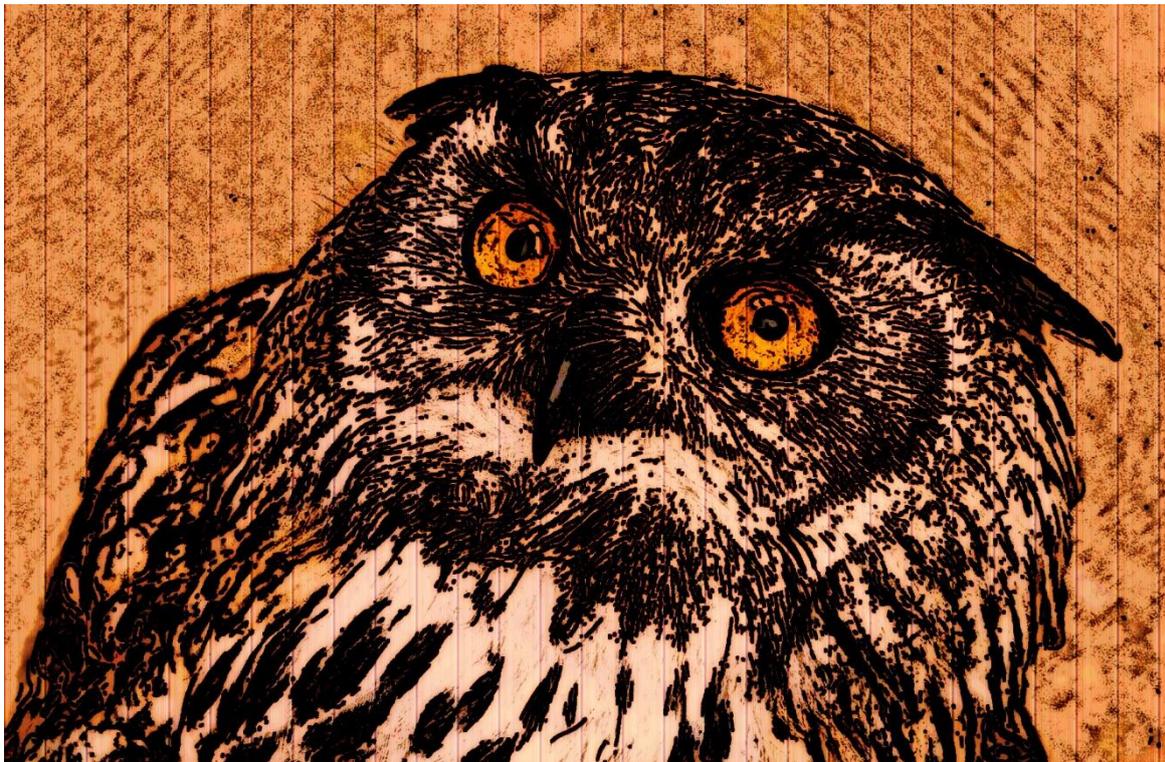
Result:



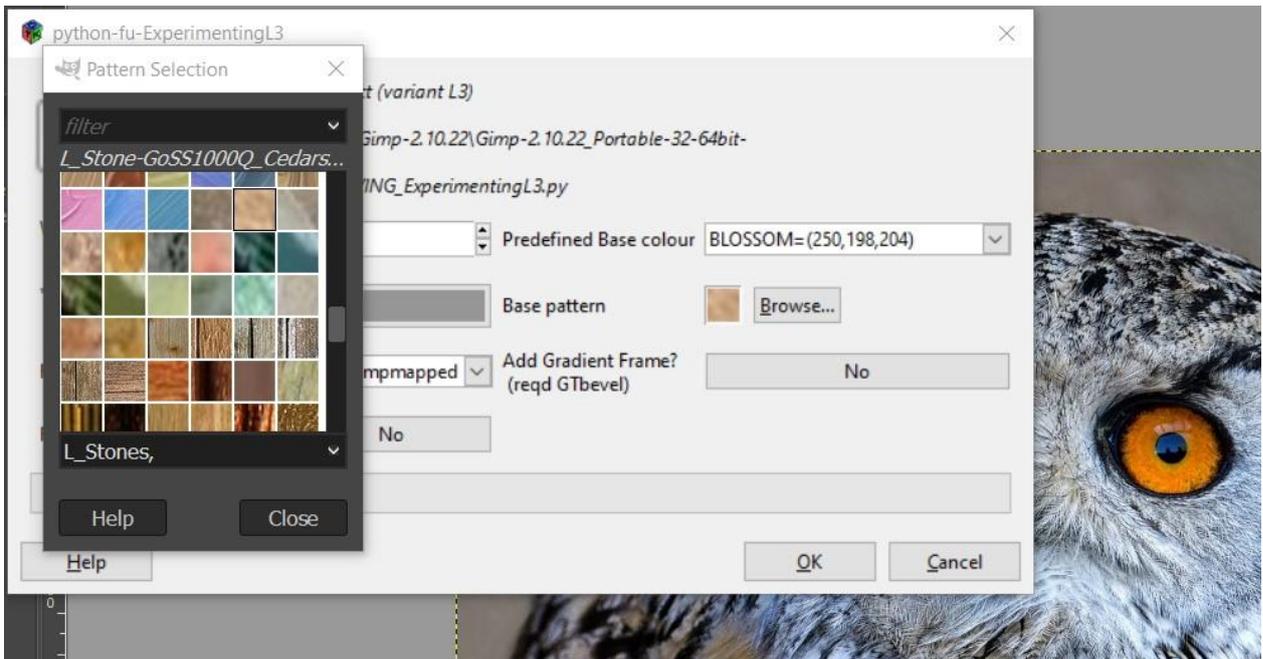
Option Bumpmapped



The result is really impressive.



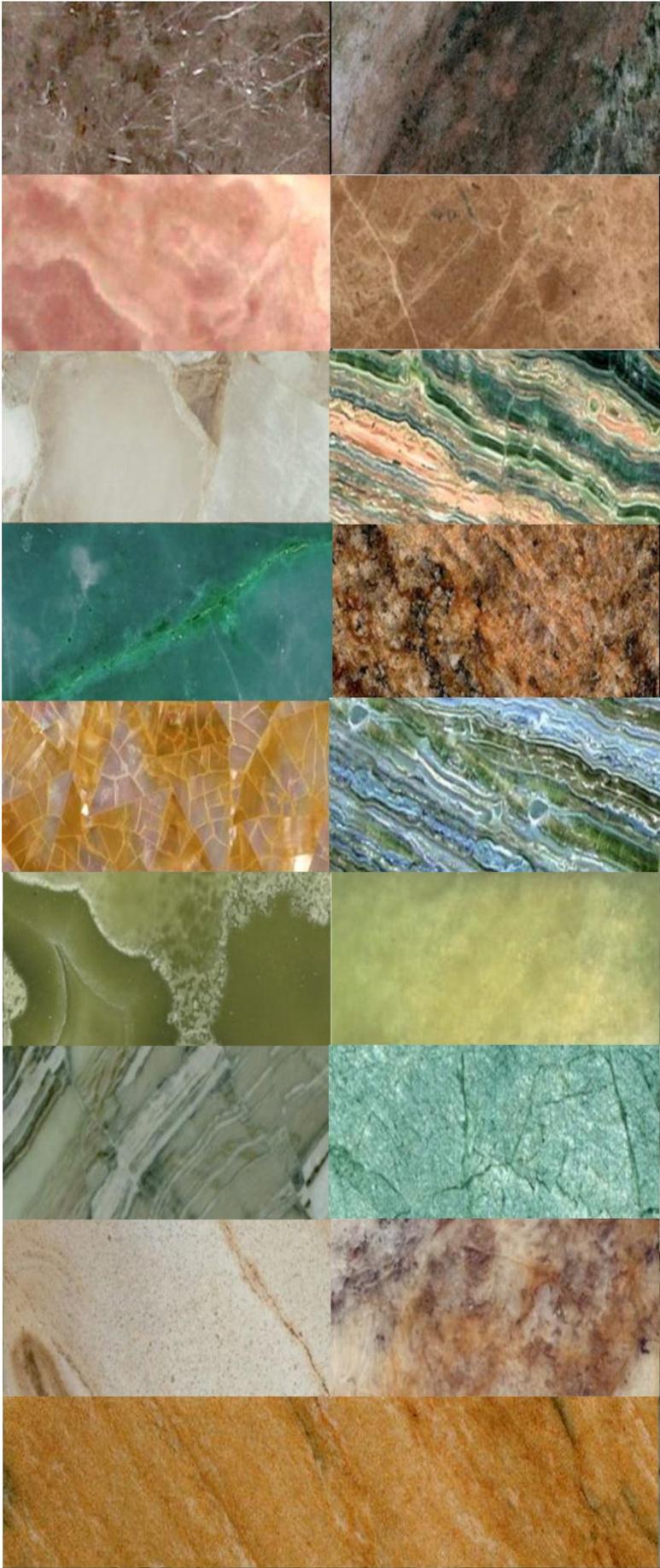
But also using other textures: For example, a stone texture



Really artistic, too

Of course there are many other textures and colours to play.

Below you will see some of the nice Stone Textures to give to your engraved image an especial artistic look.



Stone Textures

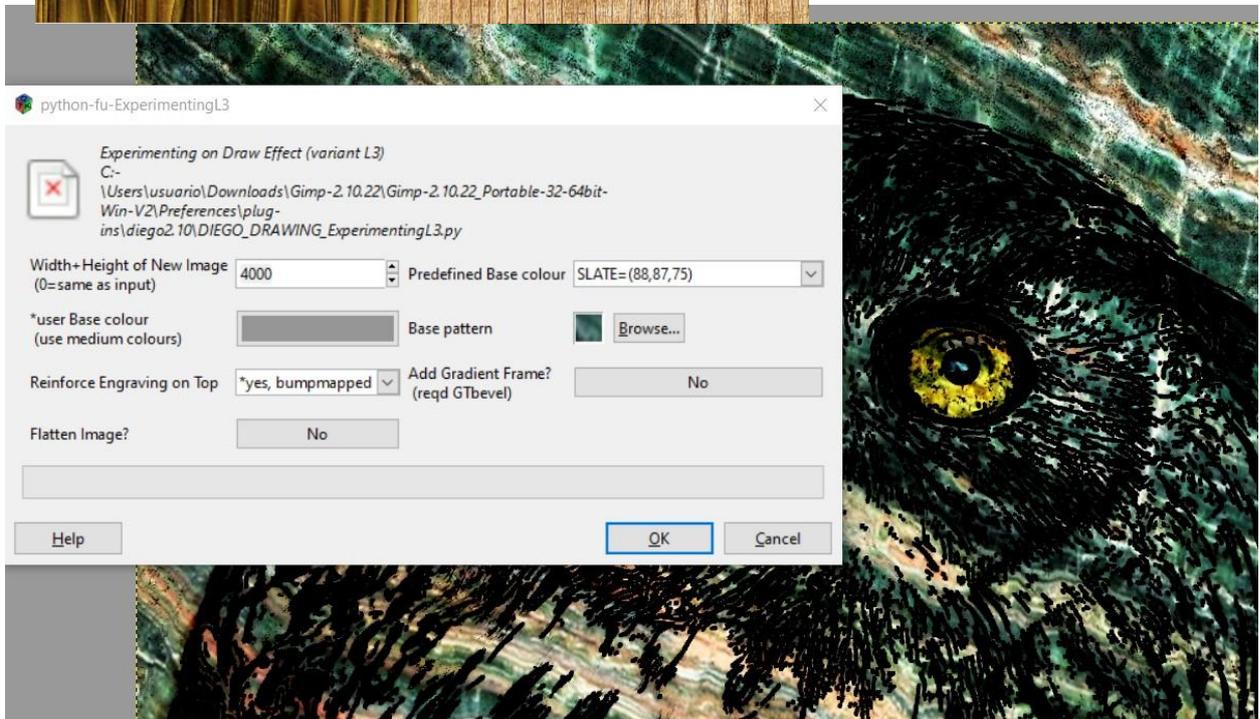


Wooden Textures

The user will find new looks according to the image and taste.

When the image is a portrait, the best option is to choose light background texture and light or medium colour.

For example: the below image with a strong texture:



We have the last option added by Dinasset to complete the image. This option is to add a gradient frame. (You will need to have installed GT Bevel scm)

If you choose “add a frame”, you will get a nice bevelled frame with the right colours taken from the image. I think it is the final touch to this interesting artistic effect.

