SeamStress Version 1.2

Download the plug-in and place it in your user plug-ins folder. Open the filter from:

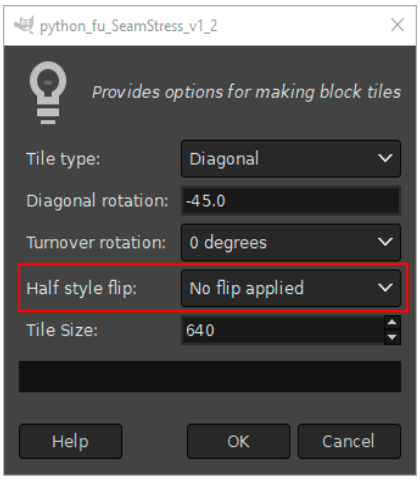
Filters>>SeamStress v1.2

Version 1.0 introduced GJL's method of creating seamless tiles and also a traditional method of creating a repeating pattern using the cut and swap method.

In version 1.1 the filter handled images with transparent backgrounds and added more options for manipulating motif based designs (where the motif does not cross the boundaries of the tile design).

Version 1.2 adds an option to flip the area of the tile being shifted with half brick and half drop tiles.

The dialog with the new option:

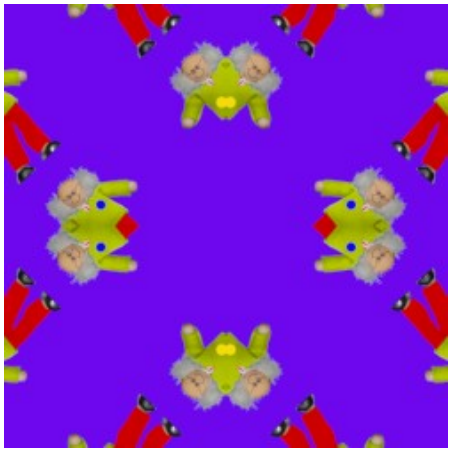


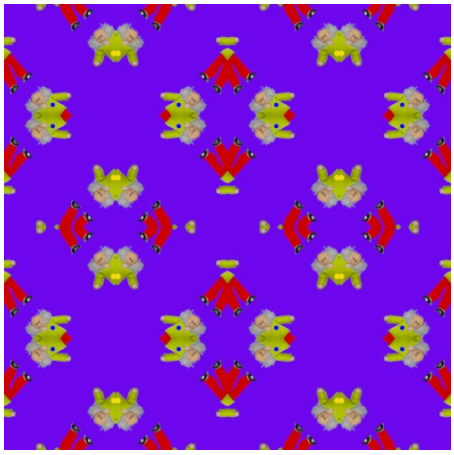
The starter image for creating tiles for most of the patterns in this guide consists of four grandpa figures with a coloured backdrop layer.

Pattern Type 1: Diagonal Tiles

This follows GJL's tutorial for creating seamless patterns. The 'diagonal' name refers not to the shape of the finished tile but to the step of rotating an image by -45 degrees when creating a tile in the tutorial.

Set an angle for diagonal rotation and a size for the finished tile and click 'OK'. I used the default angle of -45 degrees. As you can see the seamless tile is seamless although it has messed up the Grandpa figures somewhat.





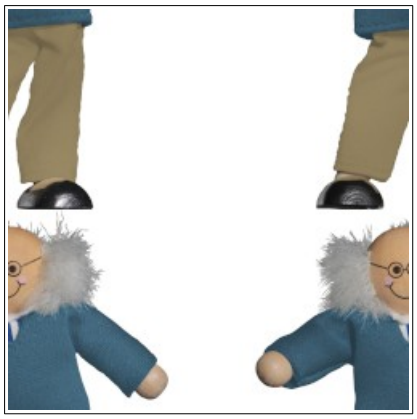
The results with abstract or geometric starter images can be spectacular.

See GJL's thread on GimpLearn for more examples.

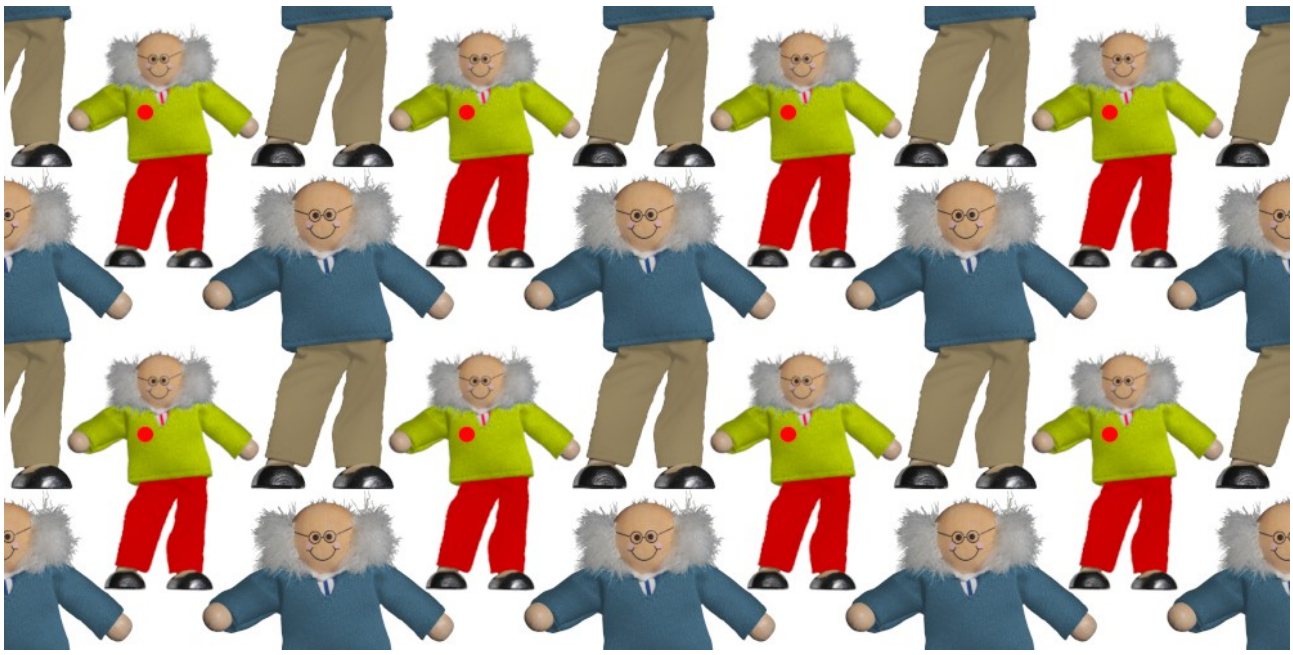
Pattern Type 2: Cut and Swap

Traditionally this method would involve creating a design in the centre of a tile (or piece of paper) which would be divided into quarters and reassembled in a new order. Any empty space in the centre of the new tile can be filled as necessary.

The initial tile with the design filling most of the area, the result after running the filter and the tile with the addition of a new element to fill the empty space.

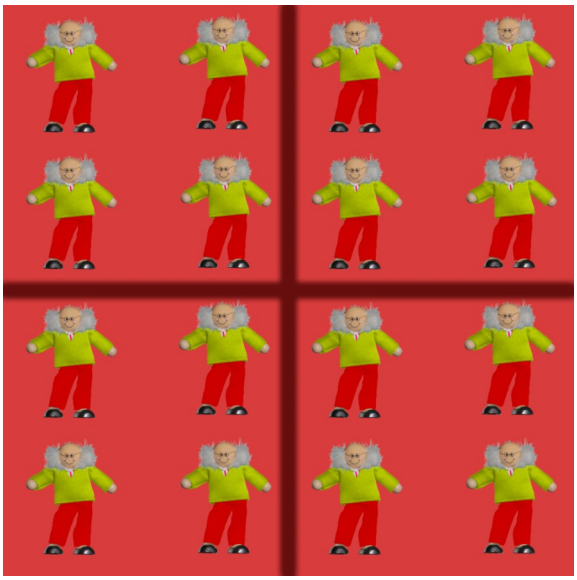

A pattern made with the tile.



Block repeat patterns

The remaining patterns are all based on traditional block repeat methods; the plug-in carries out all the repetitive cut and pasting bits leaving the user free to concentrate on the creative side of things.

The image below shows a traditional block repeat pattern made from 4 copies of one square tile. One tile consists of four copies of a Grandpa figure on a transparent background with a plain colour on a separate layer below. This type of block pattern can easily be created and replicated in Gimp using an initial tile image.

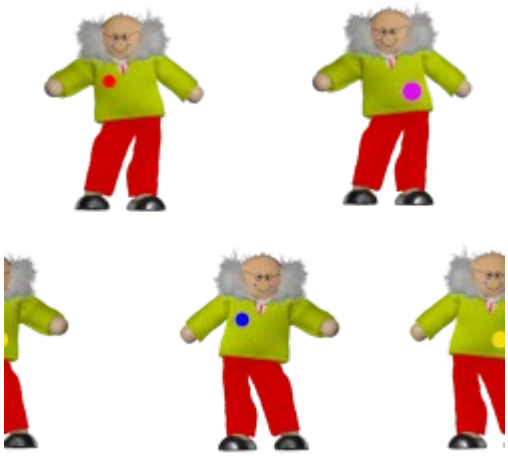


Pattern Type 3: Half Brick Repeat

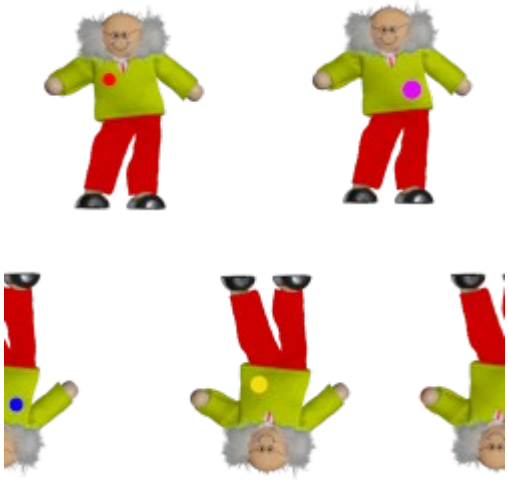
A pattern where the bottom half of the tile is shifted horizontally to offset the repeat.

The basic tile can be modified with the ‘Half style flip’ option.

The horizontal flip option.

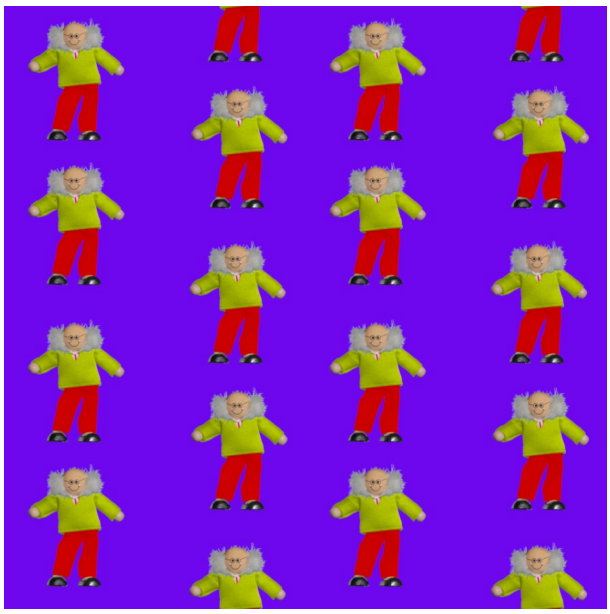


The vertical flip option.

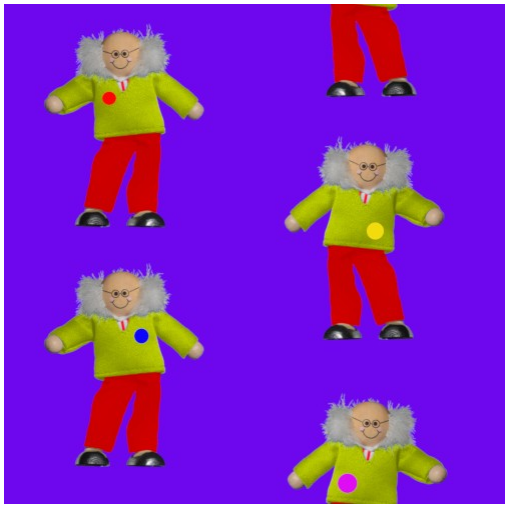


Pattern Type 4: Half Drop Patterns

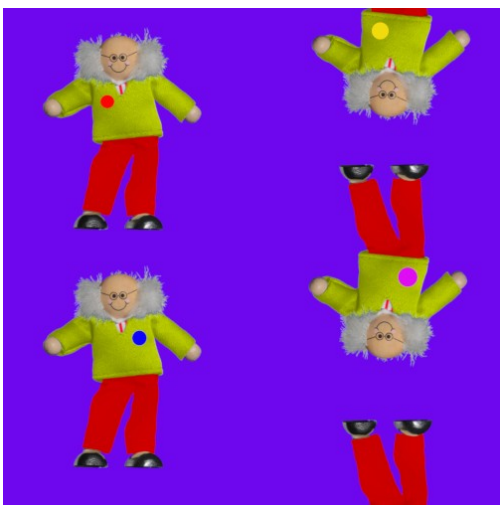
A pattern where the right-hand half of the tile is shifted vertically to offset the repeat.



Horizontal flip applied with one tile



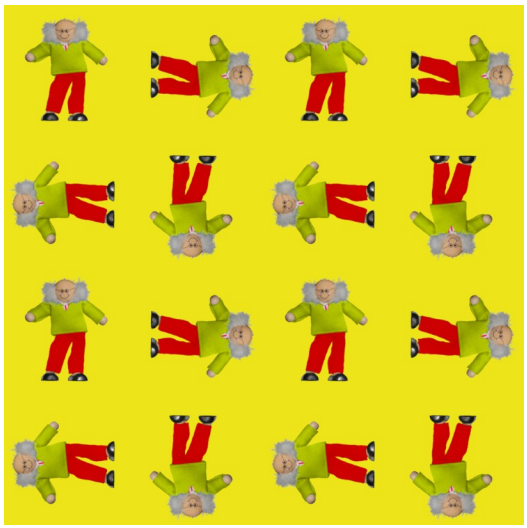
Vertical flip applied



Turnover Patterns

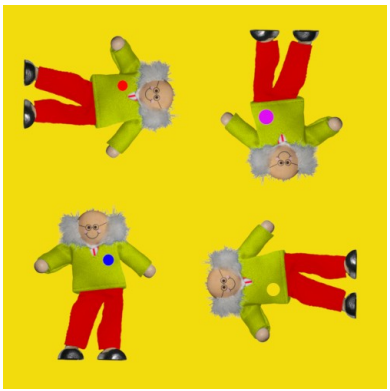
These are generated by rotating quarters of the image by different amounts.

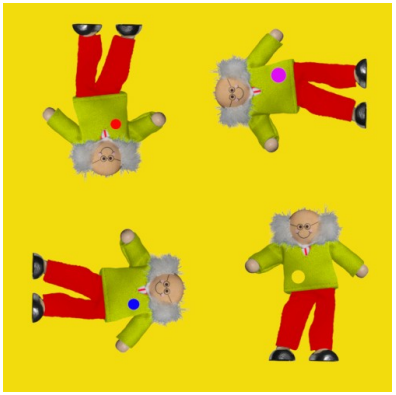
Pattern Type 5: Turnover (All)

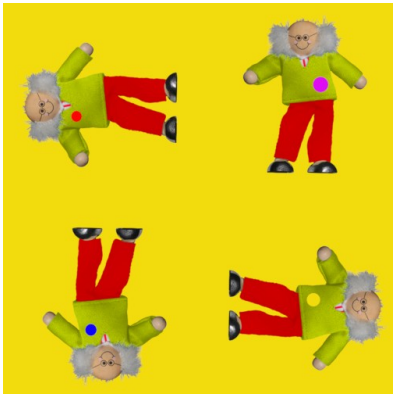


The filter rotates the quadrants (actually just three of them) in steps of 90 degrees clockwise. To change the initial quadrant rotation set the ‘Turnover rotation option’ to the value you require.

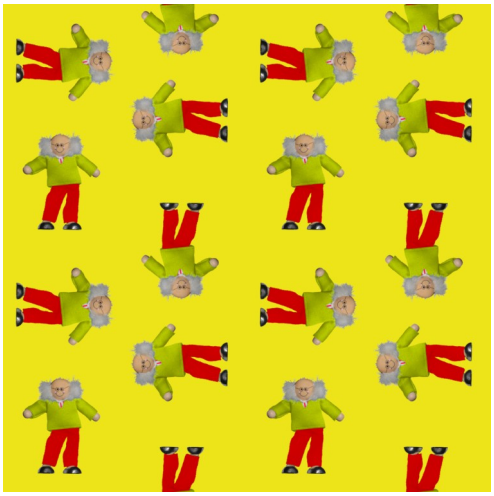
Turnover rotation at 90 degrees, 180 degrees and 270 degrees:





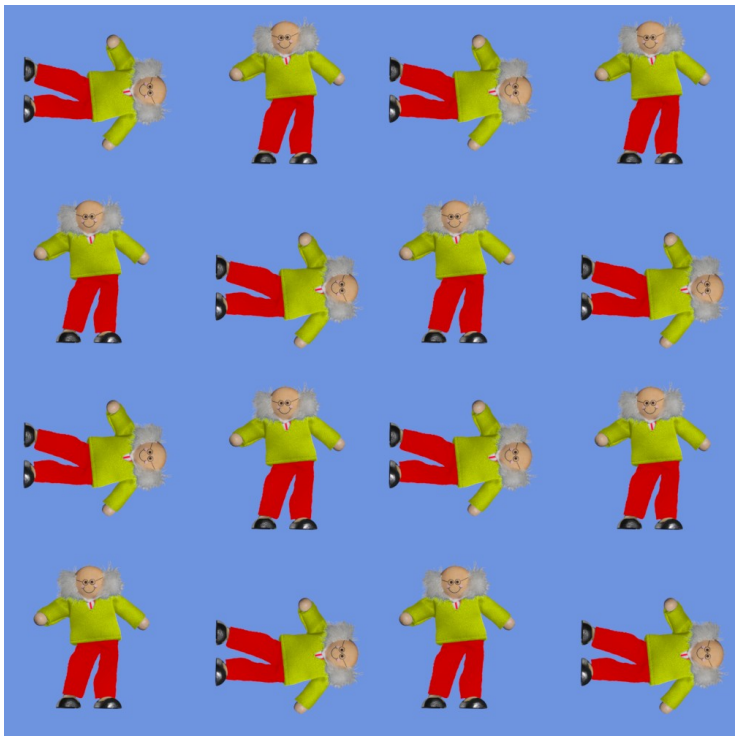


The Turnover pattern below was created with the ‘Turnover rotation’ set to 90 degrees and then put back through the filter with a ‘Half Drop’ option.



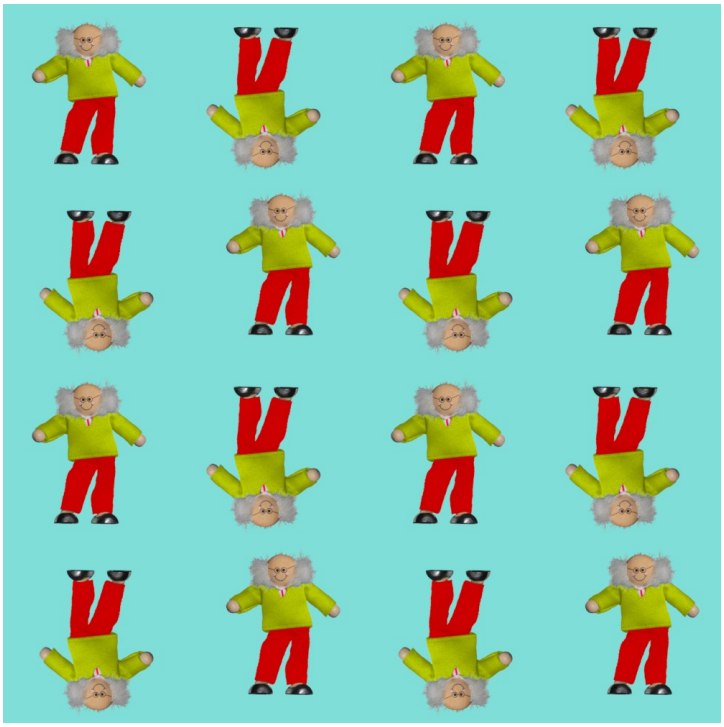
Pattern Type 6: Turnover (L>R)

This variation of the Turnover pattern applies any rotation only to the first and third quadrants of the tile to add a left-to-right diagonal effect to the motifs in the output. The example below uses a rotation of 90 degrees.

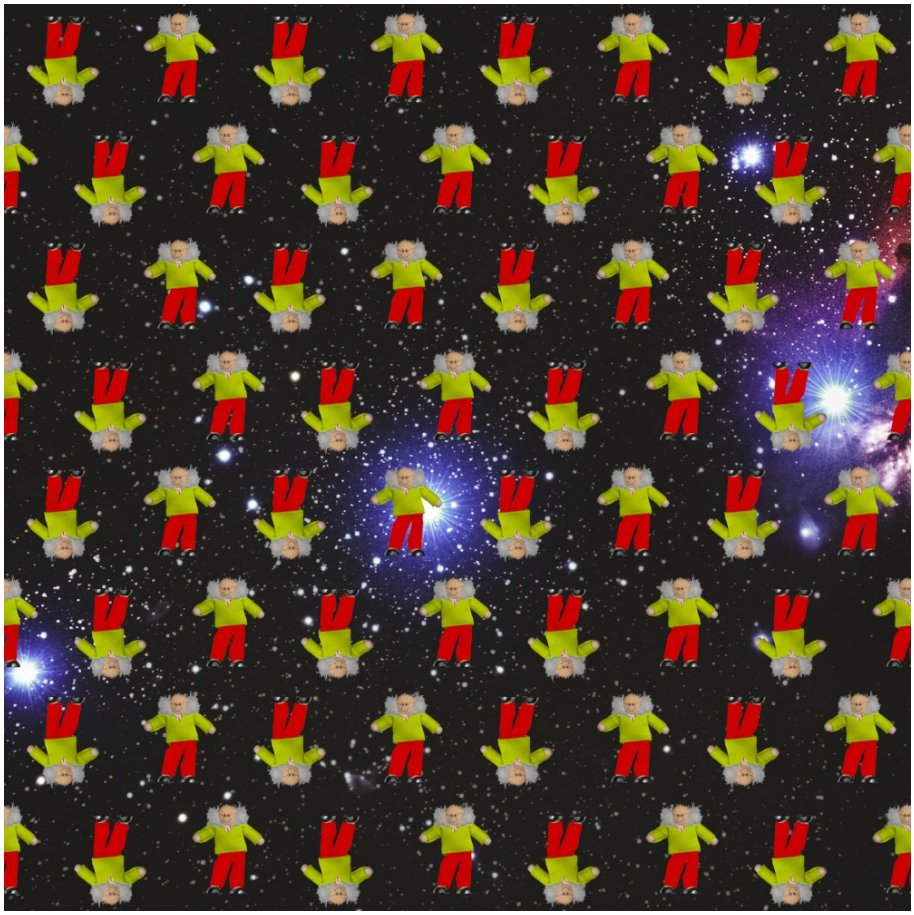


Pattern Type 7: Turnover (R>L)

The rotation is applied to the second and fourth quadrants of the tile to add a right-to-left diagonal effect to the motif in the output. The example below uses a rotation of 180 degrees.



If you use a transparent background with your tile, you can use this to first create the pattern to fit the size of your image and then add your own background layer.



Have fun!