

How to apply GEGL text styles on individual Gimp layers...

In this document I will be linking downloads to most GEGL Gimp plugins of mine for people that want to generate their effects such as (bevel, shadow, outline ect...) on individual layers in Gimp. This is for people who prefer using gimp layers as opposed to applying all effects at once in a filter like GEGL Effects. My GEGL Effects Gimp plugin is a full layer effects engine, but it does **not** put effects on individual layers in Gimp. However, its dependencies in stand alone mode can do this and I'll be linking their downloads below.

All these Gimp plugins in default will replace your original image with an effect. So users will need to put the effect on a layer above or below their original image then blend it with a blend mode like "normal" or something else. *"ships with GEGL Effects"* means installing GEGL Effects will install the plugin with it. Remember, the effect is originally a duplicate layer that changes when a filter is applied.

List of "layer effects" plugins of mine that apply on individual layers in Gimp

All plugins listed below are popular "layer effect options" and can be used on individual Gimp layers. In this work flow you are expected to apply them on Gimp layers.

Bevel (ships with GEGL effects)

Generates a bevel bump map that should blend with a layer below it. Try blend modes like Grain Merge, and Hard light, Multiply and the opacity meter for optimal results.

Inner Glow (ships with GEGL effects)

Generates an Inner drop shadow that replaces the original image, put it on a layer on top. Try many blend modes with it. Grain Merge and tropical colors look nice.

Glass Over Text (ships with GEGL effects)

Generates a shine effects from the brightest pixels of a special emboss. This goes on the top layer. This works best with the normal blend mode, but don't be afraid to try others.

GEGL SSG "stroke shadow glow"

A knock out original image version of Gimp's drop shadow filter that starts as a outline. This can be put on a layer above or below. Normal is its default blend.

Layer Shadow

This generates a drop shadow all by itself that can be moved using Gimp's move tool. Blend it with whatever, but normal is the default. It is not "knocked out" like SSG. It can also make a fill outline and glow.

Aura

Generate a shadow/glow with a random flame seed. This is like SSG and Inner Glow together with a random flame generator. Normal is its default blend mode, though try others.

-- end of list--

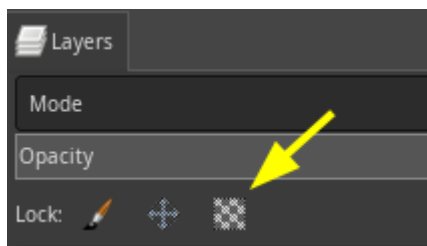
Let's see an example, in fact (four) examples of these plugins being used.

In this picture everything is in a layer group named "GEGE_MADEEVER" and below are my plugins SSG, Inner Glow, Bevel, the plain text and another SSG. They are acting as individual layer effects. Bevel and Inner Glow are using Gimp's blend modes.



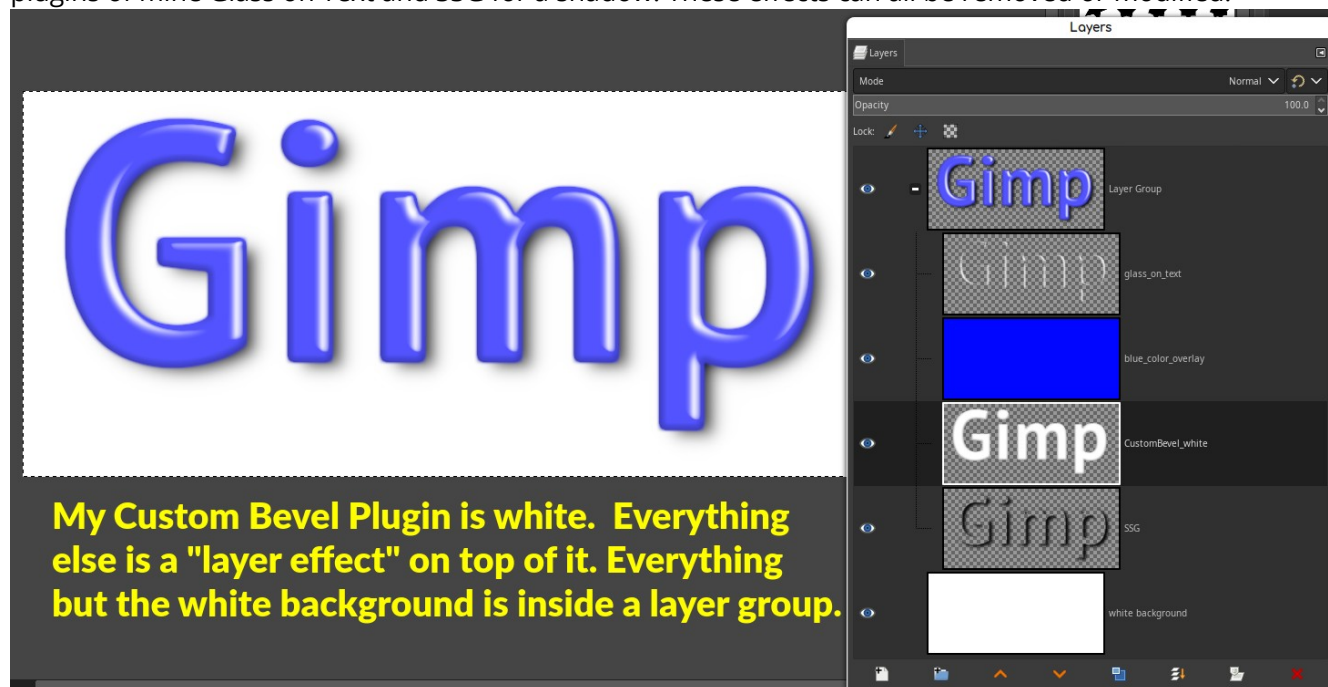
If Gimp ever had something like Pixelitor or Adobe Photoshop's Smart Object clone layers. These effects would be able to update in real time with the text. However that feature does not exist in Gimp as we all know.

Alpha locking in Gimp to recolor effects (alpha lock button shown)



Effects on individual Gimp layers benefit from a feature in Gimp called "lock alpha channel". After applying an effect like SSG or inner glow and you want to recolor it, click on alpha lock and drag colors from primary/secondary color and color picker onto the canvas. It will then recolor your effect, or make a key binding for Gimp's "Fill with FG color command, to automate it. Remember to only use "lock alpha channel" after the effect is applied. The effect; such as inner glow, outline and shadow ect... will not apply proper if alpha lock channel is enabled while applying. In a nutshell alpha lock channel is a command that tells effects to not apply on transparent pixels.

Moving on to example two. My Custom Bevel plugin is white, but it is treated with a blue color fill and other plugins of mine Glass on Text and SSG for a shadow. These effects can all be removed or modified.



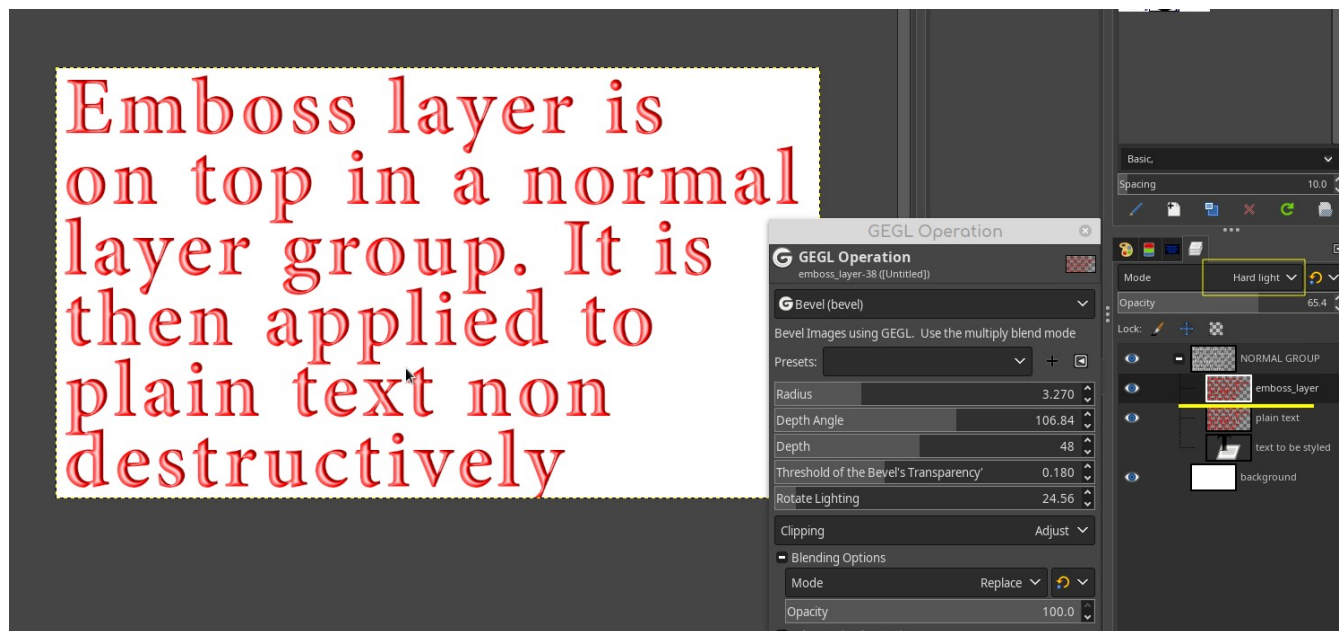
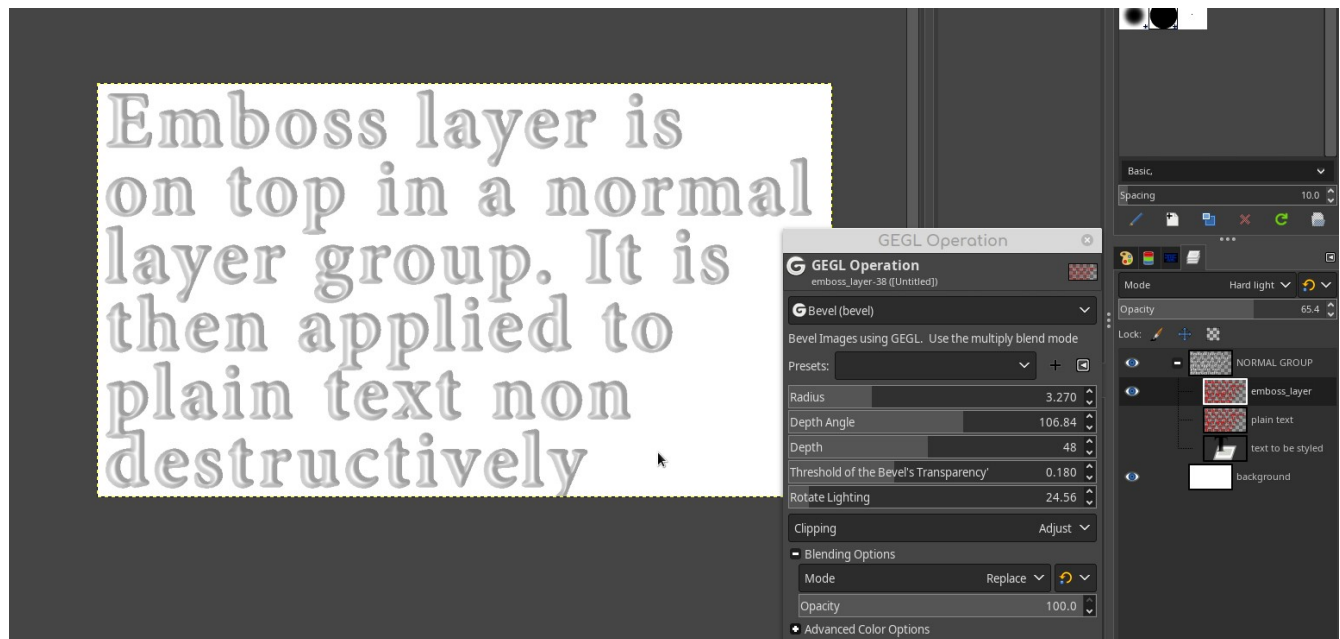
Lets see an example of SSG as a layer of its own that is below plain text.



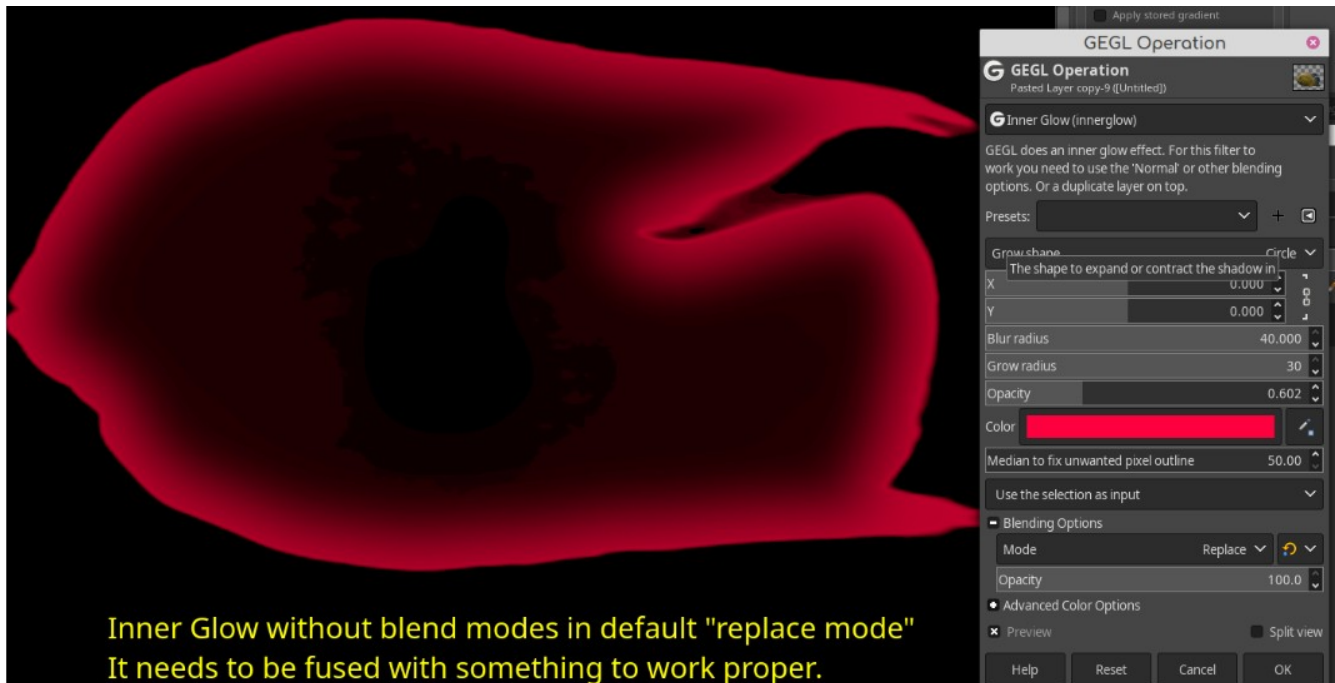
Let's see an example of "Glass Over Text" as a layer of its own that is above plain text. It had to be given a black background to make it visible on a white background. This gives text a shine effect when above it.



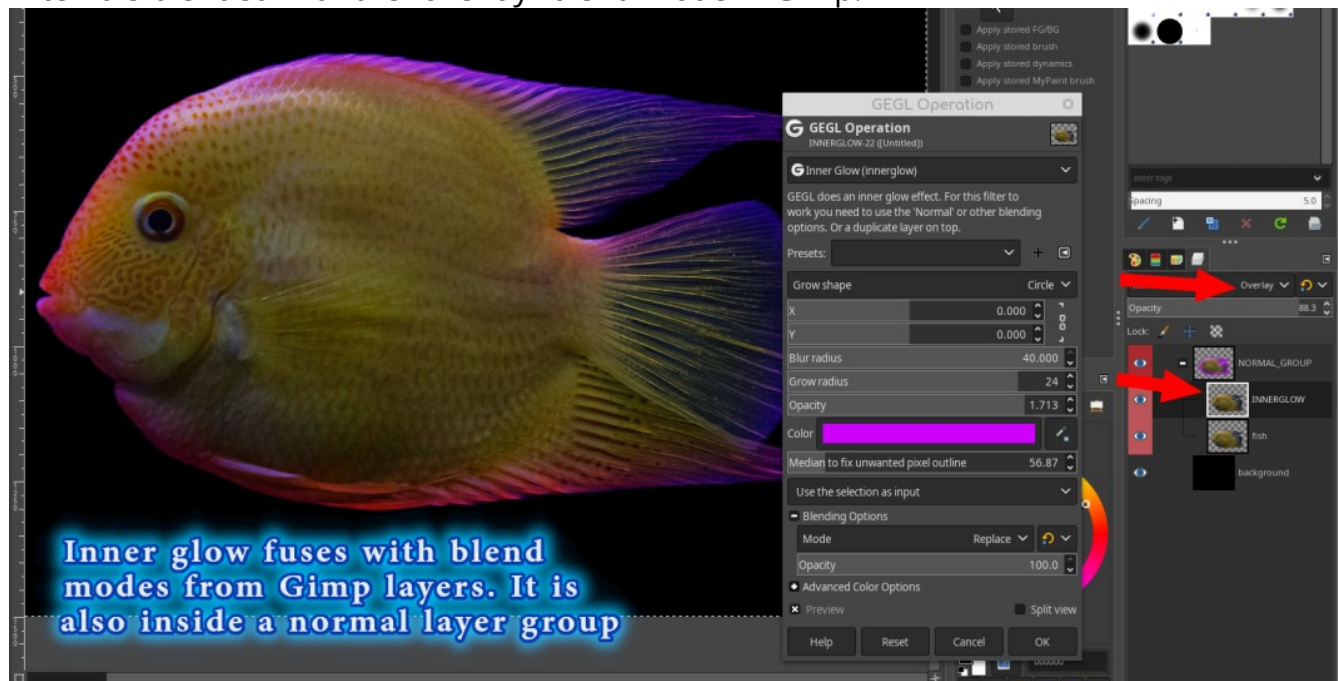
Example Three. A bevel bump map termed “emboss layer” is being fused with plain text using Gimp’s “hard light” blend mode”.



Example 4, Inner Glow in default will create a layer that needs to be blended.



After it is blended with the "overlay" blend mode in Gimp.



I hope people reading this understand that all these Gimp plugins listed can all be used on individual Gimp layers as removable effects. Thanks for reading. Consider reading more about Gimp's alpha lock, layer groups and blend modes to optimize this work flow.