

## GEGL Styles - Gimp's future layer effects and text styling engine.

This is a modified version of Beaver's GEGL Effects CE (continual edition) plugin. It was frozen on the April 4th build (an old stable) and modified from there. It is a candidate to be officially put in Gimp 3. It was renamed from GEGL Effects to GEGL Styles. I will be referring to GEGL Styles as the branched off candidate for Gimp 3 and GEGL Effects as my plugin.

On June 16 2023 the April 4<sup>th</sup> 2023 branch GEGL Effects was completely ported to GEGL, removing all Gimp only operations. This means it will work in Gimp and other programs that use GEGL. Many trade offs were made but it is still a full layer effects engine. The biggest loss are unique Gimp only blend modes. The trade offs existed due to ditching all Gimp only operations.

To build please compile `gegl:styles`, `gegl:blendchamfer`, and `gegl:innershadow`. The two operations Inner Shadow and Blend Chamfer are full filters of their own that do more in stand alone than in GEGL Styles. They take advantage of Gimp Blending options and opacity slider in stand alone mode. These are the blending options and opacity slider that are built into every GEGL filter. Blend Chamfer and Inner Shadow are Styles dependencies and have always been that way with their GEGL Effects counterparts being "innerglow" and "bevel". Beaver insist these (inner shadow and blendable chamfer) be put in Gimp 3 as well and NOT baked into GEGL Styles binary. Beaver also reminds us that you do not confuse `gegl:blendchamfer` with `gegl:chamfer` that GEGL devs officially accepted just recently. Chamfer and its plugin counterpart Custom bevel are meant to do a different thing. I will not be explaining their differences here.

By changing the names of the ENUM List and operation names, it allows the plugin GEGL Effects and GEGL Styles in Gimp officially to co-exist. It has been confirmed that GEGL Styles works in Gimp 2.10.32 and 2.99.16. It would nice if it was in both versions of Gimp.

NOTE – Based on what Liam told me. For Gimp 3.2, Gimp's team would like each filter to be displayed as an effect in a layer listed as "bevel" "inner shadow" "outline" "drop shadow"-- This is not possible with GEGL Styles or GEGL Effects. But it is possible with stand alone Inner shadow and blend chamfer dependencies. As many people know `gegl:dropshadow` is capable of doing a outline as well. One would have to modify `gegl:shadow` and make it `gegl:outline` to make it an addition effect or consider using my SSG plugin. <https://github.com/LinuxBeaver/GEGL-SSG-Stroke-Shadow-Glow/> (WHICH IS **NOT** PART OF GEGL STYLES OR EFFECTS)

Lastly, GEGL Effects (the plugin) on Github will always be superior to GEGL Styles. There are newer versions of GEGL Effects with a lot of more features, and useful stuff that had to be removed from Styles. But that is okay as Styles already does more than enough for the average user. The limitations of GEGL Styles is due to the fact it cannot use Gimp only blend modes and was frozen April 4 2023<sup>th</sup>. If you are a Gimp/GEGL dev reading this please consider accepting GEGL Styles into Gimp 2.99 officially. I would love to see it in Gimp 2.99.18. Gimp devs should feel welcome to modify this operation however they see fit, but I'd prefer if it is kept somewhat true to its original intent and always does "nothing" on start up until a user selects options.