

## GEGL Styles For GEGL's Website

This is the GEGL Styles - Gimp's Layer Effects engine candidate. It has two dependent yet still stand alone operations Inner Shadow and Blend Chamfer. This filter is capable of making thousands of text styles and also special image outlines with effects. Its core principle is to be a counter against Adobe Photoshop's Layer Effects and on default start up it should always make no modification to an image; like Adobe Photoshop's Layer Effects. It is also important to mention that this is a simpler version of Beaver's GEGL Effects Gimp Plugin on Github. It removed all "Gimp only" options and it was frozen on April 4, 2023. So it did not receive any normal feature updates past that date.

**Description:** A text styling engine and tool for outlining and adding effects to alpha channel present images. It will turn alpha channel present white text/shapes into any graphical text style the user specifies. This operation works by combining many simple GEGL operations to generates outlines, bevels, inner glows, shadows, image file overlays and more all in one place. All the common text styling options used in the graphics design industry are here. In default start up the filter does no changes to an image. The users inputs decide anything from a very simple text style to a very advance text style.

GEGL Operation Name: **styles**

### Properties

#### guichange:

What part of the GUI options to display in Gimp. This can be hidden.

#### optioncolor:

Color fused with the multiply blend mode. In default it is white which means it does nothing; but it will make white text any color. **Beaver Note:** Unless this filter gets a blend mode switcher like my plugin version, it will be highly undesirable to change its blend mode to a solid color fill, as then it will fill alpha colored images. Making inner glow blend modes useless. GEGL SVG blend modes don't work proper as the color fill blend mode switchers. They change the blend mode for the entire image too, unlike Gimp only blend modes.

#### enableoutline:

Enable's the outline. Though it can also be enabled by sliding up the Outline opacity. This is more elegant. In default this is disabled.

#### outlineopacity:

The Opacity of the Outline.

**outlinex:**

Limited mobility of the outline at a horizontal axis.

**outliney:**

Limited mobility of the outline at a vertical axis.

**outlinegrowshape:**

Internal base shape of the outline that is determined by a median blur.

**outlineblur:**

The blur radius of the outline. It is limited and does not go as far as drop shadow.

**outline:**

The size of the outline. Increasing this causes the outline to grow.

**outlinecolor:**

The color of the outline.

**shadowopacity:**

The opacity of the drop shadow that when slide up enables the shadow by making it visible.

**shadowx:**

The horizontal mobility of the drop shadow

**shadowy:**

The vertical mobility of the drop shadow

**shadowcolor:**

The color of the drop shadow

**shadowgrowradius:**

The grow radius to expand drop shadow.

**shadowradius:**

The blur radius of drop shadow that works like a gaussian blur.

### bevelblend:

This both enables bevel and changes its internal emboss's blend mode. In default bevel is always running but in a GEGL blend mode that makes it invisible. Selecting blend modes like multiply will make the default bevel. [Bevel lighting that may look good on add doesn't look good on multiply or vice versa.](#)

### beveldepth:

The depth of the bevel. [As of June 16 2023 there is no blend mode to bring out details that GEGL Styles can use. GEGL Effects \(the plugin\) has blend modes that do more with this.](#)

### bevelevation:

Rotate the brightest pixels in the bevel

### bevelradius:

Make the bevel internal parts wider.

### bevelazimuth:

Rotate the emboss azimuth of the bevel

### bevellowlight:

Bevel lighting that calls `gegl:levels in-low`

### bevelhighlight:

Bevel lighting that calls `gegl:levels in-high`

### blackbevel:

This option when slide up allows bevel to work on black or very dark (midnight blue) bevels and when used with an image file overlay it will tell bevel to ignore the details of the image.

### enableinnerglow:

Enable the Inner glow – Inner Glow is disabled in default as it is decently resource intensive.

### innerblend:

Blend mode of the Inner Glow. This works best on background removed images of people, animals and objects not color fills, but it may look decent with a bevel.

### innergradient:

Blur Radius of the Inner Glow that acts as if it is applying a gaussian blur.

### innergrowradius:

Inner Glow's grow radius. This is useful when making an inner outline.

### inneropacity:

Inner Glow's opacity.

### innervalue:

Inner Glow's color.

### innertreatment:

Median Blur covers unaffected pixels that Inner Glow missed. Making this slider too high will make it outline-like. So only slide it as high as you need to cover thin shape corners. For GEGL Styles Inner Glow with non-normal blend modes benefits from lowering this slider.

### imagesrc:

Image file upload for that goes inside text, shapes and content in alphas.

### imageopacity:

Opacity of the image file upload for text, shapes and content in alphas.

### imagehue:

Rotates the hue of an image.

### imagechroma:

Chroma lighting adjustment for text, shapes and content in alphas.

### imagelightness:

Lightness adjustment for text, shapes and content in alphas.

### enablespecialoutline:

Enable special options for outline. Such as Bevel Outline and Outline image file overlays. Disabling this will immediately remove the bevel and or image file overlay from the outline

### osblend:

This both enables a bevel around the outline and changes its internal emboss blend mode. Bevel Outline unlike default bevel is not always running. Selecting blend modes like multiply will make the default bevel. [Bevel lighting that may look good on add doesn't look good on multiply or vice versa.](#)

### osdepth:

Depth of the Outline's Bevel

### oselevation:

Rotate the brightest pixels of the Outline's bevel.

### osradius:

The radius of the outline bevel to make it wider in appearance.

### osazimuth:

Rotate the emboss azimuth of the outline bevel

### ossrc:

Outline Bevel image file upload

### osimagelightness:

Lightness of the outline bevel image file upload

### osadd:

Outline bevel lighting that calls gegl:add's value

### osmultiply:

Outline Bevel lighting that calls gegl:multiply's value

### osblackbevel:

This option when slide up allows the outline bevel to work on black or very dark (midnight blue) bevels and when used with an image file overlay it will tell bevel to ignore the details of the image.