

Inner Shadow For GEGL's Website

This is part of GEGL Styles Layer Effects engine; in stand alone mode it has more options; but its implementation in GEGL Styles is still highly useful. The options used by GEGL Styles are listed below.

Description: Create a Inner Glow/Shadow/Outline with GEGL. This operation is literally the existing `gegl:dropshadow`, but applied in a inverted manner with one extra feature.

GEGL Operation Name: **innershadow**

Properties

*note, at the time of writing this (June 16 2023) there is a hidden property called **string** that does nothing but is needed for the filter to work. I will not be listing that and it is BareFootLiam's job to hide it. I do not know how to get rid of it.

grow-shape: The base shape of the median blur powering GEGL inner shadow. This will change the structural outline of the inner shadow and it is most noticeable when inner shadow has a low blur radius.

x: The horizontal mobility of Inner shadow

y: The vertical mobility of Inner shadow

radius: Increases the blur of Inner shadow; the blur radius.

GEGL STYLES USES THIS OPTION

grow-radius: Internal median to increase the size of the inner shadow

GEGL STYLES USES THIS OPTION

opacity: Opacity of the Inner Shadow, it has the option to go above 1 (up to 2) that is considered hyper opacity at 200%. This is useful for some blend modes.

GEGL STYLES USES THIS OPTION

value: Color of the Inner Shadow

GEGL STYLES USES THIS OPTION

cover: Helps Inner shadow cover shapes with thin small corners by applying a median blur on everything in the graph. This option is the only deviation from drop shadow.

GEGL STYLES USES THIS OPTION