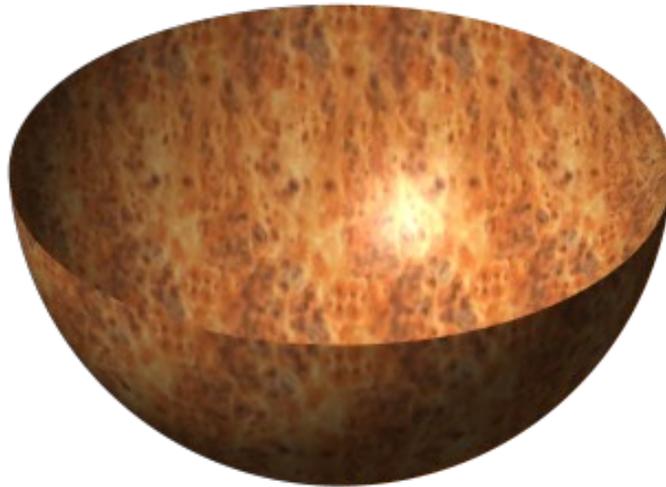
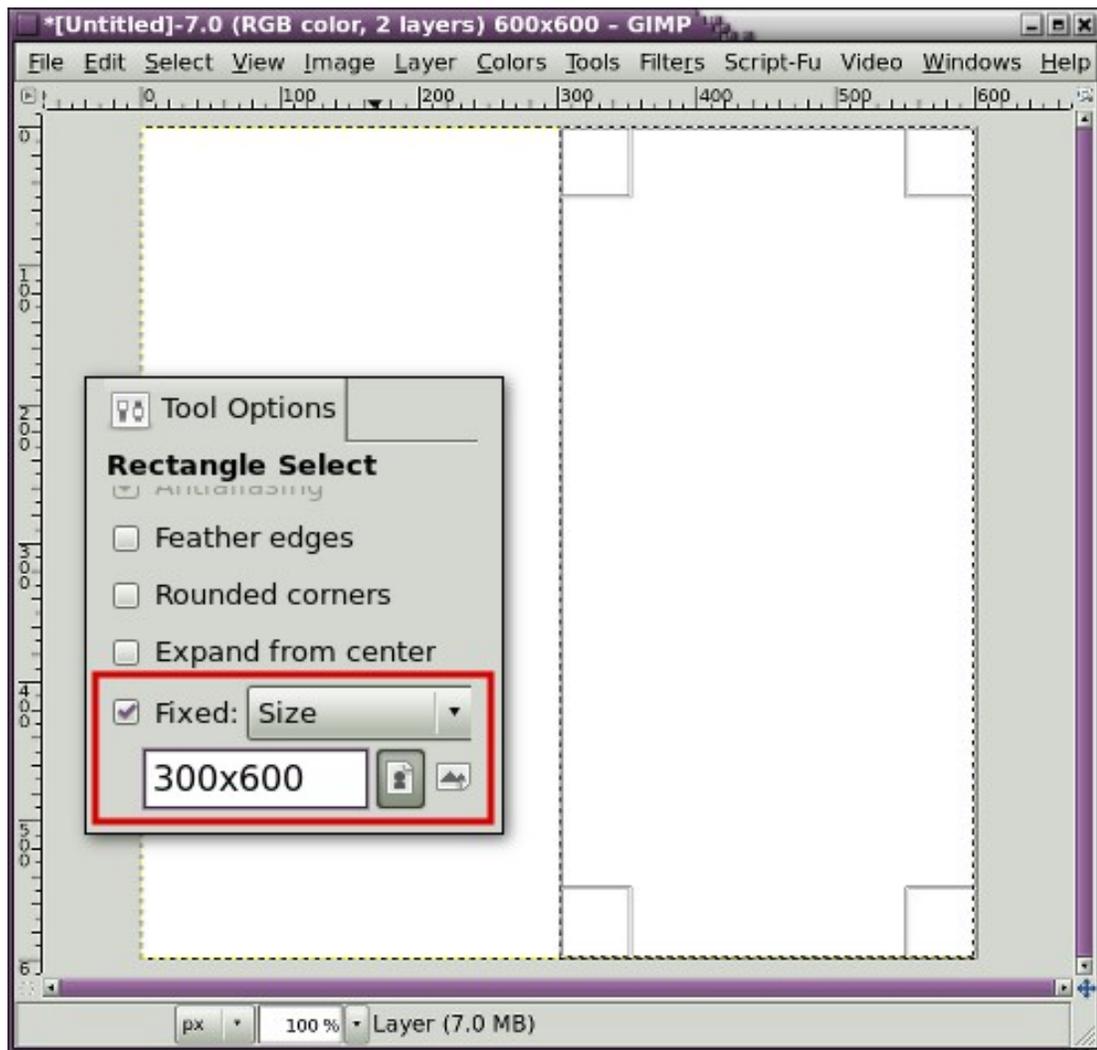


This tutorial was written by Ali Imram at Gimp Talk.

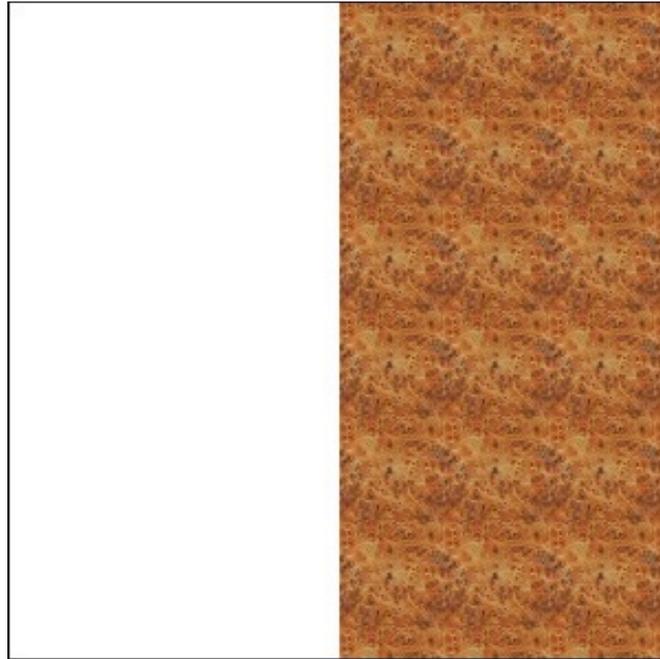
Create a 3D Bowl in GIMP



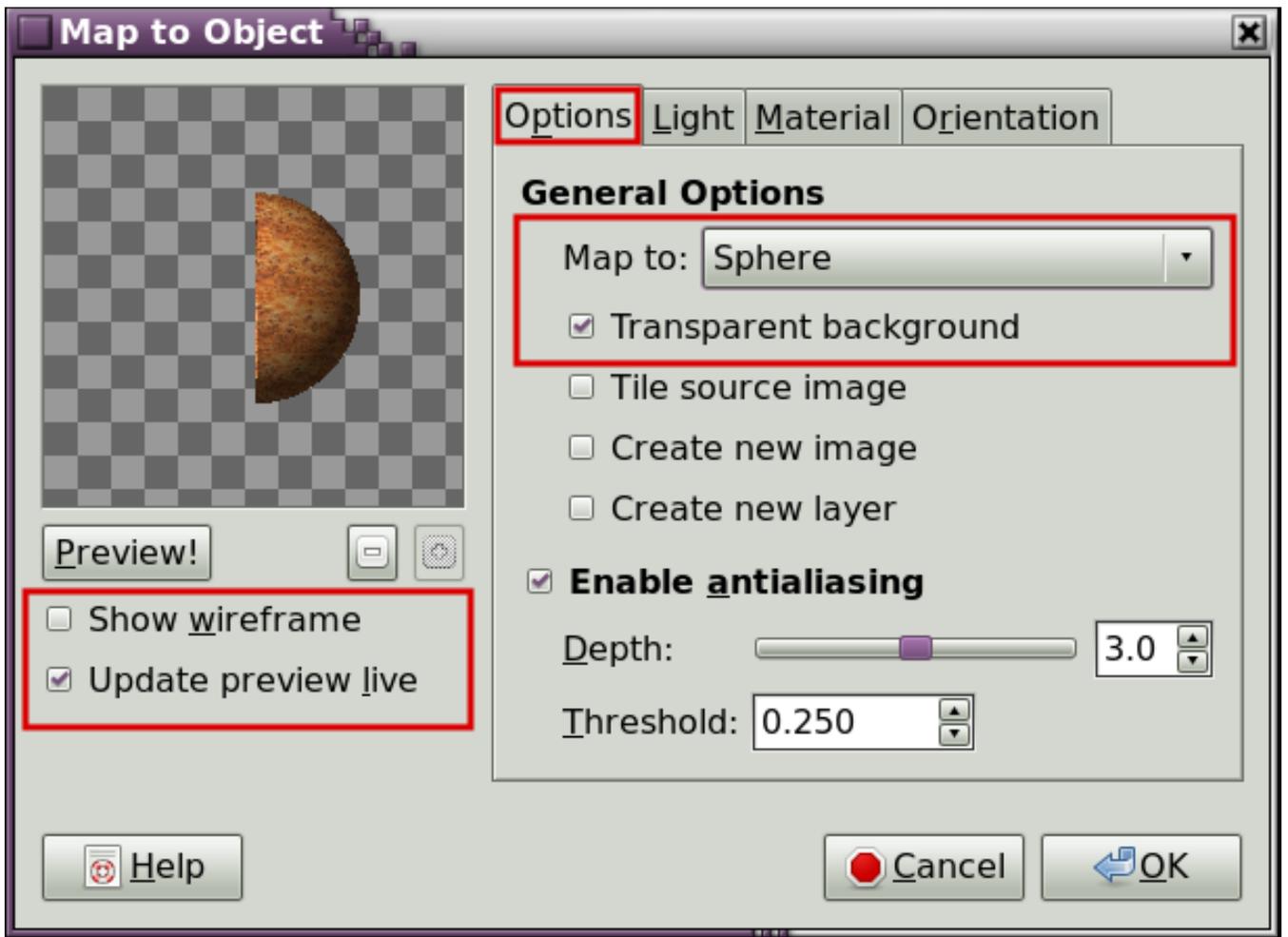
1. Start with a new, square (Width = Height) image filled with white. It can be any size you want. Mine is 600 x 600px.
2. Make a new transparent layer. Set the Rectangle Select Tool  Options to be half the Width and the whole height of your image. View > Check Snap to Canvas Edges.
3. Since my image is 600 x 600px, the Rectangle Select tool is set at 300 x 600px. Select the right side of your image with the Rectangle Select Tool and gently move it to the edges of your image until it is snug against the top, bottom and right side of your image.



4. Uncheck Fixed in your Rectangle Select tool Options.
5. Select > To path. That is insurance against losing your selection.
6. Fill your selection with a pattern, gradient, solid color or whatever else you would like. My pattern is named burlwood.



7. Select > None.
8. Filters > Map > Map Object.
9. In the Options tab, Map to: Sphere
Check Transparent Background

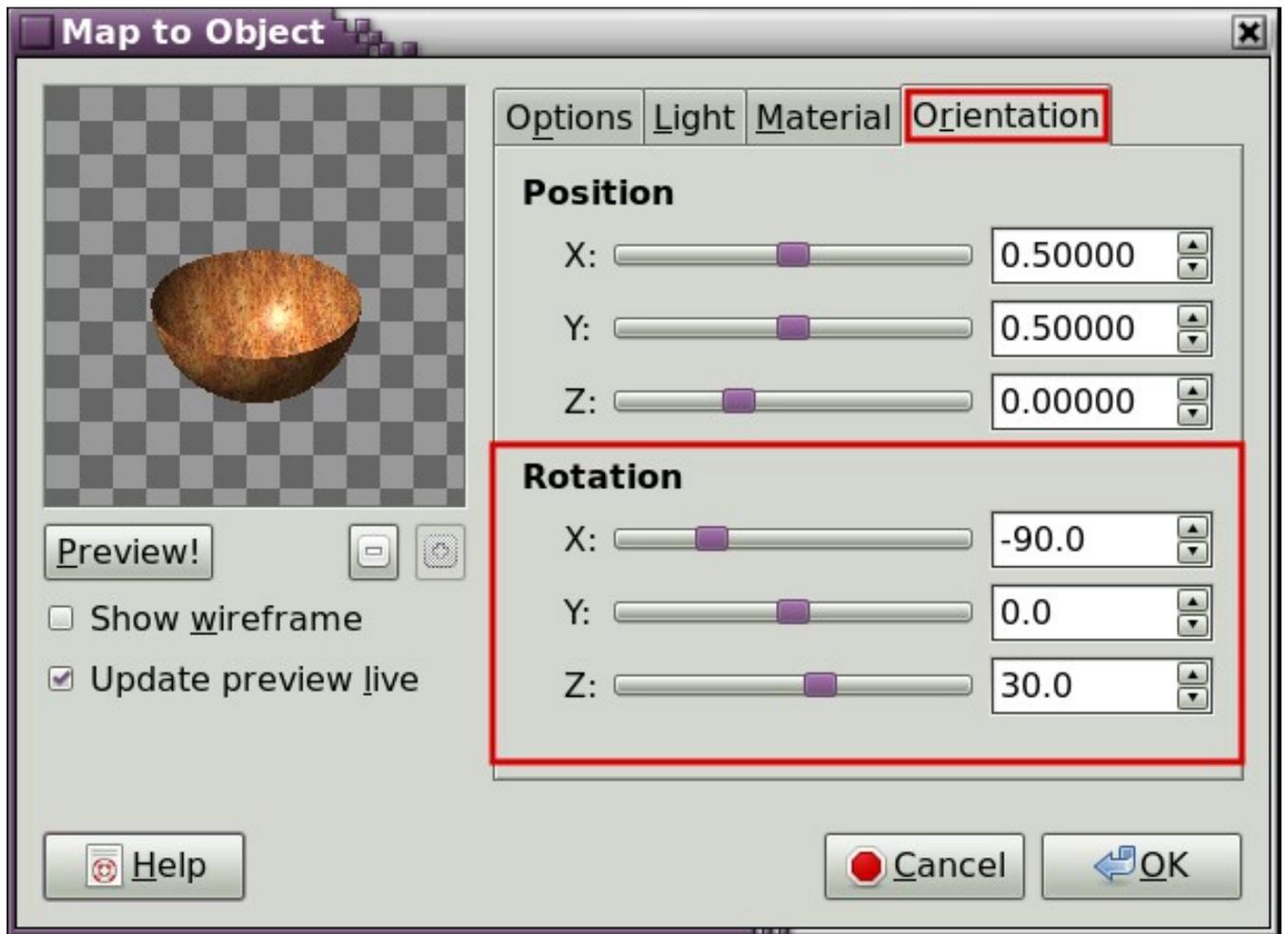


10. Click the Orientation tab and Under Rotation:

X = -90.0

Y = 0.0

Z = 30.0

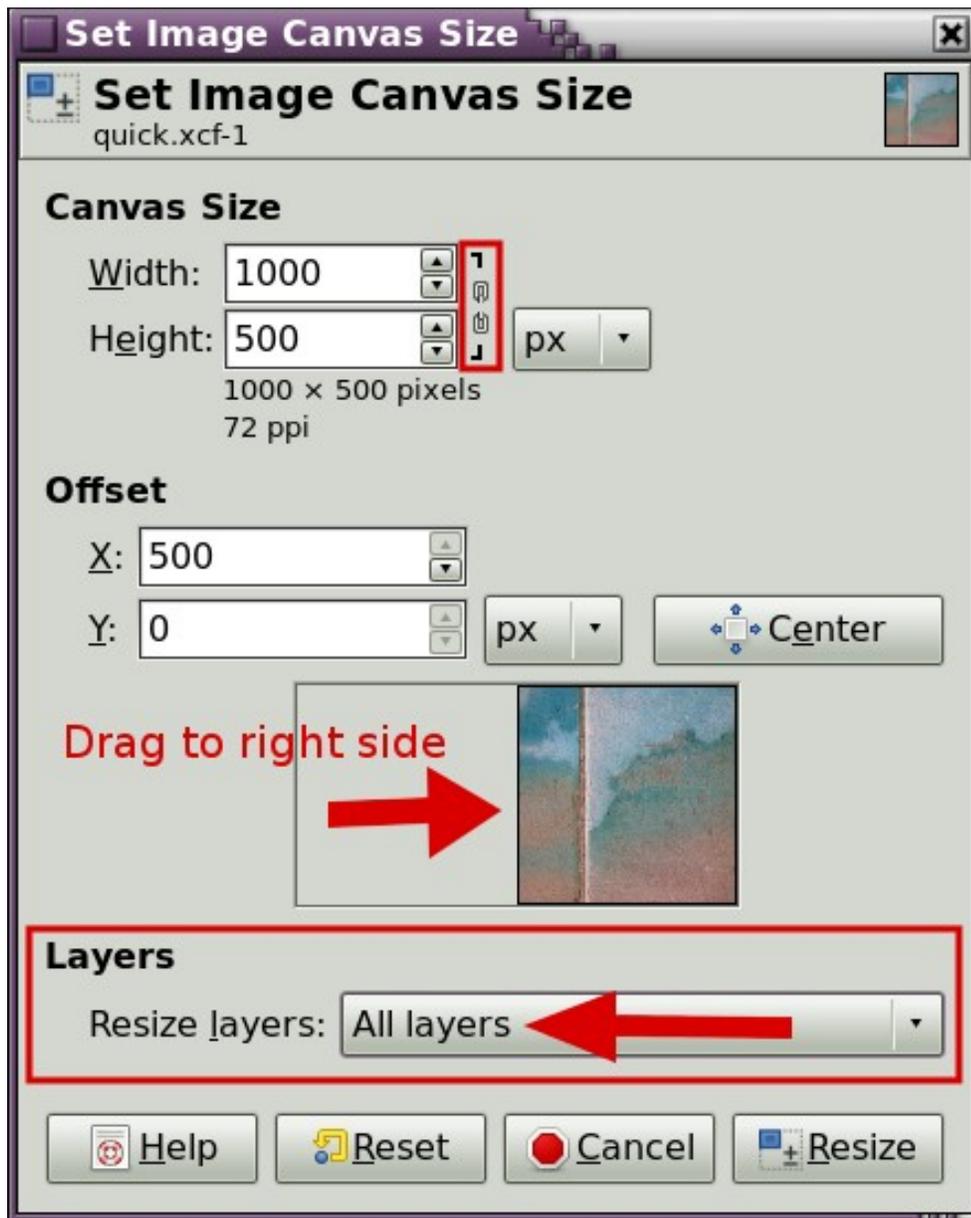


11. Click OK. Your bowl is finished.

12. Make this low, wide bowl by starting with a square image and filled with a pattern, gradient or color of your choice.



13. Image > Canvas Size > Make sure the chain is broken. Double only the width of your image, press the Enter key to set the size. Drag the image to the right with your mouse, click the Resize layers button and choose All layers.



14. Do the tutorial with your resized image starting with Step 8.

This tutorial can be found at Gimp Chat.

<http://www.gimpchat.com/viewtopic.php?p=88958#p88958>