

Creating a Spherical Emap from a Gradient for the Bevel Reflection Logo



You will need these scripts:

[RobA's Sample a Gradient Along a Path](#)

[GnuTux's Bevel Reflect Logo](#)

[GnuTux's Script-Fu Scrolling Interface](#)

[dinasset's Globe View of an Image](#)

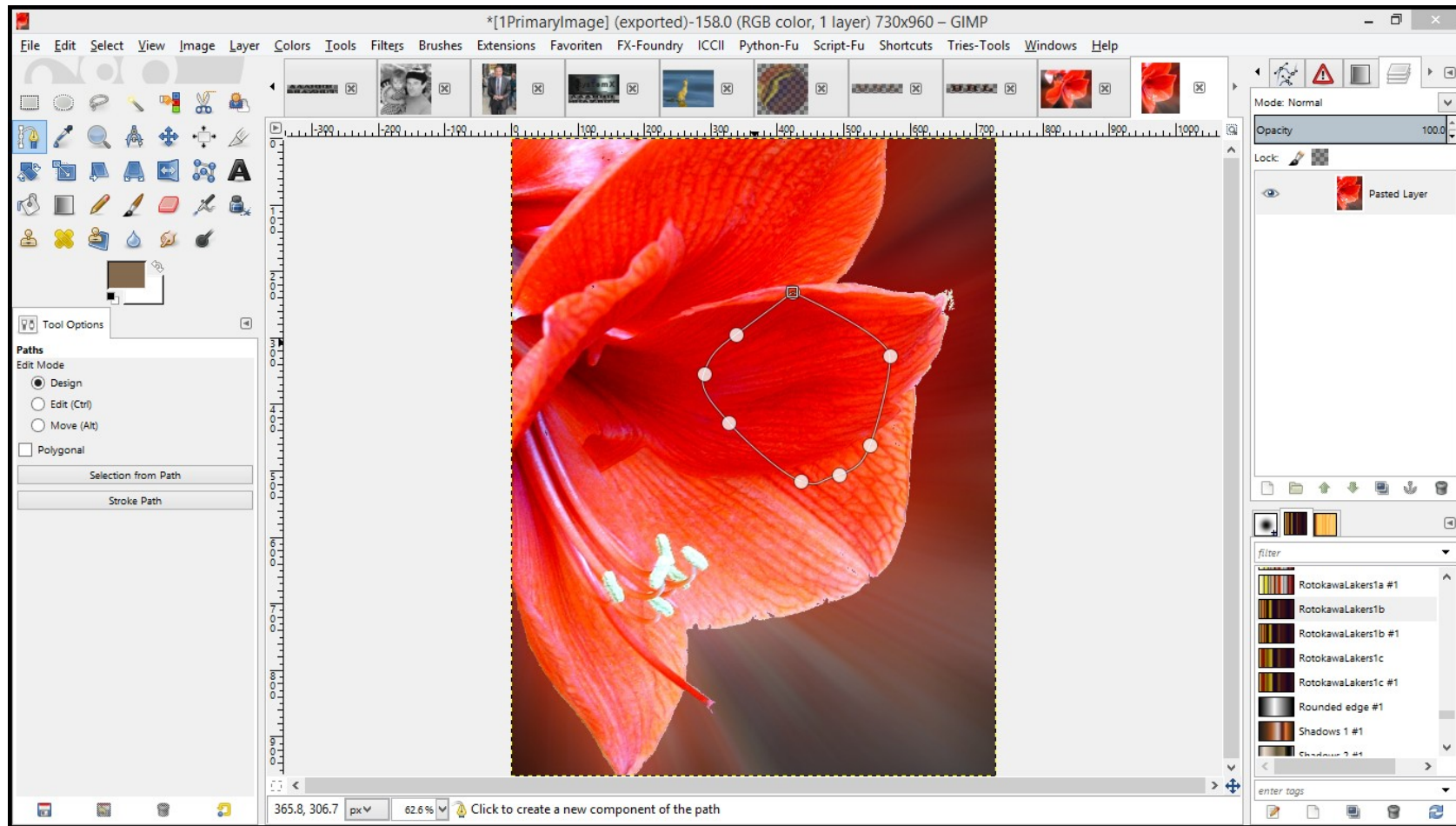
1. Load into GIMP an image containing the colors you would like in your final BRL image.

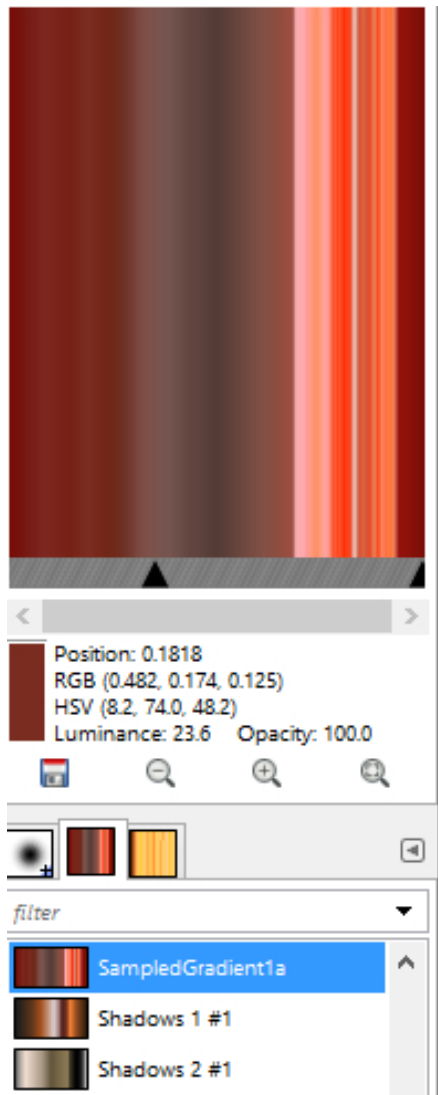


2. Create a path along the zone containing the colors you want. (using Path Tool)

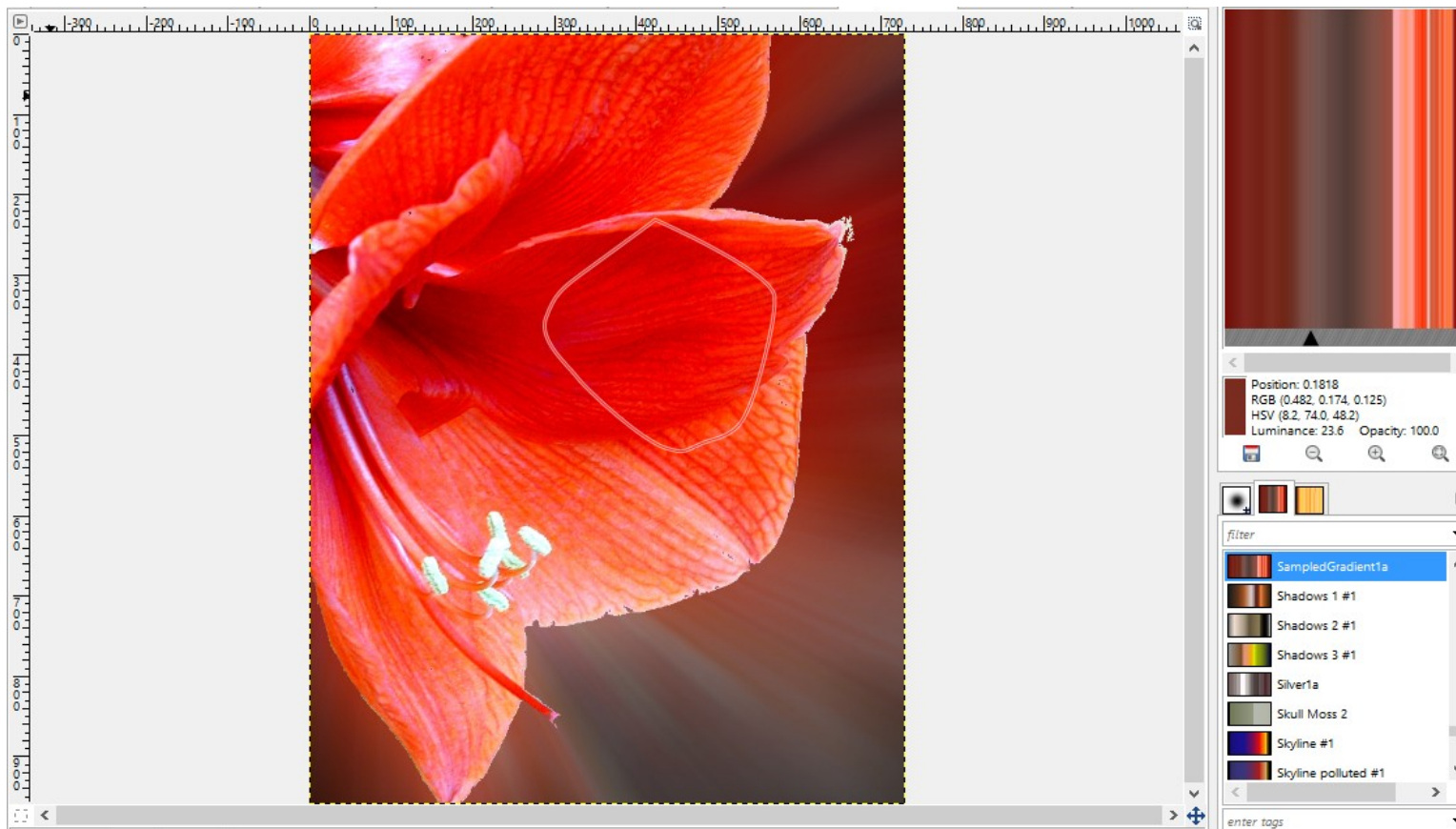


3. In the GRADIENTS DIALOG, right click on any gradient in the list. From the popup menu select GRADIENT FROM PATH. Name the Gradient for your needs and click ok.

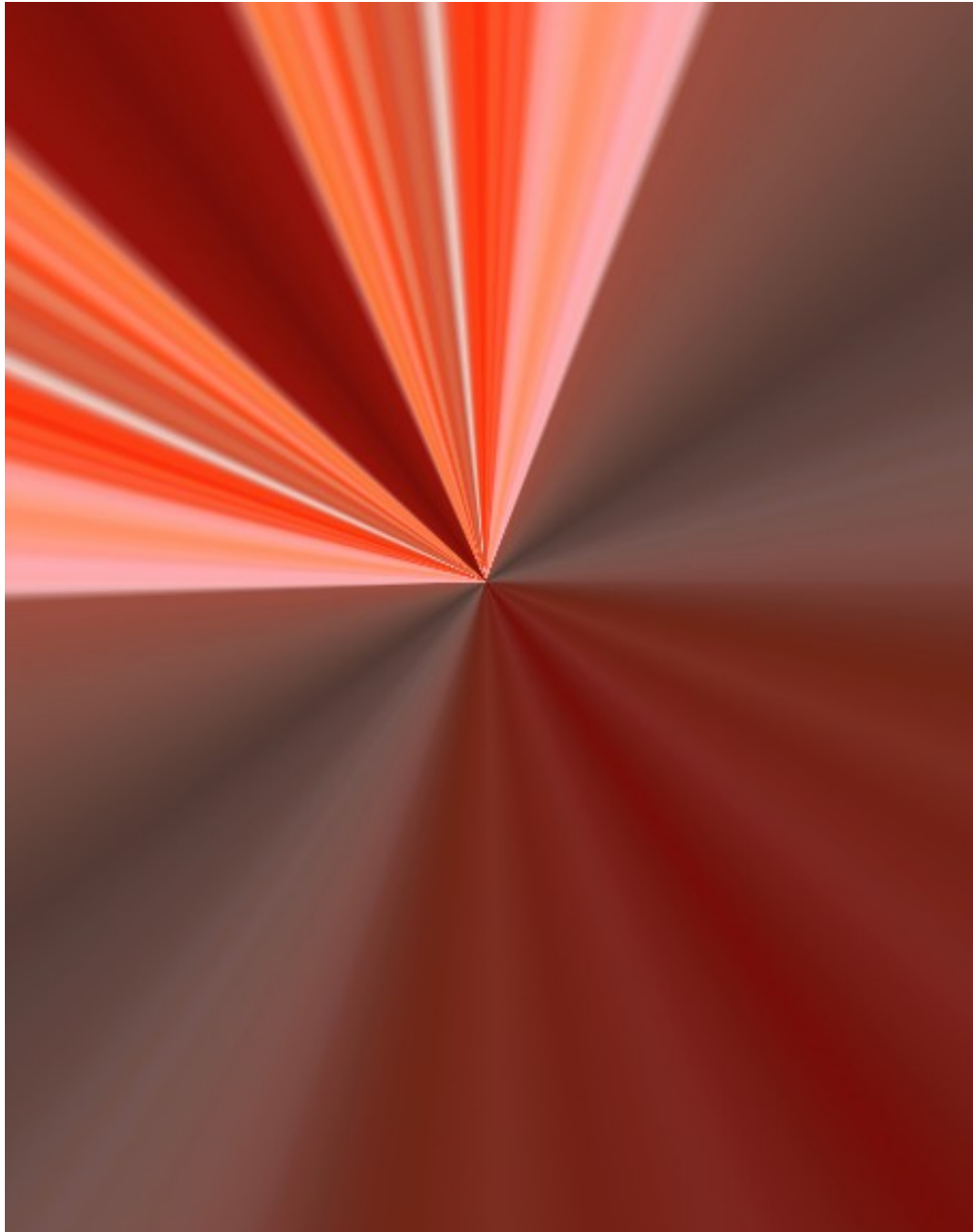




4. Locate your new gradient in the GRADIENT dialog list and double click on it. You can edit the gradient or leave it as is. I rarely edit.



5. In the tool box, select the GRADIENT TOOL and set to CONICAL (sym)
6. Create a new layer
7. Drag the GRADIENT PAINT CURSOR from the centre of the layer to the bottom right (going off page a little.)



8. If you are unhappy with the result, CTRL+Z and repeat from #7 at a slightly different angle until happy.
9. Select SCRIPTFU>MAP> GLOBEVIEW-OF-IMAGE and click OK.
10. In the new image that it created, click the eye of the bottom layer so that it is not visible (do not delete) and then select the top layer.
11. Auto crop the image.
12. Go to IMAGE>CANVAS-SIZE, close the chain and increase the width by 5. Click CENTRE and click OK.
13. Export the image as a .png file and close it. Close the remaining image without saving it.
14. Open FILE>CREATE-NEW>LOGOS-(GIMPCHAT.COM)>BEVEL-REFLECT-LOGO
15. Input your text, select ROUND-BEVEL-2.
16. For your SPHERICAL EMAP browse to the map you just created.
17. Click ok. IF YOU SHRINK GIMP DOWN THE RENDER SPEED CAN INCREASE DRAMATICALLY.

That's it. Normally under three minutes from start to end.

Hints: Blurring, Iwarp, Clouding etc. all produce interesting variations.

I save my Gradient paints as GraPai-name
Spheres as SEM-name
BRLs as BRL-name
My indexing system.

To shift the shading, simply rotate the sphere and save under a new name, then create a new BRL.

Change the color of the map simply use any of the items in COLOR>MAP menu. Palettes work also.

Try creating GRADIENTS from Palettes. Very unique effects.

Overlay the sphere with a Pattern.

To experiment is to be unique; use your imagination.