

Ofnuts 3D text

- Create your text using the Text tool, then extract the path with Text-to-path. This is going to be the top/front
- Using the Transform tools (Scale/Move, mostly) in "Path mode" generate the path for the bottom/back. It is important that the transforms keep the number of anchors in the paths (they normally do, but if you use other methods, this should be adhered to).
- Use the path-inbetween script to generate the intermediate paths (about one path per pixel of the maximum distance between the two paths). Generate the paths starting with the bottom/back path, towards the front
- prepare a gradient going from the "back" color to the "front" color (usually, the "back" color is going to be darker)
- set the brush to something small (the 1px brush (which is 3x3) works OK)
- use the stroke-visible-paths script (normally with the "Use gradient" option) to stroke the paths
- this generates hollow letters, you can add top layer, and bucket-fill a selection obtained from the "top" path.
- flatten image if necessary

