

A Tutorial for Creating a Shaped Glass Vase in GIMP Using 'Bevel Reflect Logo'



By OldManGrumpy



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Introduction

This tutorial has been created due to the overwhelming number of requests, well two at least, received from members of the Gimp Chat forum. Whilst created specifically for less experienced GIMP users, it seeks to help both new and more experienced GIMP users create a glassy vase image something like that shown on the title page.

The image in question was created originally using 'paths' to obtain the desired geometrical shapes for the individual, horizontal glass sections, basically because this author cannot draw very well. This tutorial is therefore geared to those GIMP users who are not necessarily familiar with creating and manipulating paths and a hopefully simple, yet comprehensive step by step descriptive process is supplied in all relevant sections. Basically, once the paths have been completed to set up this vase shape, the remainder of the work flow is quite simple and repetitive.

Some unique items used in this creation, such as the **gemclear.png** clear glass e-map, custom gradients used for colouring the glass and OMG's 'stroked path' example image, have been included in the tutorial zip file.

To use the gradients they must, of course, be installed in your GIMP gradients directory first and if you wish to use the 'stroked path' template to help with path creation, you will need to import it as a layer to your XCF file.

Acknowledgement

I would like to thank my Gimp Chat friend **Dinasset**, for advising me on how to handle and introduce *correct perspective* to this type of image.

Conventions used in this tutorial

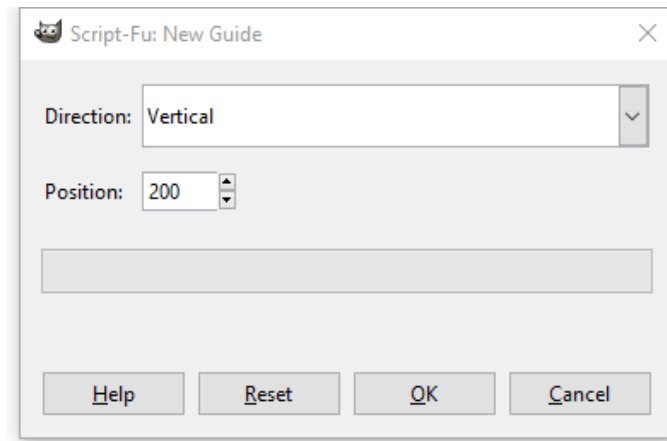
Instructions on accessing and using various GIMP functions and filters are expressed in the following format:

Image>Guides>New Guide ...

This means that the user with a mouse, firstly left clicks on **Image** from the main GIMP menu, which then shows a drop down list of Image options available.

From this list the user with a mouse then left clicks on **Guides** to show the Guides options available. From this list the user then left clicks on **New Guide ...** to display the following form for completion:

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'



References to the guides we use as we create the required paths will be in the following format:

H1 through to **H8** for the horizontal guides, top to bottom.

V1 through to **V8** for the vertical guides, left to right.

Each newly created layer of the image will be named for ease of reference within this tutorial, such as **vase template**.

Other Scripts Used In/Required By This Tutorial

For ease of creating a vase 'template' from the multiple created paths, I use one of **Ofnuts** terrific python scripts called *stroke-visible-paths-0.6.py*, which can be downloaded from

<http://sourceforge.net/projects/gimp-path-tools/files/scripts/>

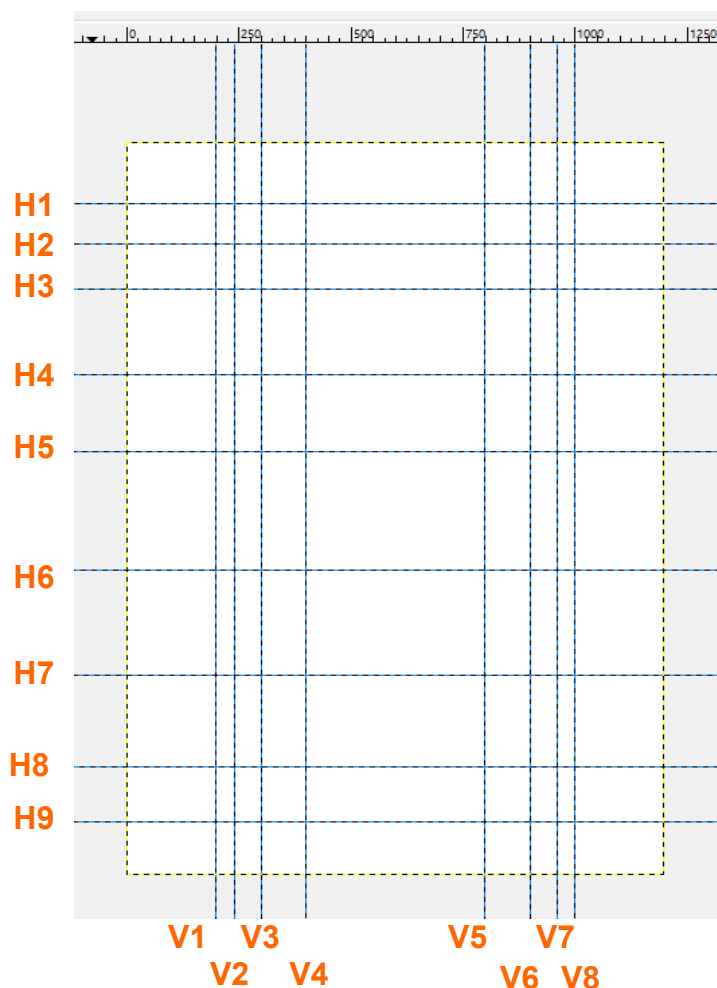
A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

Section 1 – Setting Up

This section deals with creating a set of **guidelines** over the new canvas to help with positioning and modification of the paths which form the outline of the glass vase and its seven individual horizontal segments.

1. Using **File>New** create a new canvas 1800 pixels high and 1200 pixels wide, with a white background
2. Using **Image>Guides>New Guide ...** create the first new vertical guide at **200 pixels**
3. Repeat step 1.1 above for vertical guides at **240, 300, 400, 800, 900, 960 and 1000 pixels**
4. Using **Image>Guides>New Guide ...** create the first new horizontal guide at **150 pixels**
5. Repeat step 1.3 above for horizontal guides at **250, 360, 570, 760, 1050, 1310, 1535 and 1760 pixels**

You should now have a white canvas looking like this (without the **H** and **V** notations of course):

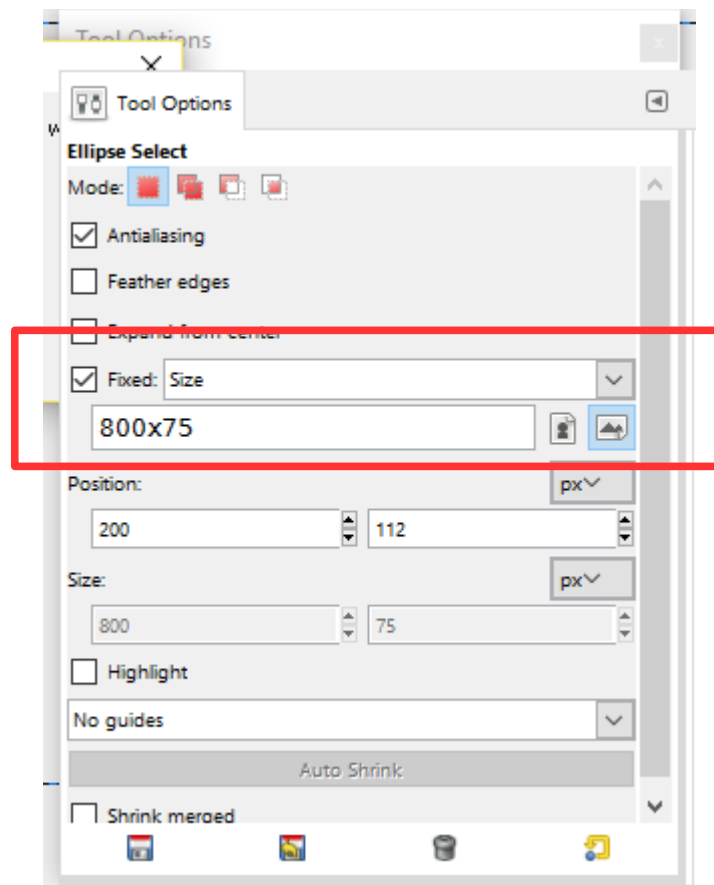


That completes section 1.

Section 2 - Creating the Top and Left Side Paths

This section deals with creating the above two shaped paths which will eventually form the outline of the glass vase. Once all paths are completed, an outline 'template' layer is created from the paths to help with easy selection of segments and running of the BRL script.

1. We will create the path for the inside top of the vase first, so choose the **Ellipse Select Tool** in the **Toolbox**, select **Size** from the fixed option drop down and check the **Fixed** box on its left. Type in **800x75** as the required fixed width and height sizes and press **Enter**. The tool options box should then look like this



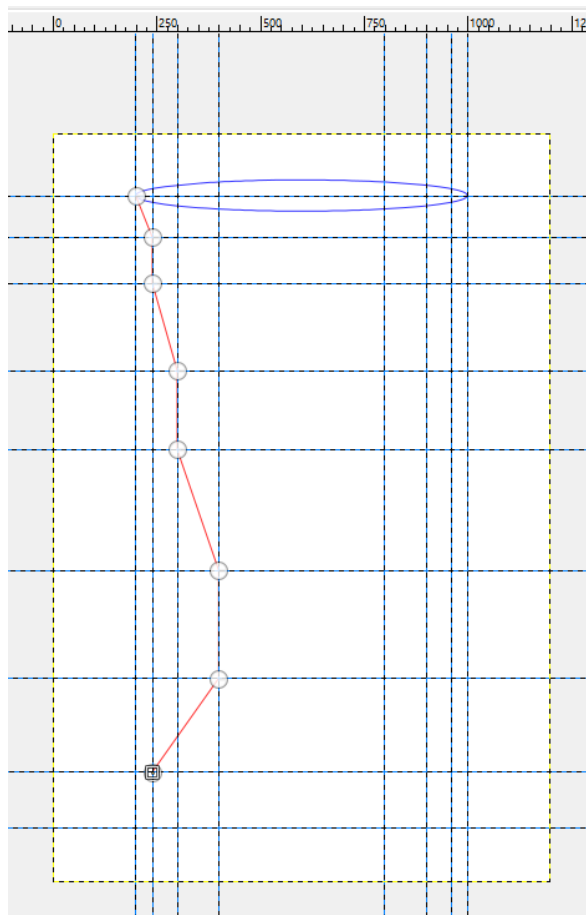
2. Now, using your cursor, drag the fixed size ellipse across the canvas and position it at the intersection of **H1** and **V1**, with **H1** forming the long ellipse diameter.
3. With the ellipse selection positioned correctly, right click the mouse to display the GIMP menu and **Select>To Path**, then right click again and **Select>None** to remove the selection.
4. Select the Paths Dialog Tab and you should see your new path with the name **Selection**. Rename this path as **vase top inside**.
5. Right click the mouse to display the path options menu and select **New Path** to display the **New Path Options** window where you can name the path **vase left side** and then click **OK**.
6. Now select the **Paths Tool** in the **Toolbox** and ensure you are in **Design** mode; now position your cursor (cross hair) directly over the intersection of the guides **H1** and **V1** and left click to create the first anchor point of our path. Now move the cursor to each of the following guide co-ordinates and left click on each to create further anchor points and

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

complete this path:

- 6.1. **H2** and **V2**
- 6.2. **H3** and **V2**
- 6.3. **H4** and **V3**
- 6.4. **H5** and **V3**
- 6.5. **H6** and **V4**
- 6.6. **H7** and **V4**
- 6.7. **H8** and **V2** and then select any other tool to end this path creation.

The actual path should now display as a series of straight red lines connecting the anchor points as shown in the image below. Our next step is to curve these straight lines to create our desired vase shape.



That completes section 2.

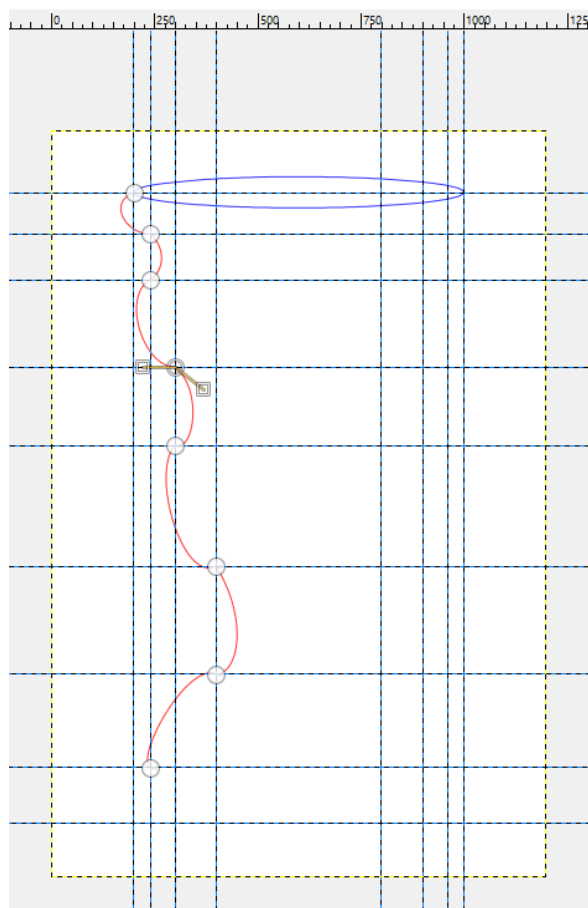
Section 3 - Creating the Left Side Path Curves

This section deals with creating the curves in the **vase left side** path to produce the shaped vase outline. We will create the shapes we need by directly dragging on a 'segment' – the red line between two anchor points or using the 'handles' that appear from each node/anchor point, as shown in the image below.

N.B. - teaching any GIMP user about paths in detail is beyond both this author and this tutorial – you will need to use your own initiative and care to achieve the required vase shape. Of course, to help you out if required, a PNG copy of my stroked path outline is included with this tutorial, which you can import into your XCF file so that you can follow it's curves as you modify the paths.

1. Select the **Paths Tool** in the **Toolbox** and ensure you are in **Design** mode; now click anywhere on the path to make it active.
2. Now use your cursor to drag individual segments and/or use the handles to create/refine each of those curves in turn until you are satisfied with the shape.

Hopefully it will look something like this ...



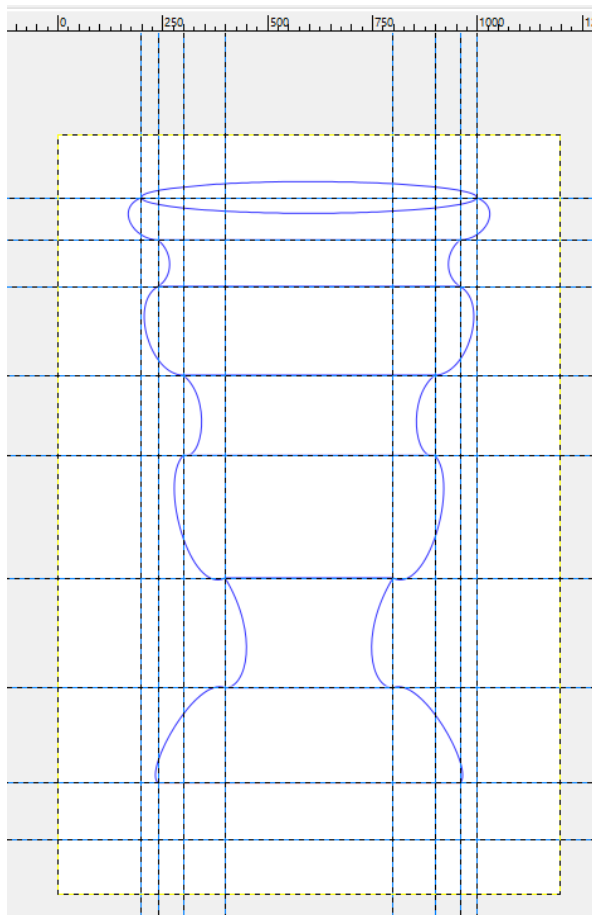
That completes section 3.

Section 4 - Creating the Vase Right Side Path

This section deals with creating the path for the vase right side and is really simple, given that we have already created the **vase left side** path.

1. Duplicate the **vase left side** path.
2. Rename this path as **vase right side** path.
3. Select the **Flip Tool** in the **Toolbox** and ensure that both 'path mode' and the horizontal radio button are set.
4. Click on the canvas to flip the path and reveal now the proper shaped vase image.

You should now see the paths looking like this;



That completes section 4.

Section 5 - Creating the Horizontal Paths

This section deals with the creation of the remaining seven horizontal paths to complete the shape of our vase. The work flow is similar to that for producing the **vase left side** path.

1. Select the **Paths Tool** in the **Toolbox** and ensure you are in **Design** mode.
2. Now right click in the **Paths Dialog** to display the path options menu; left click on **New Path** to display the **New Path** window and enter **H2** in the **Path Name** field, then click OK.
3. In the paths dialog, the new path layer will be active but invisible, so click on the 'eye' symbol to make it visible when we create it next.
4. Then position your cursor (cross hair) directly over the intersection of the guides **H2** and **V2** and left click to create the first anchor point of our new horizontal path. Now move the cursor to **H2** and **V7** guide co-ordinates and left click again to complete this new horizontal path named **H2**.
5. Now to create the remaining six new horizontal paths repeat steps 2 through 4 above substituting in turn the anchor points below:
 - 5.1. **H3** and **V2** then **H3** and **V7**
 - 5.2. **H4** and **V3** then **H4** and **V6**
 - 5.3. **H5** and **V3** then **H5** and **V6**
 - 5.4. **H6** and **V4** then **H6** and **V5**
 - 5.5. **H7** and **V4** then **H7** and **V5**
 - 5.6. **H8** and **V2** then **H8** and **V7** and then select any other tool to end this path creation.

Because of the dotted guide lines, it will be somewhat difficult to discern the new paths on the canvas right now.

That completes section 5.

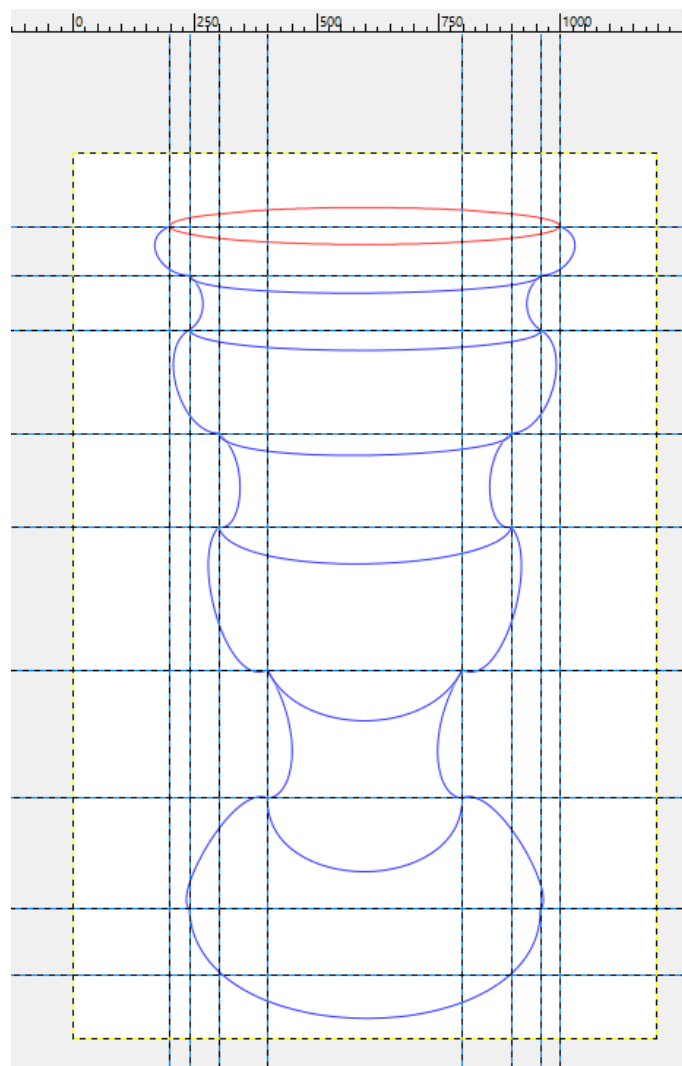
Section 6 - Creating the Horizontal Path Curves and the Stroked Path Image

This section deals with creating the curves in the horizontal to complete the round shape of the vase and to incorporate appropriate perspective from the perceived viewing angle.

Once again we will create the shapes we need by directly dragging on a horizontal 'segment' – or by using the 'handles' that appear from each node/anchor point.

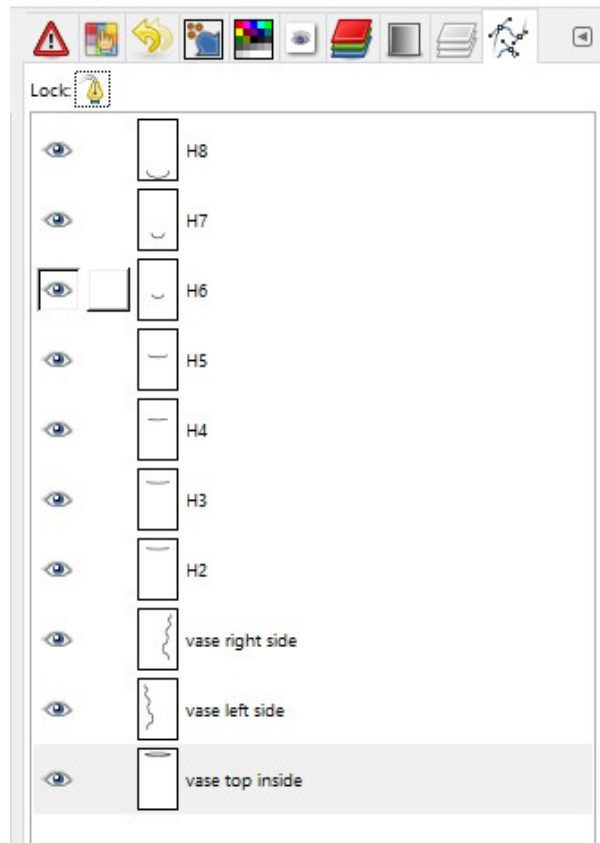
1. Select the **Paths Tool** in the **Toolbox** and ensure you are in **Design** mode; now click anywhere on the **H2** path to make it active.
2. Now use your cursor to drag the segment and/or use the handles to create/refine the curve until you are satisfied with the shape - remember the OMG stroked path image is our target for these curves and was produced from the paths image below.
3. Repeat the actions in step 2 above for each of the horizontal paths **H3** through **H8**

Hopefully when you finish these curves your paths canvas will look something like this ...



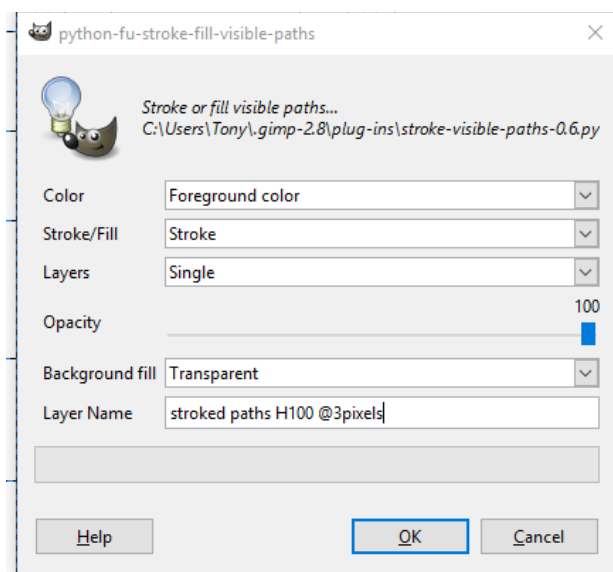
and your Paths Dialog tab will also look like this ...

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'



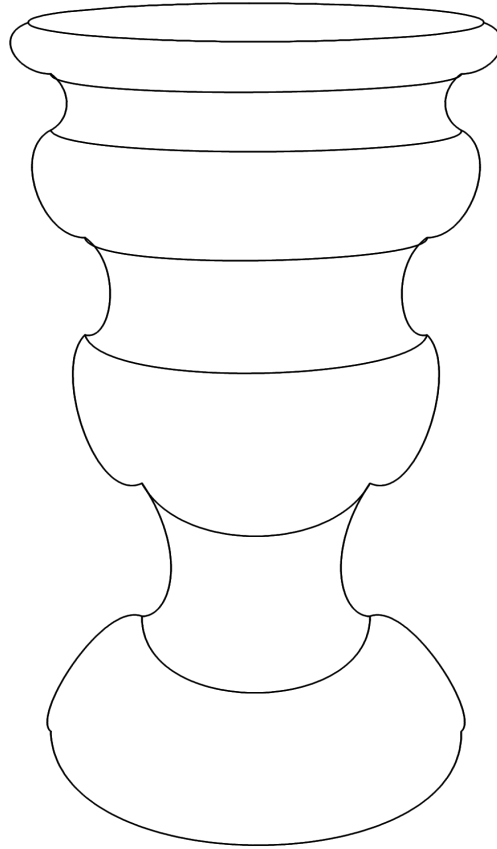
Now to finalise this section, with all your paths visible as in above Path Dialog image, we will create a stroked path layer from which we will select and run our BRL functions. Remember that to perform this task you will require **Ofnuts stroke visible paths plug-in**.

1. Select the **Paintbrush Tool** from the **Toolbox**
2. Then select the **Hardness 100 brush** and reduce the **pixel count** to **3** and ensure **black** is your foreground colour
3. Select **Image>Stroke or fill visible paths** to display this menu and select/fill in the fields, including layer name, as shown



A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

The plug-in will create the layer with the designated name and you should now have a transparent layer that looks like the one below once you have removed the guidelines, which you can do by selecting [Image> Guides>Remove all Guides](#).



Now you have completed all the rather tedious set up work and can start to have fun with BRL.

That completes section 6.

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

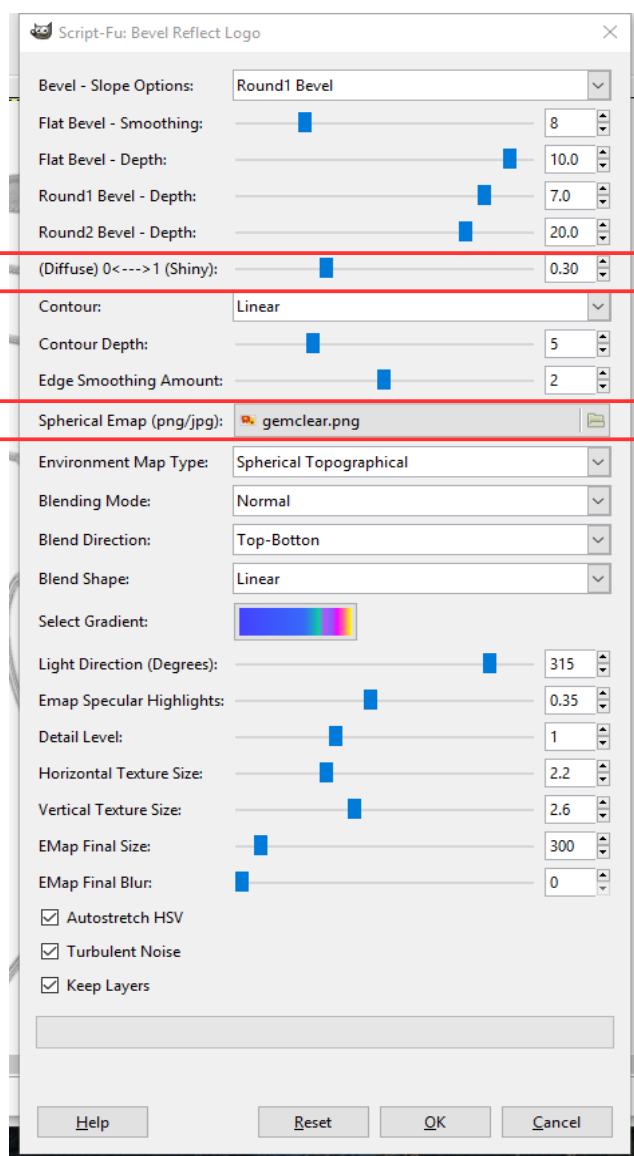
Section 7 – Selecting the Horizontal Segments and Running BRL

This section deals with selecting the horizontal segments against which to run BRL for our glass vase.

1. First select the **Fuzzy Select Tool** from the **Toolbox**.
2. Then with the **stroked paths H100 @ 3pixels** as the active layer, click in the top ellipse shape to make a selection.
3. Create a new transparent layer and make sure it is the active layer
4. Now select the **Bucket Fill Tool** from the **Toolbox**, set the **Pattern fill** radio button on and also the **Fill whole selection** radio button.
5. Now select any pattern (OMG always uses **3DGreen** for no real reason!), click on and fill the current selection with the pattern.
6. Select **Filters>Alpha to Logo>Bevel Reflect Logo** and apply the settings as shown below – note that we do not want a shiny inside to the vase **A** and we must select our 'gemclear.png' e-map (included in zip file) **B**

A →

B →

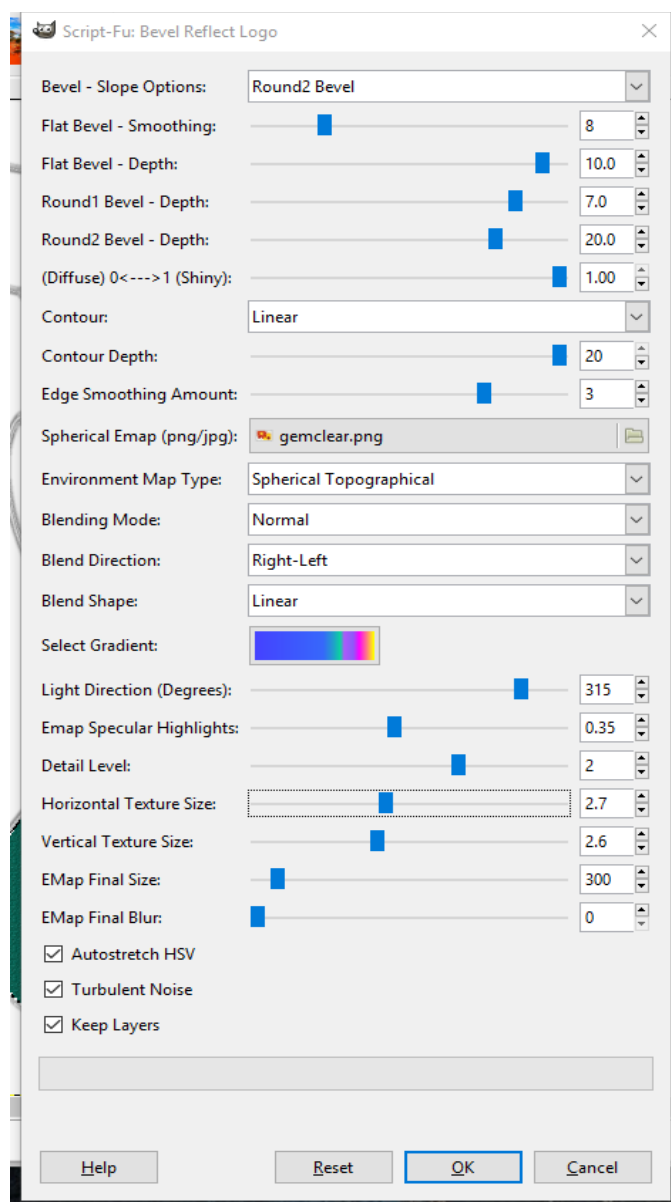


7. Now click **OK** and run **BRL** – it will create a new layer called **BRL Logo**; rename it to

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

vase top inside dull.

8. Now delete the layer named **BRL Logo Copy** that you previously filled in order to run **BRL**
9. Now whilst it is possible to run our next **BRL** against all segments at once, OMG finds it easier/more flexible to run **BRL** against each horizontal segment in turn. So now apply the following instructions to each of the seven horizontal segments from bottom to top:
 - 9.1. Select the **Fuzzy Select Tool** from the **Toolbox**.
 - 9.2. Then with the **stroked paths H100 @ 3pixels** as the active layer, click in the target segment to make a selection.
 - 9.3. Create a new transparent layer and make sure it is the active layer
 - 9.4. Now select the **Bucket Fill Tool** from the **Toolbox**, ensuring the **Pattern fill** radio button and also the **Fill whole selection** radio button are both set on.
 - 9.5. Now select say pattern **3DGreen**, click on and fill the current selection with that pattern.
 - 9.6. Select **Filters>Alpha to Logo>Bevel Reflect Logo**, apply the settings as shown below, click **OK** and run BRL



A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

- 9.7. **BRL** will create a new layer called **BRL Logo**; rename it to **H7, H6, H5, H4, H3, H2, H1** in turn as appropriate
- 9.8. Now with the newly named layer active, right click to display the GIMP menu and choose **Select>Invert** then press the delete key to remove any BRL glass outside of our original selection – that provides a clean sharp look on the edges
- 9.9. Delete each time the layer named **BRL Logo Copy** that you previously filled in order to run **BRL**

Your canvas should now contain an image that looks something like this and of course you can then make **stroked paths H100 @3pixels** invisible to remove the black lines:



That completes section 7.

Section 8 – Applying Colour to the Glass

This section deals with applying the colour to the image from the supplied gradients to match the image on the cover and setting the most desirable blend modes for them. Of course, colouring options with gradients or patterns are infinite so please make your own choice if you wish. That is one reason why I use the 'stroked paths' template as it makes segment selection very easy.

We will do the vase top inside colouring first:

1. First select the **Fuzzy Select Tool** from the **Toolbox** and set the mode to **Replace the Current Selection**.
2. Then with the **stroked paths H100 @ 3pixels** as the active layer, click inside the ellipse forming the vase top to make a selection.
3. Create a new transparent layer at the top of your layer list and make sure it is the active layer
4. Select the **Blend Tool** from the **Toolbox** and then select the supplied **omgburntcloud2** gradient; ensure that the **Shape** option is set to **Linear**.
5. Position the cursor on the left side of the canvas and draw it straight across to the right.
6. Change the blend **Mode** for the layer from **Normal** to **Multiply** so we maintain the dull look
7. Now rename this layer **vase inside omgburntcloud2 linear l to r**

Now we will colour the odd layers of the vase:

1. First select the **Fuzzy Select Tool** from the **Toolbox** and set the mode to **Add to the Current Selection**.
2. Then with the **stroked paths H100 @ 3pixels** as the active layer, click inside each of the four odd numbered segments to make a selection.
3. Create a new transparent layer at the top of your layer list and make sure it is the active layer
4. Select the **Blend Tool** from the **Toolbox** and then select the supplied **omgburntcloud2** gradient; ensure that the **Shape** option is set to **Linear**.
5. Position the cursor on the left side of the canvas and draw it straight across to the right.
6. Change the blend **Mode** for the layer from **Normal** to **Burn**
7. Now rename this layer **omgburntcloud2 linear l to r**
8. Duplicate this layer and change the blend **Mode** for the layer from **Normal** to **Overlay**.

You should now have a canvas looking something like this:

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'



Now we will colour the even layers of the vase:

1. First select the **Fuzzy Select Tool** from the **Toolbox** and set the mode to **Add to the Current Selection**.
2. Then with the **stroked paths H100 @ 3pixels** as the active layer, click inside each of the three even numbered segments to make a selection.
3. Create a new transparent layer at the top of your layer list and make sure it is the active layer
4. Select the **Blend Tool** from the **Toolbox** and then select the supplied **omg xmas bell** gradient; ensure that the **Shape** option is set to **Linear**.
5. Position the cursor on the left side of the canvas and draw it straight across to the right.
6. Change the blend **Mode** for the layer from **Normal** to **Overlay**
7. Now rename this layer **omg xmas bell linear l to r**
8. Now repeat steps 1 through 7 substituting the supplied **brown borzoi** gradient except this time draw your cursor in a straight line from top to bottom, renaming the layer accordingly
9. Set the blend **Mode** of this layer to **Burn**, duplicate the layer and change the blend mode for this layer to **Overlay**.

That's it, you should now have a completed shaped glass vase like mine.

I often add a final touch to an image by creating a **'new from visible'** layer, running **Filters>Enhance>Unsharp Mask** and then changing the blend **Mode** of that layer to **Overlay**.

Of course you can play with and change the blend modes of the colours used above to get new

A Tutorial for Creating a Shaped Glass Vase in GIMP using 'Bevel Reflect Logo'

effects to your liking and add a background of your choice

That completes section 7 and the tutorial. I thank you for using this tutorial, hope you enjoyed both the process and the results and were able to learn something too as I did in making it.

I welcome any feedback you may wish to provide whether positive or negative.