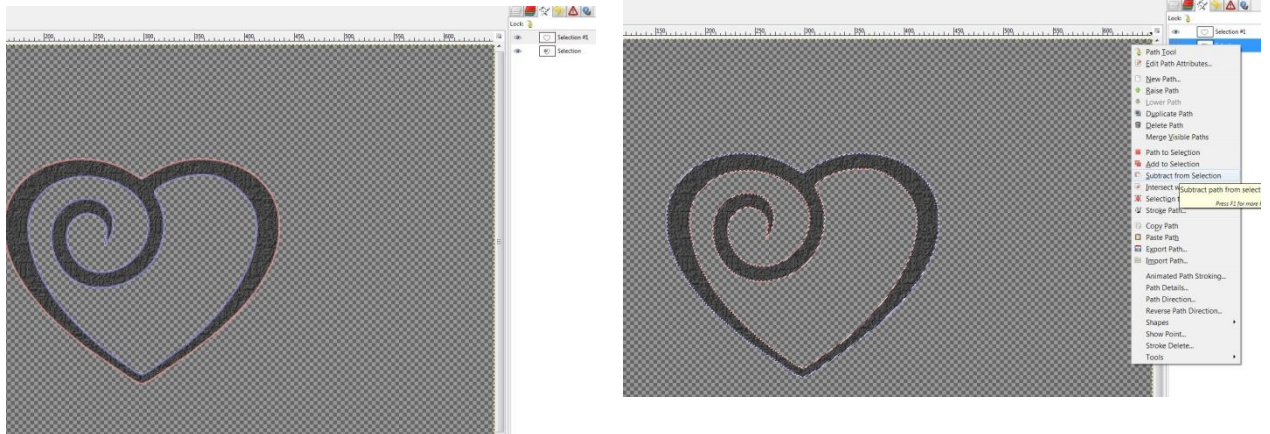


Playing with Light Rays

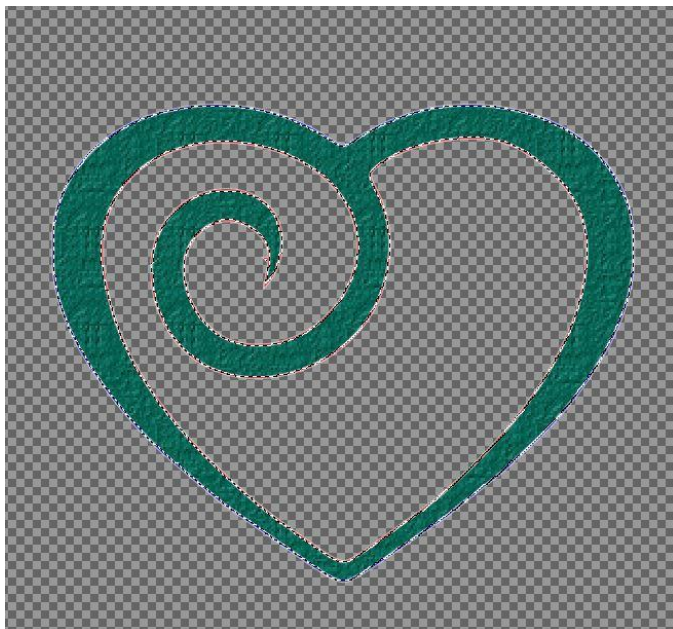
My flow to get light rays on an/some object/s to create an outcome

Create a background layer 1000 x 1000

Add your object in png on a transparent layer on background. Our sample it's a heart. I did an external selection to path. And then I did an internal selection to path. So in Paths we have two layers. Selection the upper Path, Path to selection, then selection your second path, right bottom and subtract selection.



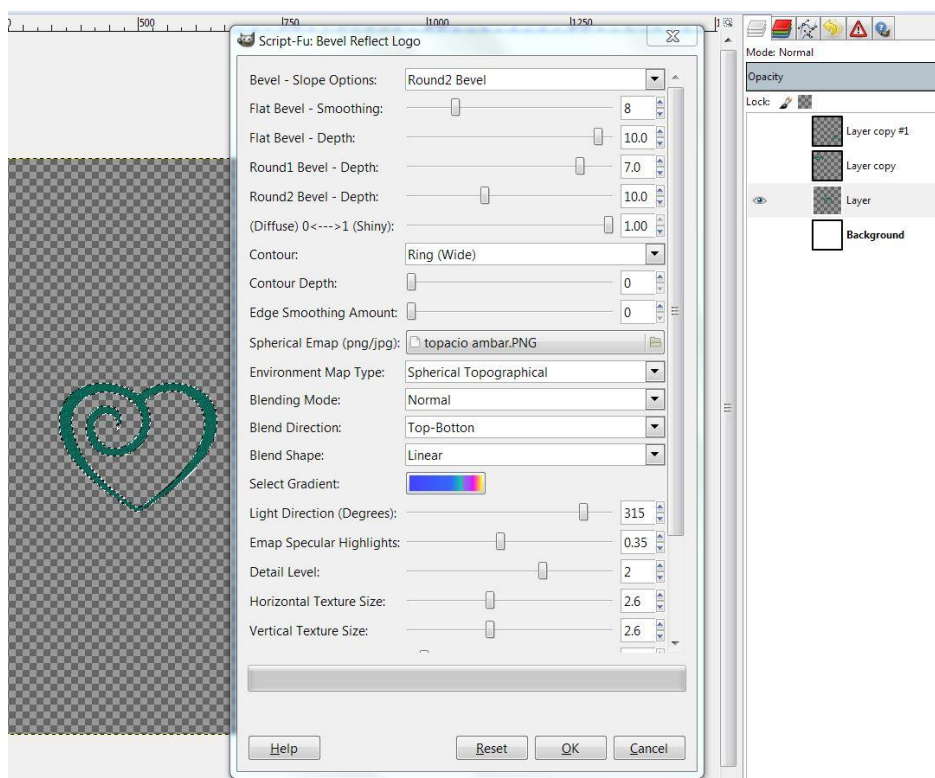
We get a selection. Go to layers create a new transparent layer and fill up your selection with a pattern. If you want several objects put each object on a different transparent layer.



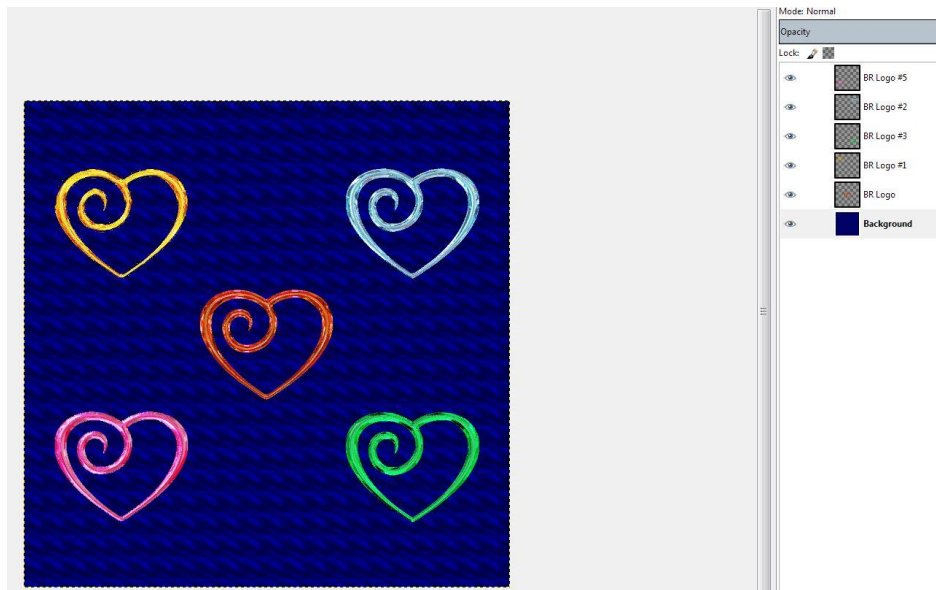


Run BRL on each object and on your different layers. Set guides if necessary.

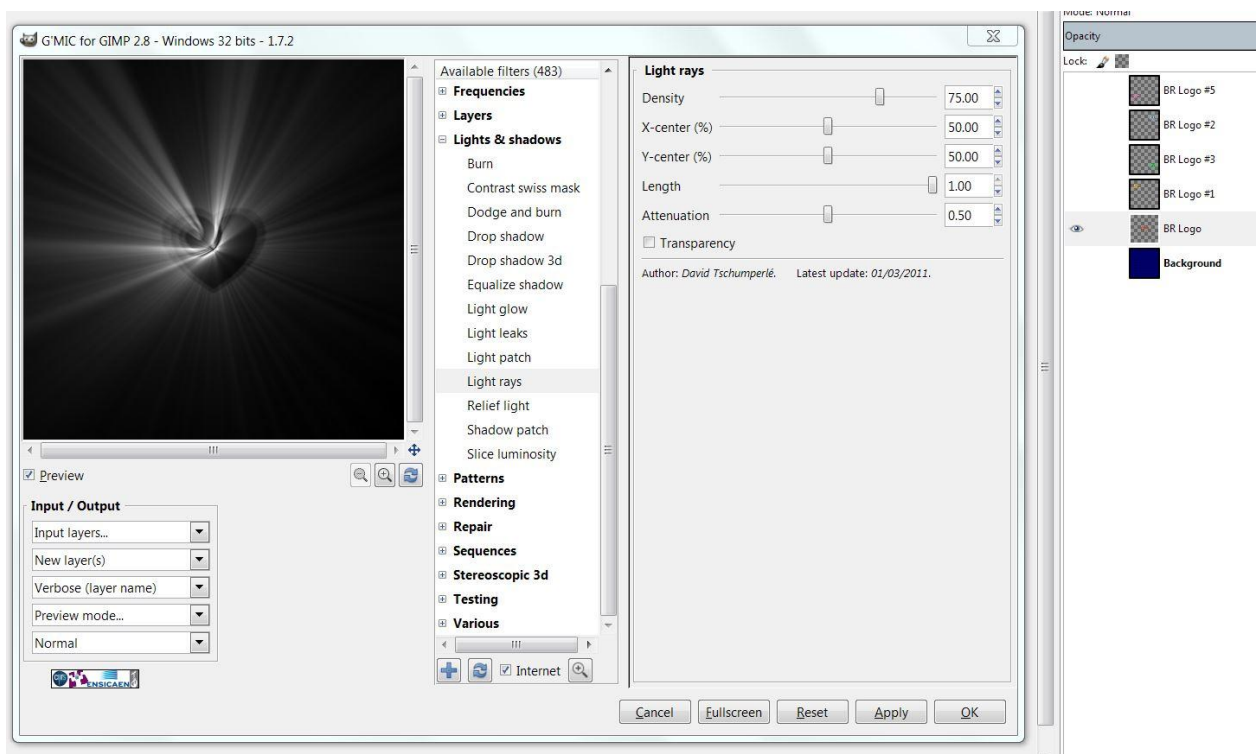
My settings were these:



I've put dark pattern on background so that it can be visible better.

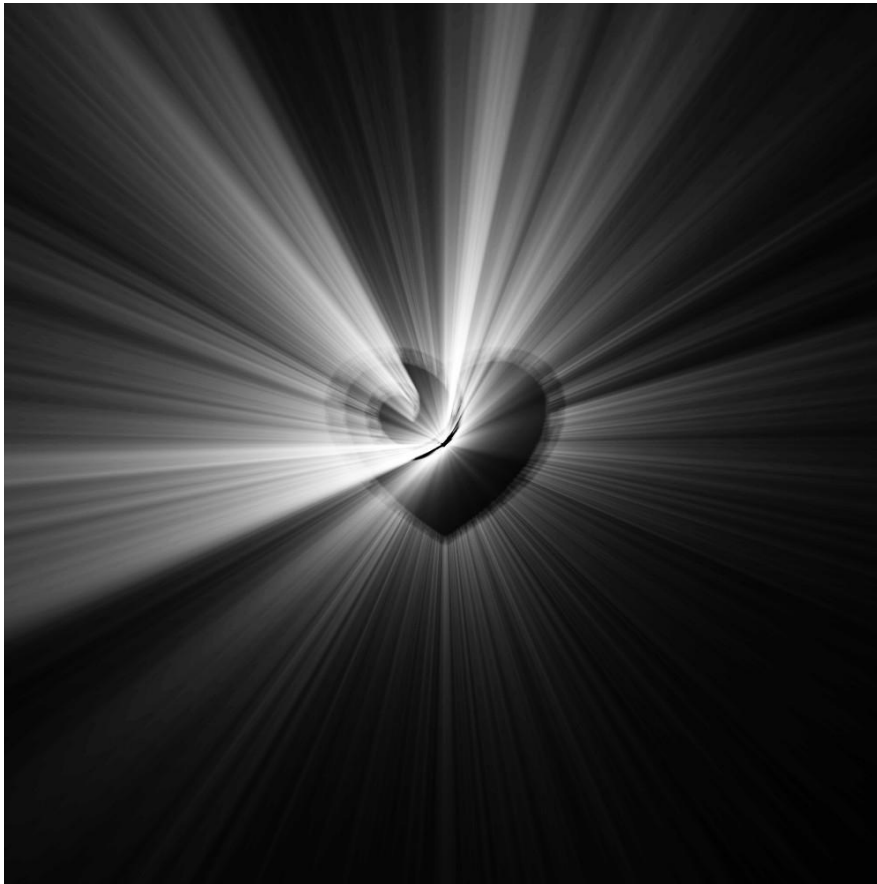


Close eyes to your layers except one layer. We are going to apply Light Rays on the first heart. Go to filters – GMIC – Lights & Shadows – Light Rays – my settings were these: Tick on transparency. I didn't



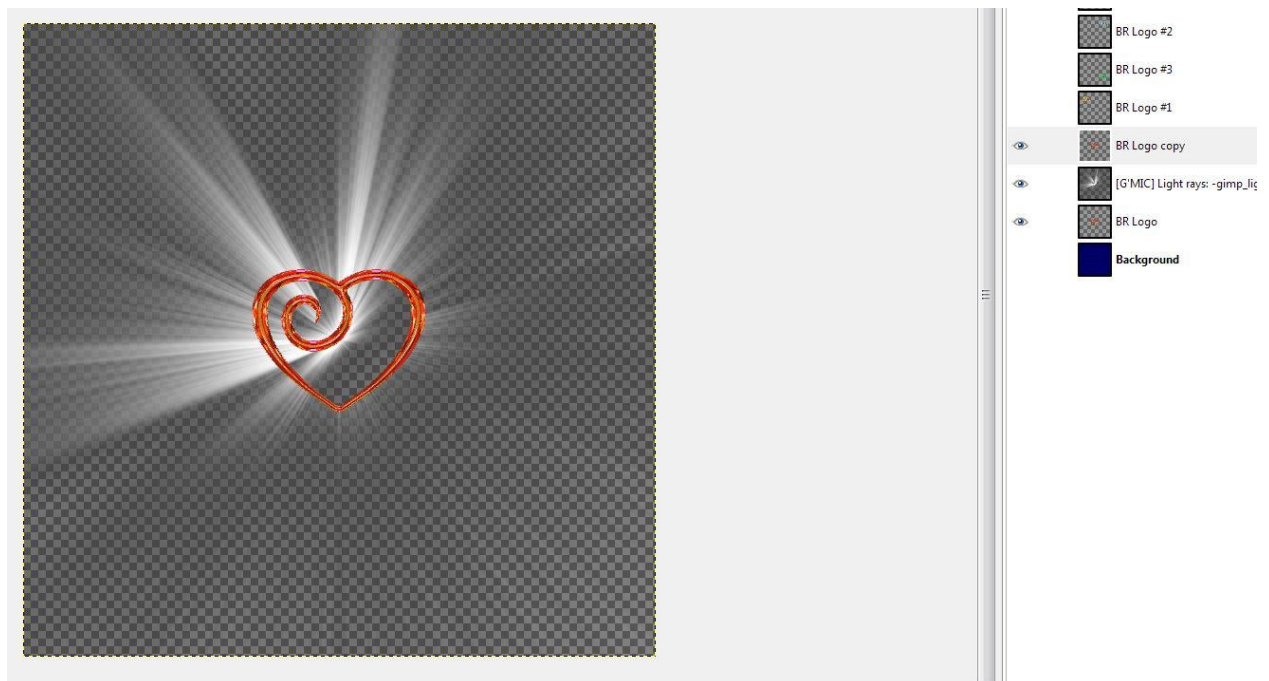
do it because the rays were almost not visible on the shot. Press OK

You get a new layer with white light rays.



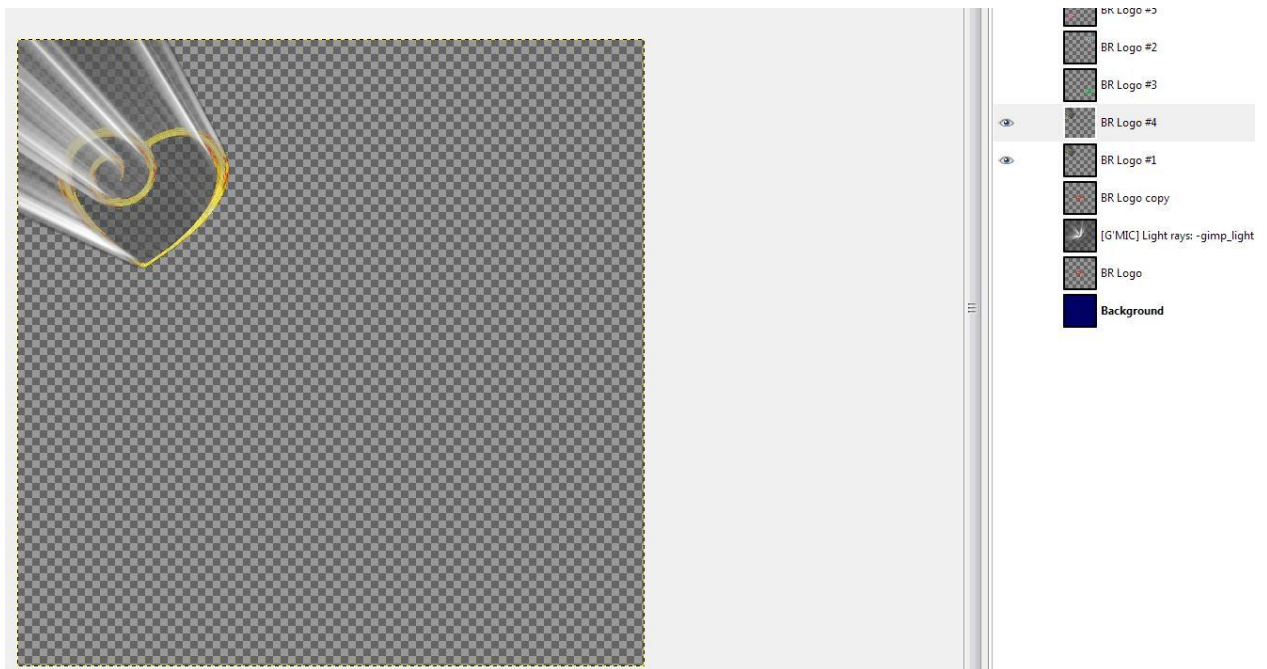
Duplicate the layer 3 or 4 times and combine them. Duplicate the resultant layer and set the upper layer at screen mode and combine the two light ray layers. Close the eyes on heart layer and light ray layer.

Make the same steps on each layer where we have the objects. You will see that using the same settings in GMIC, each object produces different ray direction.

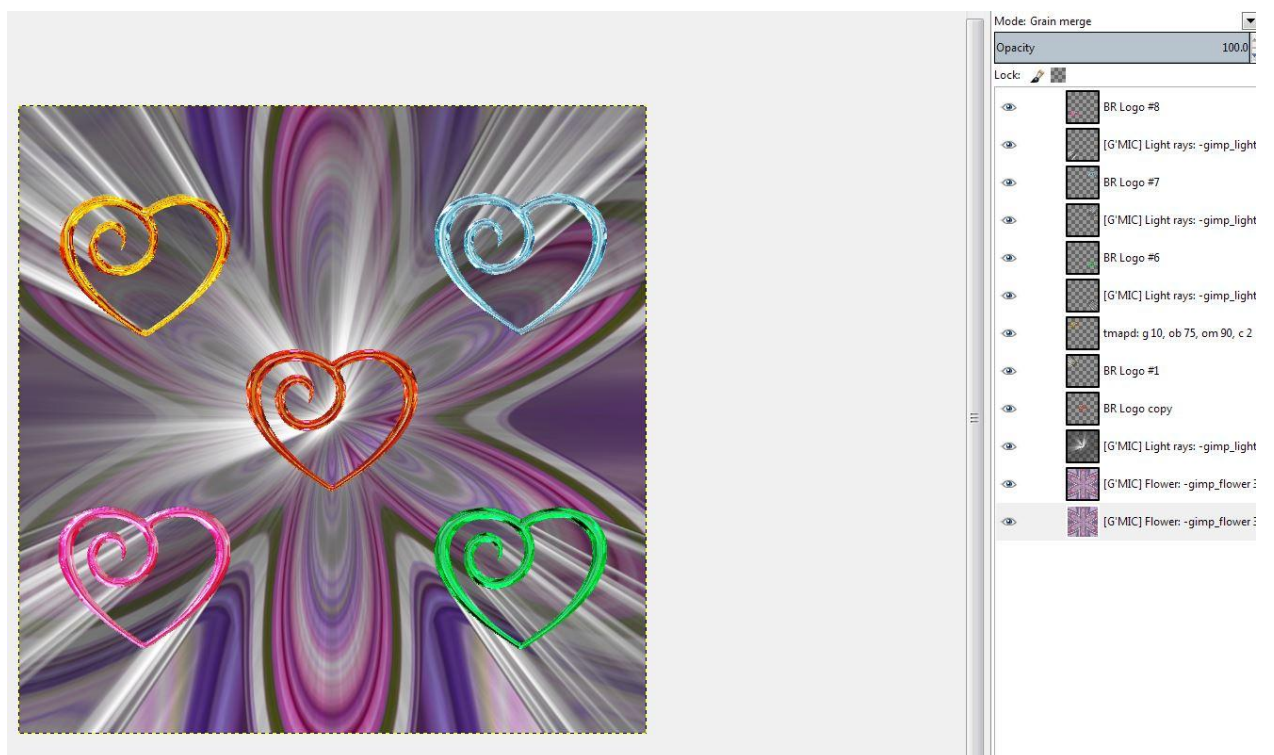


Set your BRL object on light rays. Get rid of pattern layer.

Make the same steps on remain object layers.



Once done. You can put your decoration on your background. I applied a radial gradient on background layer. On the radial gradient I deformed it in GMIC deformation and played with layer modes.





I don't know if this can be useful for someone. I really wrote this short tutorial for a request of a nice friend of mine (Dinasset). 🌟💻

Enjoy it.

Issabella