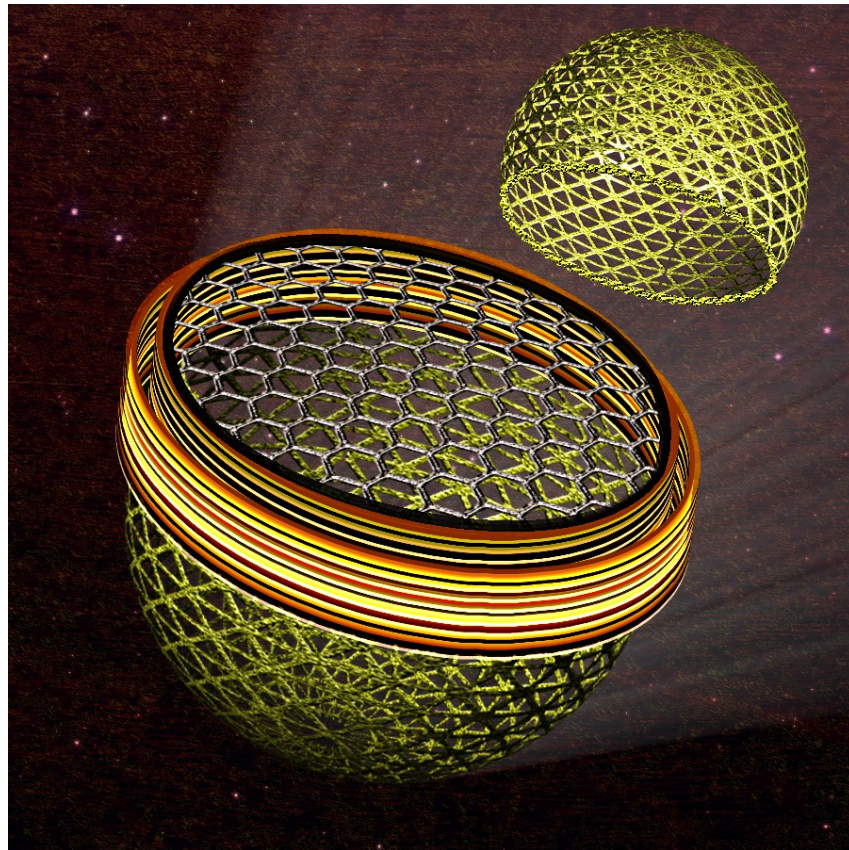


Playing With Shaped Wire & Framed Wire Art - Part 3

A tutorial on various methods of creating shaped wire grids or patterns and identification of some fabulous filters to use with them in GIMP to produce framed wire artworks



By OldManGrumpy



Playing With Shaped Wire & Framed Wire Art – Part 3

Introduction

This is Part 3 of a three part set of tutorials on creating shaped wire and wire framed artworks. This part builds on the two previous parts which focussed on creating wire grid patterns in various shapes. This tutorial set has been created to support a number of requests from members of the Gimp Chat forum in a thread that I originated with the same name – Playing With Framed Wire Art.

My own learning curve on GIMP has been steep over a period of less than two years, but the journey has been both pleasurable, fascinating and well supported by many other Gimp Chat members. The combination of the manipulative facilities available in GIMP and one's own imagination provide a powerful and infinite capability for producing artistic outcomes. Therefore, my responsibility is simply to provide a starting position to help stimulate your creativity and to provide a sign post for your own journey.

All assumptions and additional introductory commentary can be found in Part 1. I also strongly recommend that persons inexperienced with GIMP, undertake Parts 1 & 2 of this tutorial set before doing Part 3.

Objectives

The objectives of this final tutorial document are to exemplify the use of the wire patterns created in previous sections in what is, loosely termed, Framed Wire Art.

I will address each of the following in separate sections and provide one or more tutorial examples for each:

- wire patterns in their original form as part of an artistic framework
- facilities in GIMP which I use to 'manipulate/transform' the wire patterns for subsequent use in a framed composition
- facilities in GMIC which I use to 'manipulate/transform' the wire patterns for subsequent use in a framed composition

Resources

All wire patterns that I use in this tutorial are supplied in the tutorial ZIP file. They will need to be loaded into your [Users>Username>Gimp2.X>Patterns](#) folder.

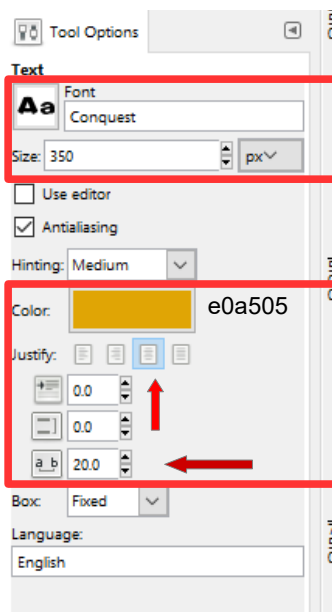
To assist in our first example a wide font Conquest is also included in the tutorial ZIP file. It will need to be loaded into your [Users>Username>Gimp2.X>Fonts](#) folder.

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Part 3 - Section 1 – Wire filled text in framed wire

Our objective in this first section is to create some wire filled text, itself in a framed wire setting. This should take about fifteen minutes. We will be using [Bevel Reflect Logo](#) in this example. OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 1600 x1200 pixels with a black background.
2. Now set up **guides** as follows:
 1. Horizontally at **350 pixels**, **600 pixels** and **850 pixels**
 2. Vertically at **200 pixels**, **800 pixels** and **1400 pixels**
3. Select the **Text Tool** from the **Tool Box** and set the parameters as shown below I



4. I chose a bright colour to show up against the black background, but it is not that important really as we discard the text layer later.
5. Now position the cursor on the intersection of the guides at **horizontal 350 and vertical 200**. Drag the cursor down to the diagonally opposite guide intersection and type in GIMP

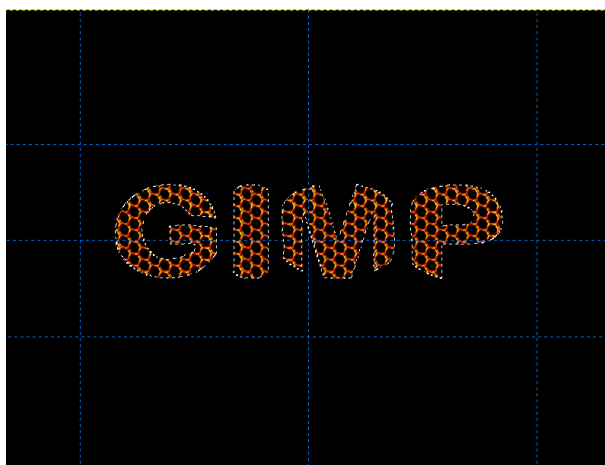


6. Click on the right side of the text in the text box, hold the left button down and drag the

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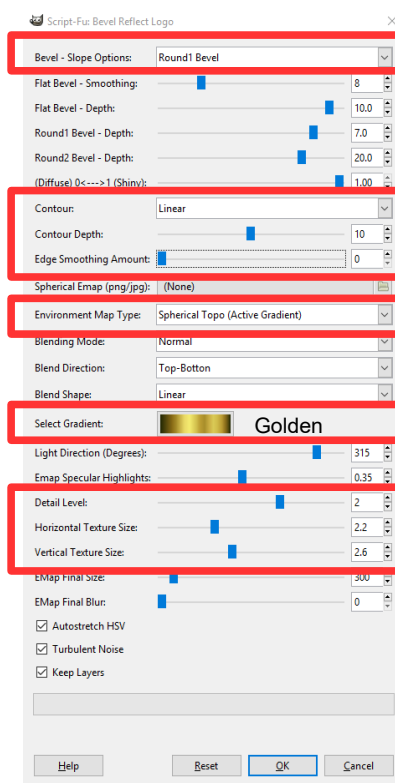
cursor across to highlight the text. Release the button, right click and from the menu select [Path from Text](#) to create a path we will use shortly.

- Now make that text layer invisible and then right click on the canvas, then choose [Select>From Path](#) to get those famous marching ants.
- Click on the tab of the [Patterns Dialogue](#) to display your patterns. Find the pattern [omg_wire_tile_hexagon_gold](#) (supplied with this tutorial), make it active, hold down the left button of your mouse and drag the pattern onto the [New Layer](#) icon in the [Layers Dialogue](#). Your canvas should now look like this -



- Keep the selection active, right click on the canvas and choose [Select Shrink](#) to display that window. Enter [15](#) for the [pixel size](#) and click the [OK](#) button. Right click and [Select to Path](#). In the [Paths Dialogue](#) rename this path as [Shrink 15](#).
- Right click again on the canvas and choose [Select>Grow](#) to display that window. Enter [23](#) for the pixel size and click the [OK](#) button. Right click and [Select to Path](#). In the [Paths Dialogue](#) rename this path as [Grow 23](#).
- Now in the paths tab, right click on the [Shrink 15](#) path and select [Subtract from Selection](#) to give you a double line of marching ants on the edge of your text.
- The create a new transparent layer and select the [Bucket Fill Tool](#) from the [Tool Box](#). Ensure the [Pattern Fill](#) and the [Fill whole selection](#) radio buttons are selected, choose pattern [3D Green](#) from the from the pattern selection drop down and fill the selection.
- Select [Filters>Alpha to Logo>Bevel Reflect Logo](#) and change the settings to those shown below then click the [OK](#) button -

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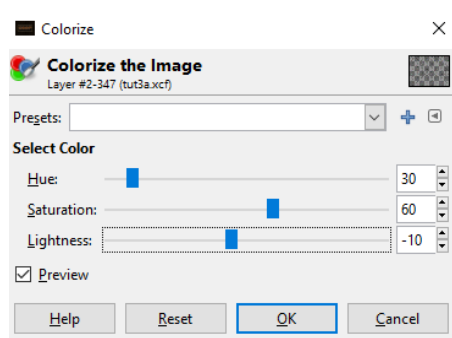


14. Duplicate the **BR Logo** layer and change the blend mode to **Grain Merge**. You will now have subtle gold outlining around the hexagonal grid pattern
15. Choose the **Rectangle Select Tool**, turn on the **Rounded Corners** and change the **Radius** value to **45**.
16. Position the cursor on the top left guide intersection, as you did earlier and drag the selection down to the bottom right guide intersection, again as before. Then right click on the canvas, then **Select to Path** and in the **Paths Dialogue** rename the path as **Cutout**. Right click again, **Select>Shrink** with a value of **25** pixels, right click and **Select>To path** then rename the path as **Cutout – 25**.
17. In the **paths dialogue** right click on **Cutout** and choose **Path to Selection**, then again right click on **Cutout – 25** and choose **Subtract from Selection**.
18. In the **layers dialogue** create a new transparent layer and with the **Bucket Fill Tool** fill the selection as before with **3D Green**.
19. Now select **Filters>Alpha to Logo>Bevel Reflect Logo** and keep the settings you used previously then click the **OK** button. Now right click on the canvas and **Select>None**.
20. Duplicate the **BR Logo** layer and change the blend mode to **Grain Merge**. You will now have a subtle gold outline frame for the text, like this -



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21. In the [layers dialogue](#), make the black **Background** layer active. Then from the [Patterns Dialogue](#) choose [omg_wire_tile_hexagon_large](#), hold down the left button and drag the pattern to the new layer icon in the [layers dialogue](#) and release the button.
22. Now as much as I like my 'steely' wire lets change its colour. So select [Color>Colorize](#) to open that window, then apply the settings shown below and click the [OK](#) button to change it to golden wire; change the layer name to **colorized wire** -



23. We need to clean out the text area from that wire backing, so from the [paths dialogue](#) right click on **Cutout** and choose [Path to Selection](#). Then with the new **colorized wire** layer active press the [Delete](#) button on your keyboard.
24. While we are at this point, lets also give the wire text a pretty background so create a new transparent layer just above the original black background layer. Then select the [Blend Tool](#) from the [Tool Box](#), from the [Tools Options](#) in the [Gradient](#) drop down choose the standard GIMP [Shadows 2](#) and make the [Shape Radial](#).
25. Position your cursor at the intersection of guides [horizontal 850 and vertical 800](#). Hold down the left button and drag directly upwards until you reach the guides intersecting at [horizontal 350 and vertical 800](#) then release the button. Now right click and [Select>None](#).
26. Now duplicate that blend layer and set the [blend mode](#) to [Overlay](#). Hopefully at this stage your canvas will now resemble this -

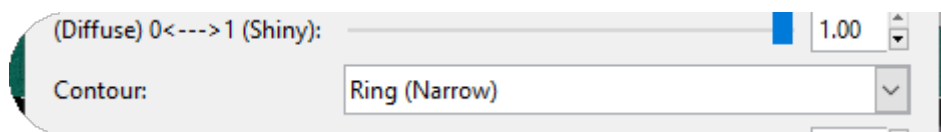


27. Now lets finish off with frame right around the outside of the image. So select the [Rectangle Select Tool](#), leave the settings the same as those we used previously, then position the cursor at approximately the intersection marked by [90 pixels both horizontally and vertically](#), hold down the left button and drag the rectangle selection to about [1110 pixels vertical horizontal 1510 horizontal](#) and release the button. Then [Select>Invert](#).
28. Create a new transparent layer, select the [Bucket Fill Tool](#) and once again fill the

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selection with pattern **3D Green**.

29. Choose **Filters>Alpha to Logo>Bevel Reflect Logo** and just change only the **Contours** setting to **Ring (Narrow)**, like this -



30. Now press **OK** and wait for the BRL to complete (may take a little while!!). When finished, duplicate the layer and change its **blend mode** to **Grain Merge**.
31. I think it is good practice to delete all extraneous layers such as those created with BRL called **Spherical Logo** and **BRL Logo Copy**. So carefully 'prune' your layers dialogue, then with the top most layer active, right click and **Create New from Visible**.
32. Run **Filters>Enhance>Unsharp Mask** with default settings, then change the **Visible** layer's blend mode to **Overlay** and you should now have this image -



Well done that is another wire tutorial completed and I hope you enjoyed it.

I also hope this tutorial has given you an inkling of the way you can use framed wire in GIMP. There is though a lot more to come in the following sections.

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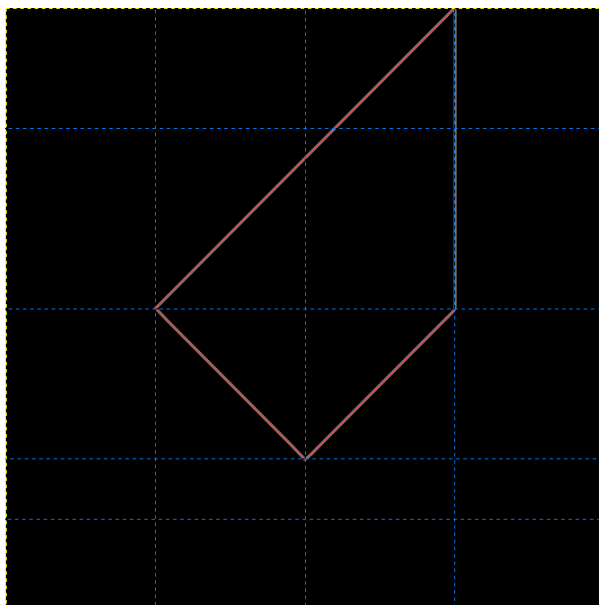
Part 3 - Section 2 – Transformed framed wire using GIMP filters

I mentioned at the start that there are many ways of manipulating/transforming images using the filters provided in GIMP. Let me encourage you to just have a look at [Filters>Distorts](#) and use the filters to experiment and play with, just to see what they do. There are plenty of others and I certainly cannot provide a comprehensive coverage here. So our example GIMP native filter for playing with wire in this section will be [Filters>Map>Map to Object](#). In the next section we will make a GMIC filter the subject of the exercise.

Our objective in this second section is to use the above GIMP filter to provide us with some interesting wire shapes, which we can then frame to create an artistic masterpiece – well almost anyway.

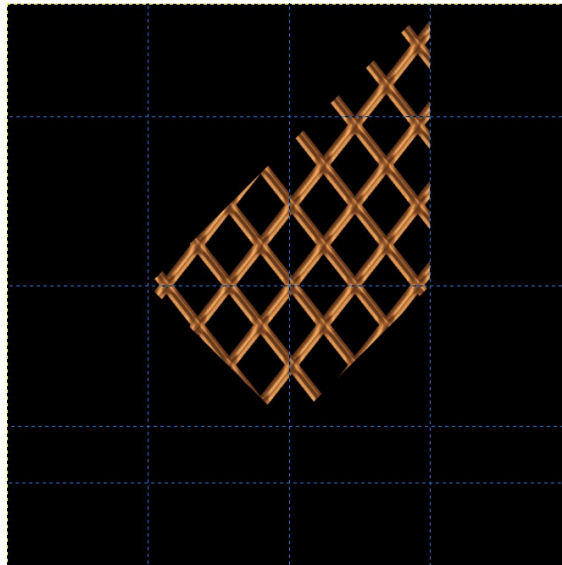
This should take about twenty minutes. There is another wire pattern provided in this tutorial called [omg_bronze_diamond](#) which is used in this section so ensure that you have loaded it into [Users>Username>.Gimp2.X>Patterns](#). OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 1000 x1000 pixels with a black background.
2. Now set up **guides** as follows:
 1. Horizontally at **200 pixels, 500 pixels, 750 pixels and 850 pixels**
 2. Vertically at **250 pixels, 500 pixels and 750 pixels**
3. Open the Patterns Dialogue and locate [omg_bronze_diamond](#) then make it the active pattern and place the cursor on it. Then holding down the left button, drag and drop the pattern onto the **New Layer** icon in the [layers dialogue](#). Rename the layer **Wire Pattern**.
4. I have found that I most enjoy trying out these filters with irregularly shaped (wire) objects, so lets make a shape. From the [Tool Box](#) select the **Free Select Tool** and click on the guide intersection a **0 horizontal and 750 vertical**, then click next at the guide intersection at **500 horizontal and 250 vertical**, then at **750 horizontal and 500 vertical**, again at **500 horizontal and 750 vertical**, then finally close your free selection by clicking back at the starting point.
5. Then because we may need it later, right click on the canvas and [Select>To Path](#), which should look like this (obviously I made the Wire Pattern invisible here!) -

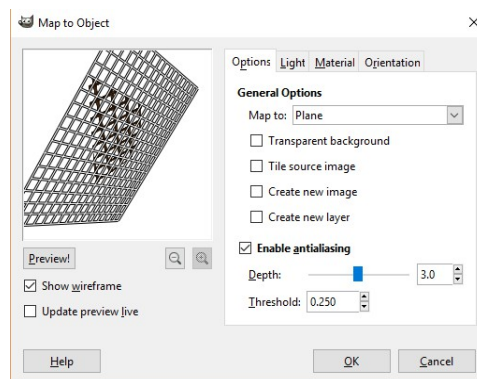


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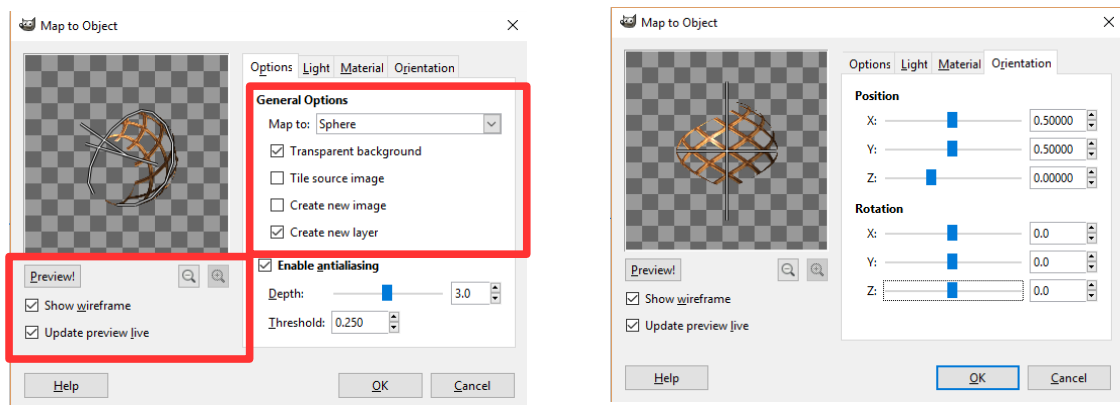
6. Your selection should still be active so again right click on the canvas and **Select>Invert** then press the **Delete** on your keyboard to leave you with a new wire pattern, then right click once more and **Select>None**. Your **Wire Pattern** now will be looking like this -



7. Now select **Filters>Map>Map to Object** to open that window which will look like this -

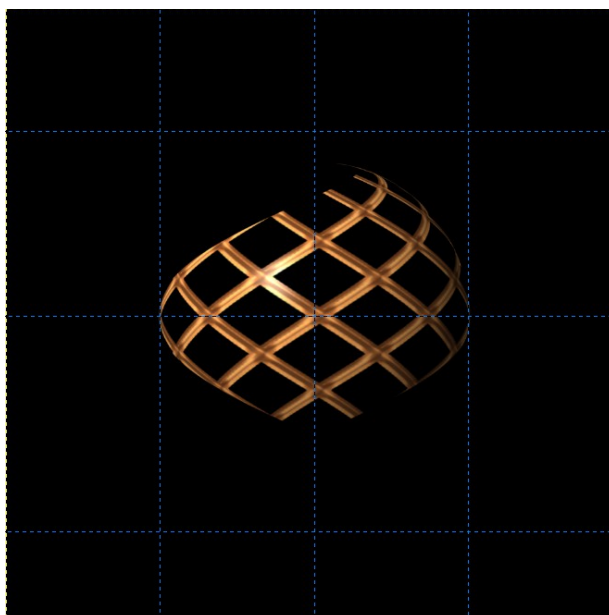


8. Change the settings on the **Options** tab to those shown below, so you can **Preview** changes and ensure the **Orientation** tab is also as shown (default) then click **OK**.

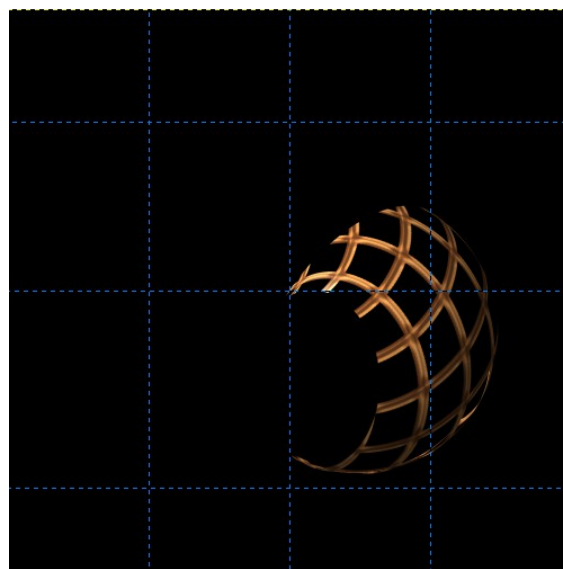
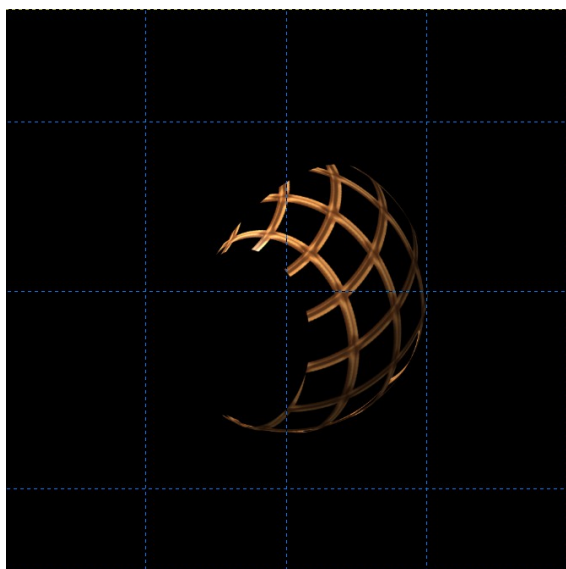


9. A new wire image layer will be created called **Map to Sphere** that, when **Wire Pattern** is made invisible, will look like the example below -

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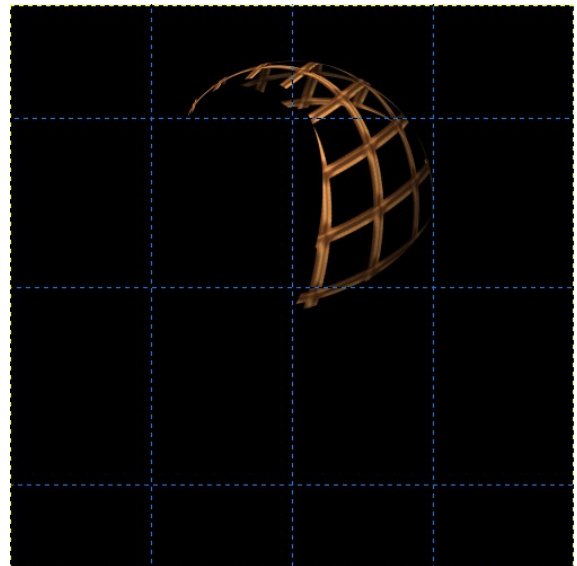
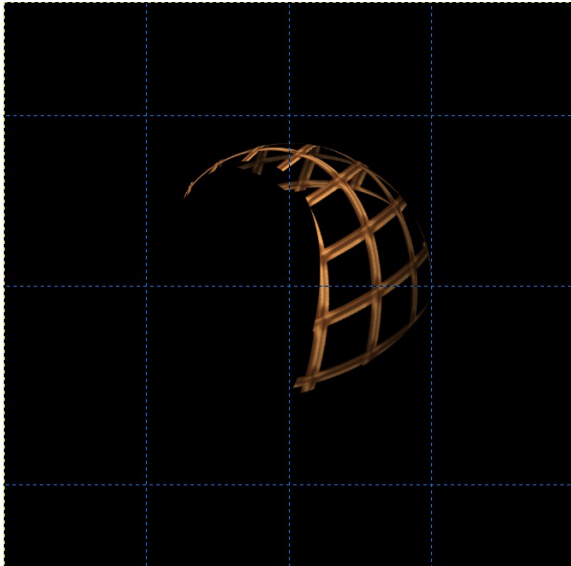
10. Lets do a GMIC on GIMP and add the settings to the layer name, to make it **Map to Sphere 0,0,0**.
11. Now select the **Move Tool**, place your cursor on the new curved image and holding down the left mouse button, drag the image so the bottom of the wire rests on the guide at **850 pixels horizontal** then release the mouse button. The vertical guides will help you keep the layer straight so when positioned, right click on the layer in the **layers dialogue** and select **Layer to Image Size**.
12. Make Wire Pattern the active layer and visible again. Now select **Filters>Map>Map to Object** to open that window and on the **Orientation** tab change just the settings for **Rotation**, from all zeroes to **45** for each of **X, Y and Z**. Press **OK** and a new wire layer will be created that looks like that below left; move this layer down and right until it is positioned as shown on the right, with its 'point' at centre canvas. Then right click on the layer in the **layers dialogue** and select **Layer to Image Size**.



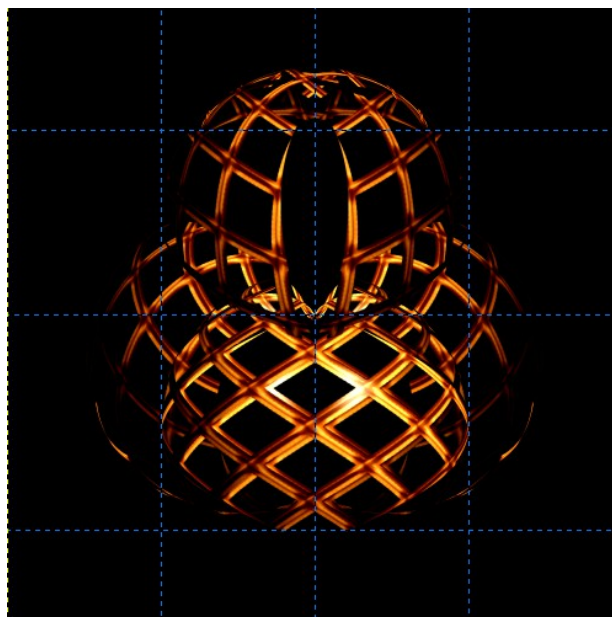
13. Again rename this layer with the settings to make it **Map To Sphere #1 45,45,45** and relocate it immediately below **Map to Sphere 0,0,0**.

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14. Make Wire Pattern the active layer and visible again. Now select [Filters>Map>Map to Object](#) to open that window and on the [Orientation](#) tab change just the settings for [Rotation](#), to [90](#), [45](#) and [-45](#) for each of [X](#), [Y](#) and [Z](#). Press [OK](#) and a new wire layer will be created that looks like that below left. Again rename this layer by adding the settings, then move it up until it is positioned as shown below right then again perform [Layer to Image Size](#).

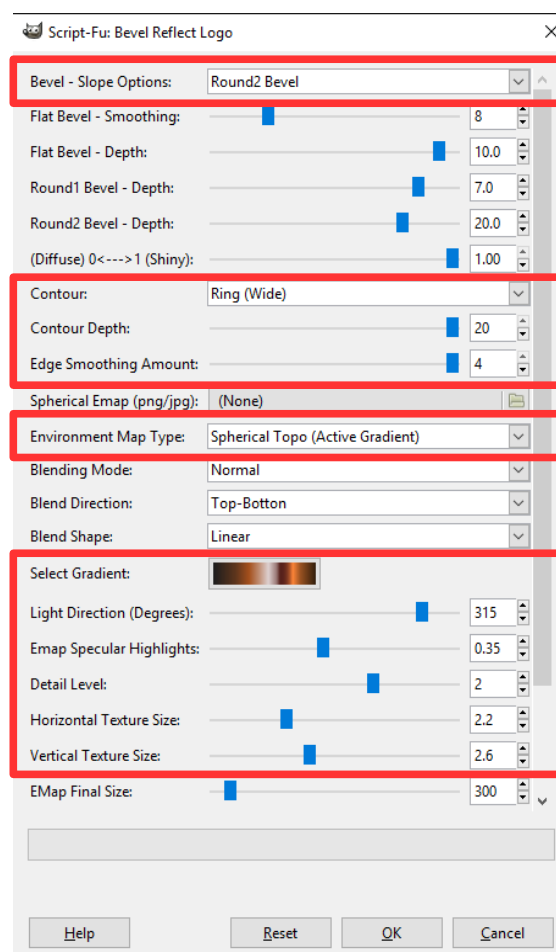


15. For each of the three [Map to Sphere](#) layers you have created, now perform the following sequence of actions -
1. Duplicate the layer
 2. select the [Flip Tool](#), set the [Horizontal](#) radio button on and click on the canvas to execute the flip
 3. Right click on the duplicated layer and select [Merge Down](#)
 4. Then duplicate the merged layer and change the [blend mode](#) of the duplicate to [Grain Merge](#)
 5. You should then see this image -



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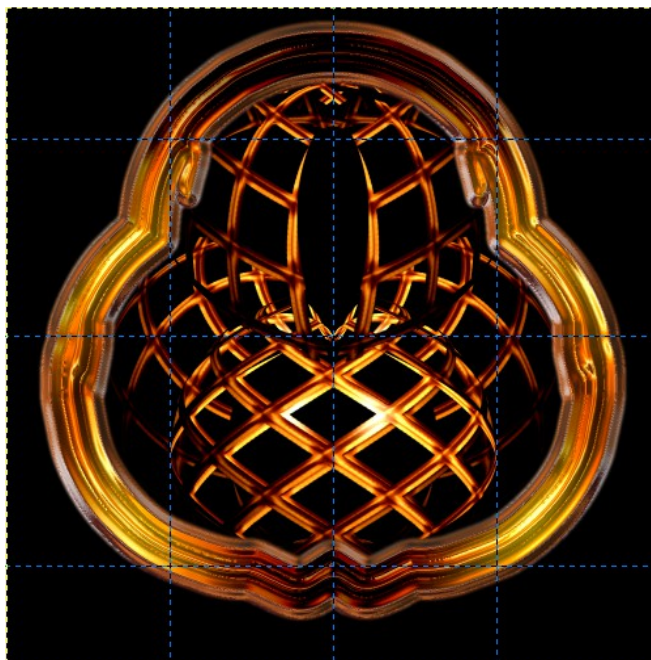
16. Make the black background layer invisible, then make the topmost layer the active layer, right click and select **New from Visible**.
17. Select the **Fuzzy Select Tool** and, on that new layer, click in a transparent area say near the top right corner to make a selection outside of the wire. Then right click and choose **Select>Invert** then, once again, right click and choose **Select>To Path**.
18. Right click and choose **Select>Grow** to display the relevant window. Set the Size as **60** and click **OK**. Then yet again right click and **Select>To Path**.
19. Your larger selection should still be active, so in the paths dialogue right click on the smaller path (Selection #1) and choose **Subtract from Selection**.
20. Create a new transparent layer, select the **Bucket Tool** and in the **Tool Options** ensure that the **Pattern fill** and **Fill whole selection** radio buttons are set on. From the **Pattern fill** drop down choose **3D Green**, then click in the selection to fill it.
21. Now select **Filters>Alpha to Logo>Bevel Reflect Logo** to display that window, apply the parameter settings as shown below and click **OK** -



22. When the function completes you should have a nice thick (but pallid) frame around the wire. So duplicate the layer, change the **blend mode** of this duplicate layer to **Overlay**, then right click, **Select>Invert** and press the **Delete** button on your keyboard to cut off where the BRL bleeds.
23. We have not finished with the frame yet, so create a new transparent layer, again right click and **Select>Invert** to make the BRL frame the selected element. Now select the **Blend Tool**, in the **Tool Options** set the **Gradient** as **Golden** and the **Shape** as **Radial**.
24. Position the cursor on the guide intersection at **horizontal 850** and **vertical 500**. Hold

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down the left button and drag the cursor straight up the centre guide to the inside of the frame and release the button to create the blend. Right click and [Select>None](#) then change the [blend mode](#) of this layer to [Grain Merge](#). You will now have a canvas with a luscious, glassy gold frame that looks like this -



25. Now let's add some depth to the background behind the wire; make the black background layer active, create a new transparent layer above it and from the [Paths Dialogue](#) on the [Selection #1](#) path, right click and choose [Path to Selection](#).
26. Again choose the [Blend Tool](#) and in the [Tool Options](#) set the [Gradient](#) as [Skyline](#) and the [Shape](#) as [Linear](#). With the new transparent layer active, position the cursor at the top of the selection on the canvas central vertical guide. Now with the left mouse button depressed, drag the cursor straight down the centre guide to about the [675 pixel](#) mark, then release the button to create the blend. Duplicate this layer and change its [blend mode](#) to [Overlay](#).
27. To finish off and give the image background itself some character, again make the black background layer active and create a new transparent layer. Change the [Gradient](#) to [Shadows 1](#), keep the [Shape](#) as [Linear](#), place the cursor at the top left corner of the canvas, press down the left button and drag the cursor diagonally down to the bottom right corner of the canvas and release the button.
28. Duplicate the layer, select the [Flip Tool](#) with the [Horizontal](#) option set and click on the canvas to flip the blended layer. Change the [blend mode](#) to [Multiply](#) then right click on that layer and select [Merge Down](#).
29. Finally duplicate the merged layer and change the [blend mode](#) of that duplicate layer to [Multiply](#). Now that's it.
30. You can perform a [New from Visible](#) and [Enhance>Unsharp Mask](#) if you wish and your final canvas should resemble this -

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So that is another framed wire tutorial completed; well done and I hope you enjoyed it.

I also hope this tutorial has given you an inkling of the many ways you can use GIMP filters to be creative with your wire patterns. In the final section we will have a play with some GMIC filters.

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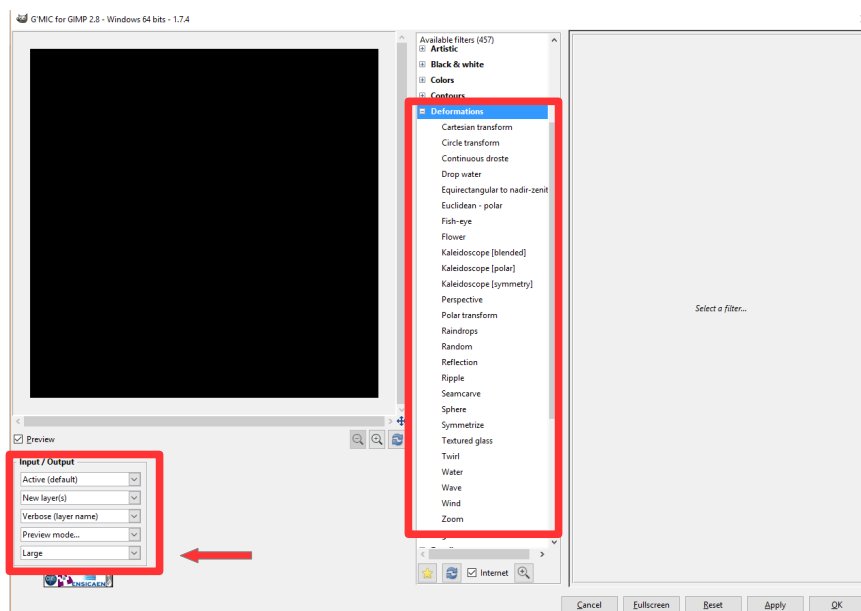
Part 3 - Section 3 – Transformed framed wire using GMIC filters

Our objective in this third section is to explore and use some GMIC filters to provide us with some more interesting wire shapes, which we can then frame to create an artistic 'chef-d'oeuvre'. I must say that I find GMIC filters so entertaining and especially the 'surprise' element when you apply recursive processing of the same filter and/or a different filter. I will encourage you to try this out at some points in this tutorial.

You should again take about twenty minutes or so depending on how long you spend exploring. There is yet another wire pattern provided in this tutorial called [omg_wire_ellipse_gold_large2](#) which is used in this section so ensure that you have already loaded it into [Users>Username>.Gimp2.X>Patterns](#).

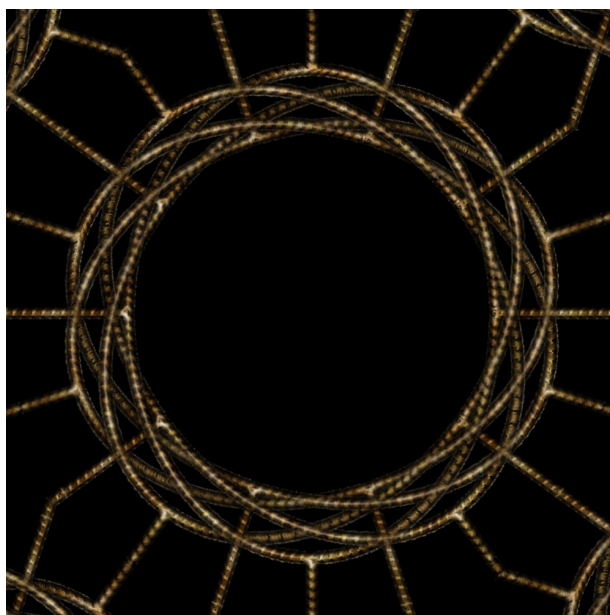
OK lets start; but remember to save your xcf file regularly.

1. Create a new canvas of 1000 x1000 pixels with a white background.
2. Now set up **guides** as follows:
 1. Horizontally at **500 pixels**
 2. Vertically at **500 pixels**
3. Open the Patterns Dialogue and locate [omg_wire_ellipse_gold_large2](#) then make it the active pattern and place the cursor on it. Then holding down the left button, drag and drop the pattern onto the **New Layer** icon in the **layers dialogue**. Rename the layer **Wire Pattern**.
4. With **Wire Pattern** active now select **Filters>GMIC>Deformations** to open the GMIC window. For this exercise make sure the **Input/Output** settings are as shown below; I have used the setting **Large** to make the **Preview** window our focus of attention -

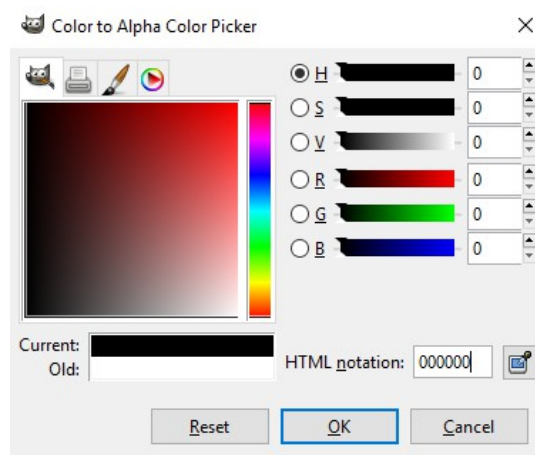
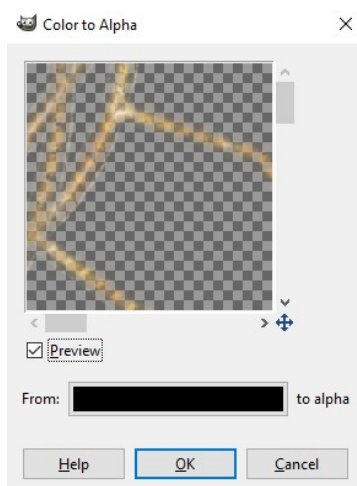


5. Now click on the filter [Kaleidoscope \[blended\]](#) and click **Apply**. The newly crated layer will contain the filter name and applied settings because we set **Verbose [layer name]** in the **Input/Output** parameters.
6. Your canvas should now look like the example below and we will use this as our prime framing component.

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7. Time for some exploration now. With the new GMIC layer active again select [Filters>GMIC>Deformations](#). So just click on each filter in order to get an idea of what is possible – and remember this is only with the default parameters set, no tweaking as yet. My favourites are [Sphere](#) and [Twirl](#).
8. The image produced by GMIC is a little sombre, needs brightening up. So duplicate the layer then right click on the new layer and select [Colors>Color to Alpha](#) to show that window. The target colour to delete in the [From: to Alpha](#) will probably be white, but change it to black by clicking in that entry box and changing its [HTML notation to 000000](#) as shown below, then click OK in each window to complete the action-

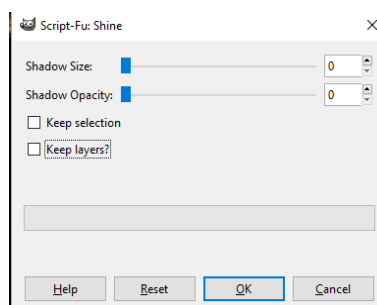


9. Now change the blend mode of this duplicated layer to [Hard light](#) and then duplicate the layer again. It should be brighter and more colourful now.
10. Lets complete the frame now, so with the original GMIC kaleidoscope layer active, select the [Fuzzy Select Tool](#) and in [Tool Options](#) click on the [Add to the current selection](#) icon (2nd from left). Then click successively in the areas between the 'spokes' of the wire and the canvas edge, that is outside the twisted wire centrepiece to create your selection.
11. Create a new transparent layer above all others in the layer dialogue and select the Blend Tool. In Tool Options sect Gradient Golden and set the Shape as Radial. Place the

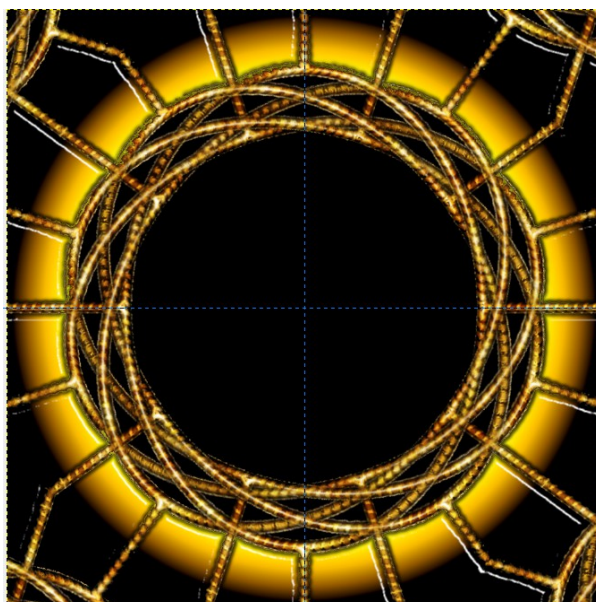
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cursor on the intersection of the two guides and, with the left mouse button pressed down, drag the cursor directly right to edge of the canvas and release the button to effect the blend.

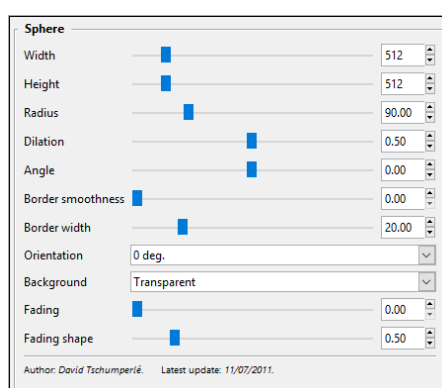
12. Duplicate this blended layer and change the blend mode of that duplicate to Grain Merge. We have not yet finished with this selection, so choose Script-Fu>Shine, change the settings to reflect those shown below and click OK.



13. Completion of Shine finish our frame and give you a canvas looking like that below -



14. Make **Wire Pattern** the active layer and, once again, select **Filters>GMIC>Deformations** and choose the **Sphere** filter, using the default settings which should be as shown below, if not, just click on the **Reset** button. Click **Apply** to complete the transformation.



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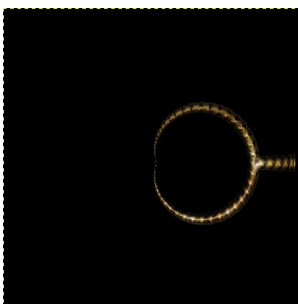
15. The new GMIC layer will appear in the top left corner of your canvas (we left the layer size at **512 x 512 pixels** in settings). It should look like this -



16. The GMIC screen should still be active on the **Wire Pattern** layer, so this time just change the settings in the **Orientation** drop down to **90°** and again click **Apply**, to derive this new layer -

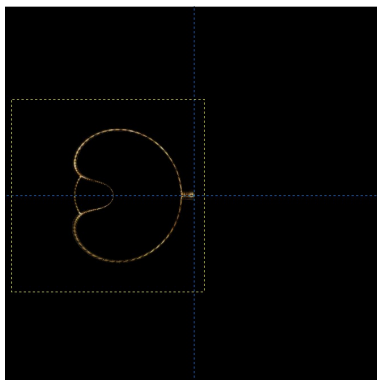


17. Reset the **Orientation** to **0°** but this time change the **Dilation** parameter to **0.15** then click **Apply** to obtain this new layer then close GMIC.

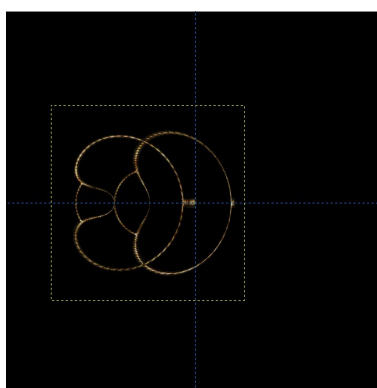


18. Next, make the layer from step 16 active, and make all other layers invisible (Shift click on its 'eye' icon), turn **Background** layer visibility on help see better, then select the **Move Tool** and drag the GMIC layer down the the position in mid canvas as shown below -

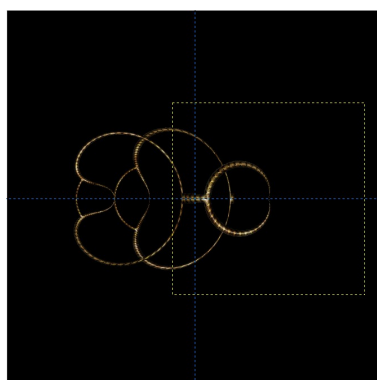
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19. Now make the layer from step 15 visible and with the [Move Tool](#) drag it to the position shown below -



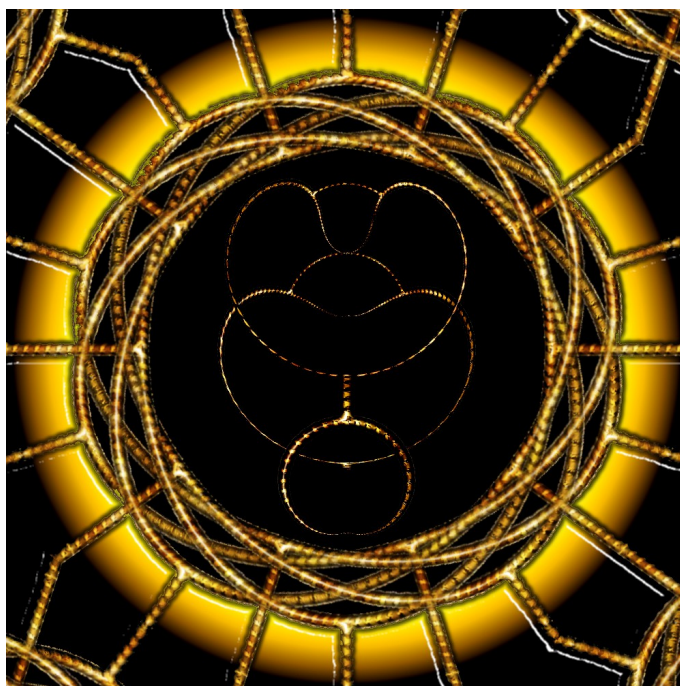
20. Now make the layer from step 17 visible, select the [Flip Tool](#) and with the [Horizontal](#) setting click on this smaller canvas inside the boundary the image. Now again with the [Move Tool](#) drag it to the position shown below -



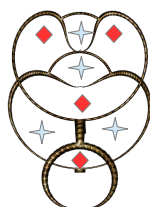
21. Make the black [Background](#) layer invisible and then right click on the canvas and select [Layer>New from Visible](#).
22. Here is another moment to explore the power and potential of GMIC; with this new layer active select [Filters>GMIC>Deformations](#) and again just click on each filter in order to get an idea of what is possible. My favourites are Continuous [Droste](#) and [Kaleidoscope \[blended\]](#).
23. OK so now select the [Rotate Tool](#), click on the canvas to show the window and set the [Angle](#) to [90](#), then click [OK](#). Duplicate this layer and change the duplicate layer blend mode to [Grain Merge](#) which delivers a very delicate centre piece. Originally the little

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pattern we put together overlapped the frame but, now rotated, it fits nicely and is ready for finishing off. It should resemble the example just below -



24. I will document what I did to finish the image but I think it best for you to add your own interpretation for final effects. My finishing actions though were as follows:
1. From the original GMIC **Kaleidoscope** layer I created a selection of the central black area, created a new transparent layer just above it, then using my favourite **Shadows 1** gradient on **Radial**, I dragged the cursor from screen centre to about the **750 pixel** mark. I then duplicated that layer and set it to Multiply.
 2. Then from our central pattern layer, I selected those areas with red diamonds as shown below, then on a new layer just below the pattern I created a new transparent layer. Then using the **Incandescent** gradient on **Linear**, I dragged the cursor from the bottom of the pattern to the top of the pattern.
 3. Next I performed a similar set of actions for the central pattern areas with stars below, but used the **Golden** gradient this time.



4. I merged these two gradient layers and then ran the filter **Couleurs Metallique** from GMIC against it.
5. Next I moved that combined gradient layer above the GMIC layer from 4 above and

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- set it to [Grain Merge](#).
6. Finally I selected the central pattern from the gradient layer and ran the filter [Shine](#) against it.
 7. Then my usual [New from Visible](#) and [Enhance>Unsharp Mask](#) gave me this final image -



That is it for now; well done for getting this far and hopefully you enjoyed the tutorial and were able to learn from it.

Thank you for having a go at my tutorials; personally I just love what both GIMP and GMIC have to offer and I acknowledge that much of what you see in the above image can also be done with paths.