

Playing With 'Chisel or Carve'

A multi part tutorial on various ways to use the 'Chisel or Carve' filter in GIMP

Part 4 – Florence Nightingale Cameo Style Brooch



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TUTORIAL PART FOUR

Step by Step Tutorial 4 – Florence Nightingale Cameo Style Brooch

Welcome to tutorial four – exemplifying another approach for which I use the [Chisel or Carve](#) filter, but again using line art (because I cannot draw!). It is a reasonably long tutorial and you will probably need **30 to 40** minutes to complete it.

Enclosed with this tutorial set are some extra materials comprising :

- A line art image (GIF) of Florence Nightingale
- A brush (omg_hex_wire_thick) with which we will decorate the edge of the brooch
- A starter XCF file containing a background layer, a number of paths I created from the line art image and guides crossing at the canvas centre.

The GIF should be extracted from the ZIP file and stored in your preferred images folder. Later it can then be loaded into your GIMP XCF canvas by using [File>Open as layers](#). The brush will need to be extracted from the ZIP file and stored in your [Users/User name/.gimp-2.X/brushes](#) folder.

Our objective in this tutorial will be to create a cameo style brooch (not true to Wedgwood though) similar to that shown on the cover of this document. We will be using the line art to deliver the shapes for Chisel or Carve functions and for colouring the brooch, although you can leave it with a blanced look if you wish. To assist with the chiselling and colouring, I have already included a number of paths I created from the line art, but feel free to create your own.

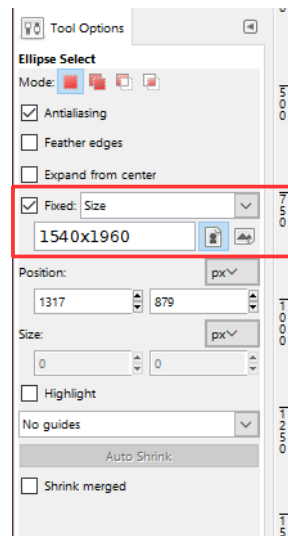
At each chisel or carve stage I will specify the required settings to use. Remember though, to save your XCF file regularly and if you do make a mistake or have problems, the [Undo](#) dialogue is your friend.

1. Open the provided **florence tut starter.xcf** file, which you will see is a 1600 pixels wide and 2000 pixels high rectangular canvas, with centred guides, two named layers forming a dark blue background and several paths already set up for processing.
2. We will start by drawing two ellipse shaped selections for the brooch and setting up paths from them - for those who prefer to use my provided paths please go to step ??
3. So firstly from the [Tool Box](#) select the [Ellipse Select Tool](#) the in [Tool Options](#) click on the [Fixed](#) check box to make the option active (has a tick mark), then from the associated drop down choose [Size](#). In the [data box](#) just below enter **1540x1960** then hit the [Enter](#) button on your keyboard to register the changes – the [Tool Options](#) box should now look like this :

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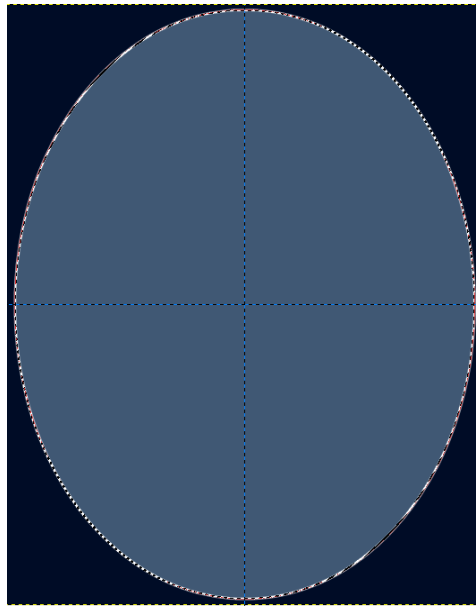


- Now click on your canvas, hold the mouse button down to drag the ellipse selection and position the centre cross hairs directly over the guides intersection in the middle of the canvas. Then release the button, right click on the canvas to display the menu and choose [Select>To Path](#).
- The ellipse selection should still be active so again right click on the canvas and choose [Select>Shrink](#) to open the Shrink selection by dialogue box and enter 40 (pixels) as the value. Then press OK to shrink the selection and right click on the canvas to display the menu and choose [Select>To Path](#).
- Let's rename the first ellipse path as **ellipse 1540 x 1960** and the second as **ellipse 1460 x 1880**.
- Create a new transparent layer above the top background layer. Then right click on the **ellipse 1540 x 1960** path and from the menu choose [Path to Selection](#).
- In the [Tool Box](#) click on the [Foreground color](#) to display the color selection dialogue and in the [HTML notation](#) field enter **74b9f4**, press the Enter key on your keyboard then click OK and you should see a light blue as the active colour.
- From the Tool Box choose the Bucket Fill Tool and click on the canvas inside the selection to fill it with the new colour.
- The selection should still be active, so again create a new transparent layer and repeat steps 8 and 9 this time though using **b0e0e6** (even lighter blue) for the [HTML notation](#).
- Repeat step 10 but this time use **9A150E** (burgundy colour) for the [HTML notation](#). You can also right click and choose [Select>None](#) to close the selection.
- If you wish you can rename these new layers with their relevant HTML notation. Anyway, also now change the [Blend modes](#) of these last two new layers to [Multiply](#) and [Opacity 50%](#) for **9A150E**, and to [Multiply](#) for **b0e0e6**. This should produce a powder blue ellipse just like this example below; we will shortly add decoration and a bevel to this shape. Later, if you wish, you can modify the final colour of the brooch to your own preferred option.

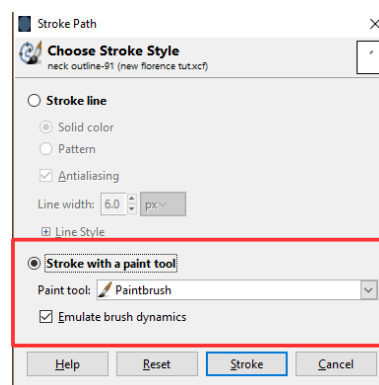
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13. Now let's add the first piece of decoration. Firstly ensure that **ellipse 1460 x 1880** is the active path. Then, from the **Tool Box** choose the **Paint Brush Tool** and from the **Brush** drop down choose the supplied **omg_hex_wire_thick** brush. Set the pixel size to **100**, then click on the **Dynamics** box to show that dialogue and from there select **Track Direction**. Lastly in the **Brushes** dialogue panel set the spacing for this brush at **100 %**.
14. Select **Edit>Stroke Path** to show that dialogue box and set the options as shown below, then press **Stroke**.

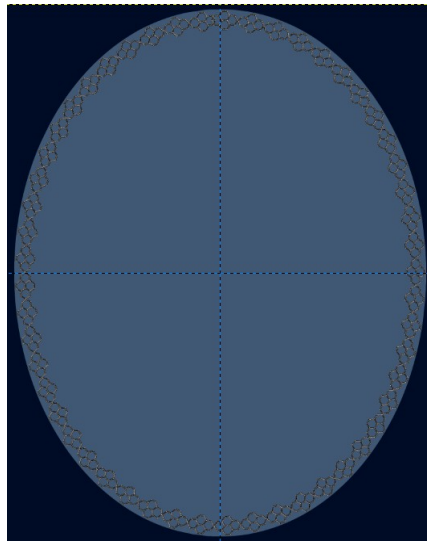


15. Now you should see a canvas with hexagonal shapes all round the edge like this example:

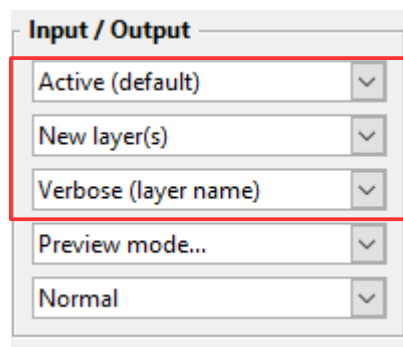
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16. Now lets apply a GMIC filter to this layer so choose [Filters>GMIC](#) to display the main dialogue. Before we go any further make sure that the [Input/Output](#) settings reflect the settings below :

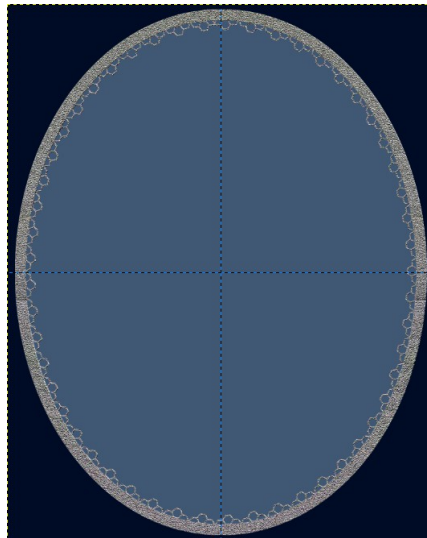


17. With that done, select from the GMIC filters menu list [Testing>Samj>Colors>Couleurs metalliques](#). Leave the settings at default and press [Apply](#).
18. A new layer will be created containing more brightly coloured, metallic hexagons.
19. Now, with that last GMIC layer active, create a new transparent layer. Then from the [Path dialogue](#) right click on path [ellipse 1540 x 1960](#) and choose [Path to Selection](#), then on path [ellipse 1460 x 1880](#) right click and select [Subtract from Selection](#).
20. Now from the [Tool Box](#) select the [Blend Tool](#) and from [Tool Options](#) choose the [Brushed Aluminium](#) gradient with a shape of [Linear](#). Now position the cursor at the top of the vertical guide, left click and hold then drag the cursor down to the base of the vertical guide and release the button. You will now see a brushed aluminium edge for the brooch. You can now right click on the canvas and choose [Select>None](#).
21. Now repeat step 17 and a new sparkly silver edge GMIC layer will be created like this :

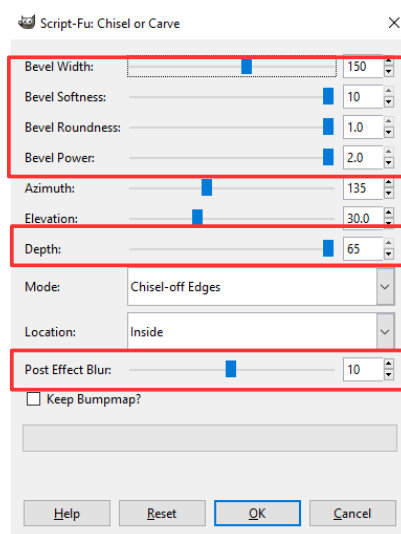
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22. Now (at last) we can start to use the chisel or carve tool. Firstly from the Paths Dialogue, right click on the **ellipse 1540 x 1960** and choose **Path to Selection**, then select **Filters>Decor> Chisel or Carve** to display the dialogue panel and ensure that the settings are changed to reflect those highlighted in red below, then click **OK** to shape the brooch.

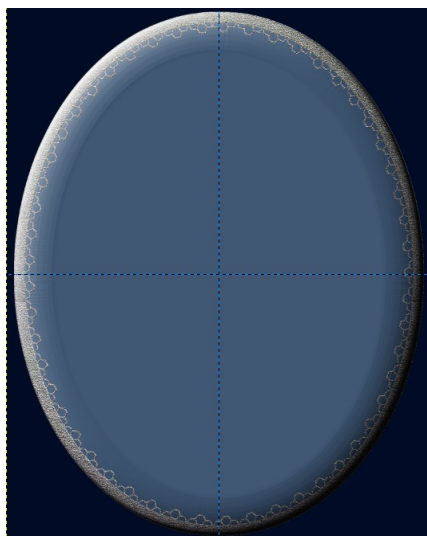


23. Now you have an oval brooch with a bevelled edge. Duplicate the chiselled layer and change the **Blend Mode** of the duplicate to **Overlay** to soften the edges a little more and it should now resemble this example :

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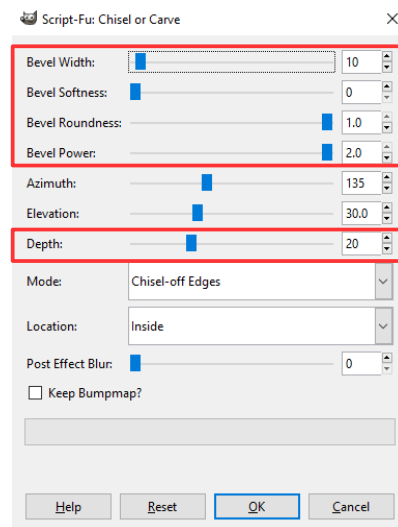


24. Now, whilst I have already placed all relevant paths in the XCF you may like to do a couple of yourself for practice and use them. (If not go directly to step 28). So select [File>Open as layers](#) and from the [Open Image](#) dialogue choose the [florence_line_art.gif](#) file and press [Open](#) to load it into this XCF.
25. With this line art layer active, from the [Tool Box](#) select the [Fuzzy Select Tool](#) and then click anywhere outside the line art image to create an external selection of it. Then right click on the canvas and choose [Select>To Path](#). Rename that path appropriately (e.g. [flo external](#)).
26. Now right click and choose [Select>Invert](#) and again right click on the canvas and choose [Select>To Path](#). Rename that path appropriately also (e.g. [flo internal](#)).
27. Lastly from the [Tool Box](#) select the [Select by Color Tool](#) and then again click anywhere in the transparent area outside the line art image to create a selection then once more right click and choose [Select>Invert](#) so that the black line art comprises the selection. Now right click on the canvas and choose [Select>To Path](#). Rename that path appropriately also (e.g. [flo line art](#)).
28. Now we will start to give Florence some body; from the layer below the line art, create a new transparent layer on top of the layer list and from the [Paths Dialogue](#) make my path [internal](#) (or yours!) active, right click and select [Path to Selection](#). Now because I want an outside edge for 'sculpting', right click and choose [Select>Grow](#), enter [10](#) for pixels and click [OK](#) to grow the selection slightly.
29. Select the [Bucket Fill Tool](#) and in the [Foreground Color](#) dialogue enter [HTML notation FDFDFD](#) and click [OK](#), which provides a bright white, with which we can now fill the selection by clicking inside it.
30. With the selection still current, create a new transparent layer, change the foreground color to [eeced5](#) and again fill this new layer with this creamier colour. You can now right click on the canvas and [Select>None](#) and why not rename each of these new layers using the HTML code designations [FDFDFD](#) and [eeced5](#). In my examples I have used the former creamier white for colouring over and the purer white for the 'blanched' version but the joy of GIMP, you can choose to vary these options.
31. Now it is time to start creating the layers to sculpt the brooch. So again from the [internal](#) path right click and choose [Path to Selection](#), then grow the selection by [10](#) pixels and select [Filters>Decor>Chisel or carve](#) and apply the settings shown below, and press [OK](#) :

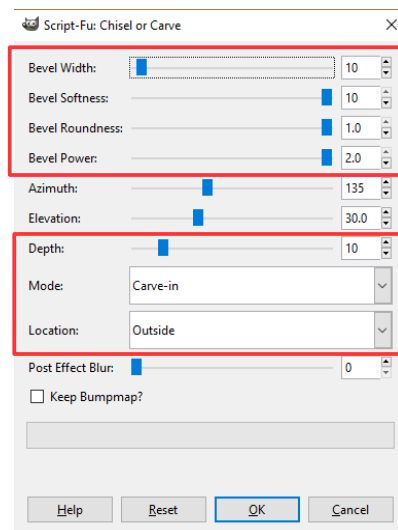
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32. That effort provides a bevel that slightly raises the white area from the blue base, so just to emphasise that feature duplicate the chisel layer twice.
33. Now lets give the image some shape, so on the **line art** path right click and choose **Path to Selection**. Once again select **Filters>Decor>Chisel or Carve** and apply the settings shown below, then click **OK** :



34. This action gives us a shapely component layer based on the drawing but it also extends beyond the target image boundary. So now on the **external path** right click and choose **Path to Selection**. This provides a selection of the area external to Florence, so with the above newly created, carved layer current press the **Delete** button on your keyboard which thus deletes the overflow. Duplicate the layer for emphasis and your canvas should now resemble the example below :

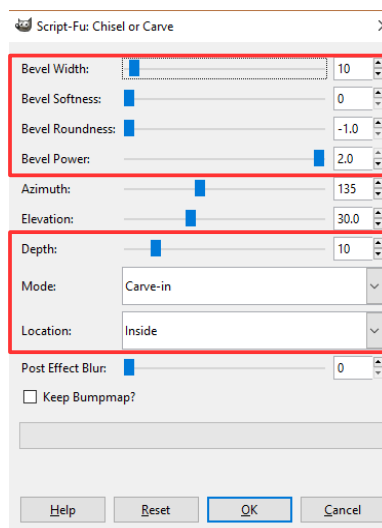
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35. Once more on the **line art** path right click and choose **Path to Selection**. Now, we want to further accent the image contours provided by the line art, so again select **Filters>Decor>Chisel or Carve** and apply the settings shown below, then click **OK**.



36. Hopefully, your canvas now looks like my example below :

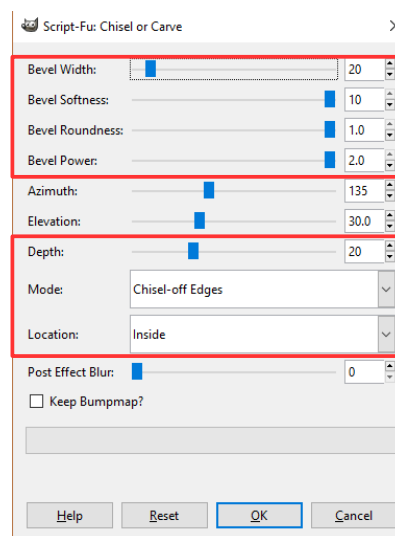
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37. Now, we get down to details of the smaller areas of this image, so on the **bonnet & hair outline** path right click and choose **Path to Selection**; then on the **hair outline** path right click and choose **Subtract from Selection**. Select **Filters>Decor>Chisel or Carve** and apply the settings shown below, then click **OK**.

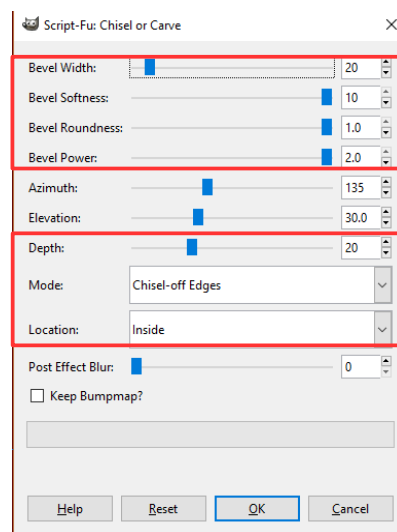


38. This last chisel helps identify where the hair and bonnet meet, so again duplicate this layer. Just one more piece of sculpting to finalise the cameo itself; so so on the **hair outline** path right click and choose **Path to Selection**. Select **Filters>Decor>Chisel or Carve** and apply the settings shown below, then click **OK**.

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39. This last chisel emphasises the hair line, so again duplicate the layer and make the **florence line art black** and the **ececd5** layers invisible to give you what I call the final *blanched* image. It should look like this :



40. The following 6 steps address the progressive colouring of the 'blanched' image, so you may want to stop here, play with the background or other layers as individual customisation. You can also remove the guides.
41. Immediately above the **florence line art black** layer create a new transparent layer. In the Paths Dialogue, right click on the face outline path and choose **Path to Selection**. On both the **neck outline** and **hands outline** paths, right click and choose **Add to Selection**. Now in the **Foreground Color** dialogue enter **f1dddd** (pink) in the **HTML notation** and click **OK**. Use the **Bucket Fill Tool** to colour the selections.
42. Create a new transparent layer. In the Paths Dialogue, right click on the **jacket outline internal** path and choose **Path to Selection**. Now in the **Foreground Color** dialogue enter **9d9b5a** (green fawn) in the **HTML notation** and click **OK**. Use the **Bucket Fill Tool** to colour the selection.
43. Create a new transparent layer. In the Paths Dialogue, right click on the **collar outline internal** path and choose **Path to Selection**. On both the **right cuff** and **left cuff** paths, right

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click and choose **Add to Selection**. Now in the **Foreground Color** dialogue enter **ffdd0** (light yellow) in the **HTML notation** and click **OK**. Use the **Bucket Fill Tool** to colour the selection.

44. Create a new transparent layer. In the Paths Dialogue, right click on the **bonnet & hair outline** path and choose **Path to Selection**. On both the **hair outline** path, right click and choose **Subtract from Selection**. Now in the **Foreground Color** dialogue enter **ffdd0** (very light yellow) in the **HTML notation** and click **OK**. Use the **Bucket Fill Tool** to colour the selection.
45. Create a new transparent layer. In the Paths Dialogue, right click on the **hair outline** path and choose **Path to Selection**. Now in the **Foreground Color** dialogue enter **807d32** (another green fawn) in the **HTML notation** and click **OK**. Use the **Bucket Fill Tool** to colour the selection.
46. Now ensure that layer **ececd5** is visible to warm up the colouring and we are finished. Your cameo brooch should now resemble this example :



Congratulations, that was a real effort and of course you can play with the layers, colours and blend modes to suit your preferences. I trust you have enjoyed this tutorial and thank you for trying it.