

Displacement Water Reflection Tutorial by mahv\

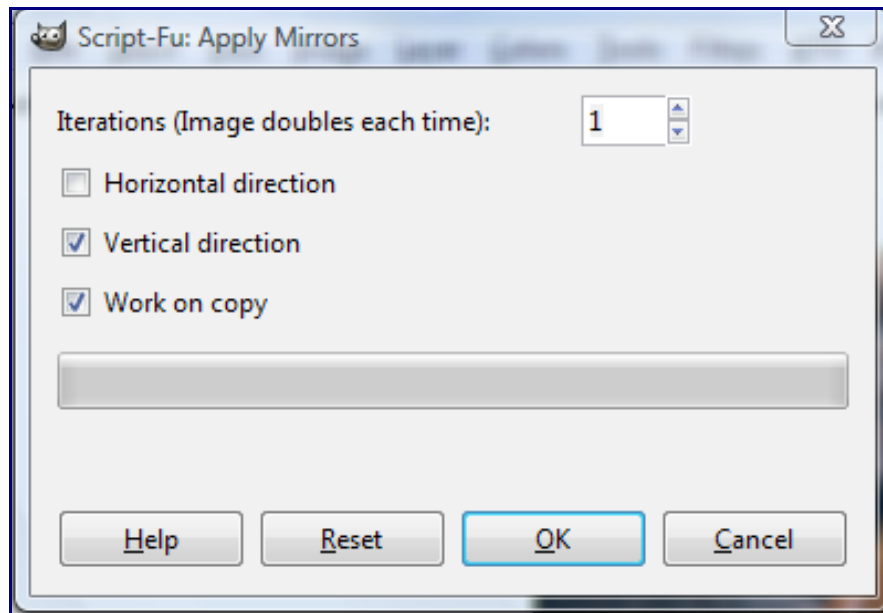
Download the two scripts used in this tutorial

<http://registry.gimp.org/node/13778>

<http://chiselapp.com/user/saulgoode/repository/script-fu/wiki?name=sg-mirror-dup>

STEP 1:

If you haven't added the **mirror-dup.scn script** to GIMP, do it now. Once you refresh the scripts, you will find it under **Filters/Map/Mirror** on the menu bar. You'll see this (*use the same selections as shown*):



You should now have an even vertically mirrored image of a frog:

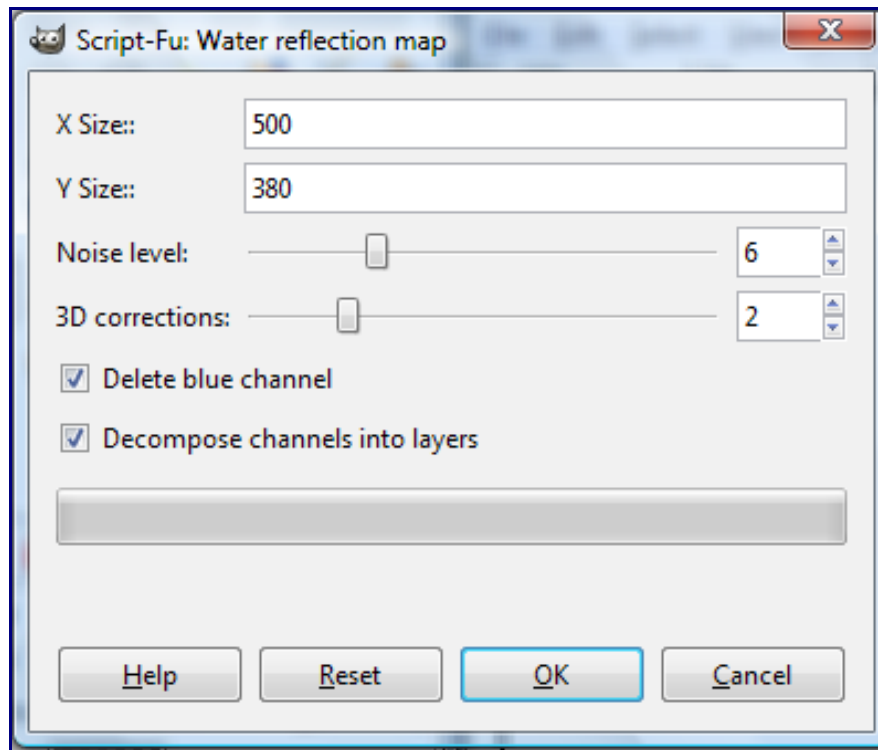


STEP 2:

Make a duplicate layer of the mirrored image.

STEP 3:

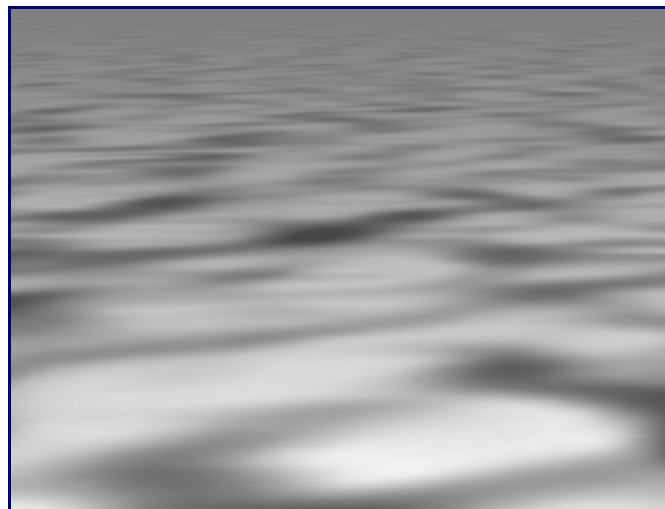
It's time to make the water displacement map. Select **Script-Fu/Map/Water Reflection map** on the menu bar. You'll see the following (use the selections shown):



For my Polish friends...

Dla moich znajomych polskim: Czy próbowali za pomocą Google Translate na wychowawczy?

The original frog image was **500 x 380**, so that is what **x and y** should be in the selections above. Remember this whenever you create new water reflections (X and Y are the width and height of your original image *before* you alter it). You should end up with a displacement map that looks like this:

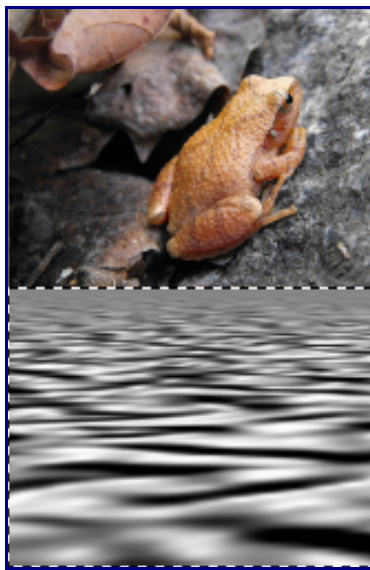


You'll notice the name of this image is **red.#** and it is a separate image from your frog image. We'll be pasting this map into a new layer on the frog image.

My displacement script threw errors a few times, so if it throws an error for you, try it a few more times. If errors persist, [leave a comment for the script author](#) indicating what those errors are. If you correctly identified the image width and height, you shouldn't have any problems.

STEP 4:

You should have two layers on your mirrored frog image, **add a new layer** to the top. With the new layer highlighted, copy the displacement map (layer X) we just made and paste it into the new layer. Use the **Move tool** to move the displacement map over the **bottom area** of the mirrored image before you anchor the floating selection. When you're happy with the location, **anchor the layer**. Note the image below:



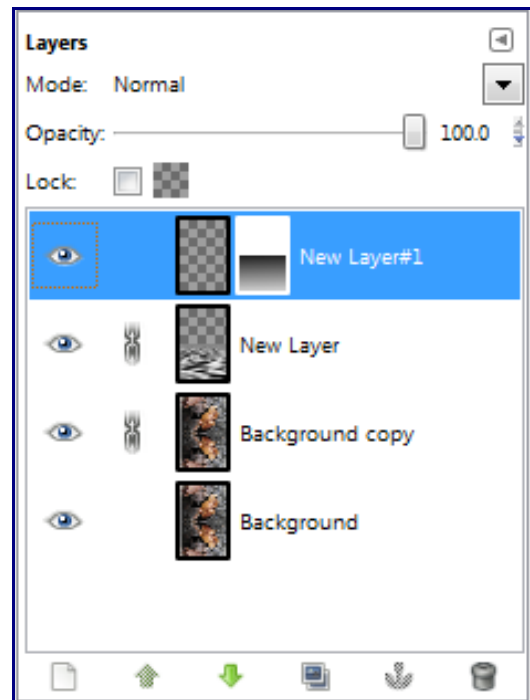
(TIP: After you paste the displacement map into the new layer, you can use your arrow keys to move it sideways or up and down).

STEP 5:

Add another new layer. Select the **Rectangle Select tool**. Select the bottom half of the picture with the displacement map.

Add a layer mask (White – Full Opacity) to the new layer.

Select the **Gradient tool** using the *default black & white* gradient and drag a gradient from the halfway point to the bottom. Your layers should look like this:

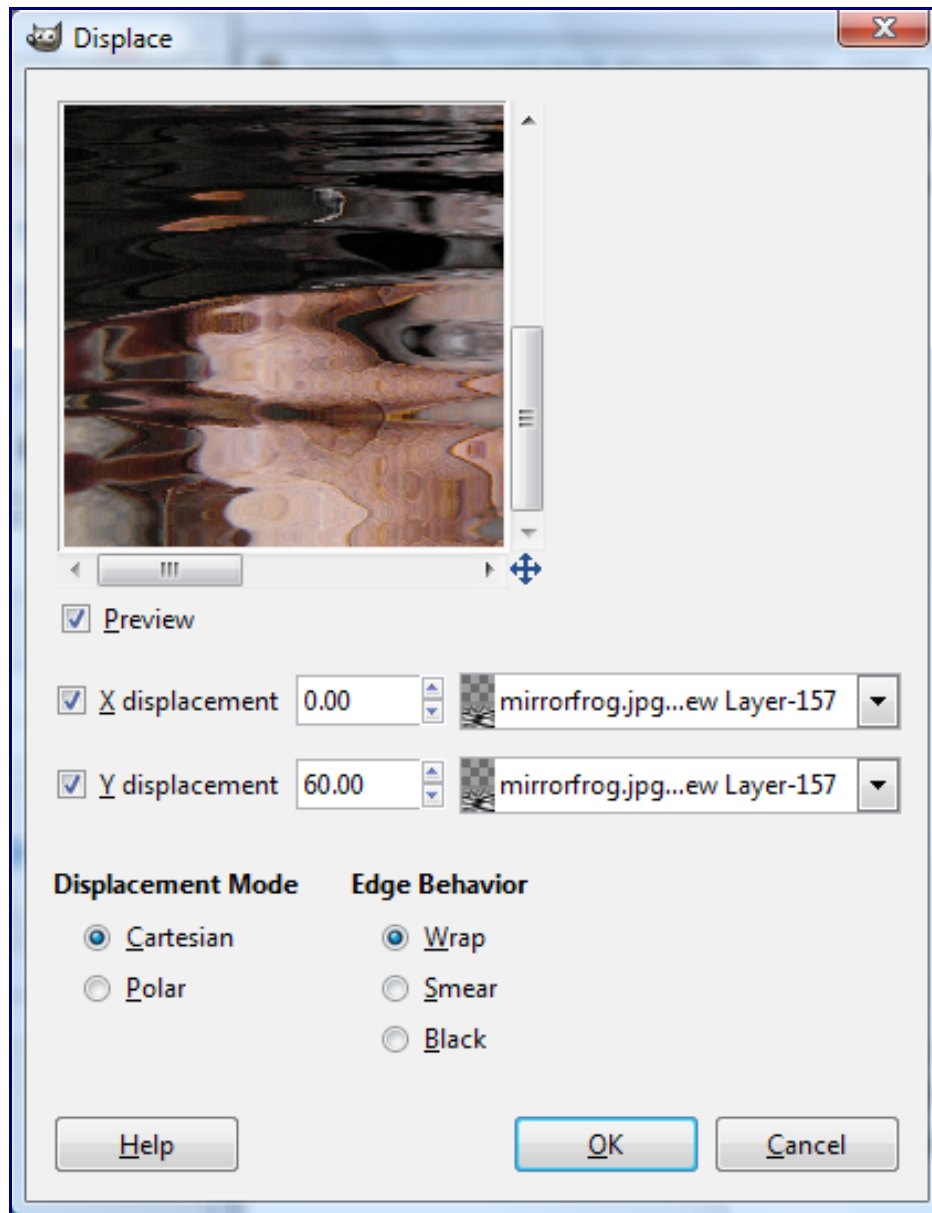


Notice that there are links on the displacement map and the background copy? You need to do the same thing. All you are doing is linking the displacement map to the background copy so that when you finally map the water displacement, it will show the layers for the displacement map in the lists.

I didn't name my layers, which I should, and you should make a practice to name your layers as well.

STEP 6:

Select and highlight the background copy layer just under the displacement map, and go to **Filters/Map/Displace**. Note the selections in the image below:



For small image reflections like this one, the only way to utilize an X displacement is to make your image selection area wider. Otherwise, you'll have to leave it at zero to avoid it leaving blank areas in your reflection area. (Check the preview when adding X displacement, you'll see what I mean). Y displacement is usually twice the displacement of X. We'll make an exception here. 😊

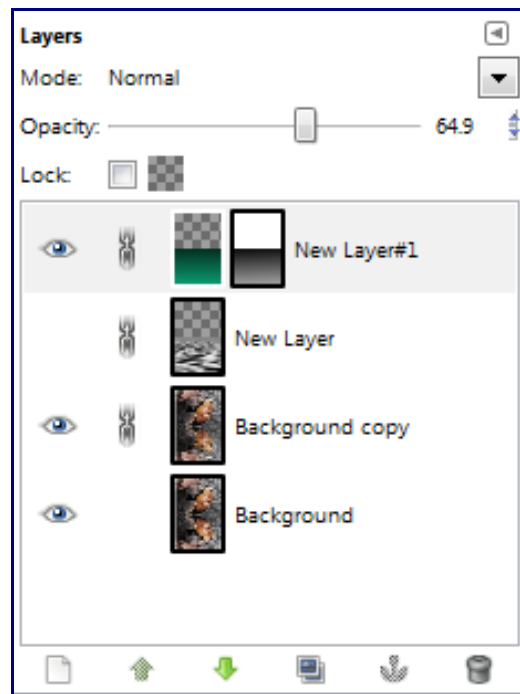
To see the result of what the displacement achieved, click the eye on the displacement layer to off.

STEP 7:

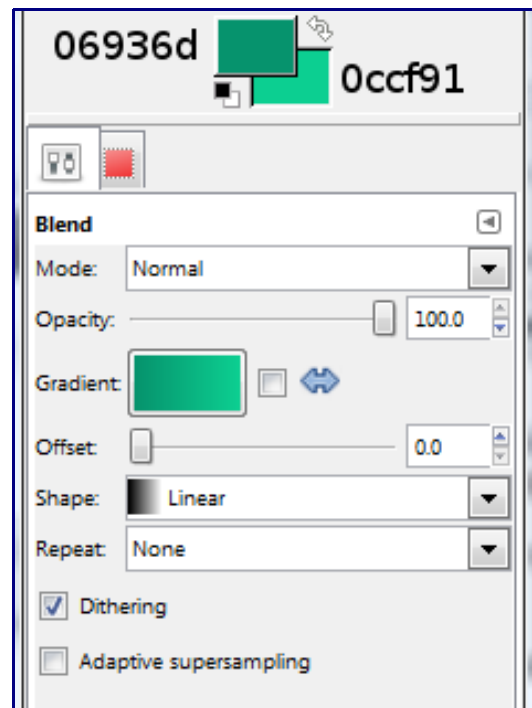
Adding color is fairly simple, just remember two things: **1)** Create a selection for the lower half of the image when using colored gradients, and **2)** the sky is the limit on color choices or blend effects.

Select and highlight the top most layer (with layer mask), *link it to the displacement map*

and *background copy*, then select the bottom half of the image using the **Rectangle Select tool**, if it's not already selected.



Select the **Gradient tool**, and pick a darker emerald green color and a lighter shade of emerald green. See my color choices below:



Drag the **Gradient tool** down from the halfway point to the bottom. You can reduce the transparency, if needed. That's it, you're done!

The final product:

