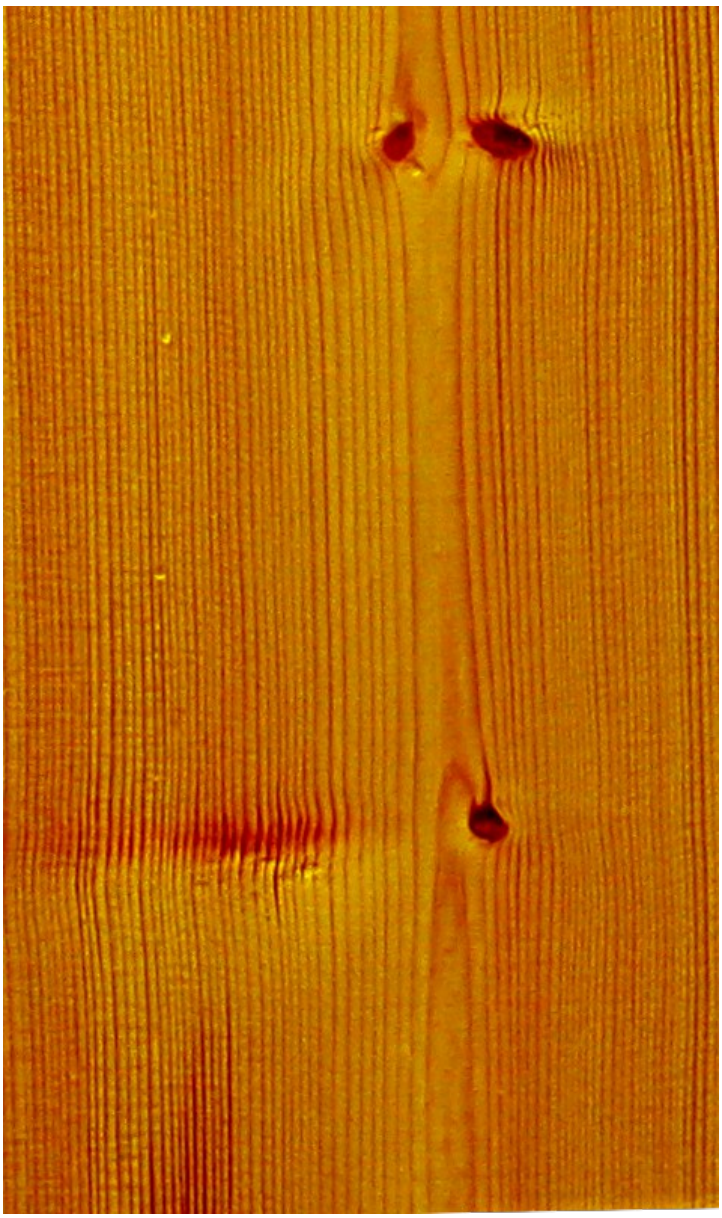
Step By Step – Enhancing the Grain & Colour Of A Wood Texture



For Chamferman by OldManGrumpy



Introduction

This process reflects the approach I used in my response to your request for assistance on the Gimp Chat thread Enhancing and changing colour of textures.

You want to enhance the grain of a target timber texture (looks like pine) and change its colour (stain) for use in 'Sketchup'. You provided a sample of the colour stain in a second timber image.

As stated in my post, there are many different approaches. However, my approach below is quick, not complex, uses standard GIMP features and I have provided it on a step by step basis. Because you said you were new to GIMP, I have also shown additional information with each step on the tools I used.

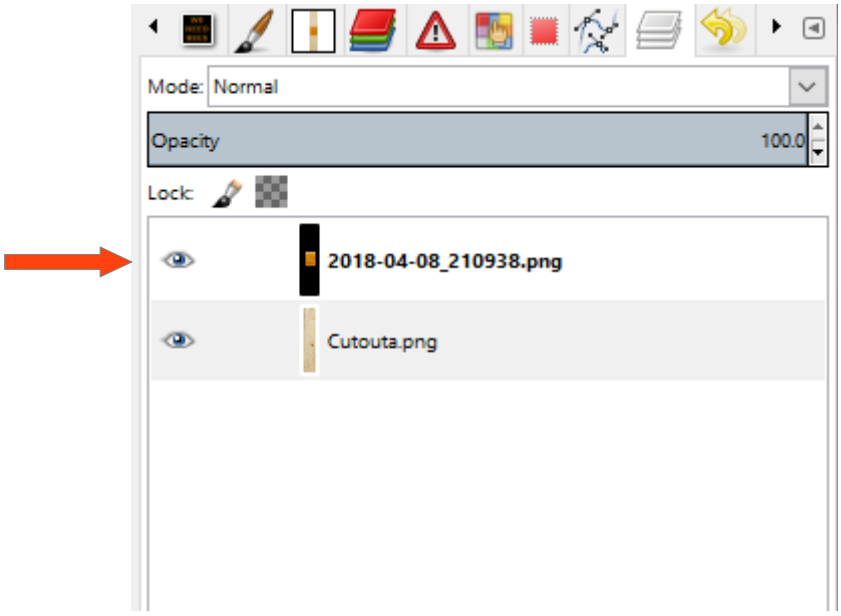
Note that your original texture image is large i.e. **476 x 2464 pixels**. For clarity purposes and because I wished to show detail, I did not want to compress the example illustrations below. I have therefore shown examples of a part only of your texture. However, the steps you take should be processed using your original size pine texture image.

Objective

Our **objective** then is simple – we will create a new coloured and enhanced grain timber texture similar to that shown above.

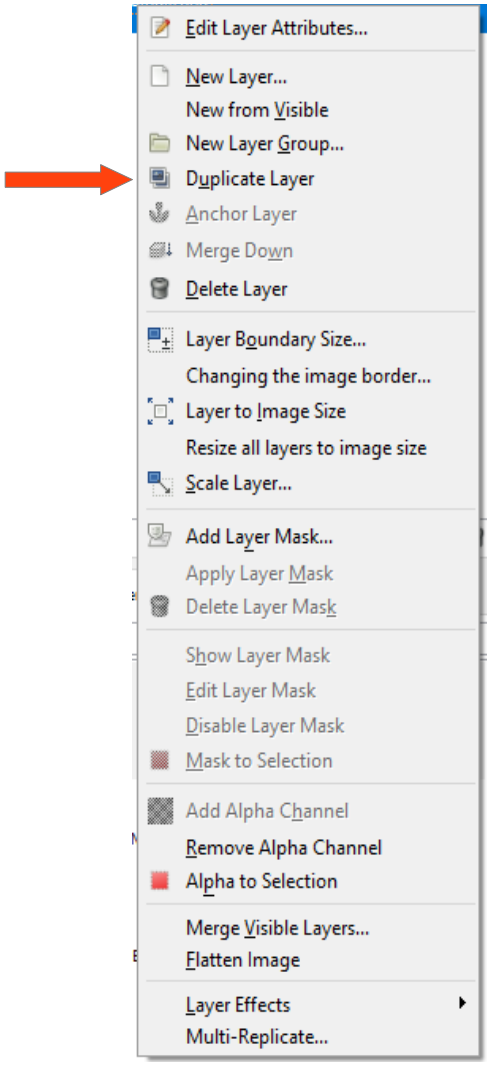
Steps

1. Use File>Open>cutouta.png to create a new GIMP image with a canvas size of 476 x2464 pixels.
2. Use File>Open as layers>2018-04-08_210938.png to open your orange coloured timber texture. It will appear immediately above the cutouta.png layer. Your layers dialogue will look like this -

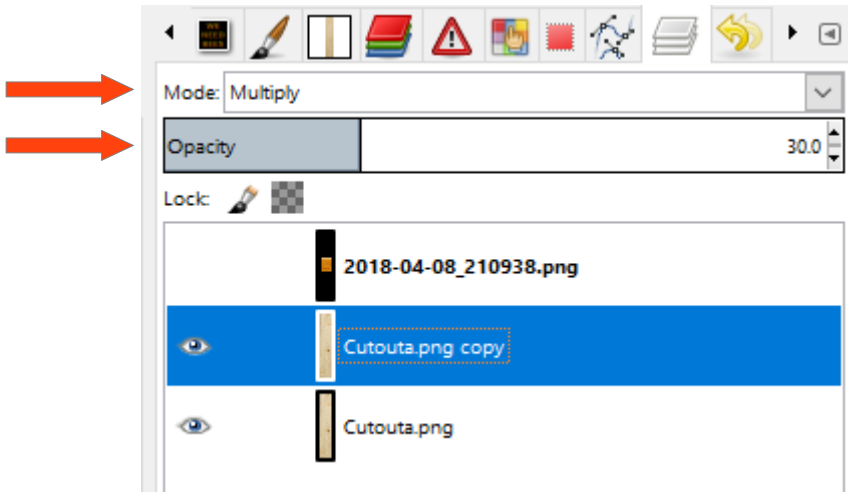


3. For the moment make the 2018-04-08_210938.png layer invisible by clicking the eye icon for that later (arrow above).

4. Now we want to duplicate this layer, so right click on the cutouta.png layer to show the layers menu – it looks like this -



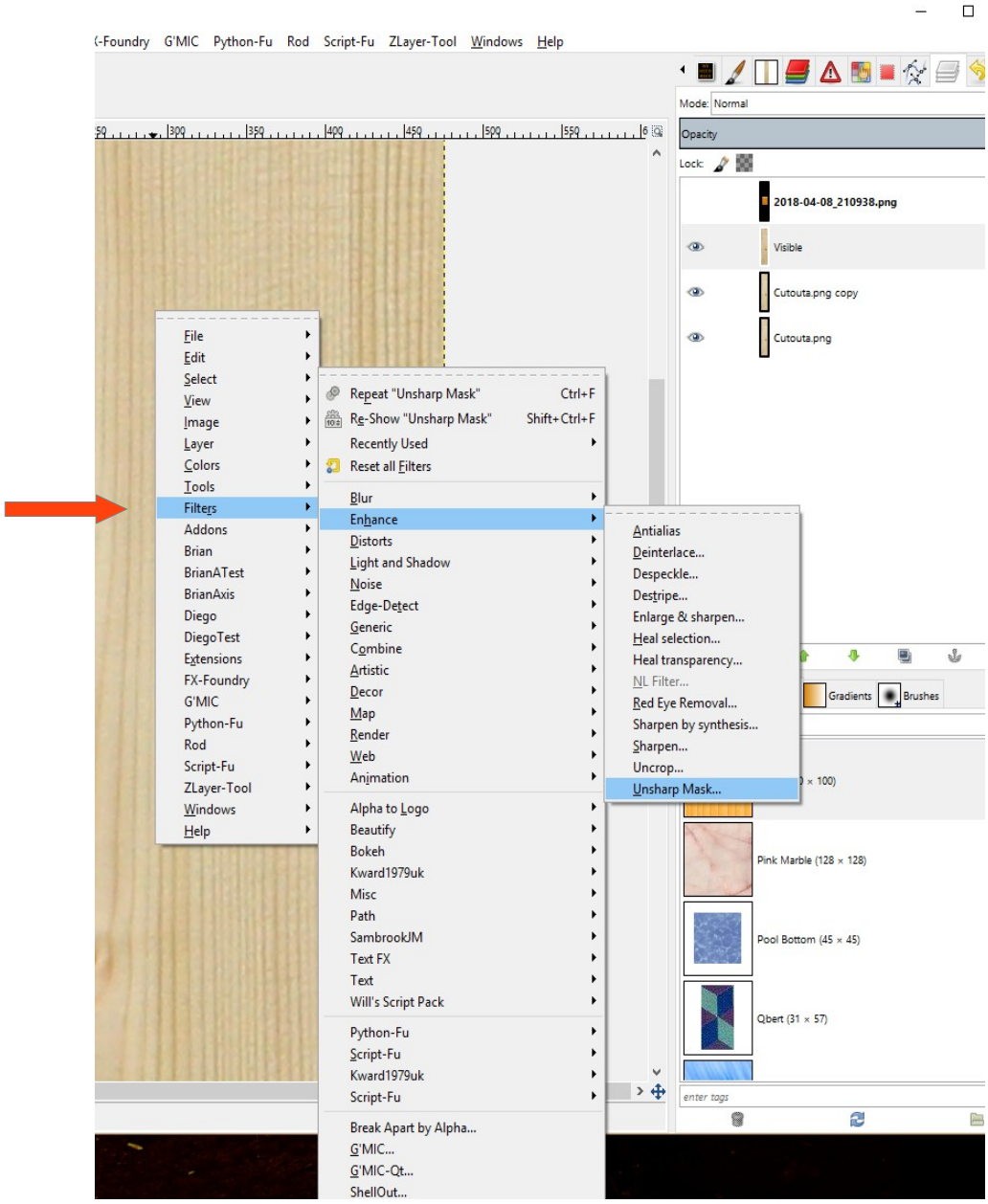
5. Click on the Duplicate Layer function (arrow above) and a new layer called Cutouta.png copy will be created above the original.
6. Next we will take the first step for both the colour change and the grain enhancement by using Layer Mode and Opacity options on the Cutouta.png copy layer as shown below -

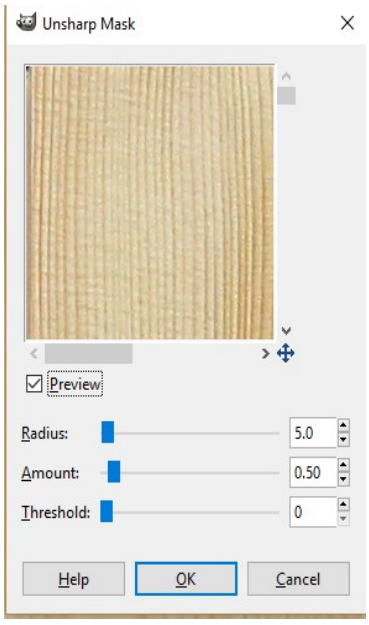


7. So from the Mode drop down, select Multiply and in Opacity take the value down to 30%.
8. Your GIMP canvas should now look like this example, with the two layers combining to make the image slightly darker and with the grain also slightly more prominent. -



9. Now, in the layer dialogue, right click on the Cutouta.png copy layer to display the layer menu and this time choose New from Visible, which will create a new single layer representative of the image above.
10. Next we will do some more 'sharpening' of the image to assist with the grain enhancement; so firstly make sure the Visible layer is the active layer (i.e. blue highlight in Layer Dialogue) and then right click on you canvas to display the GIMP menu. Select from the Filters>Enhance>Unsharp Mask (as shown below) to display the parameter window for the Unsharp Mask filter also shown below -


(-Foundry G'MIC Python-Fu Rod Script-Fu ZLayer-Tool Windows Help
Mode: Normal
Opacity
Lock:
2018-04-08_210938.png
Visible
Cutouta.png copy
Cutouta.png
File
Edit
Select
View
Image
Layer
Colors
Tools
Filters
Addons
Brian
BrianATest
BrianAxis
Diego
DiegoTest
Extensions
FX-Foundry
G'MIC
Python-Fu
Rod
Script-Fu
ZLayer-Tool
Windows
Help
Repeat "Unsharp Mask" Ctrl+F
Re-Show "Unsharp Mask" Shift+Ctrl+F
Recently Used
Reset all Filters
Blur
Enhance
Distorts
Light and Shadow
Noise
Edge-Detect
Generic
Combine
Artistic
Decor
Map
Render
Web
Animation
Alpha to Logo
Beautify
Bokeh
Kward1979uk
Misc
Path
SambrookJM
Text FX
Text
Will's Script Pack
Python-Fu
Script-Fu
Kward1979uk
Script-Fu
Break Apart by Alpha...
G'MIC...
G'MIC-Qt...
ShellOut...
Antialias
Deinterlace...
Despeckle...
Destripe...
Enlarge & sharpen...
Heal selection...
Heal transparency...
NL Filter...
Red Eye Removal...
Sharpen by synthesis...
Sharpen...
Uncrop...
Unsharp Mask...
Gradients
Brushes
Pink Marble (128 × 128)
Pool Bottom (45 × 45)
Qbert (31 × 57)
enter tags


Unsharp Mask
Preview
Radius:
5.0
Amount:
0.50
Threshold:
0
Help
OK
Cancel

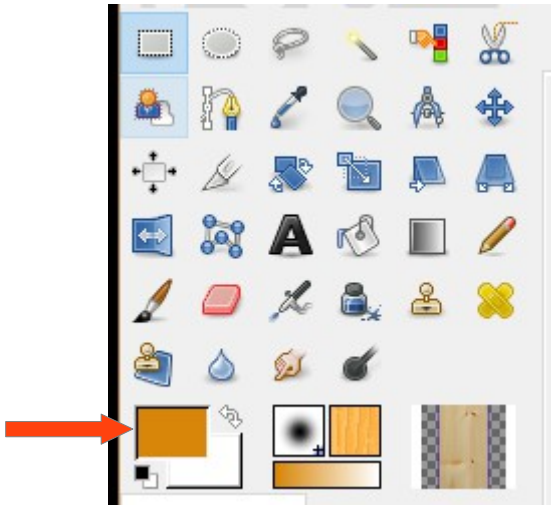
11. Leave the parameters at their default settings and click OK to effect the filter, which will further sharpen the grain and colour to resemble this example .



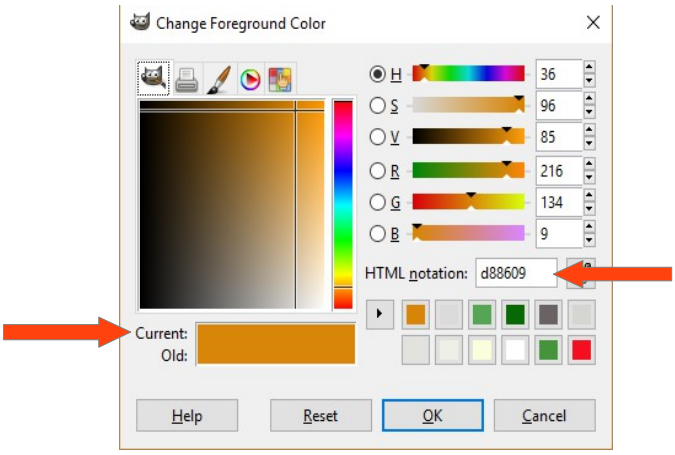
12. Now we are ready to apply the wood stain to your timber. Make the 2018-04-08_210938.png layer your active layer and make it visible and again by clicking the eye icon.
13. My approach for selecting the colour for your stain was to use the Color Picker Tool from the Tool Box which gave me a colour with a HTML value of d88609. So from the Tool Box choose the Color Picker Tool -



14. Now on the canvas use your cursor position to select the colour you desire then click. Note here that, because there are various shades on this orange textured image, from the position of your cursor, you may obtain a slightly different colour value than mine; but do not worry we can address that. The tool will now change the Foreground colour in your Tool Box as shown below–.



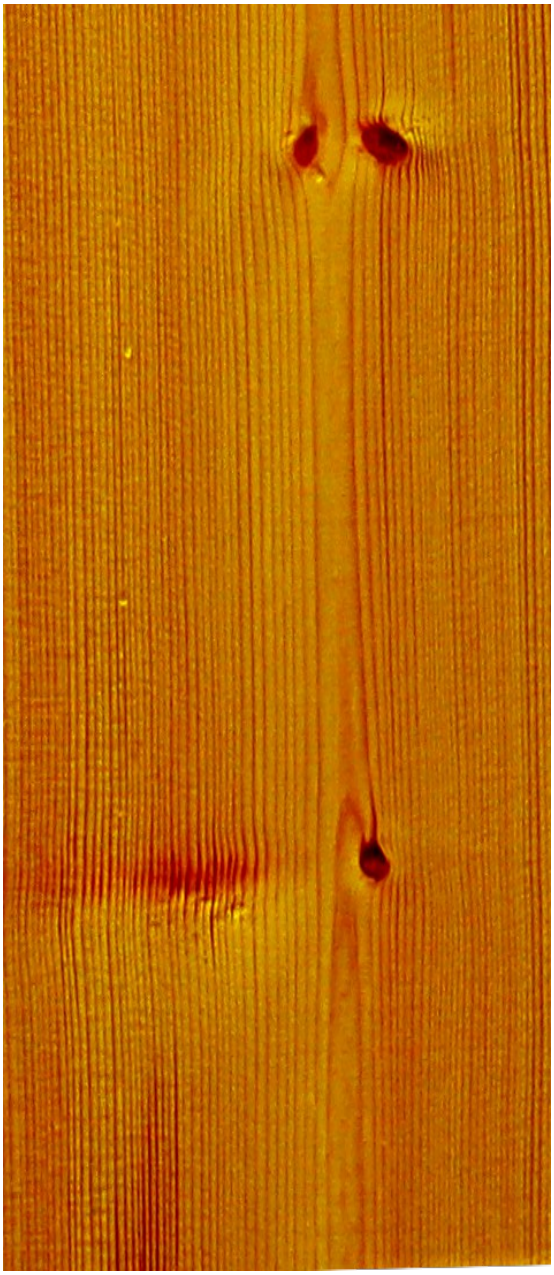
15. Lets just check what specific colour you generated, so click on the Foreground Color to open its parameter window. It should look like this -



16. If you are happy with the colour you selected, just click OK. If you have a different HTML notation than mine, but wish to use mine, then:
    1. Highlight the value in the HTML notation field
    2. Enter the value d88609
    3. Hit Enter on your keyboard to register that value
    4. Then click OK to accept that value as the Foreground Color and also close the parameter window.
17. You can now make the 2018-04-08_210938.png layer invisible again as it has served its purpose.
18. Now with the Visible layer active, right click on it and from the menu choose New Layer to create a transparent layer above it.
19. Almost finished now; so from the Tool Box select the Bucket Fill Tool (shown below) and click anywhere on your canvas to fill it with your selected colour.



20. Your image right now will just be a solid orange colour , so now in the Mode drop down choose Burn and now your canvas should then look like this -



21. Now for the final step; again right click in the layer dialogue and choose New from Visible. That will give you a single layer containing your new enhanced and stained wood texture, which you will then need to File>Export as (.jpg or .png) to your preferred local folder for use in 'Sketchup'.

You will note that I what I have described is a non destructive method – nothing is lost or overwritten. I hope this is what you were after – if you have any issues just PM Wallace or me.