

Diego's render filling filters

He has created three different ones, which you will find under Diego – Render.

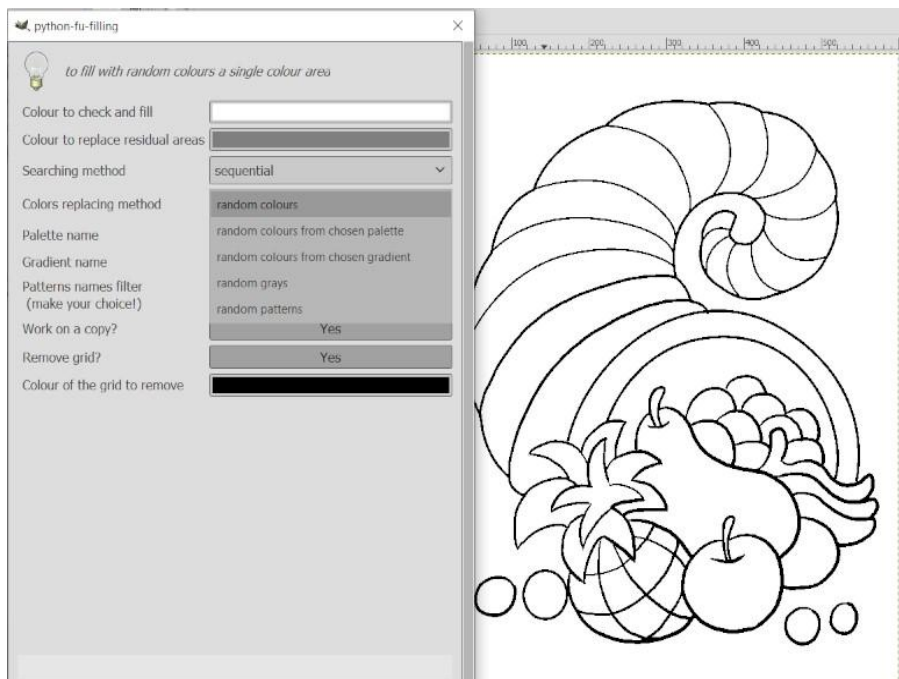
Find a free white and black draw for colouring. If the draw has many small white areas, the filter will take longer to render it.

The first very important step to start is to apply “threshold” to your draw. Colors – Threshold. This step will remove any small extra particle around the draw. Accept the default values.

After that, Go to Diego – Render – Filling

Let the three first parameters as they are. On colors replacing method you will see several options. Choose one.

If you chose colors, on random color value range, you have several possibilities. I leave the 32-354 default option.



According to what you chose, you have below the parameters for your options.

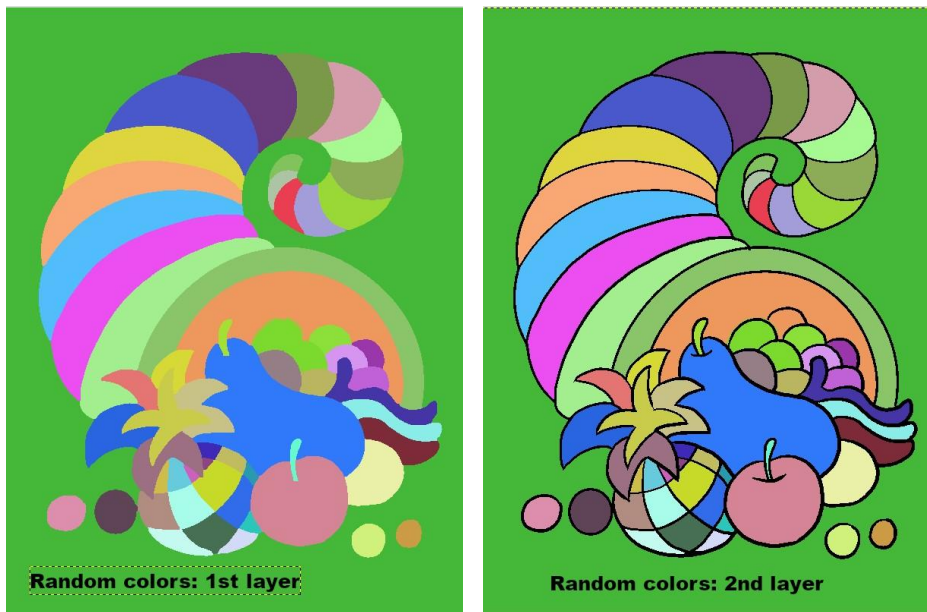
If you chose palette, you choose from a particular palette.

If you chose gradient, you choose from a particular gradient.

If patterns, the same. You can choose from the whole patterns you have or from a specific group. Only you have to write the first letters of that particular group of patterns.

Leave yes, for Work on a copy, and yes for Remove grid.

Results from random color option: You get two layers



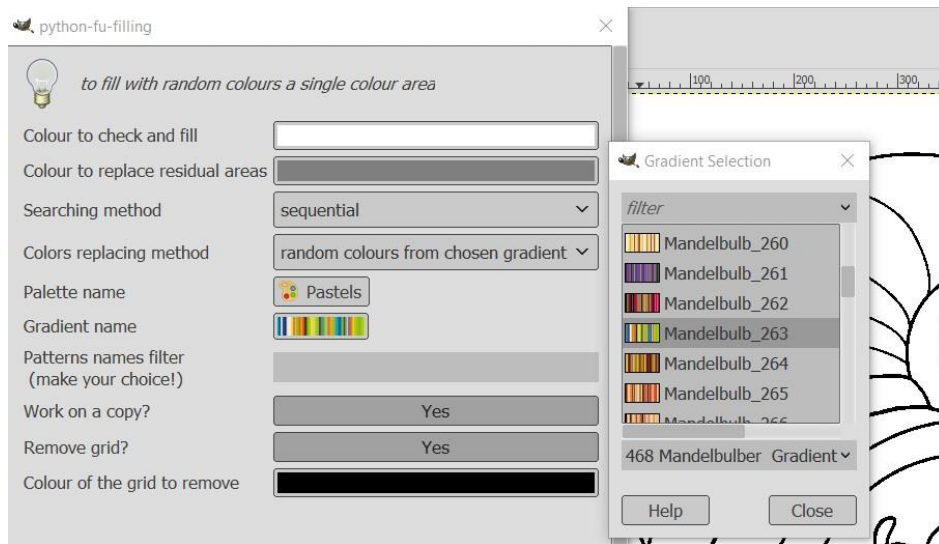
Sample with patterns:

python-fu-filling

 to fill with random colours a single colour area

Colour to check and fill	
Colour to replace residual areas	
Searching method	sequential
Colors replacing method	random patterns
Palette name	 Pastels
Gradient name	
Patterns names filter (make your choice!)	GoSS
Work on a copy?	Yes
Remove grid?	Yes
Colour of the grid to remove	

Results: You get two layers



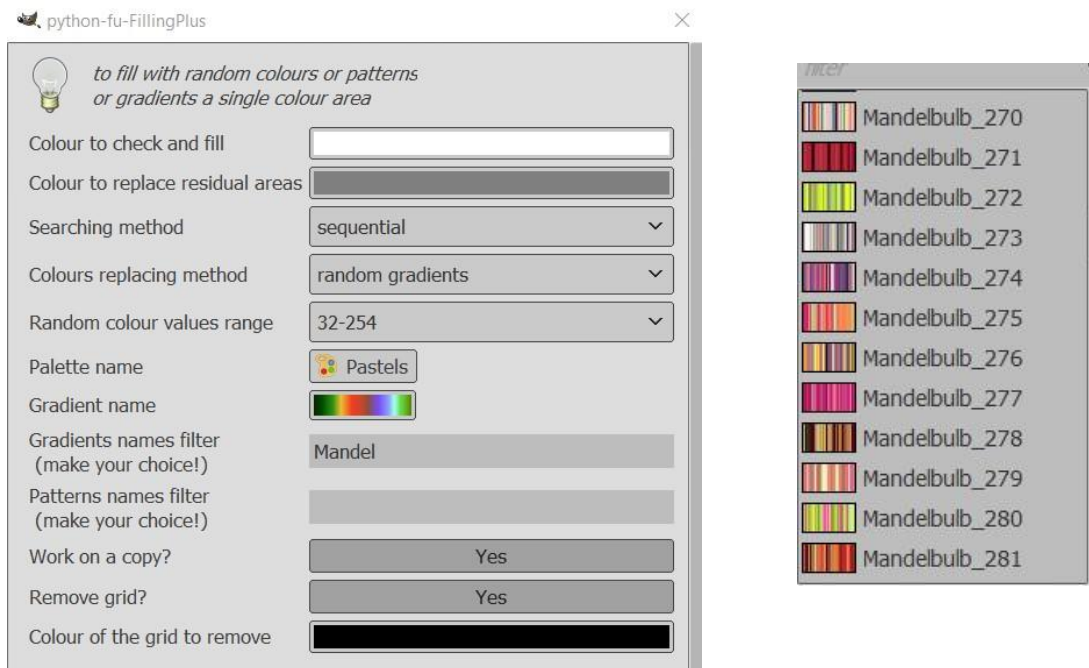
Sample from
one only simple
gradient:

You get two
layers



Diego's FillingPlus (Diego – Render – FillingPlus) **Don't forget Threshold**

More complete about options, as you can choose from a group of gradients, palettes, and patterns. If you choose "random gradients" the filter uses different shapes inside each little or large zone of the draw.



Results: You get two layers



Results using Atmospheric gradients: You get two layers



*to fill with random colours or patterns
or gradients a single colour area*

Colour to check and fill

Colour to replace residual areas

Searching method

sequential



Colours replacing method

random gradients



Random colour values range

32-254



Palette name

 Pastels

Gradient name



Gradients names filter
(make your choice!)

Atmospheric

Patterns names filter
(make your choice!)

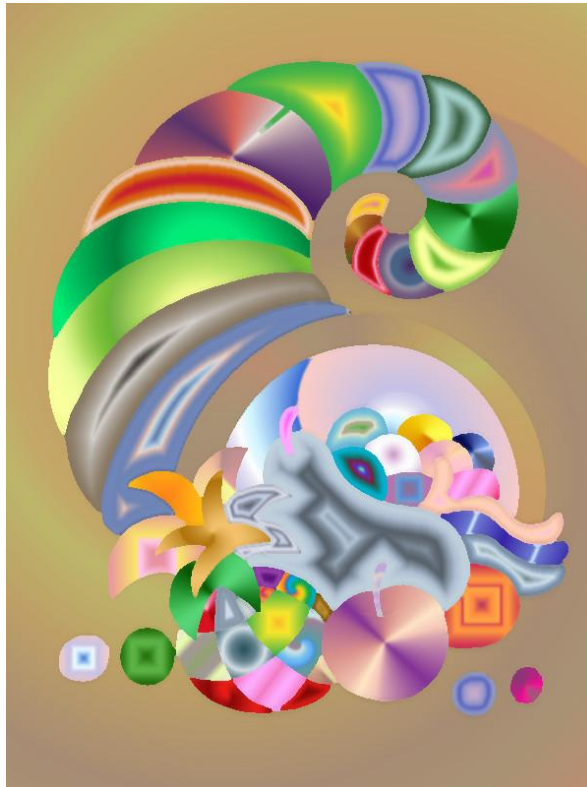
Work on a copy?

Yes

Remove grid?

Yes

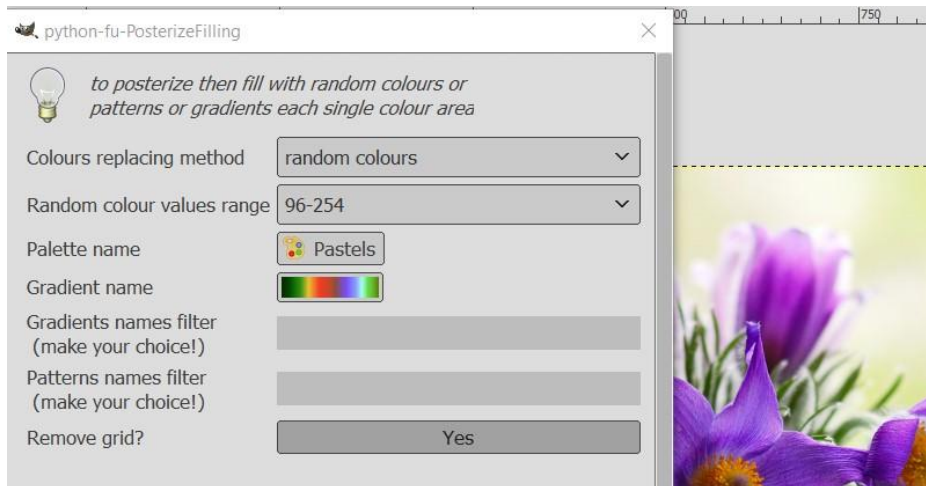
Colour of the grid to remove



Diego's PosterizeFilling

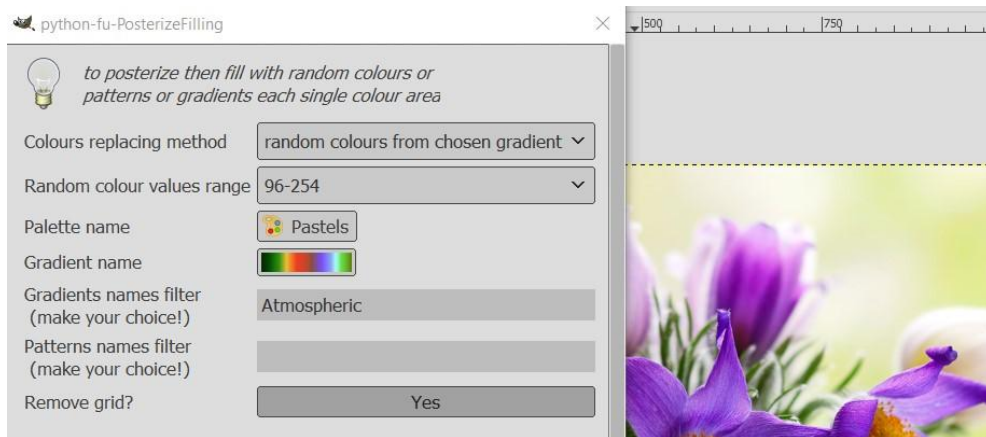
Diego – Render – PosterizeFilling

This filter is applied on any picture (not a draw) The results are artistic in plenty of colors. Be patient as the filter takes a bit more time to render the image.



You get one layer.





If you choose one unique pattern:

python-fu-PosterizeFilling

💡 *to posterize then fill with random colours or patterns or gradients each single colour area*

Colours replacing method random patterns ▾

Random colour values range 96-254 ▾

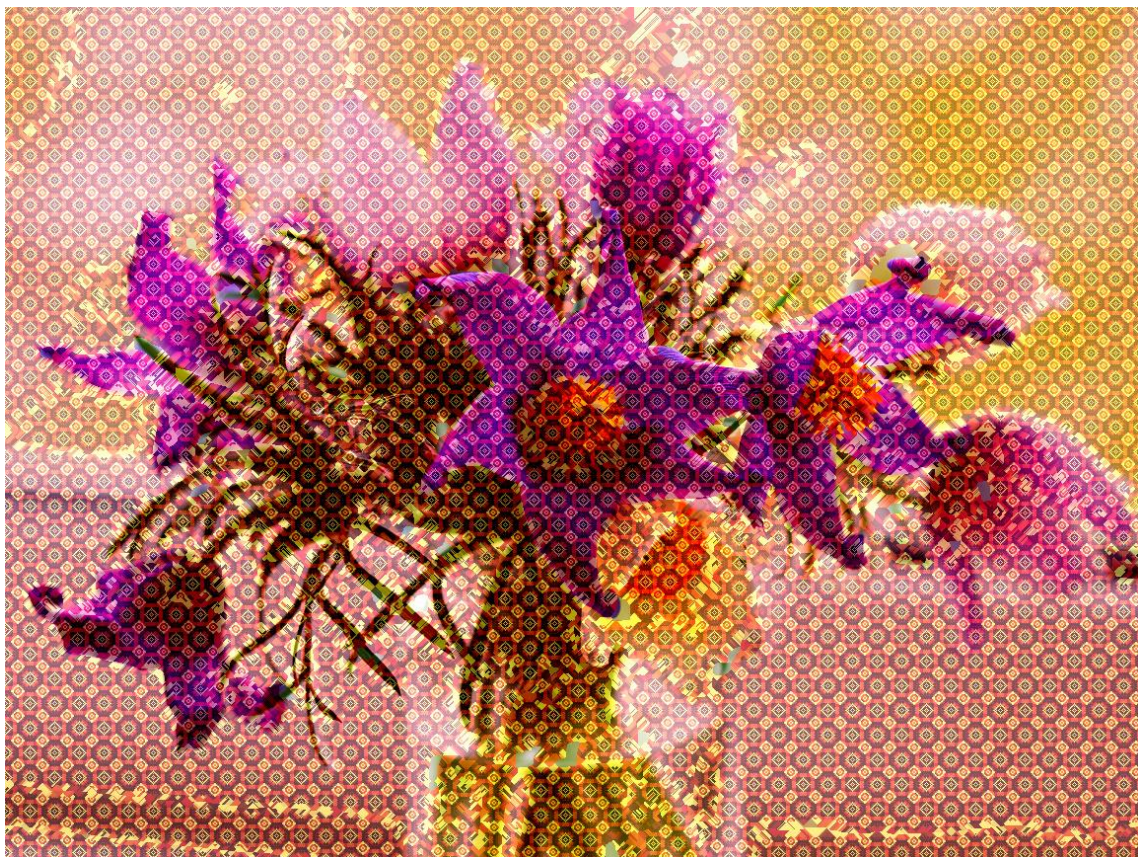
Palette name  Pastels

Gradient name 

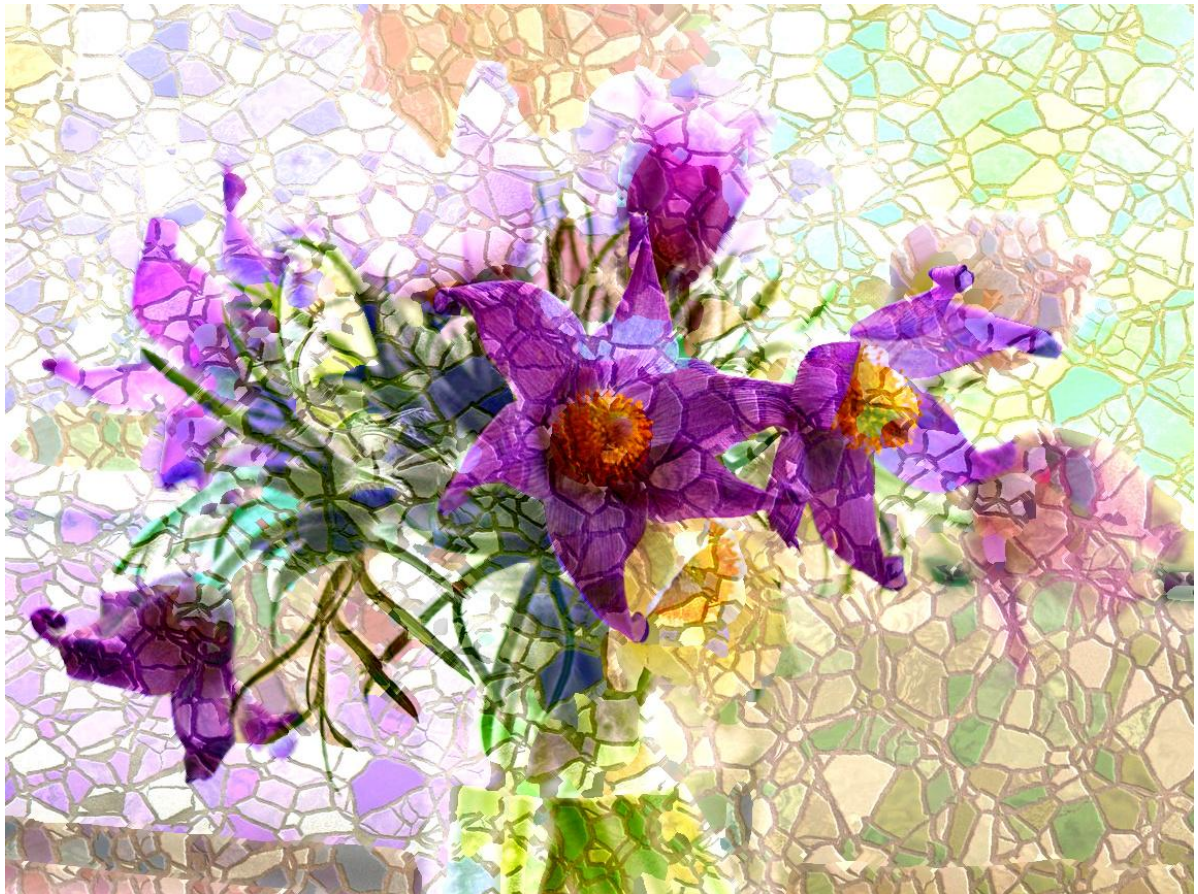
Gradients names filter (make your choice!)

Patterns names filter (make your choice!) Fabr-70-71

Remove grid? Yes



But if you choose from a group of patterns: For instance mosaic



Issa,