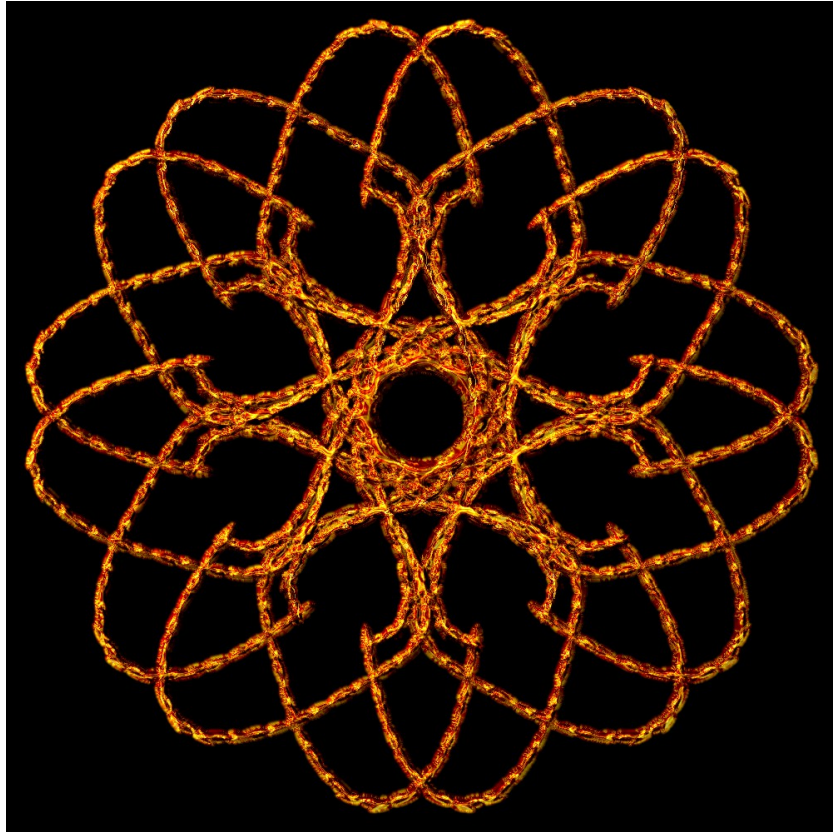


How to best use the omg_twisted_wire_small brush to create a metallic mandala



by Oldmangrumpy



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Introduction

One of my posts (#283) to the 'Hand Painted Mandala' thread at 'Gimp Chat', drew a question from 'level-0' as to which brush I used in the creation of the image. This document then, has been prepared to identify the brush and the way it was used to create a mandala similar to that post on Gimp Chat and the cover page of this paper.

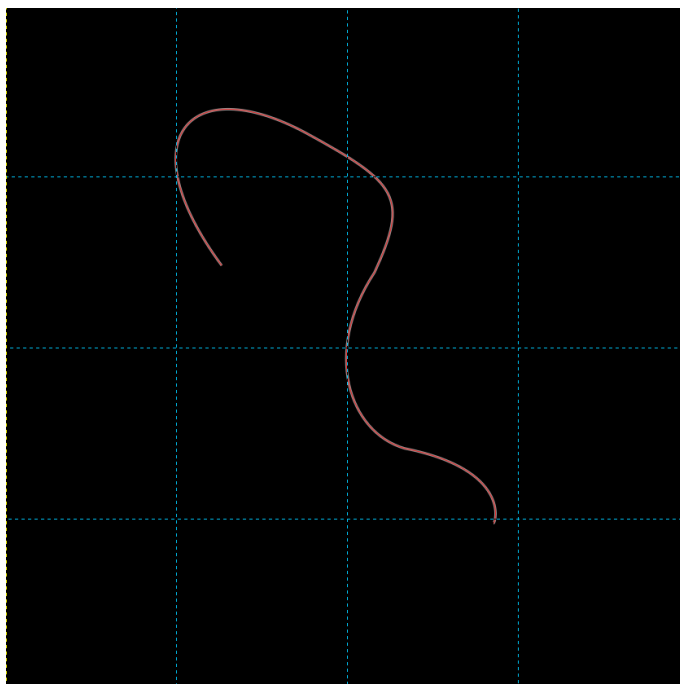
The brush involved is called **omg_twisted_wire_small** and was one of the first brushes I created a few years back. Unfortunately, I feel there are certain limitations as to how it can be used, so this mini tutorial seeks to demonstrate an easy, specific approach for using the brush to create twisted chain like metal. The tutorial follows the steps I used in an 'xcf' file, which created the cover image and which I have included in the tutorial zipped folder.

The brush (shown below) and a couple of other OMG resources used in this mini tutorial are also provided in that zipped resource folder.



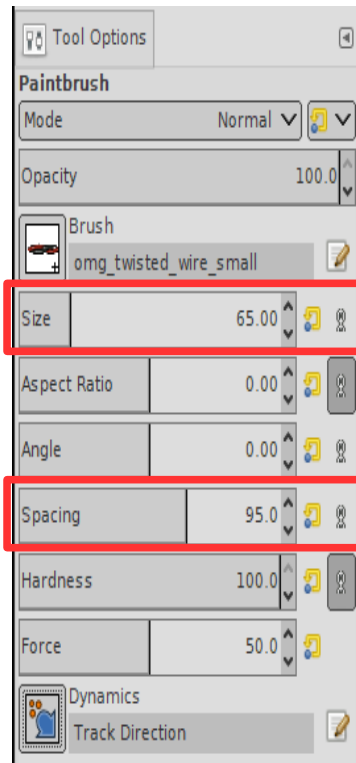
The Stepped Process

1. Drew a path



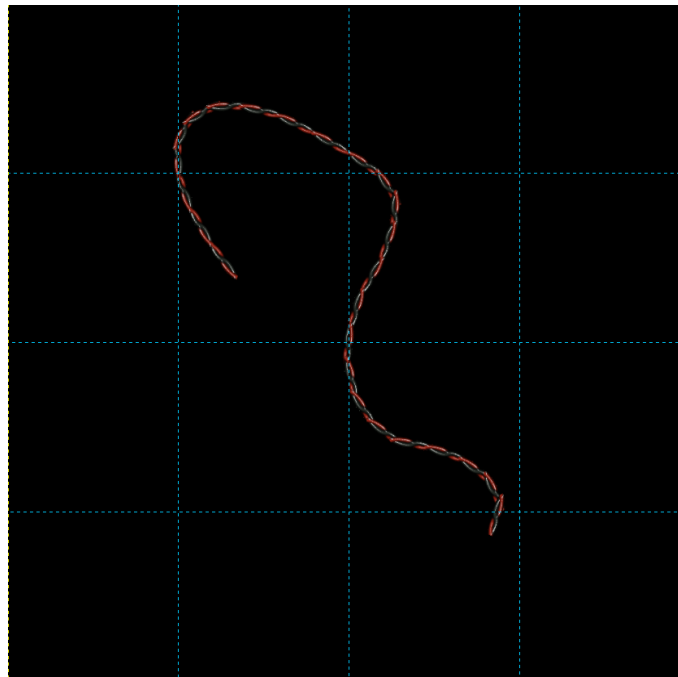
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2. Stroked the path – using the [Tool Options](#) displayed below



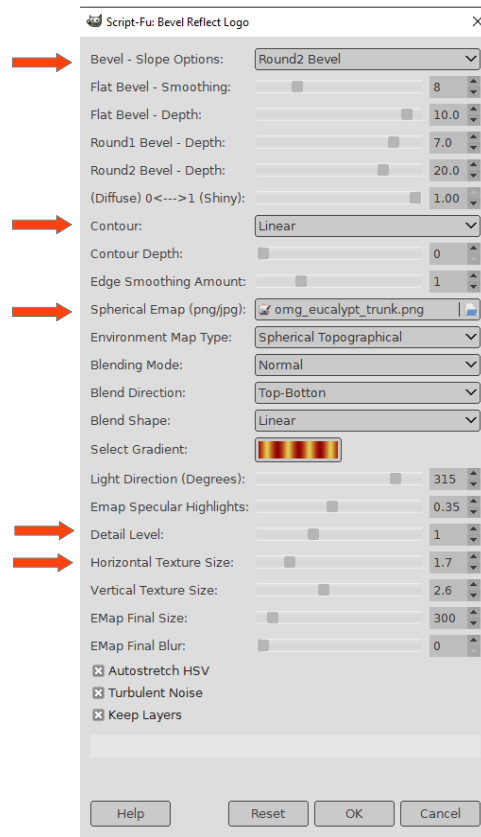
This is not the default size; was changed manually

This is not the default spacing; was changed manually

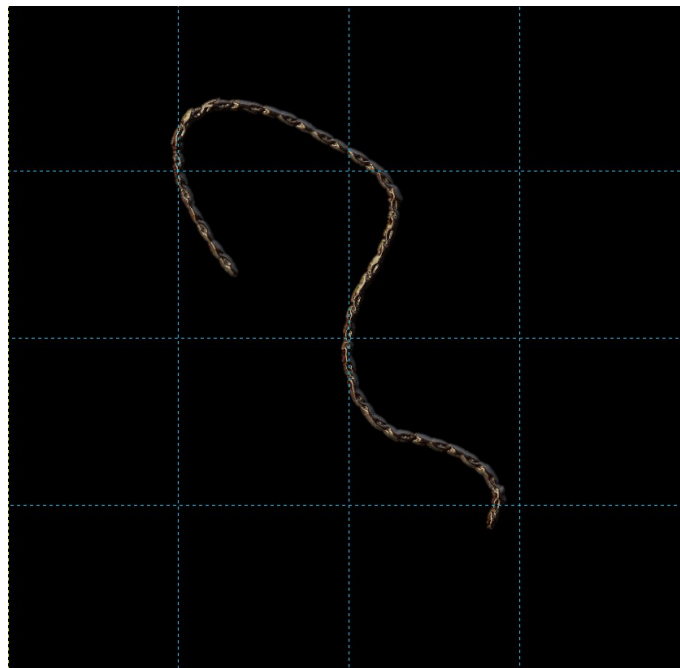


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3. Selected the stroked wire and applied **Bevel Reflect Logo** using the following non default parameters.

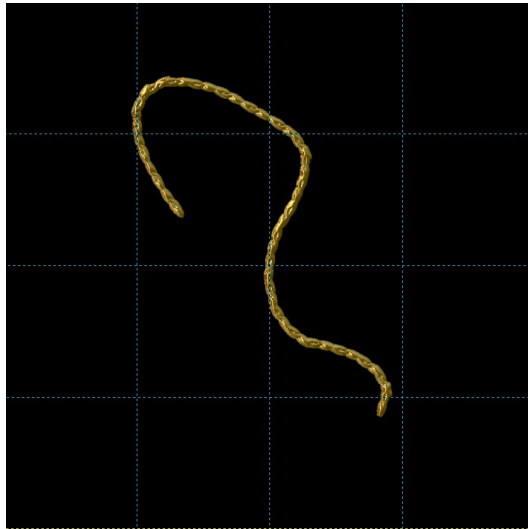


Emap included with resources

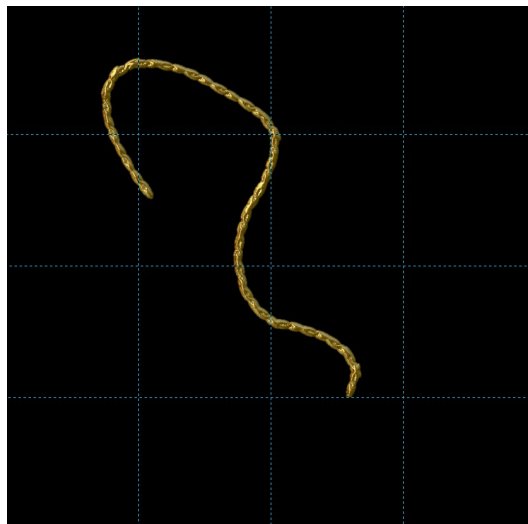


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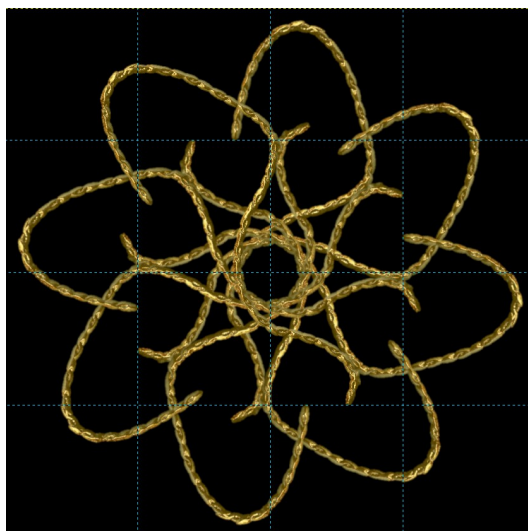
4. With the selection still current, created a new layer and filled the selection with `c6ba79` then changed the **Blend Mode** to **Grain Merge** as below.



5. Made the background invisible, created a **New from Visible** layer, and moved the wire image slightly to a new position, ready to run Tin Tran's **Mura Meister Copies** script.

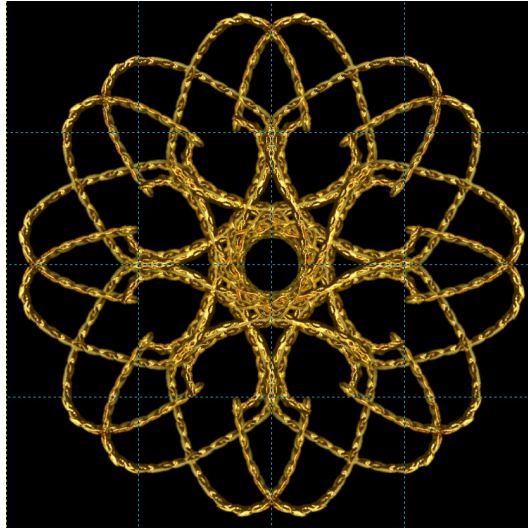


6. Ran the script with key parameters of 8 copies, no merge and no drop shadow. Resized all layers (enlarged by the script) to original size; merged the newly created 8 individual layers.

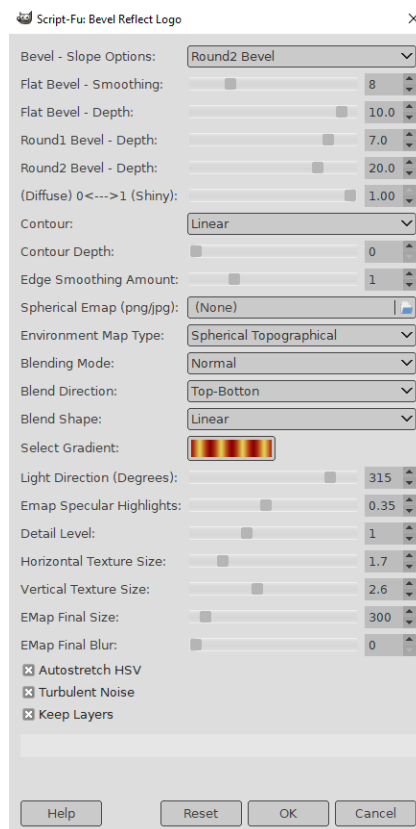


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- Duplicated the newly merged layer then flipped it horizontally and created a [New from Visible](#) layer.



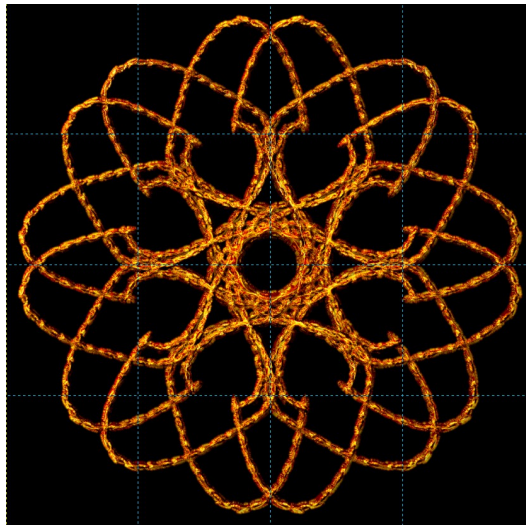
- That basically completed the target mandala image, but I wanted a brighter, more colourful finish for the mandala, so I used it as input to a [BRL](#) using one of my gradients (`omg_sunset_stripe`) as the key input.



Gradient included with resources

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9. Then I changed the [Layer Modes](#) of the new visible layer created in Step 7 to [Overlay](#) and the layer from the BRL in Step 8 to [Grain Merge](#). This was the finished product.



Inclusions in resources

1. Brush: omg_twisted_wire_small
2. Gradient: omg_sunset_stripe
3. xcf file: mandala_level_0