

Glossary where to find things

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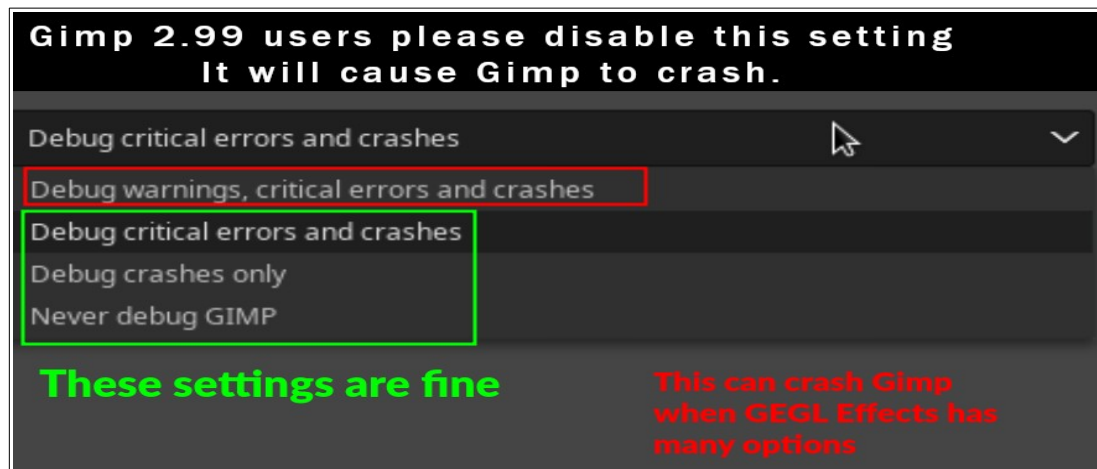
[Thin to Thick Text](#)

[Second Outline](#)

[Known bug that is probably gone](#)

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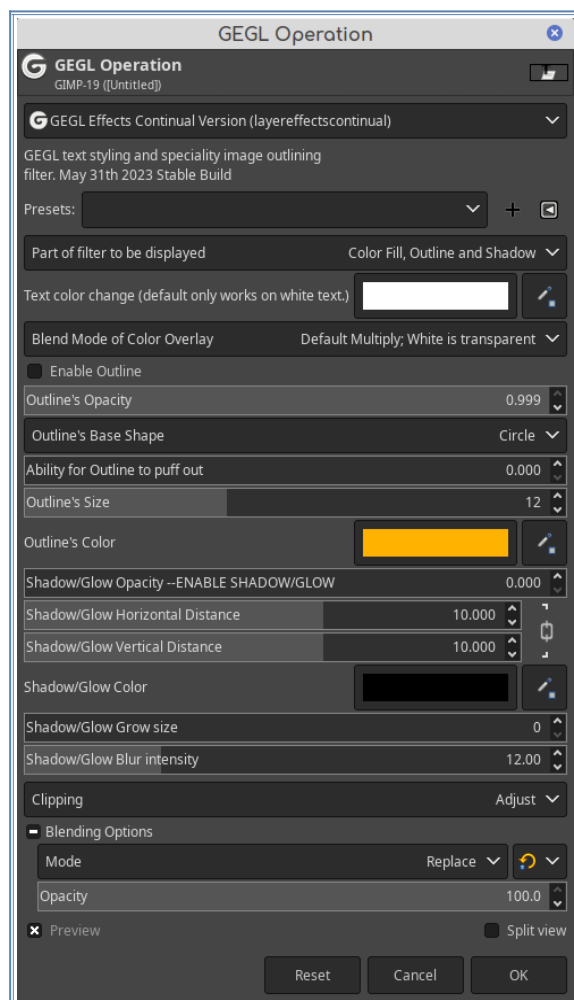
– Please make sure to use white text, a non-visible backup layer of the text layer. And “right click” **layer to image size** on the text layer before applying GEGL Effects continual. If you are using Gimp 2.99 please go to preferences>debugging and select anything but the default highest warning setting.



GEGL Effects Guide (June 2023 update)

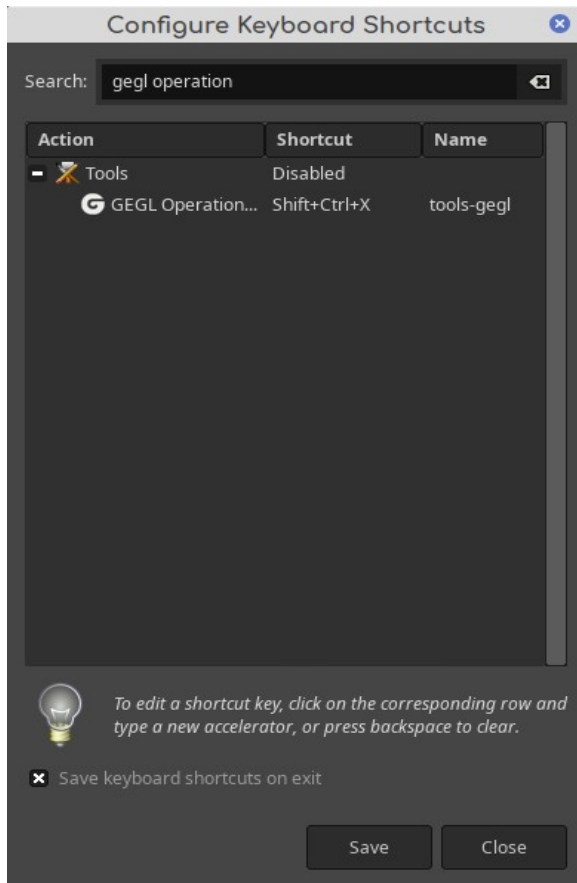
citing GEGL Effects May 31st Stable build and releases slightly before and after.

GEGL Effects is a Gimp plugin that is designed to do layer effects and advance text styling just like Adobe Photoshop's "Layer Effects/Layer Styles". It is powered by Gimp's engine "GEGL" which is a powerful image processing library that powers most of Gimp's filters. GEGL Effects is unique from other GEGL Gimp filters as it is meant to style text. GEGL Effects has popular text styling features like Outline Shadow Glow and their inverted counter parts; Inner Outline, Inner Shadow, Inner Glow and Bevels and Bump effects. GEGL Effects does all the most popular text styling options and puts them all in one convenient place where the effects can be saved and re-ran. It is important to note that GEGL Effects and every other GEGL Gimp filter is not yet re-editable after applying or capable of applying effects on live text (while typing) due to the fact that no Gimp GEGL filter can do that yet. At the time of writing this a Gimp developer: CMYK Student, is working on Gimp's ability to make re-editable always active filters termed "non-destructive editing."



This is what GEGL Effects should look like upon launch. You should be first greeted in the "Color Fill, Outline and Shadow" part of the filter. At the time of writing this the filter has six parts with "Part of Filter to be Displayed". The first option one will see is the "Text color change" This allows text to change colors and it is influenced by the option below it. "Blend Mode of Color Overlay". We will only focus on a few options for now. The color change and blend modes "Multiply and Solid Color". As they are the only ones relevant to basic workflows. To begin please make medium to large sized white text in Gimp. Make sure the white text is below a transparent layer. Then right click on the text layer and select "Layer to Image Size" and go to tool operations. GEGL Operations > GEGL Effects Continual, Note – GEGL operations can be made a keyboard shortcut.

This allows easier access to my GEGL Plugins. The default key binding is null.
I made it **Shift Ctrl X** to suite my needs. But you are free to make it anything else.



The first option one will see is the “Text Color Change” This allows text to change color and it is influenced by the option below it. “Blend Mode of Color Overlay”. We will only focus on a few options for now. The color change and blend modes “Multiply and Solid Color”. As they are the only thing relevant to basic work flows. To begin please make medium to large sized white text in Gimp. Make a transparent layer below the white text.

Then right click on the text layer and select “Layer to Image Size” and go to tool operations. GEGL

Operations > GEGL Effects Continual, Note – GEGL operations can be made a keyboard shortcut.

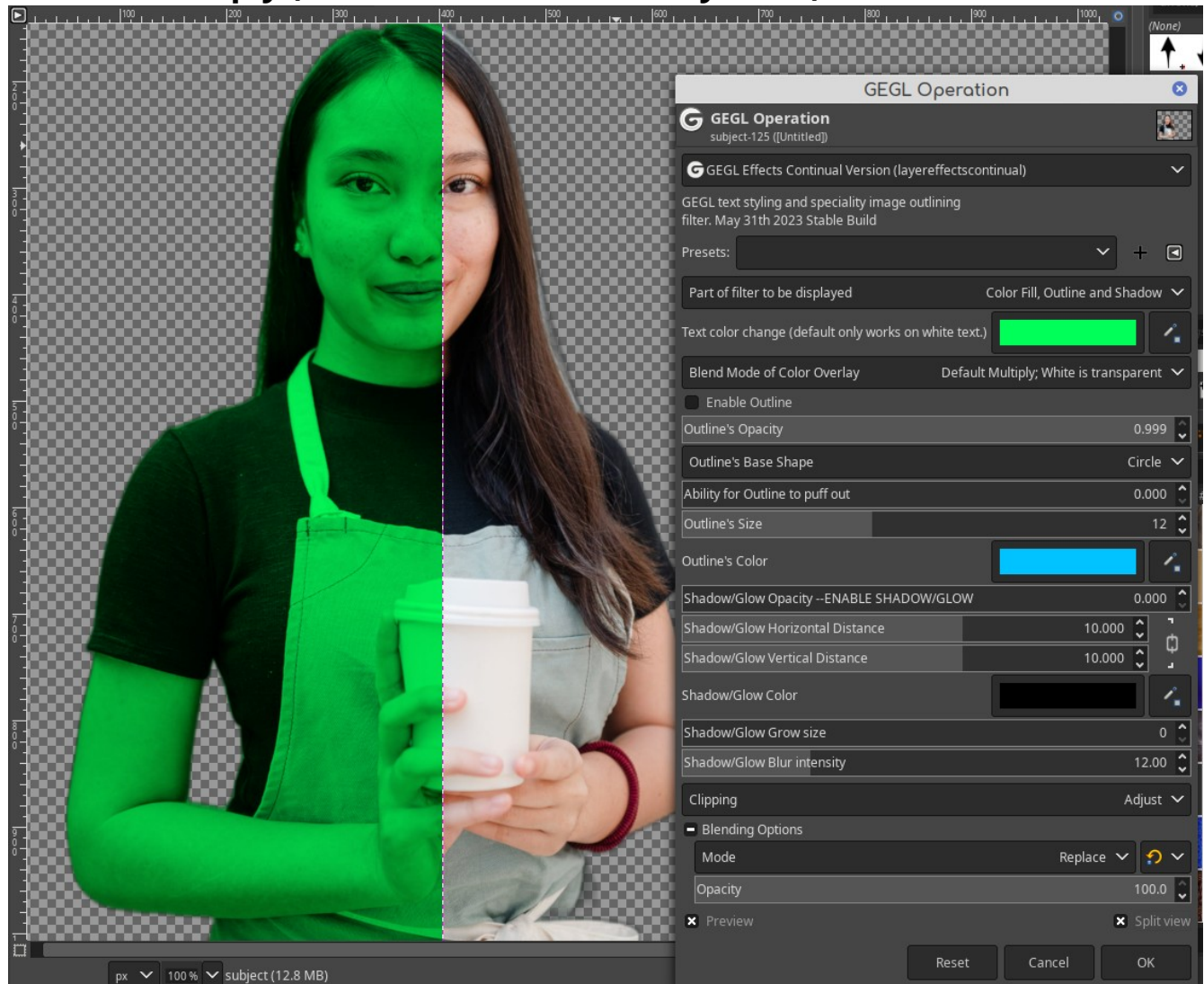
GEGL Effects Color Overlay Basic 101's

Now moving on to other things. The Text Color change and its blend mode switcher. This will be the first lesson for GEGL Effects continual edition. Left Clicking the color fill layer will allow you to select any color and if your text color is white it will change correctly. If your text color is any color but white it will **NOT** change correctly.



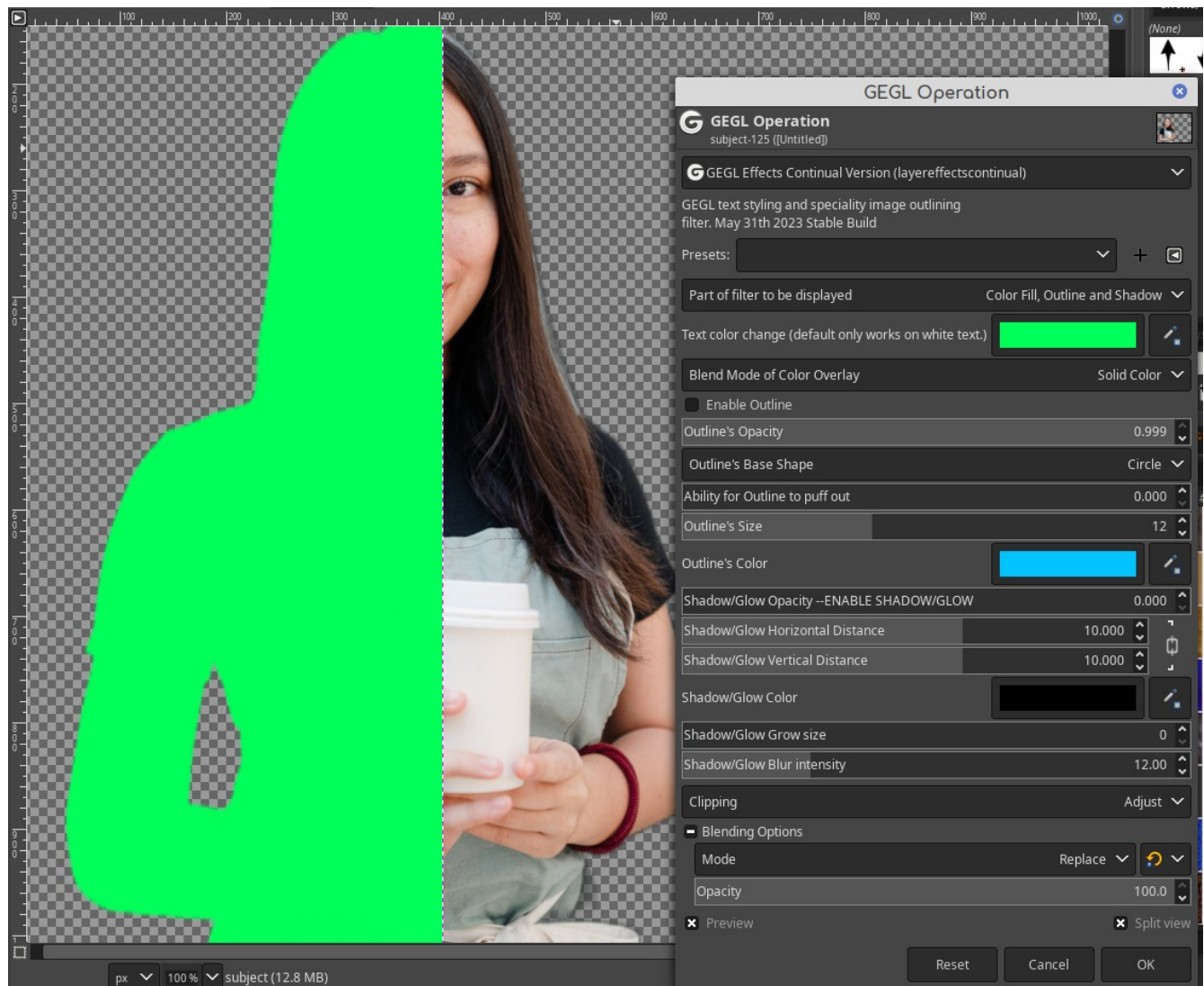
Now if you wish to follow a written tutorial please make the default color of the text anything but white or light grayscale and try applying the same color change technique. You may notice it does not work and uses a different color other than the one you intended. This is because it is by default evoking Gimp's multiply blend mode and the multiply blend mode only changes the default color if it is white. Since the color is not white it will blend by it and produce a different outline.

Default Multiply (turns white text into any color)



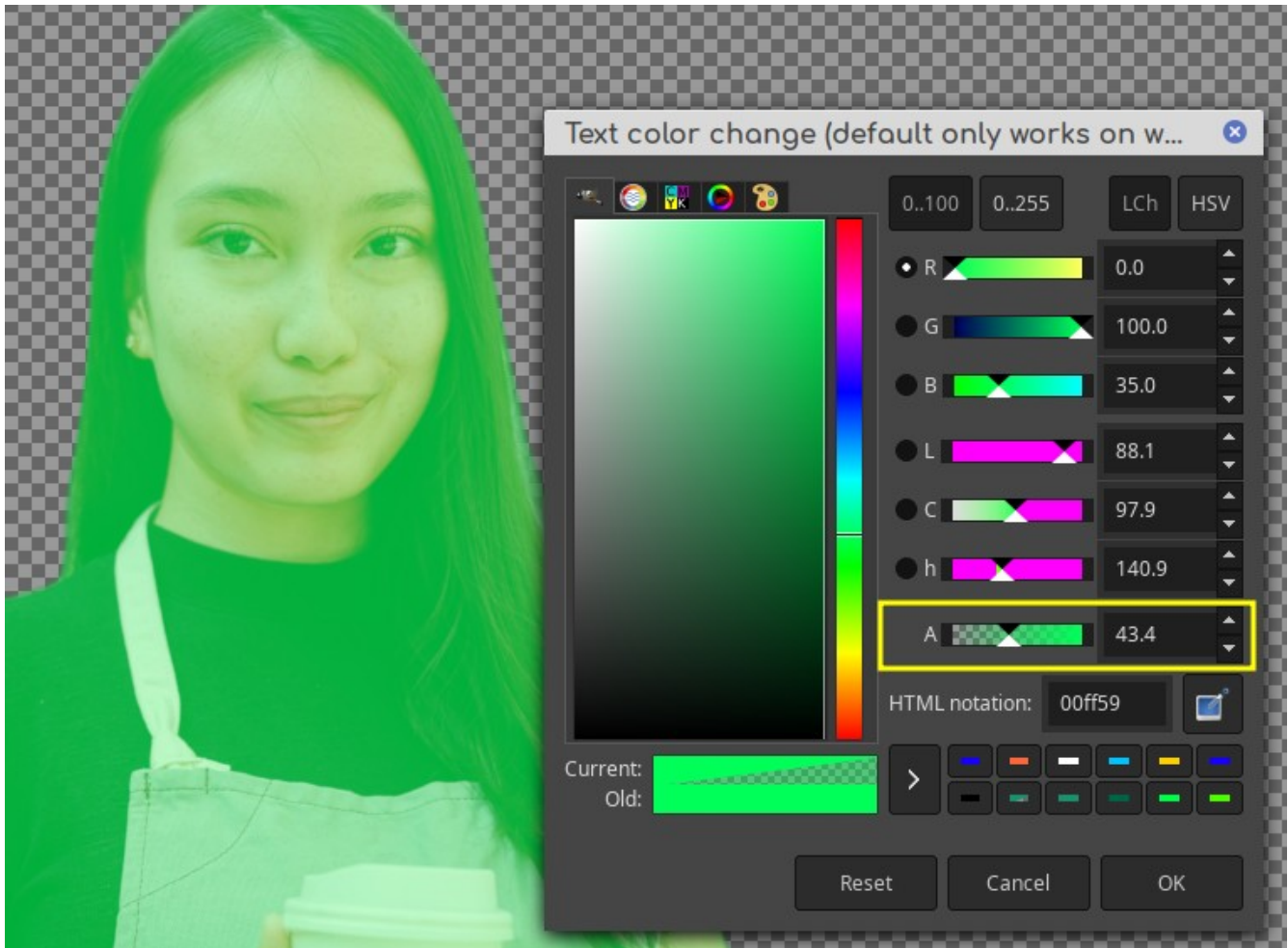
This is the default multiply blend mode. When used on a person. Left clicking "Blend mode of Color Overlay" allows the user to change blend modes. Try selecting "Solid Color"

Solid Color Fill (second option) forces a single color overlay.



There are obviously many more blend modes to choose from in the list but those are the only two users need be familiar with for basic text styling work flows. Later in the guide I will address them for more advance text styles but right now I just want to keep things simple.

Please reopen GEGL Effects Color Overlay and at your own discretion experiment with the different blend modes other than Multiply and Solid Color (the two I covered). These blend modes are all on their max opacity. 100% but can be lowered by moving the **A** slider down in the color selection menu.



If the **A** Slider is completely depleted at zero the color will be disappear. Some blend modes like Linear Light are “stubborn” and will not react with transparent properties until they are on really low values. So try any blend mode but “No Color” and “Linear Light” with the **A** transparency slider. Speaking of No Color. “No Color” is a color blend mode that disables all colors entirely. Think of it as a color off switch. Now that you know how to control color opacity the other thing left to remember is that for the default blend mode “Multiply” white is transparent. It says that in the slider so that should be known as Multiply’s reset, and that white text can become any color using Multiply. Now we will move on to GEGL Effects outline.

GEGL Effects Outline Basic Guide

To Begin using Outline – select the “Enable Outline” Checkbox. Whatever Color is in Outline color’s checkbox will be the default outline’s color. It defaults to whatever primary foreground color Gimp first had before running a GEGL Operation. If the text is the same color as the outline, the outline will not be noticeable at all. So make sure the text and outline are not the same color. Below I will list what the sliders for outline do.

Outline’s Opacity – Controls the Opacity of an Outline. If it is very low Shadow and other effects may succeed it.

Outline’s Base Shape – The Outline has a structure to it in default “circle” if it is Square or Diamond the outline will change structures. This is very noticeable for outlines and users should experiment with it.

Ability for Outline to Puff Out – Also know as the Blur radius is a gaussian blur applied to an outline. If this slider is slide up the outline has the ability to become a glow (or even shadow if you play with advance options).

In the GUI preview the “Ability for Outline to Puff Out” only goes up to 4 but typed input or dragging the slider can make it go up to 12. At its max setting state it clearly transforms from an Outline to a Glow. Note this Glow will not co-exist well with drop shadow below. But it will co-exist correctly with the extra outline effect. I have not yet covered. Make sure to take advantage of options like outline Puff and outline opacity together.

Outline’s Size -Makes the outline thicker or thinner. This is technically the “Grow Radius” . If the outline size is disproportionately large it may be useless for most work flows.

Outline’s Color – Outline’s color selector. It does not have any blends and just recently got the ability to use its A slider to reduce transparency. It is still recommended you use Outline’s normal opacity slider.

GEGL Effects Shadow Basic Guide

Shadow is the same effect as the default drop shadow filter in Gimp. To enable shadow slide up **Shadow/Glow Opacity -ENABLE SHADOW/GLOW**, but consider not sliding it to its max setting 0.999 as it is intended to be semi translucent. Below I will list all options for shadow and a brief description of what they do. This does not include the advance aura and image overlay option. I will cover that later.

Shadow/Glow Opacity -ENABLE SHADOW/GLOW - Please use this to enable drop shadow and command its opacity. The A slider of color just recently gained the ability to do this as well but it is recommended you use this opacity slider.

Shadow/Glow Horizontal Distance - The X axis of the Shadow that moves it from left to right. If a user clicks on the chain in the middle of horizontal and vertical. They will move independent of each other.

Shadow/Glow Vertical Distance - The Y axis of the Shadow that moves it up and down. If a user clicks on the chain in the middle of horizontal and vertical. They will move independent of each other.

Shadow/Glow Color - Self Explanatory, - the color of the shadow. Please do not use the Color Select **A** Slider to reduce opacity in drop shadow as it will show a technical feature in GEGL Effects.

Shadow/Glow Grow Size - This is the Grow Radius of drop shadow it has a property that makes shadows thicker.

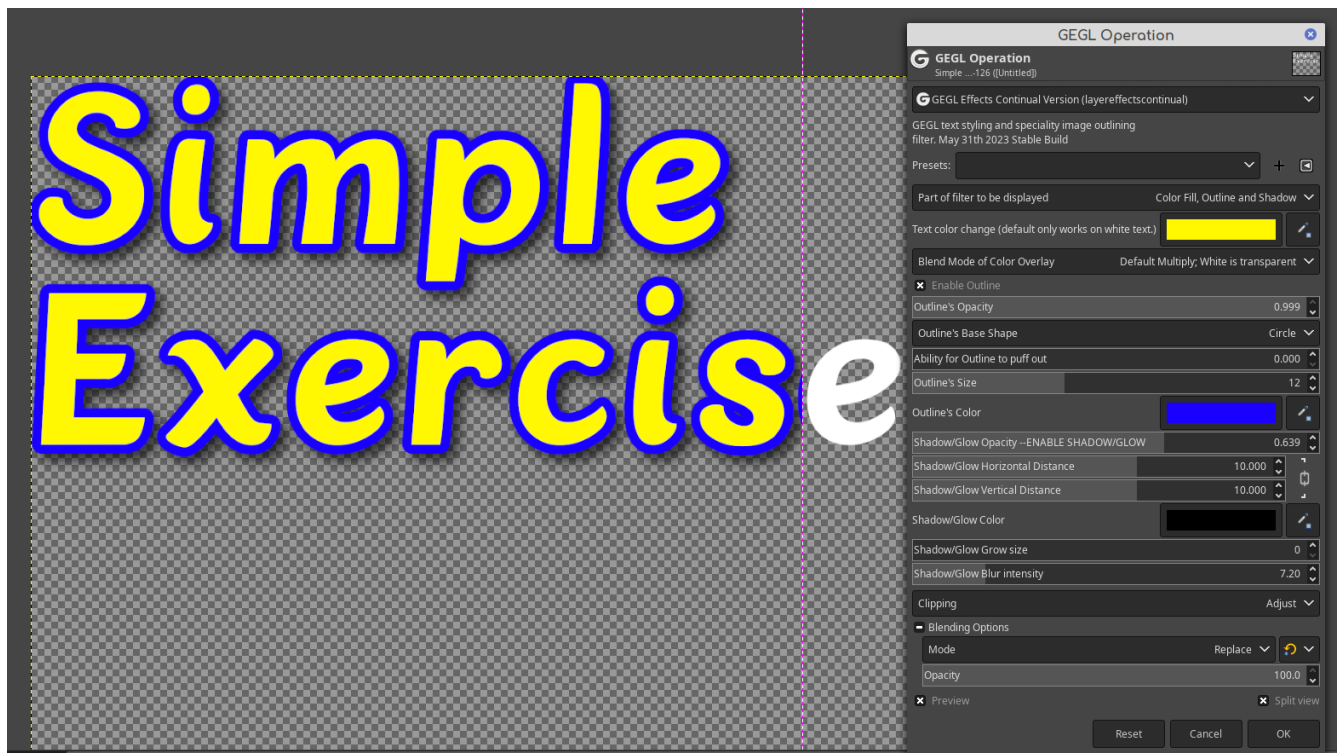
Shadow/Glow Blur Intensity - This is the Blur Radius of shadow glow.

-

Please Note - Shadow at Horizontal = 0, Vertical = 0 Radius above 1 , Opacity 0.999 and blur radius very low will create an outline. This can be used as an extra outline trick to go with the existing extra outline option.

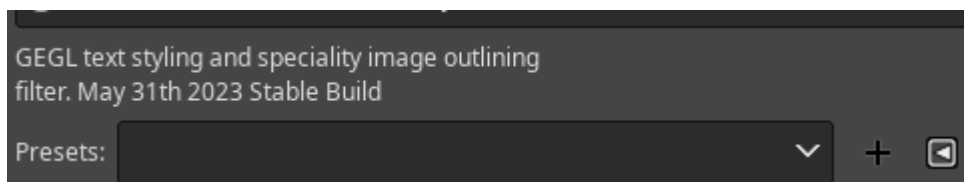
So far we've covered everything on the first part of GEGL Effects. Now lets put it all together in a basic text styling workflow. Now lets try a simple exercise of making yellow text with a blue outline and black shadow.

The final outcome should look something like this



GEGL Presets

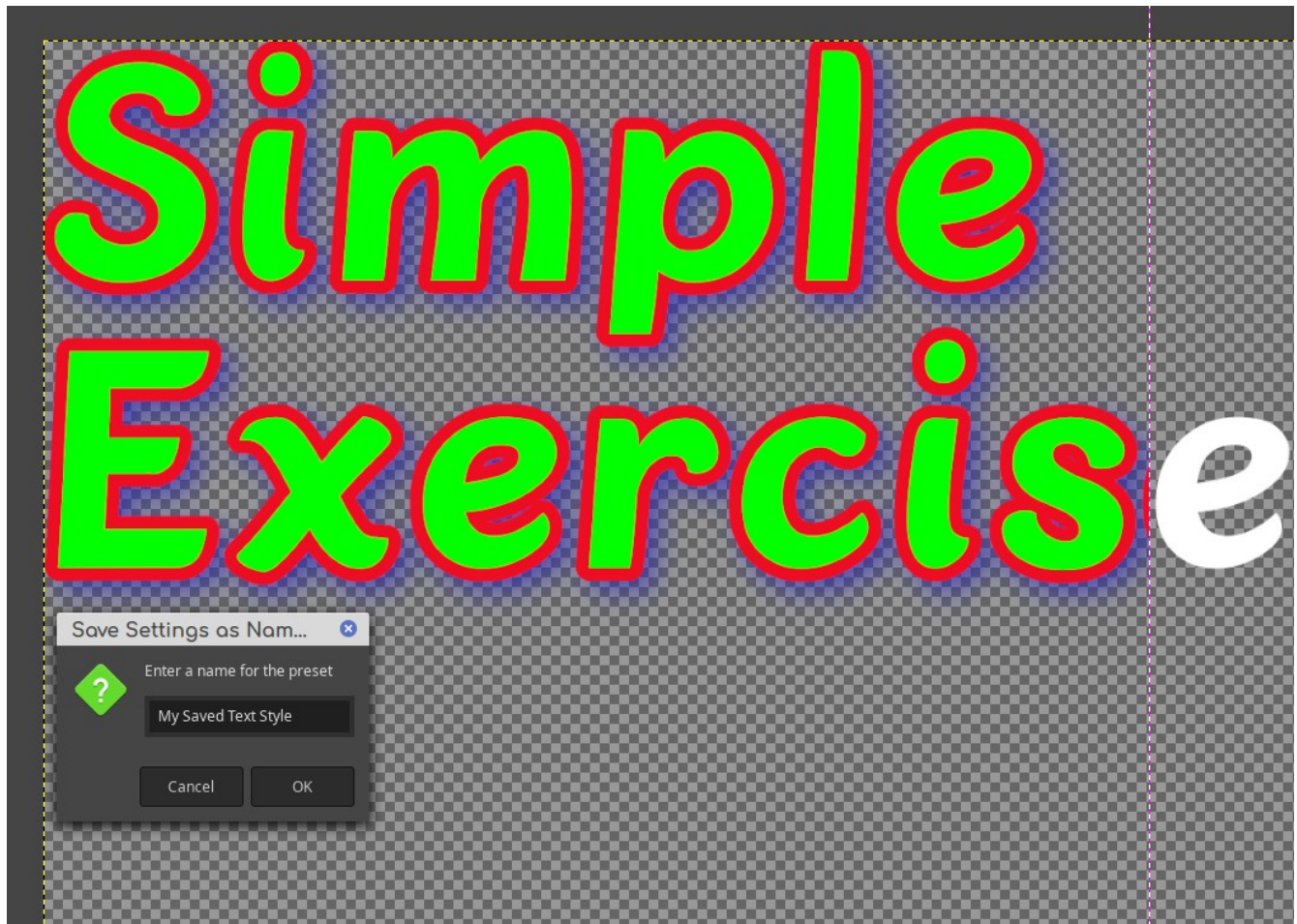
After making this text style and applying it is important to take advantage of GEGL presets that all GEGL filters in Gimp have; not just my plugins.



Clicking on the + allows you to make a preset of your current text style. Clicking on the left arrow in the square allows you to import and export presets that you can save store as text files on your computer. Clicking on the bar allows you to select a Gimp saved preset or recent preset history. The presets when imported turn the text file's instructions into graphical layer effects. Let's get started with working with presets.

Saving a preset.

After making your graphical text style of whatever you want click on the + and select a name for your text style.



Now reset back to plain white text. Go to the bar and select your saved preset. Now your text style is back. You may also notice recent histories of text styles that restore the first text style we made if you are following this written tutorial. Let's now move on to importing text styles that are text files.

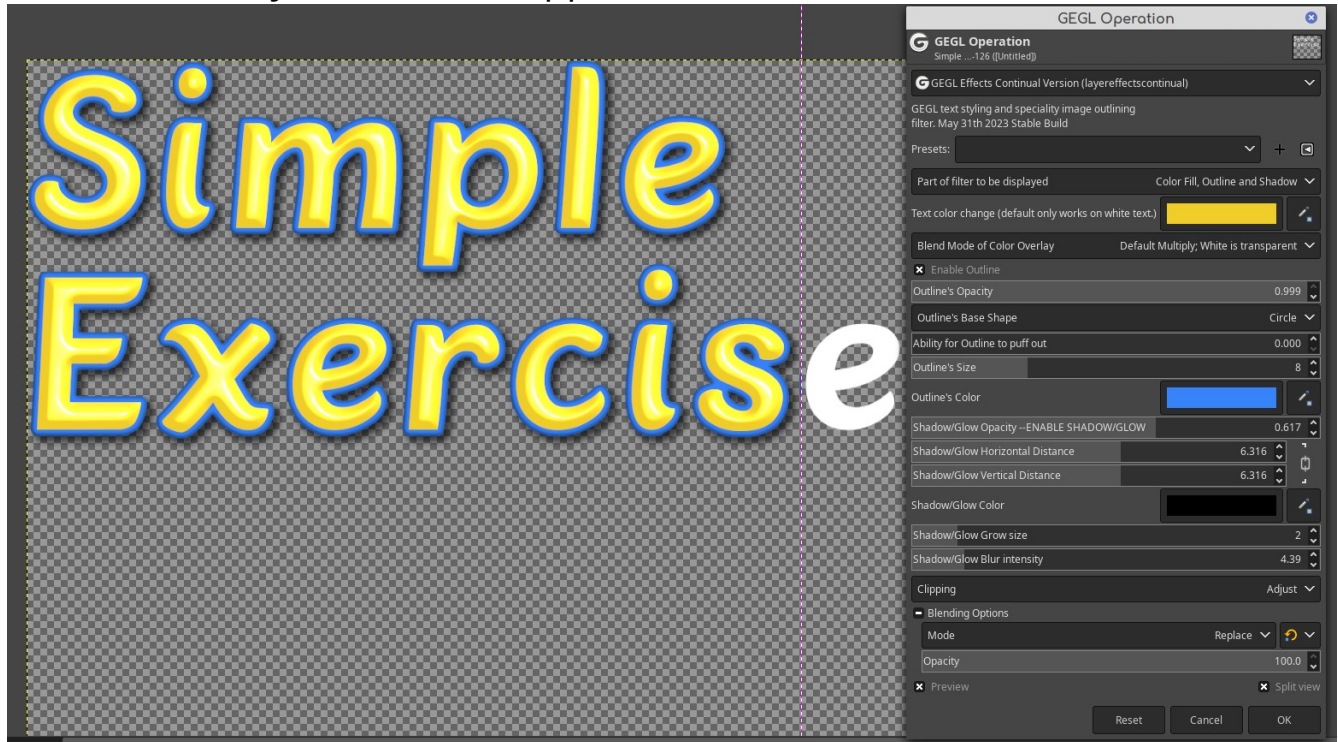
Importing Text Styles Save copy and paste this into a text editor. Save it as a txt file and import it into GEGl Effects Continual via clicking the triangle in the square. 

```
# GIMP 'GEGl Operation' settings
```

```
(time 0)
(guichange strokesshadow)
(blendmodebevel2 ColorDodge)
(src "")
(layeropacity 1)
(optioncolor (color-rgba 0.94261390509222764
0.80436093579248746 0.15718114456881599 1))
(depth 85)
(bevel1 64.25)
(radius1 4.8680000000000003)
(specialoutline yes)
(osdepth 9)
(osbevel 81.010000000000005)
(osradius 2.444)
(ossrc "")
(oshue 0)
(oslightness 0)
(enableoutline yes)
(opacitystroke 0.999)
(xstroke 0)
(ystroke 0)
(grow-shape circle)
(radiusstroke 0)
(grow-radiusstroke 8)
(colorstroke (color-rgba 0.21645924284876525
0.51194935371027506 0.97734627831715215 1))
(opacity 0.6169999999999999)
(hue 0)
(chroma 0)
(lightness 0)
(x 6.3159999999999998)
(y 6.3159999999999998)
(color (color-rgba 0 0 0 1))
(grow-radius 2)
(radius 4.3899999999999997)
(innerglow no)
(blendmodeinnerglow2 Over)
(innergradient 4.5)
(innergrow-radius 5)
(inneropacity 1.3999999999999999)
(innervalue (color-rgba 1 0.27467748522758484 0 1))
(fixoutline 75)
(gradient no)
(blendmodegradient2 Over)
(start-x 526.79999999999995)
(start-y 240.40000000000001)
(end-x 526.79999999999995)
(end-y 362.89999999999998)
(start-color (color-rgba 0.95294129848480225
0.37055674195289612 0.35222497582435608 1))
(end-color (color-rgba 1 0.87378640776699057 0 1))
```

```
# end of 'GEGl Operation' settings
```

If done correctly this should happen.



For the record. This will happen regardless if your text was yellow and blue before. It is importing a full text style that just happens to be similar to the exercise I posted above.

Exporting a Text Style



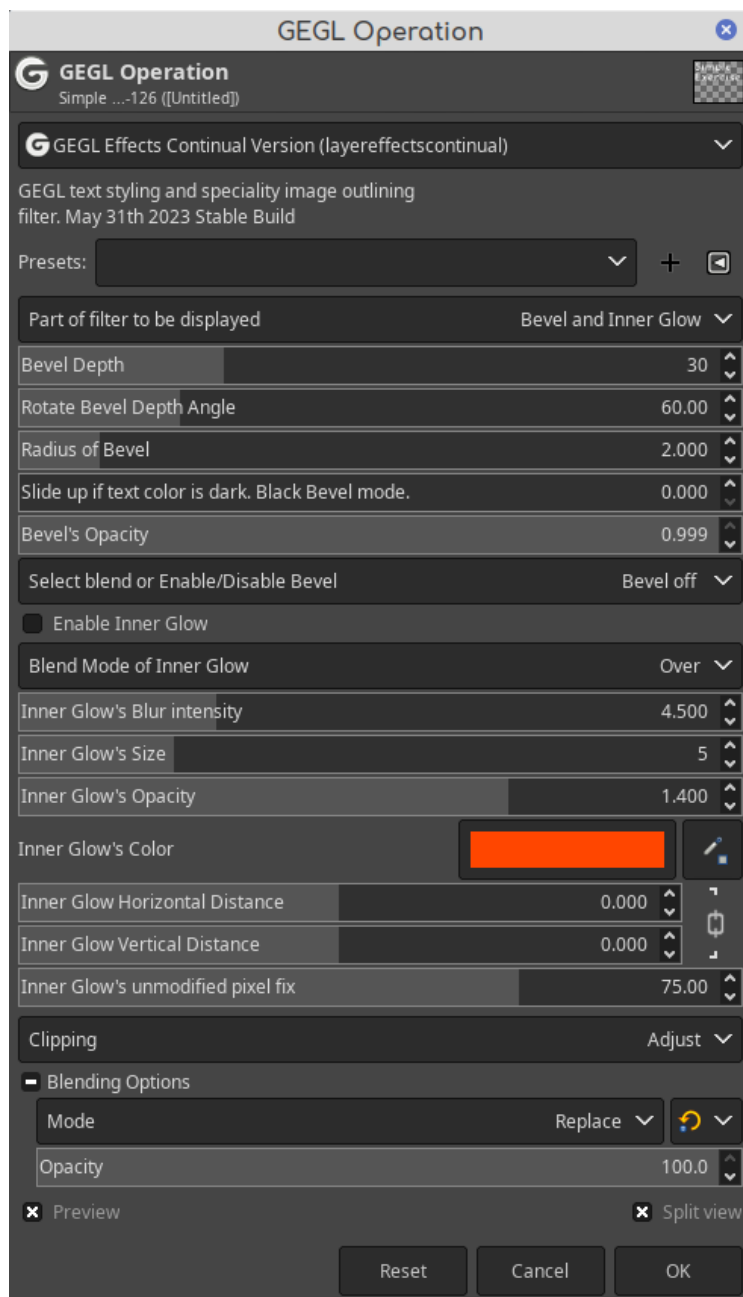
Click the triangle inside the square and select “Export Current Setting to file” and save it as whatever you want. I use .txt files but It appears to work with-out any file extension. Now it can be imported again. You can share exported text files with anyone on any machine as long as they are running the same or recent version of GEGL Effects. Text Styles from legacy versions of GEGL Effects may not work. The April 4th build of GEGL Effects is the first public version of GEGL Effects CE and the earliest one that is still compatible with the May 31st release. Releases before April 4th will not not import proper.

We have now covered everything on the first part of GEGL Effects. Feel free to make more text styles and study before we move on

Bevel with GEGL Effects

Please make a text style of text any color but black or white and change the “Part of Filter to be displayed” to “Bevel and Inner Glow”. You can do this by left clicking “part of filter to be displayed” and selecting “bevel and inner glow”

You will notice this. Below I will go over what Bevel’s options do.



Bevel Depth is the depth of the bevel that is noticeable on many but not all blend modes. It gives the illusion of 3d depth.

Rotate Bevel Depth Angle

Is a rotation of the bevel’s lighted areas. It is best described as a light rotation

Radius of Bevel

Makes Bevel’s radius wider at its higher settings. This makes the bevel look “fatter” for lack of a better word. On low settings it makes the bevel thin and sharp.

Black Bevel Slider

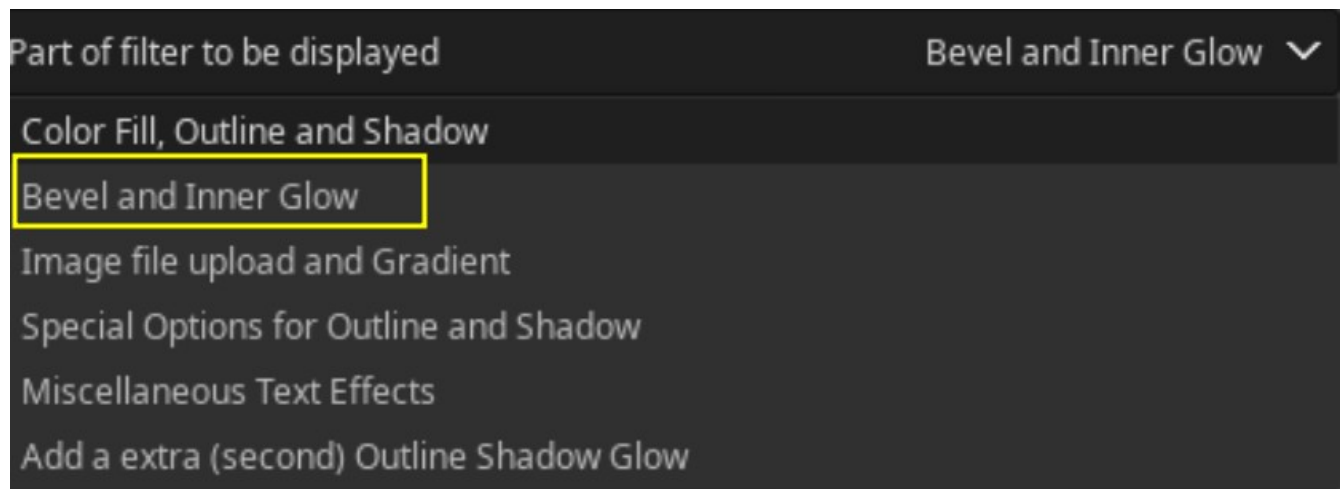
This slider was just added. It allows very dark colors to be used as bevels. Before bevel would not black or very dark colors. This also allows bevel to apply over an image file overlay without conforming to the shape of the image file overlay. Later in the guide this is discussed.

Bevel’s Opacity

Reduces the opacity of bevel. Some blend modes look better with low mid opacity.

Blend mode of bevel – Choose a blend mode for bevel or disable bevel entirely.

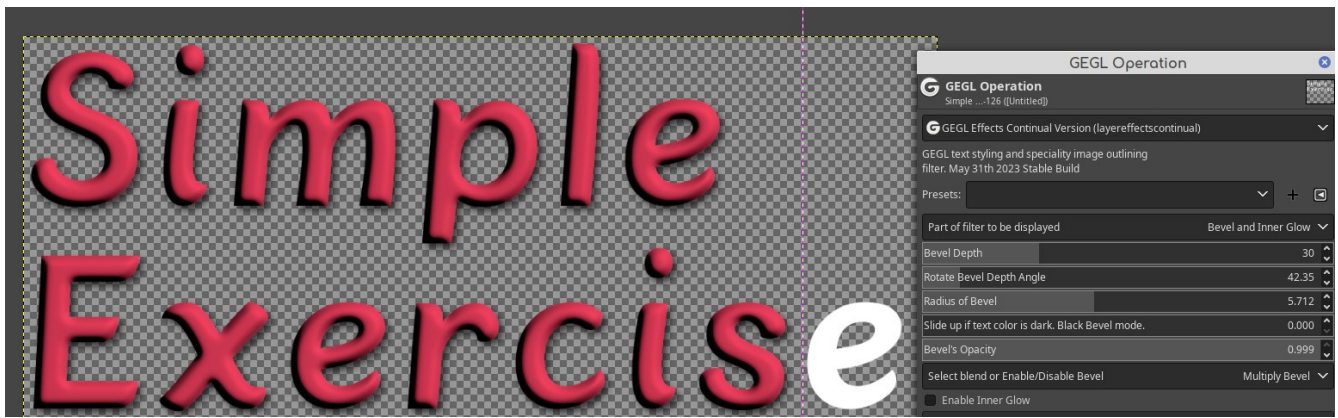
Please make a GEGL Effects layer style that is a color fill of anything but white, black and very light or dark colors. You can optionally use shadow and outlines, and navigate to “Bevel and Inner Glow” part of the GUI.



Now go to Bevel Blend mode and Select “Multiply” this is the default bevel and the only Bevel that does not distort the colors of image file overlays.



Below images show what multiply should do to your text as well as other text styles with different blend modes.



Play around with the Bevel settings and see if you can get something nice like this. Try different blend modes as well. This is "Color Dodge" bevel.



To Disable Bevel please select the **Bevel Off** button in the blend mode switcher. Now as you can see the bevel is disabled.

Lets try making a black bevel via using the "solid color" blend mode in color fill, black bevel slider and blend modes grain merge or hard light. As you can see black bevel's look very cool.



Now let us move onto the Inner Glow.

To Start I will list all of Inner Glow's options.

Inner Glow's Blur Intensity – The blur radius for Inner Glow similar to Shadow but inverted.

Inner Glow's Size – The grow radius for Inner Glow similar to Shadow but inverted.

Inner Glow's Opacity– The opacity for Inner Glow. Notice how it goes up to 2 for 200%. This is the only opacity slider in GEGLE Effects that goes this high. The others stop at 0.999 because of a hidden bug they need to avoid. Any opacity above 1 is considered “hyper opacity” and Inner Glow is the only filter that has it. Hyper Opacity is useful for using certain blend modes and image file overlays that inner glow applies on.

Inner Glow's Color: Color of the Inner Glow. Please don't use its left click A slider as it doesn't work proper. Use default opacity for opacity.

Inner Glow's horizontal distance – The X slider for Inner Glow. If the user clicks on the chain in the middle of horizontal and vertical they can unlink them and use each one independently. Move inner glow around with this.

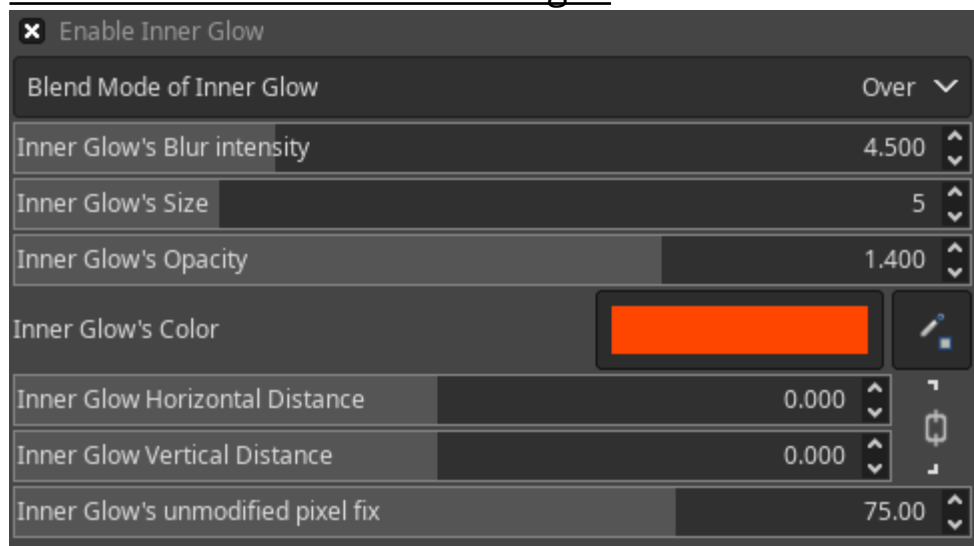
Inner Glow's vertical distance – The Y slider for Inner Glow. If the user clicks on the chain in the middle of horizontal and vertical they can unlink them and use each one independently. Move inner glow around with this.

Inner Glow's unmodified pixel fix – Certain pixels in the corners of thin fonts will not be reached with Inner Glow unless this slider is slide to its max setting. However it creates a trade off where a thin outline is created. On its lowest setting you will notice many missed pixels around edges.

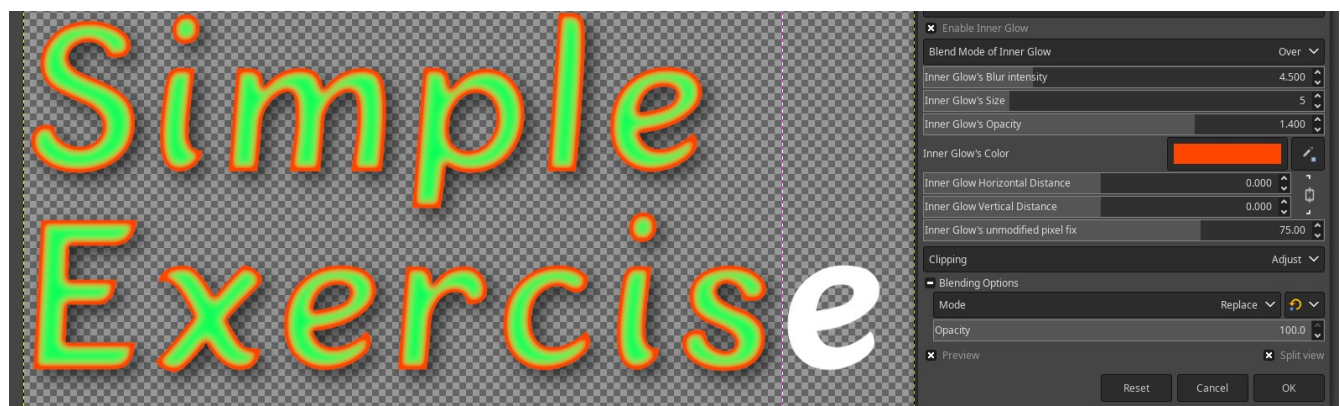
Now let us move onto the Inner Glow in action.

Please note that Inner Glow, Inner Shadow and Inner Outline can all be recreated with this option. An Inner Glow is Horizontal and Vertical at 0 with a blur radius. Where as a Inner Shadow is Horizontal and Vertical at a degree with a blur radius and Inner Outline is the likes of Inner Glow without a blur radius but a high grow radius. This option “Inner Outline” is technically another outline. Inner Glow is an inversion of Gimp’s drop shadow filter.

Please enable Inner Glow to begin.

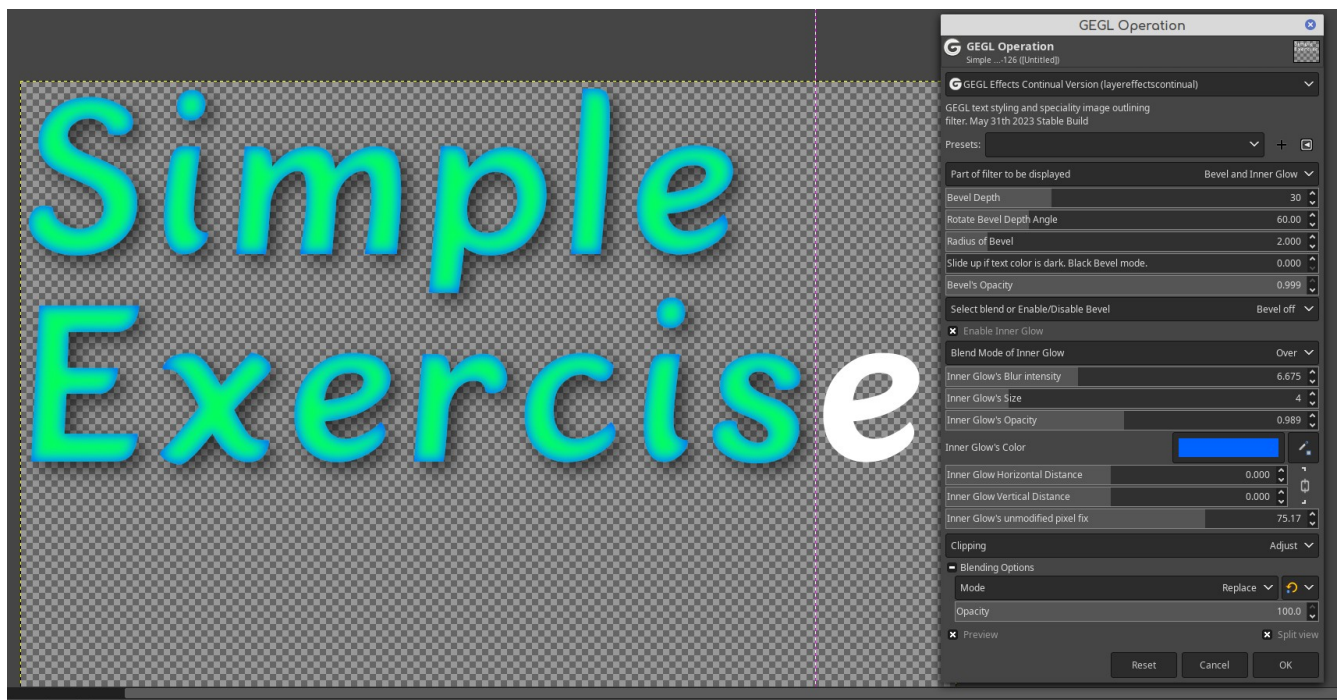


Now I recommend using Inner Glow on a new text style which means undoing GEGL Effect options and applying it again; or hitting reset. Here is an example of inner glow on green text with a red shadow.



Play around with Inner Glow's options but do not change the default blend mode over. Other blend modes will not blend properly with a color fill. The other blend modes of Inner Glow only works proper with image file overlays and HSL Color and Bevel. Single colored text and a a blended Inner Glow will produce nothing interesting. Once we get to image file overlays it will.

Once again, The *"Inner Glow's unmodified Pixel fix"* slider? This is meant to solve issues where Inner Glow does not cover the entirety of the text. It by default misses sharp corners of thin text. If it is slide down you will see noticable areas where Inner Glow missed. When it is slide to its max setting it will cover the "hard to reach corners" at the expense trade off of it making a unwanted faint outline. In default is 75.



The green with faint inner glow looks nice as seen here. Now it is time to put together what you have learned and try making text styles with outline, shadow, bevel and inner glow combined. Just note that Inner Glow with its default blend mode "over" go on top of many bevel effects and make their effect less noticable. So when it comes to inner glow and bevel, use it on a low opacity or try changing its blend mode to HSL color or Overlay when a bevel is present. You can also change the radius or blend of the bevel which may help.

Below I will show off text styles with outline, shadow, bevel and inner glow just to give the user an idea of what GEGL Effects is fully capable of.

Here is a text style I made with Inner Glow on the screen blend mode . Bevel on the grain merge blend mode, purple color fill, black outline and a black shadow.



Simple Exercise

The image shows the text "Simple Exercise" on a grey and black checkerboard background. The letters are filled with a vibrant purple color. Each letter has a thick black outline and a soft, glowing inner light that transitions from purple to a lighter blue/white, giving it a 3D, beveled appearance. The text is arranged in two lines: "Simple" on top and "Exercise" below it.

Inner Glow on default over blend mode with low opacity, Grain Merge Bevel, white color fill, black outline and a black shadow.



Simple Exercise

The image shows the text "Simple Exercise" on a grey and black checkerboard background. The letters are filled with a solid white color. Each letter has a thick black outline and a soft, glowing inner light that transitions from white to a light blue, giving it a 3D, beveled appearance. The text is arranged in two lines: "Simple" on top and "Exercise" below it.

Now let's move on to the final part of the basic work flow in GEGL Effects. Image file overlays.

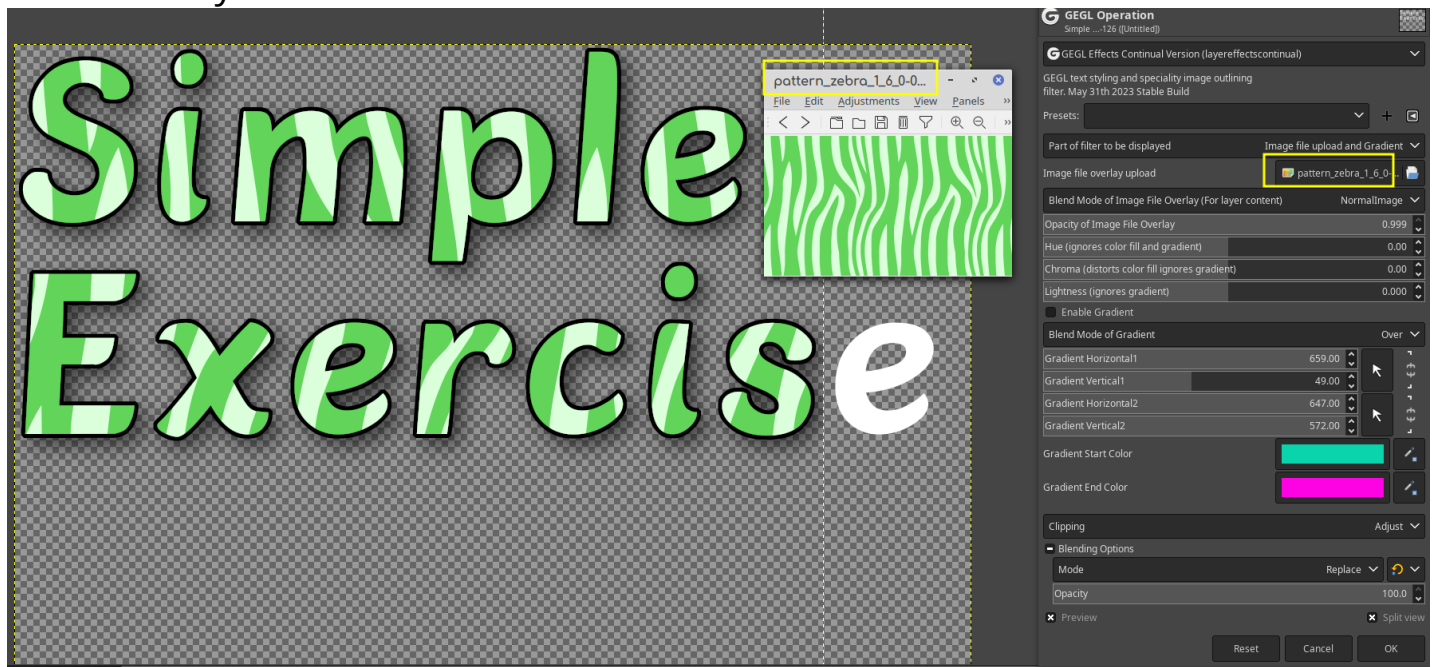
Please reset the color in GEGL Effects back to default and make sure the text in chosen in Gimp is white as well. Solid Color Overlay will NOT work as the color overlay is on top of the image file overlay.. The text must be made white with Gimp's text tool.

Once that is done please go to GEGL Effects "Part of Filter to be Displayed" and select "Image File Upload and Gradient". Then look for Browse.

Image File overlays

Once again, please note that the color overlay is on top of image file overlay in the GEGL Graph. So if color overlay blend mode is set to "Multiply white" default or No Color it will not interfere with the image. Any other color or blend setting and it will.

To begin click browse and select an image file from your computer. I like to drag and drop image files from my file manager into the browse section then hit okay.



Now we can see a Stroke, Shadow and Image file overlay. Now let's list the image file overlay's settings.

Blend mode – is the blend mode of image file overlay that will only work on blending with images on Gimp's canvas.

Opacity is the Opacity of the image

Hue is Color Rotation

Chroma is something similar to saturation (see Gimp's saturation filter)

Lightness is a light to dark slider for the image.

–

These settings are labeled such as (ignores and distorts X) this is because certain settings in GEGL Effects ignore or conflict one another and confliction is defined as a logical but usually undesirable effect. The most noticeable thing is certain settings like Hue, Chroma and Lightness modifying settings on color overlay barely. If you are using a color fill it is best to leave these adjustments alone. The Hue, Chroma and Lightness adjustments work best on image file overlays or if GEGL Effects is being applied to a human, animal or object. Not text.

Let's practice hue rotation. If you rotate the hue of your image it will change the color of it. To return the color to normal input 0 or drag it to the 0 slider. This is useful for quick color changing. The same is true for Lightness and lighting.

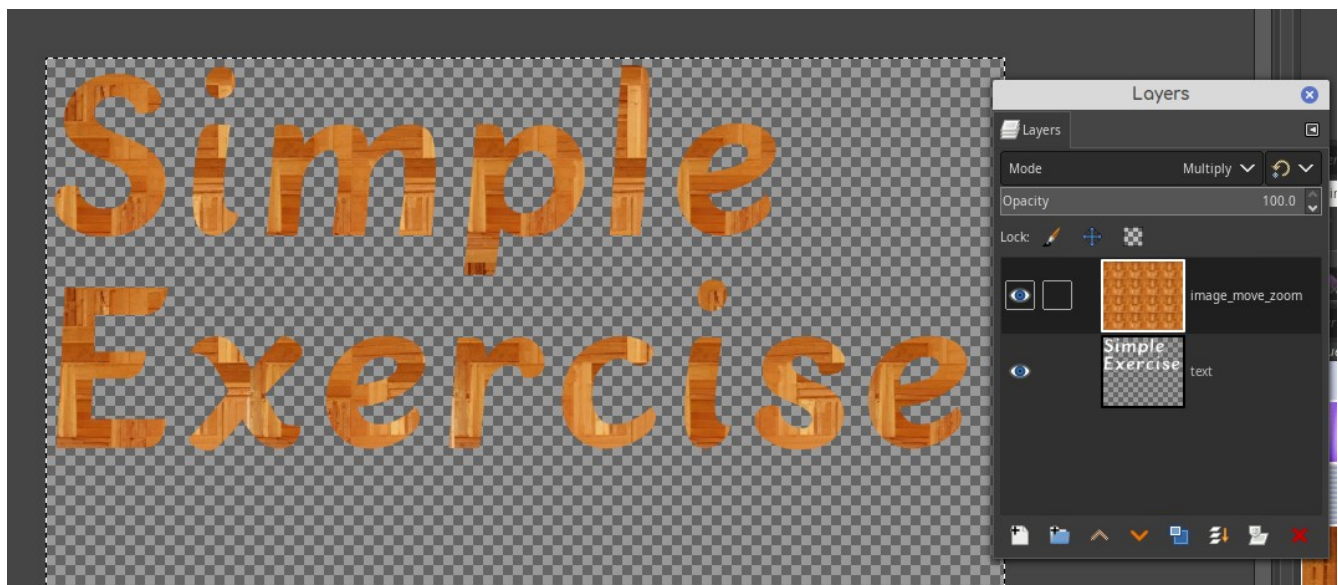
How to Disable Image File Overlay. (two options exist) Choose one.

1. Slide the Opacity slider of Image file Overlay to 0% and only slide it back up if you have a new image. (recommended)
2. Open the browse image dialog and hit enter with nothing selected.

It is important to note that image file overlays cannot be zoomed in/out or moved. I could in theory do an update that does this but I don't want to as there is a better way to position an image using Gimp and it can be precisely accurate.

How to position an image file overlay on text manually

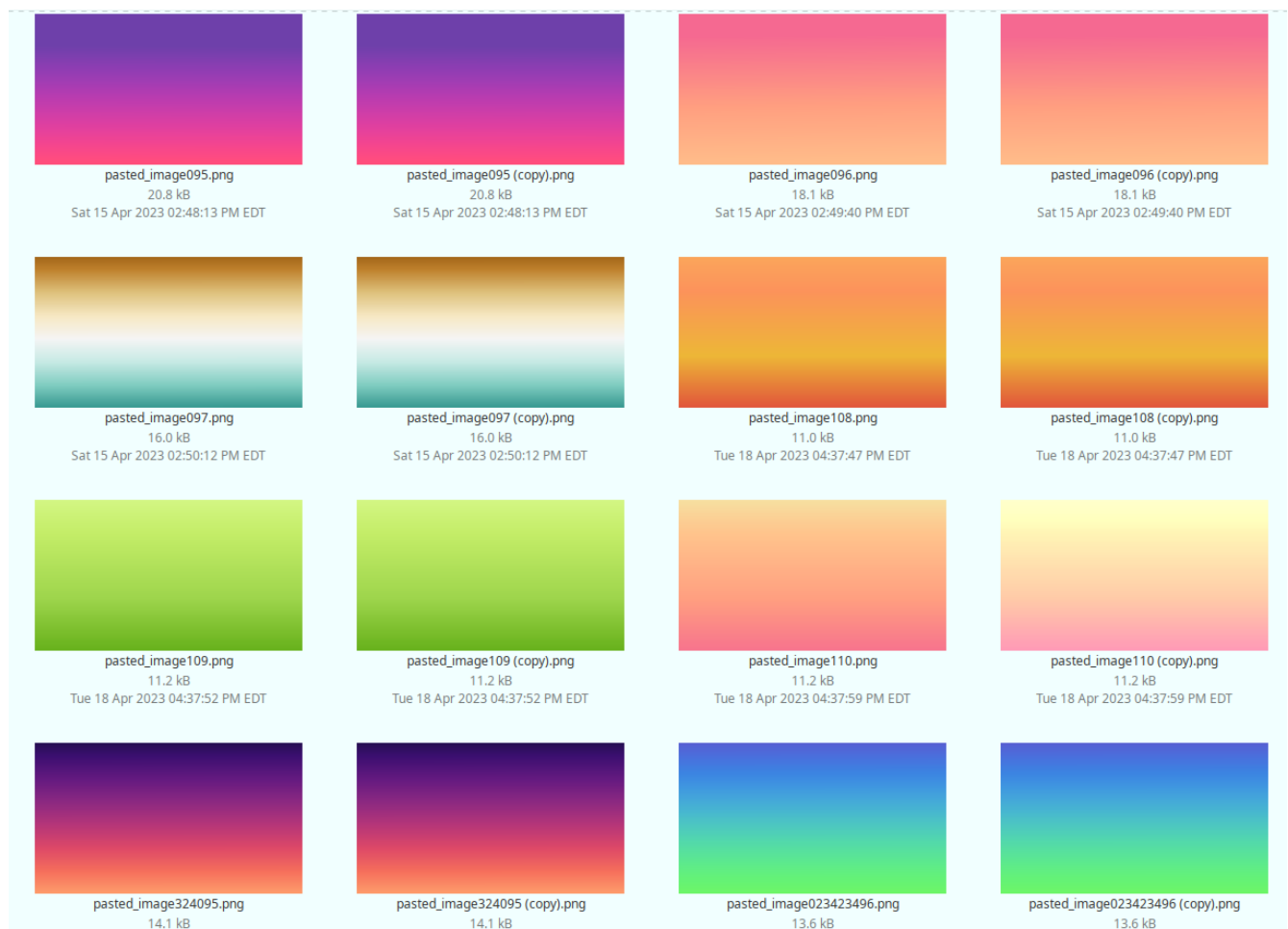
Make a text layer in Gimp that is white and above make a layer that uses your desired image file overlay set to the multiply blend mode and position it until it is in a desirable region. Then make a copy of the composition and apply GEGL Effects Continual. This is honestly better sometimes then using my clunky image file upload. As you can be precise and zoom in and and move the image.



Also, if you choose to do this you can blend this with GEGL Effects image file overlay blend mode switcher, but I will not be covering that because it is a silly advance text style that goes beyond most users needs. Image file overlays from GEGL Effects Image File Overlay browse slot will save as presets and link files from the users machine. If a user receives a GEGL preset and does not have the image file needed it will skip it and have tiny text that says something like "image not found" I don't know exactly what it says but the text is tiny and it is undesirable. Once again, Image file overlay's opacity slider can hide that; or just upload another image. If the image is to small it will show the color fill or original content in its absent space.

We are almost about to move onto Gradient settings, but it is important to note that the trick I showed above with image file overlays being applied manually can also be done with gradients and gradients can be saved as image files on your pc and uploaded as image file overlays; and honestly this is recommended because the built in gradient tool for GEGL Effects is bad and it has poor on canvas tools and no more then two colors.

Here is an example of Gradient image files on my PC that I made in Gimp. Instead of using GEGL Effects built in Gradient tool I just upload one of these or even just position a gradient in Gimp manually.



This is officially the end of the basic 101s of GEGL Effects. Anything beyond that “Including the Gradient tool” is considered advance and will not need to be used by most people. If you want to learn more keep reading. But I assure 90% of users will not need more complex text styles.

Advance Text Styles in GEGL Effects

How to use the Gradient tool. (kinda)

The gradient tool in GEGL Effects has a horizontal1 (start) and horizontal2 (finish) vertical1 (start) and horizontal2 (finish). You just keep playing around with the settings until you find something desirable. It even has a sloppy on canvas tool and linkable chains for the X and Y. I honestly don't know much how the gradient tool works, lol. So the best option is to find a elegant pre-set and save it, and note the gradient preset is decent. The best luck with results are using the on canvas option by clicking one of two cursors.



Gradient is above color fill and image file overlay. Which means it has an advantage of being able to blend with image file overlays. Here is an example of gradient fusing via HSL Color blend mode on a polygonal Image uploaded in GEGL Effects.



Special Options for Outline and Shadow (Part of GUI)

These are advance text styling options that most users will never need. However if you are into advance text styling this is what you will find.

1. The Outline's position sliders. It gets the outline a movable offset.
(with Outline Puff this can turn outline into a shadow)
2. The option to enable a bevel around the outline with all of Bevel's other options.
3. An image file overlay on the outline with a hue rotation.
4. The ability to put an image file overlay on shadow glow and blur the image file overlay. (this one doesn't have a hue rotation).
5. The ability to put a noise seed on shadow glow.

Please note

The Shadow Aura requires two checkboxes to work

Enable Special options for Shadow/Glow and **Enable Aura Mode**.

Disabling the checkboxes **Enable Effects on Outline** and **Enable Special Options for Shadow Glow** will disable all advance effects except the outline offset. Re-enabling it will enable all of them and you will not lose your settings by disabling and enabling the checkboxes.

Please Practice these advance text styles with the basics and try to create a text style that is truly interesting. Everything I have taught so far allow for an absurd amount of unique text styles. The next page will contain nothing but image previews of beautiful text styles made using all the options I covered so far.



Miscellaneous Text Effects

The following options are available with misc text effects

1. Shiny Text
2. A 0.50 Blur on the original text layer. As if applying Gaussian blur at its lowest setting on the text before running GEGL Effects.
3. Thin to thick text slider that makes the font shorter or wider. This can give the impression of bold text.
4. Make text translucent or knock out text entirely.

Here is a cover of Shiny Text.

Blend Mode of Gloss Shine

The Default blend mode of Shiny Text is multiply but the ones it works best on is the grain merges and addition.

Opacity of Gloss Shine

The Opacity of the Shine Effect

Horizontal and Vertical Scale of Glass Shine

Horizontal and vertical scaling options for the shine effect.

Complexity of Gloss Shine

The Complexity of the shine effect

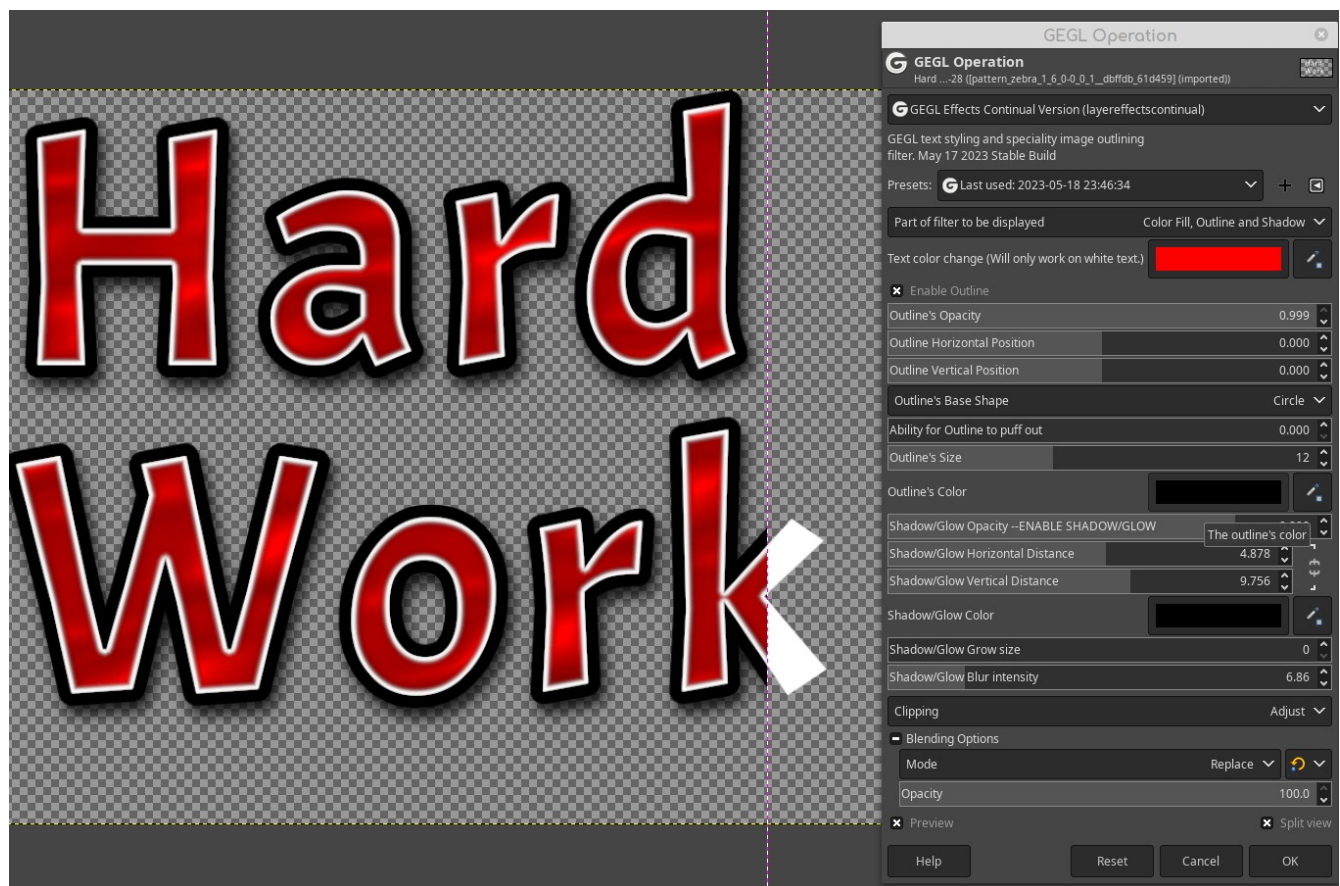
Dark to Lightness Intensity

A lightness to darkness slider for Gloss Shine text.

Seed of Gloss Shine

Randomizer of the shine effect. Fun fact 0-30 work best and you can input those numbers.

Here is an example of gloss shine in action



0.50 Gaussian Blur on original layer

This is so trivial but it can make text styles with rough edges be less rough.

Thin to Thick Text Slider

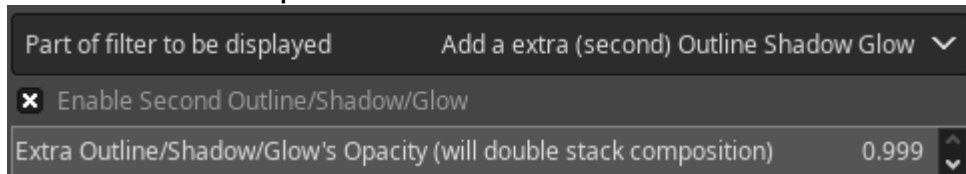
To enable thin to thick text slider slide up the first slider.



Once this slider is enabled sliding the second slider down will make text thinner and sliding it up will make text bolder. Sliding the first slider back down again will disable the second slider and make text normal again.

Add a Extra (Second Outline Shadow Glow)

To use this filter please Enable the checkbox and slide the opacity slider to the top.



This is basically Gimp's Drop Shadow filter as an outline but it can transform into a shadow and glow. It also has the ability to bevel the outline.

The graph's outlining filters are positioned in the order of

Inner Glow

Outline

Extra Outline

Drop Shadow

All of these filters are capable of taking the form of an Outline, Shadow or Glow inside GEGL Effects. A fun text style is making the default outline a shadow while extra outline is a outline. This makes a sticker effect.

Outline is black and puffed. Extra Outline is white and shadow is black.

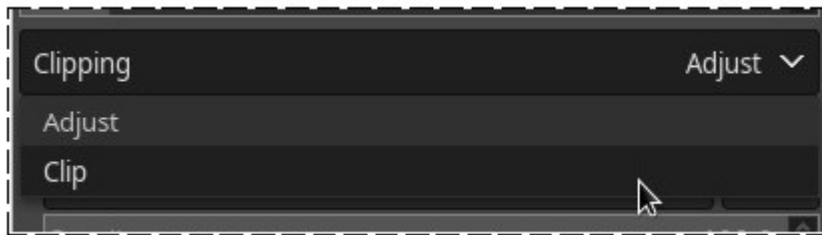


This pretty much concludes a gist guide of GEGL Effects May 31st build. I leave you with nothing but text styles I made.



GEGl Effects once had a bug that required the users to change the default blending option in Gimp from adjust to clip. The bug made it where the color chosen (for fill, outline, shadow, inner glow) whatever would not update until another setting was chosen. IE change the color fill to yellow and it stays white but once another setting is selected the color fill updates with the next setting.

This bug was completely negated by selecting this “clip” setting.



I have not noticed this bug in several months and I use GEGl Effects very often so it may have been fixed by some node rearranging I did. If you notice this bug just change the setting.