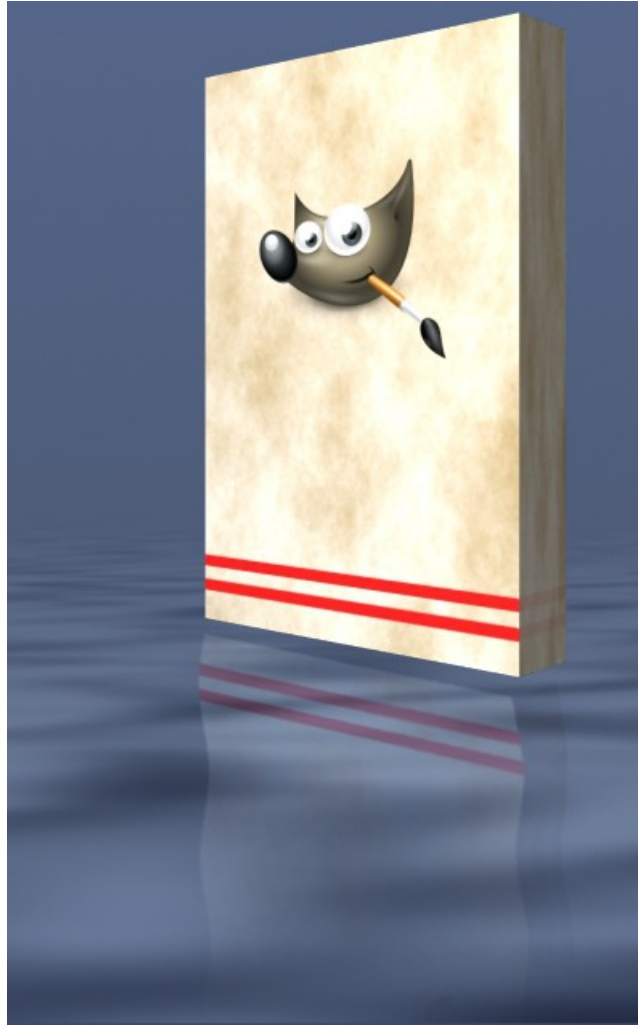


REFLECTION WITH MOVEMENT

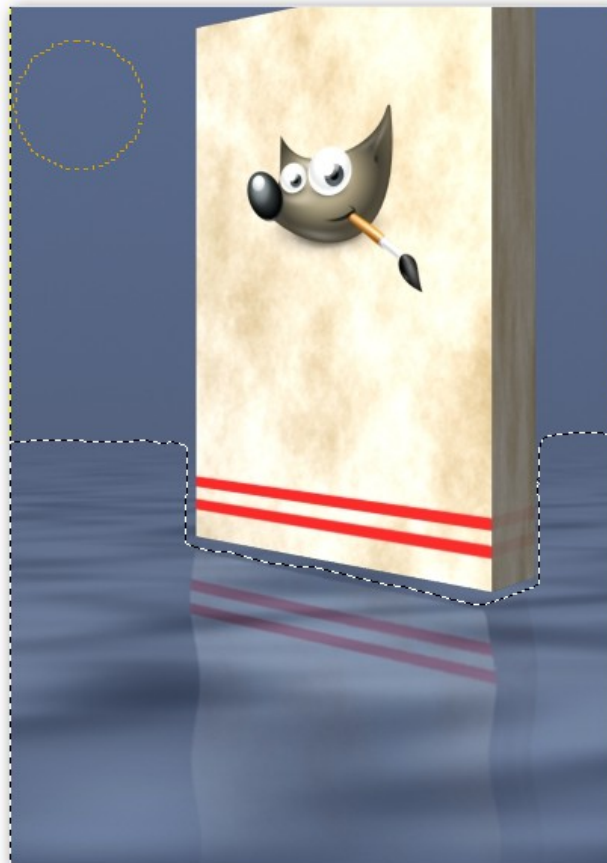
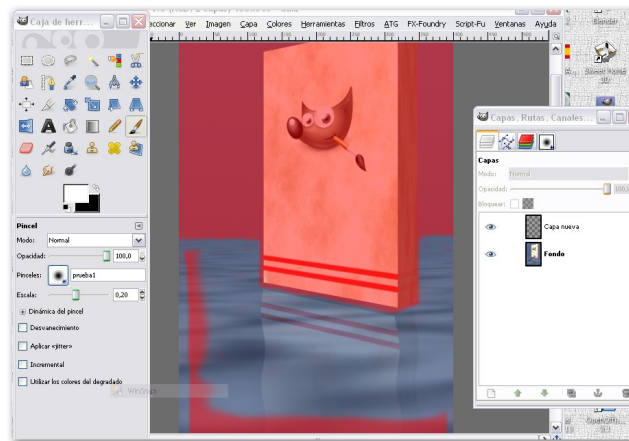
We will apply a sinusoidal motion image reflected as a reflection in moving liquid surface.

You must have the ScriptFu in GIMP **FX Foundry MathMap** and / **Animation / Combine with background**.

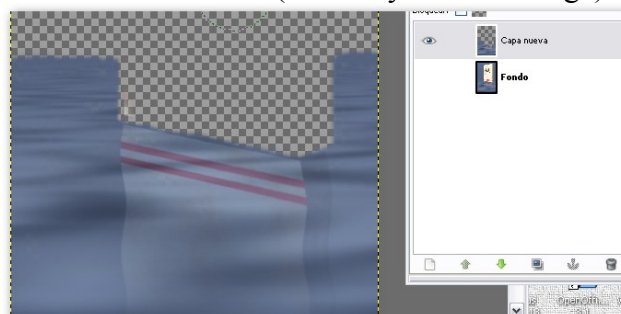
We start from the following image:



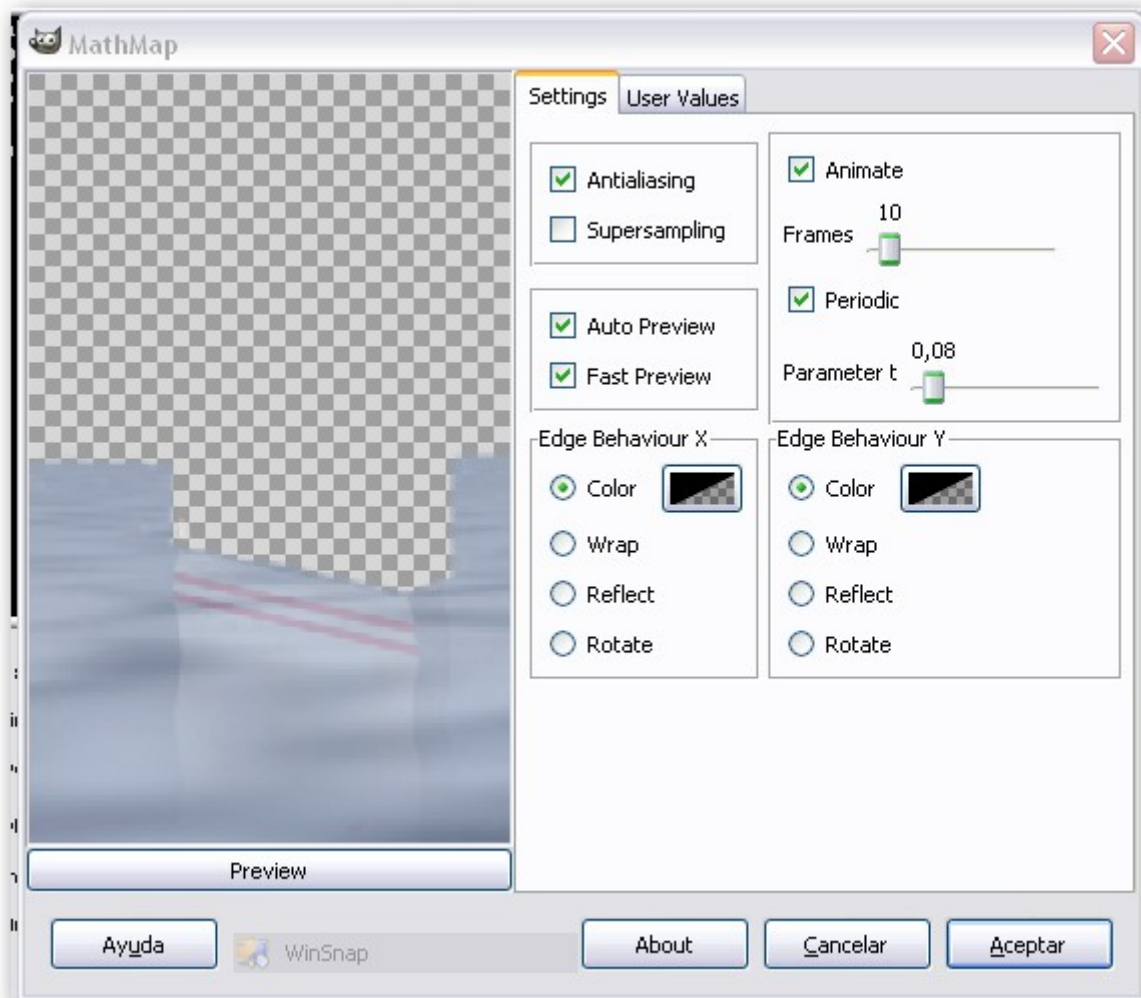
By applying **QuickMask** we will select some of the reflecting surface, leaving some room around the box:



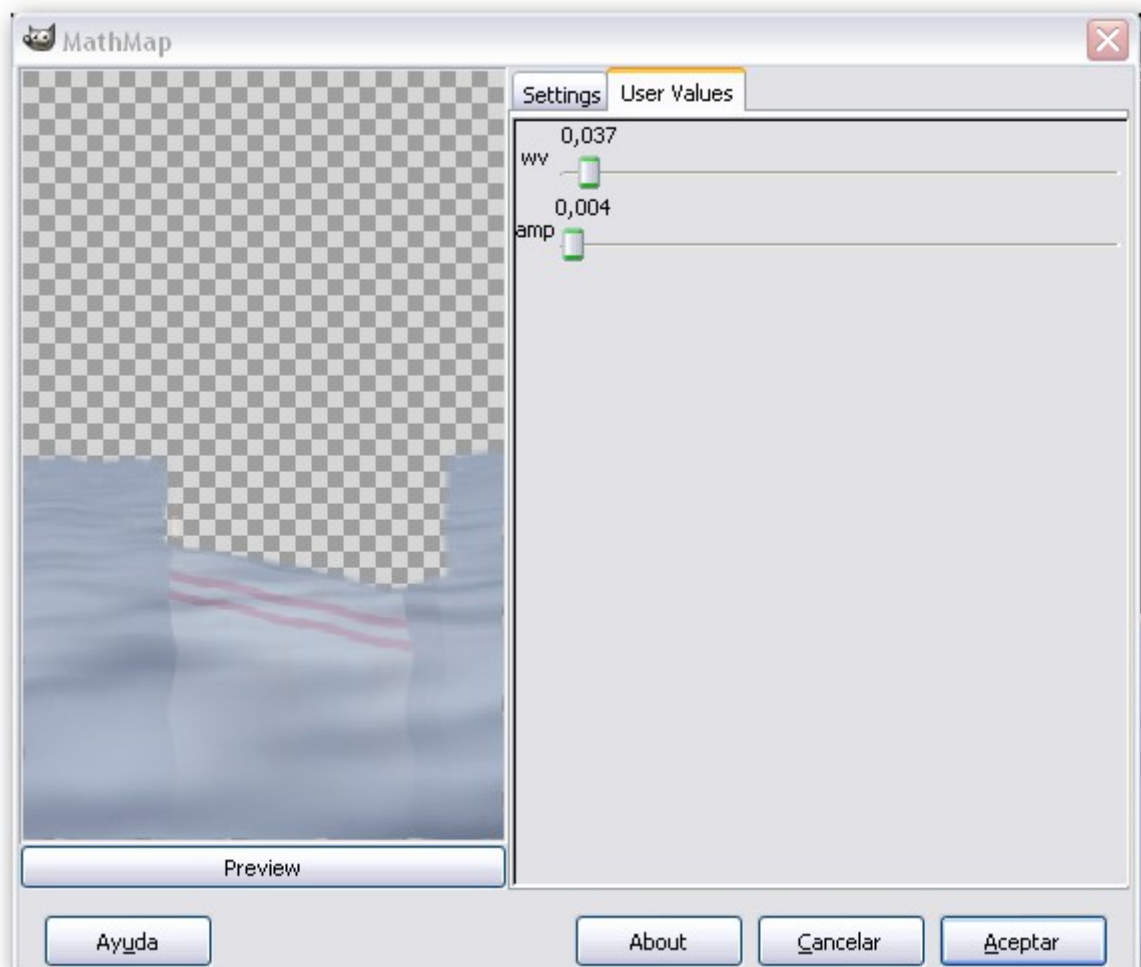
Now on clearcoat paste the selection obtained (New Layer in the image):



We go to **Filters / Generic / mathmap / distortion / wave:**

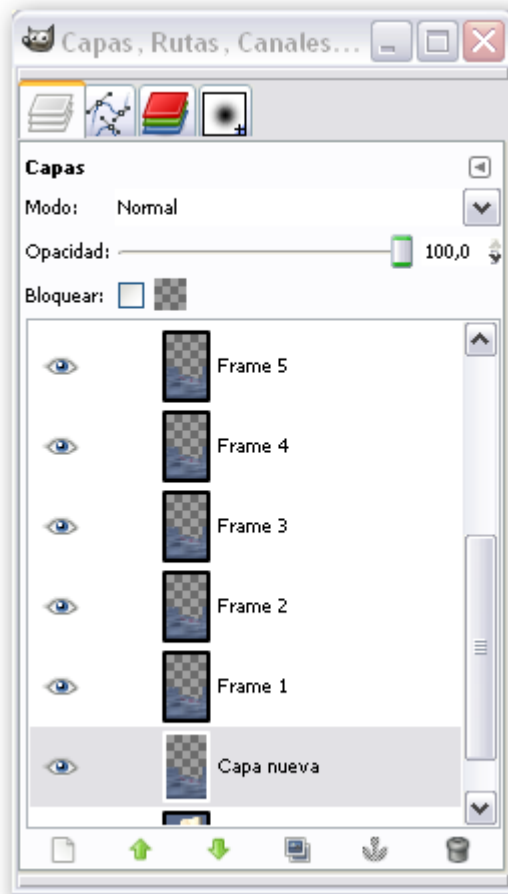


settings resulting in **periodic** values **animate** and then select **user** and **values**:

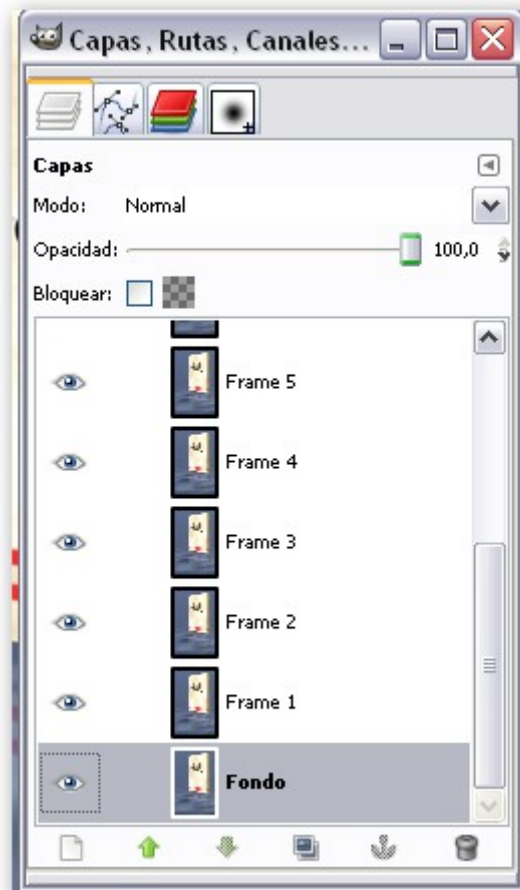


wv and the **amp** in the imagen. Damos to accept and generate a series of 10 layers with variations of the movement.

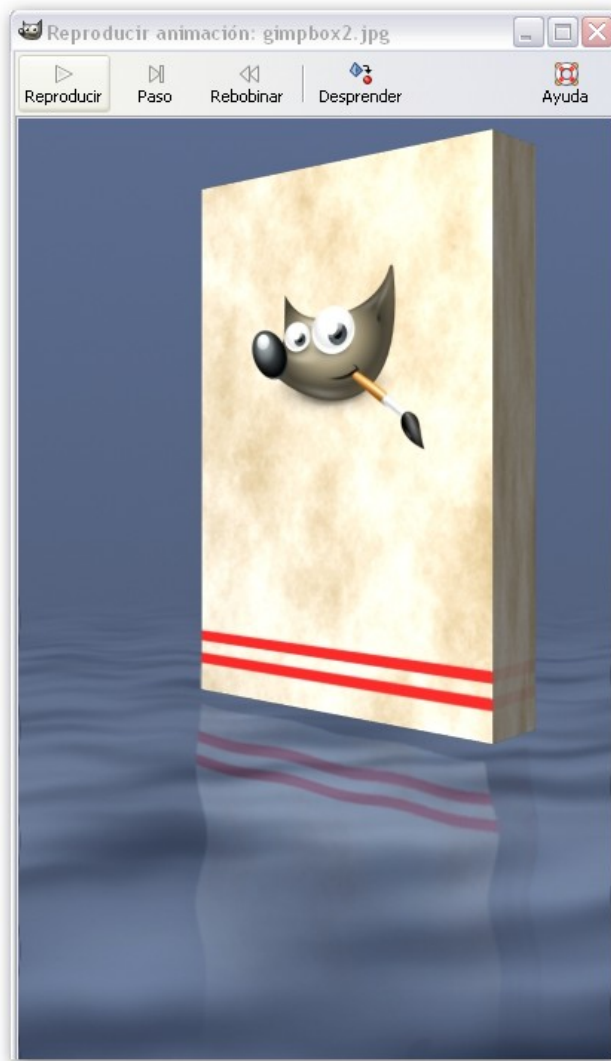
New layer and select remove:



Now we apply the filter **FX y.Vamos Foundr** opted to **combine animation with background and chose**. This action combines the different layers we obtained mathmap original.Si layer and have no FX / Animation could do it manually, by copying the original and combinanado go two to two (bottom frame1, frame2 with COPIS background, etc):



Fund and we will *remove* **filters** / **animation** / **playback** to see as has been the gif.



Here if we can optimize the gif.

Save it with **the. Gif**, remembering to keep the option as animation:
[result](#)

Links to:

[FX Foundry](#)

[MathMap](#)