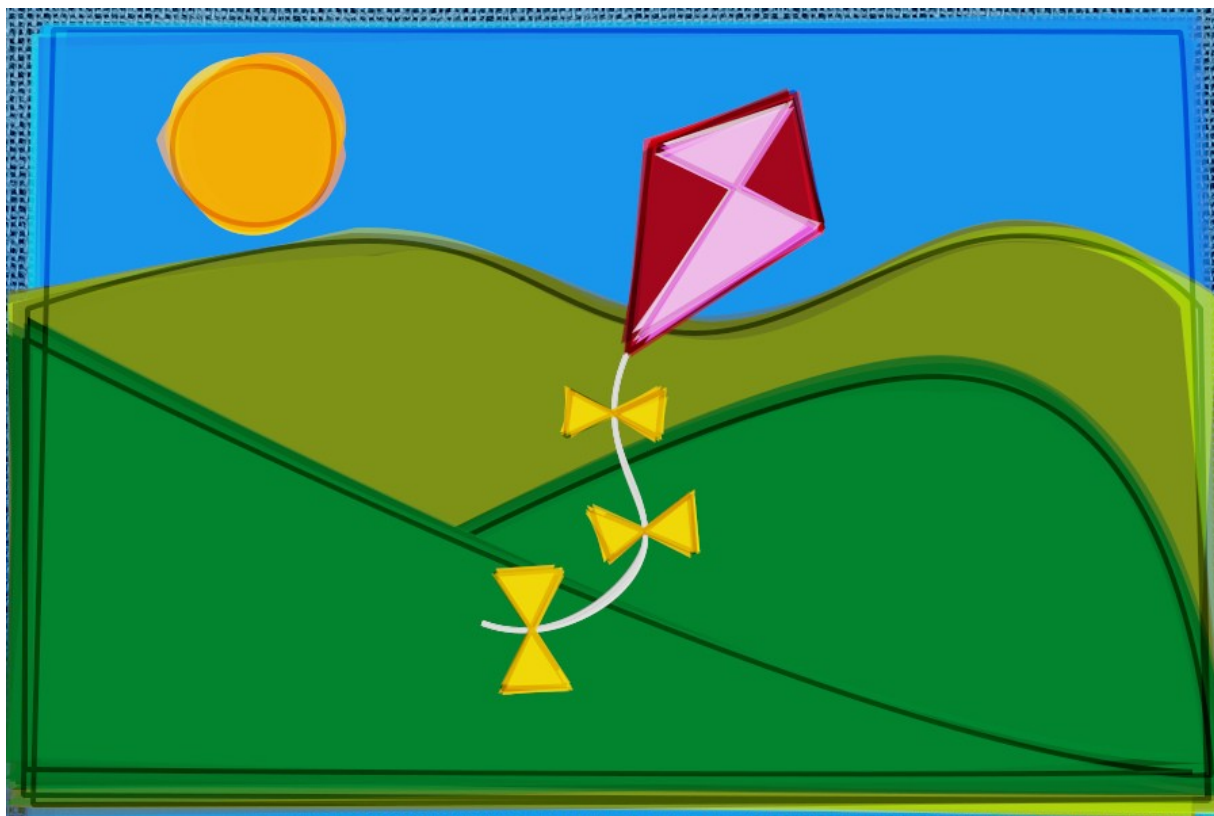
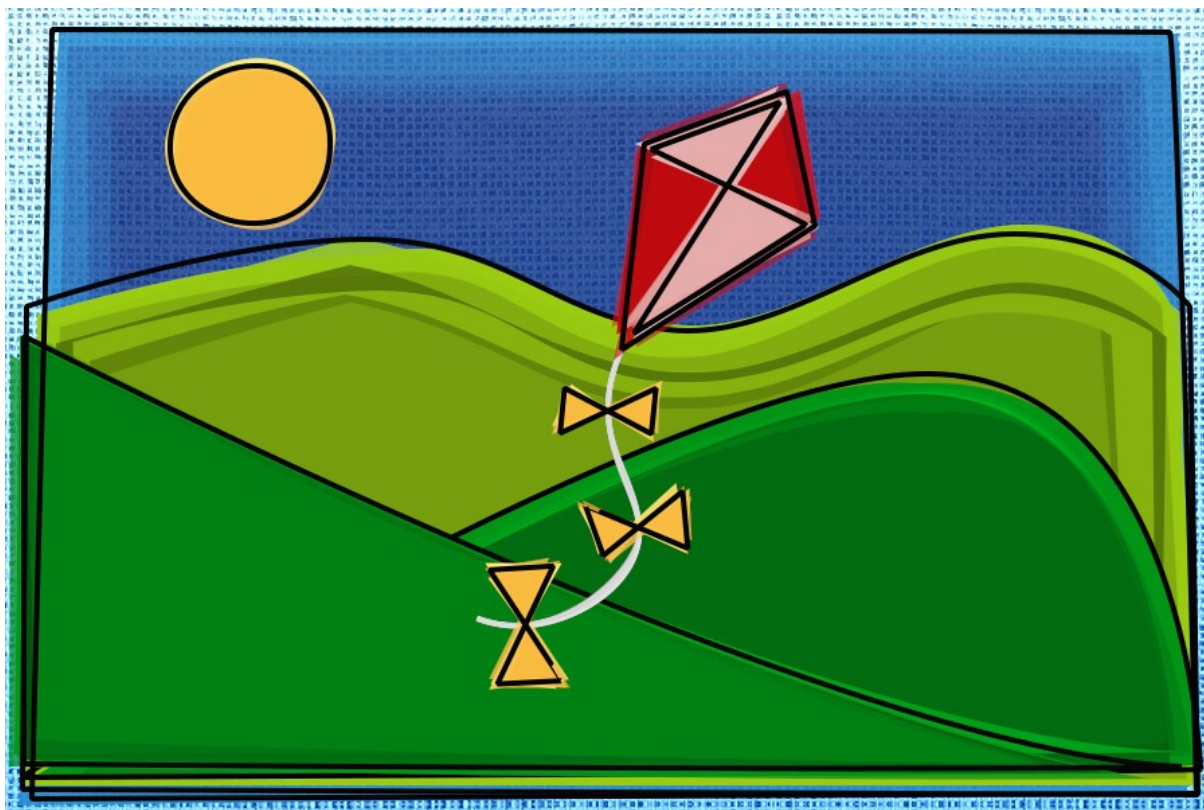


Picture Making with Wibbler

You can use Wibbler to help make stylized images as in the example below using a series of paths.



With a few adjustments you can easily create other variations.



Things to bear in mind when making pictures:

The wibble factor adds variation to the path shape - bigger paths can take more wibble.
Increase the number of temporary paths used to apply a wider range of colours taken from the current gradient.

Increase the value used for 'Reduce the stroke width' (this also affects the size of filled areas) to add variety – once again bigger paths can take larger values.

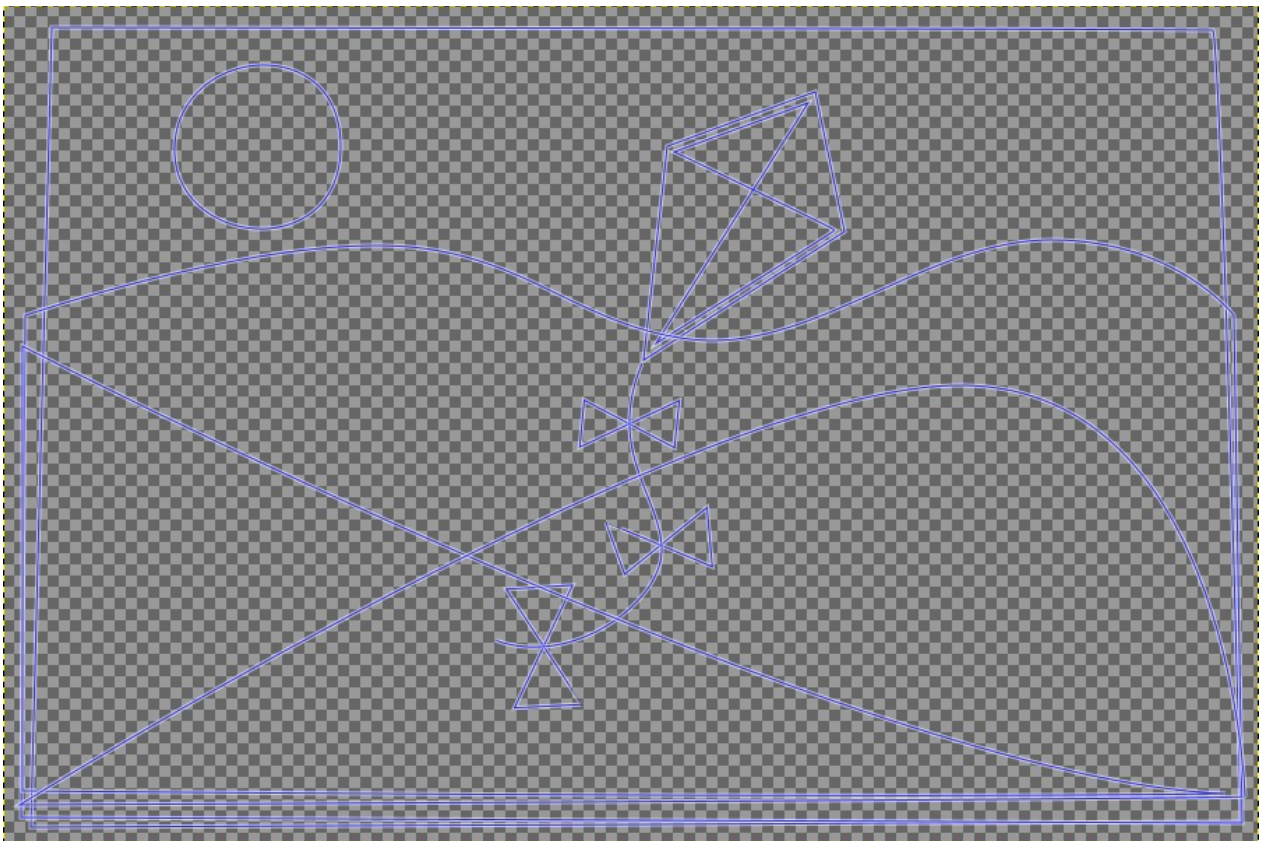
Use the random gradient options often produces better results.

Work from back to the foreground objects when applying fills or lines to your paths.

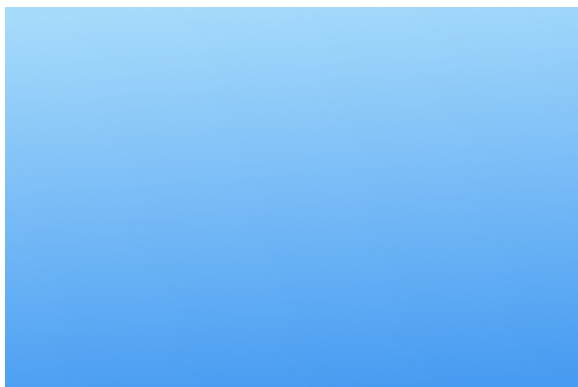
It can save time if you apply the filter to a number of paths that will use the same colour.

My workflow for the kite scene:

1) Create a new image and add a set of paths with the path tool (obviously) and save it. This will act as the source image:



2) Create another new image (same dimensions) and add a suitable background. Think of this as the destination image:



3) Starting at the back of the image, copy the sky rectangle path and paste that path to the new image. Select the colours to use as the foreground and background colours with the default FG to BG (RGB) gradient tool.

4) Open the Wibbler filter dialog and use the following values/options:

Tab 1

Amount of wobble: **12**

Tie adjustments to: **Path anchors and handles**

Reduce fill width: **20**

Number of Temporary paths: **7**

Tab 2

Gradient options: **Ordered (full range)**

Tab 3

Apply to: **All paths and fill**

Click on the 'OK' button on the filter dialog (to run the filter). N.B. All paths will be deleted by default after stroking.



Use undo if you are not happy with the results and need to enter different values.

5) Create another new image – think of this as a temporary image. Return to the source image to copy the two hills paths across to the temporary image. Select a light and a dark green for the foreground and background colours in Gimp.

6) Open the Wibbler filter dialog and use the following values/options:

Tab 1

Amount of wobble: **12**

Tie adjustments to: **Path anchors and handles**

Reduce fill width: **5**

Number of Temporary paths: **7**

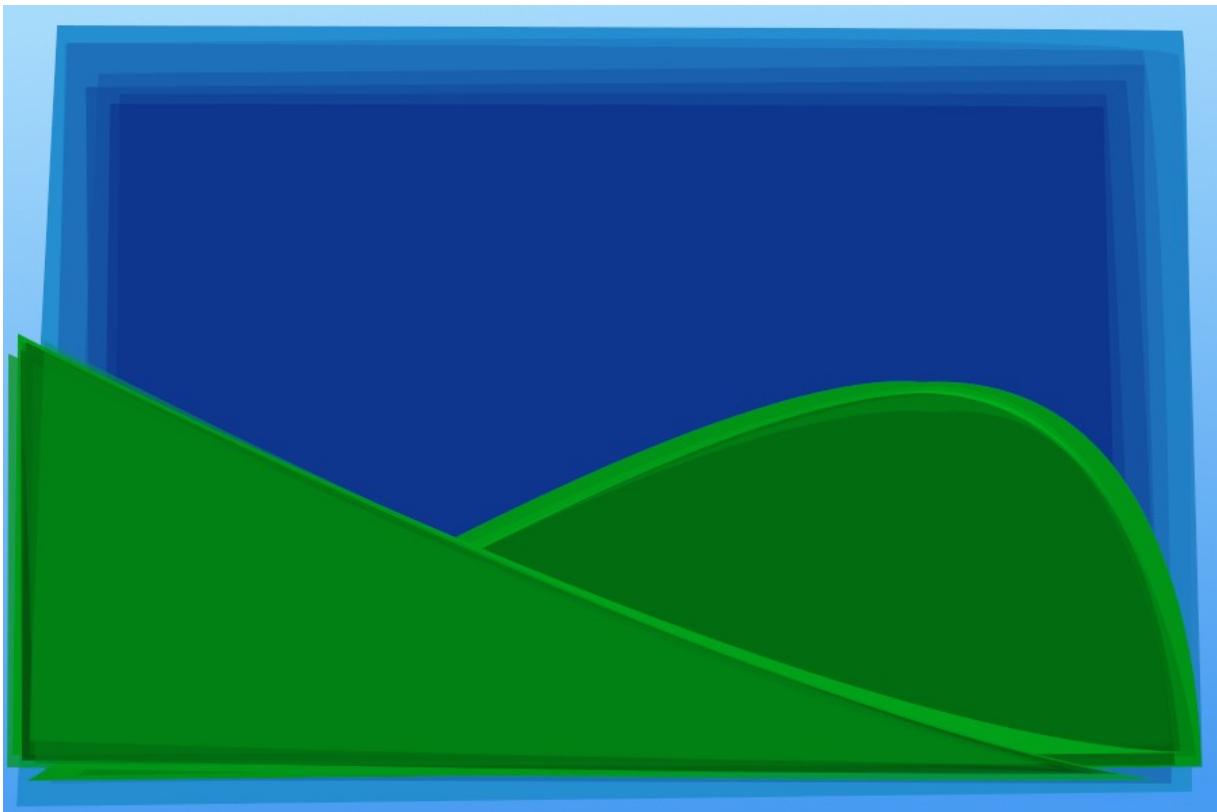
Tab 2

Gradient options: **Random (full range)**

Tab 3

Apply to: **All paths and fill**

7) Copy each of the layers and paste them as new layers into the destination image.

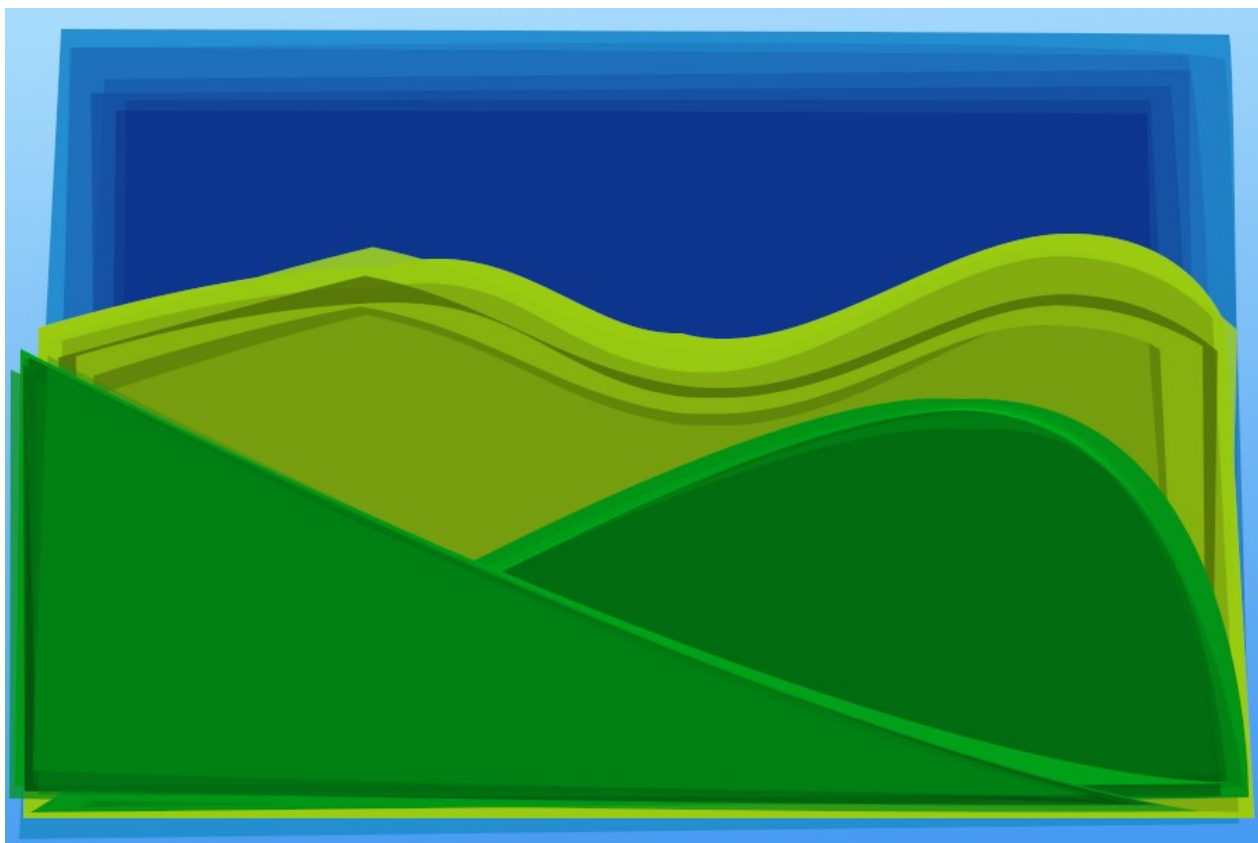


Delete these two layers from the temporary image.

8) Copy the next path (horizon) from the source image to the temporary image and select a new greens for the foreground and background colours.

Run the filter again with the same options as in Step 7.

9) Copy this layer and paste it as a new layer into the destination image. Re-order the layer to position this horizon layer below the hills layers.



10) Select shades of sunny yellow for the Gimp foreground and background colours then copy and paste the two paths that can be stroked in shades of yellow – the sun and ribbons on the kite – to the temporary image after removing the existing temporary layer.

11) Call up the filter dialog. These are smaller path objects so adjust the values accordingly.

Tab 1

Amount of wobble: **6**

Tie adjustments to: **Path anchors and handles**

Reduce fill width: **0**

Number of Temporary paths: **7**

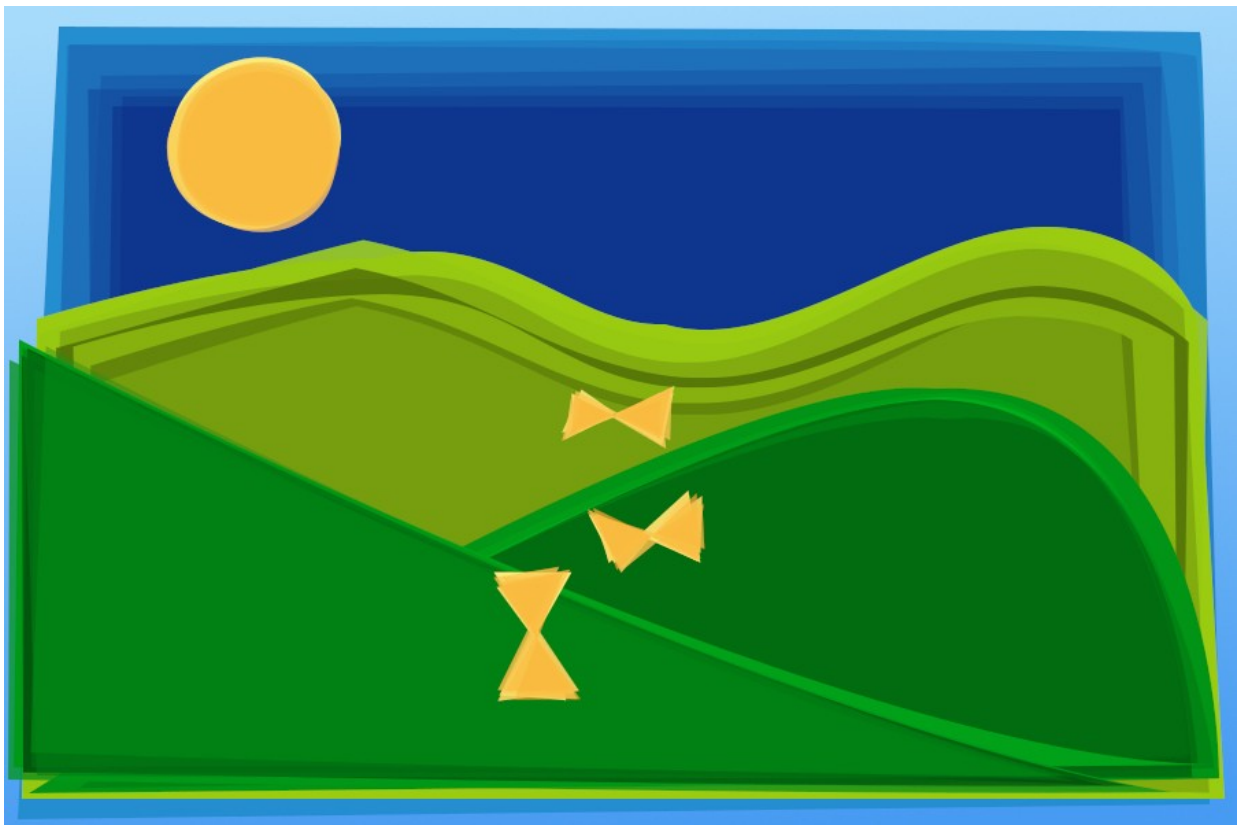
Tab 2

Gradient options: **Random (full range)**

Tab 3

Apply to: **All paths and fill**

12) Copy and paste the two layers into the destination image (and then delete them from the temporary image).



13) Change Gimp's foreground and background colours to shades of red then copy and paste the kite path from the source image to the temporary image.

Call up the filter:

Tab 1

Amount of wobble: **6**

Tie adjustments to: **Path anchors and handles**

Reduce fill width: **2**

Number of Temporary paths: **7**

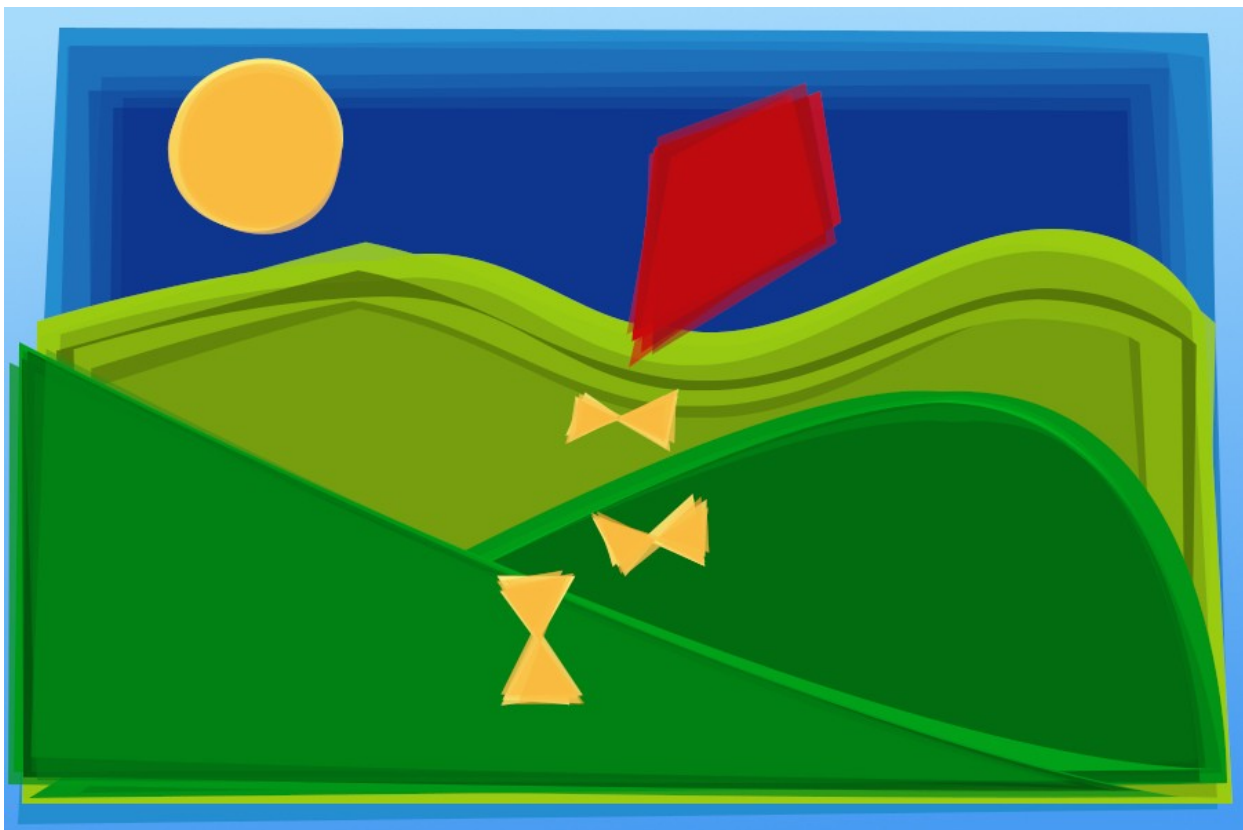
Tab 2

Gradient options: **Random (full range)**

Tab 3

Apply to: **All paths and fill**

Copy the layer and paste it to the destination image and delete it from the temporary image.



14) Change Gimp's foreground and background colours to shades of white and light grey then copy and paste the bow string path from the source image to the temporary image.

Call up the filter:

Tab 1

Amount of wobble: **6**

Tie adjustments to: **Path anchors and handles**

Reduce stroke width: **0**

Stroke width: **4**

Number of Temporary paths: **4**

Tab 2

Gradient options: **Random (full range)**

Tab 3

Apply to: **All paths and no fill**

Copy the layer and paste it to the destination image and delete it from the temporary image. Raise or lower the position of this string layer so that it sits below the kite and ribbons.



Copy and paste the kite pattern from the source image to the temporary image. Use shades of pink for the foreground and background colours,

Call up the filter:

Tab 1

Amount of wobble: **6**

Tie adjustments to: **Path anchors and handles**

Reduce fill width: **2**

Number of Temporary paths: **7**

Tab 2

Gradient options: **Random (full range)**

Tab 3

Apply to: **All paths and fill**

Copy the layer and paste it to the destination image and delete it from the temporary image. Check if the layer is in the correct order i.e. above/in front of the string layer.



Adding the lines...

Set the foreground/background colour to blacks and return to the source image. Use the following values for the filter:

Tab 1

Amount of wibble: **4**

Tie adjustments to: **Path anchors and handles**

Reduce stroke width: **0**

Stroke width: **4**

Number of Temporary paths: **1**

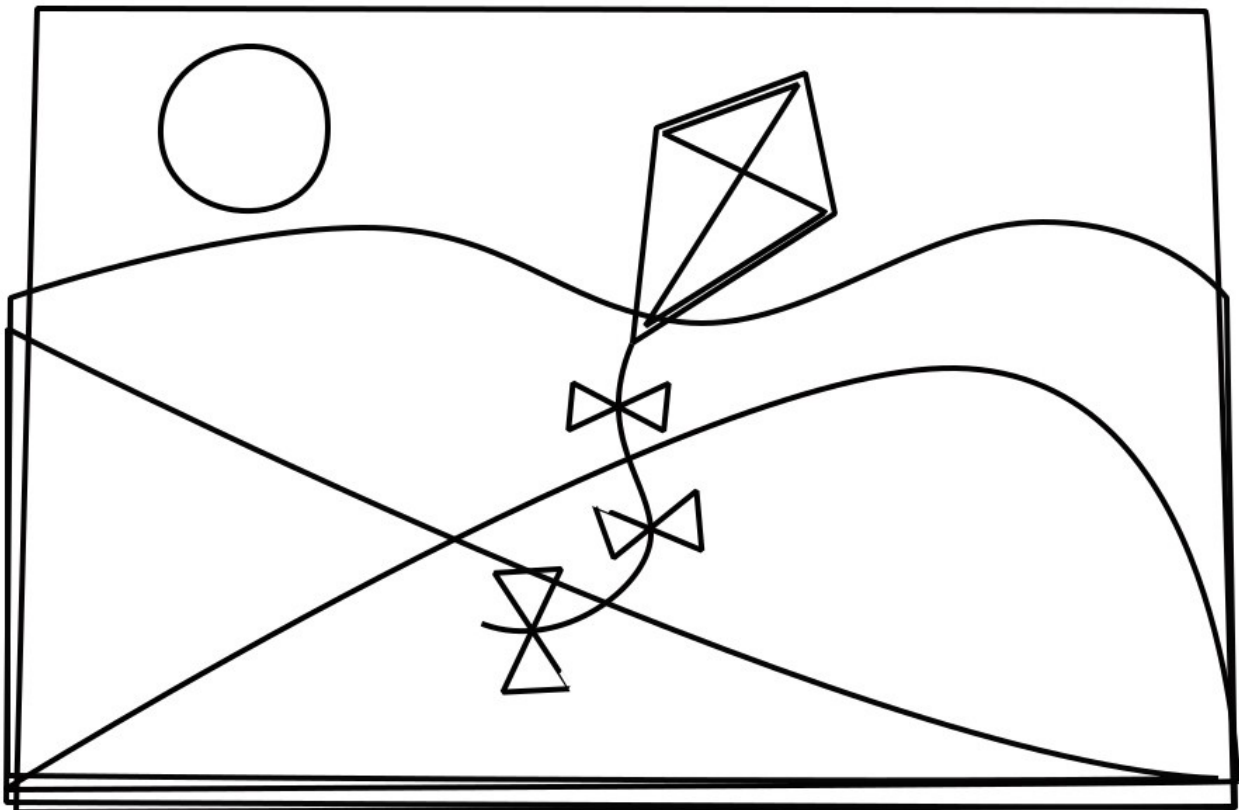
Tab 2

Gradient options: **Ordered (full range)**

Tab 3

Apply to: **All paths and no fill**

Hit 'OK'.



Delete the lined layer for the sky area (optional).

There are two options for applying the lined layers to the destination image: Copy each layer from the source image to the destination image or save the image and use 'Open as Layers' from the destination image to add the lined layers in one go.

Re-order layers if necessary.

