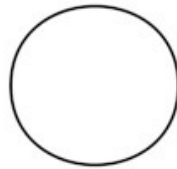
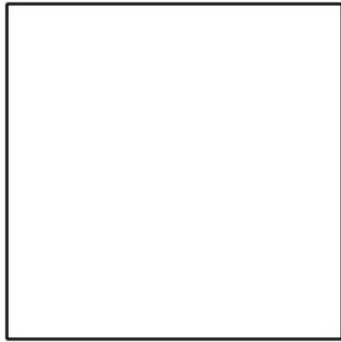


Using Wibbler with Normal Paths (A Boho Helper)

This is a follow-up guide to using Wibbler to help with images that are created from paths.

My example uses the following paths to create a simple square Boho style image:



The workflow:

Create the paths and save these in a base image.

Create a new destination image.

Generally work from the background to the foreground path objects.

Copy each path, paste it into the destination image and use Wibbler to stroke the path with your chosen settings.

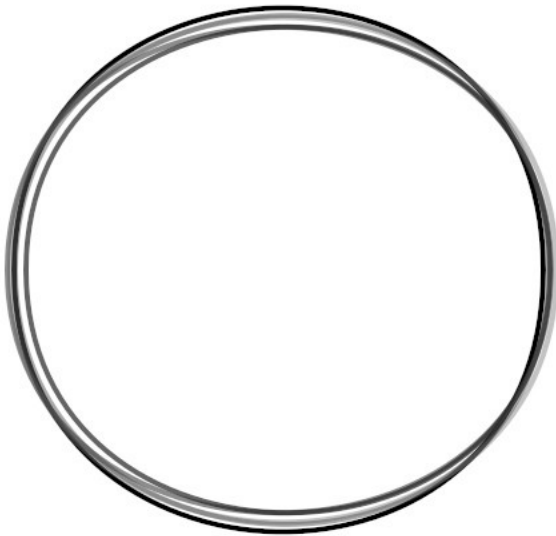
Use undo (Ctrl + Z) if you are not happy with the outcome. (I use it a lot.)

How many Anchor Points?

Generally I try to keep the number of anchor points to a bare minimum when working with custom fonts but paths for images may require additional points to allow Wiggler to have a greater influence on the outcome.

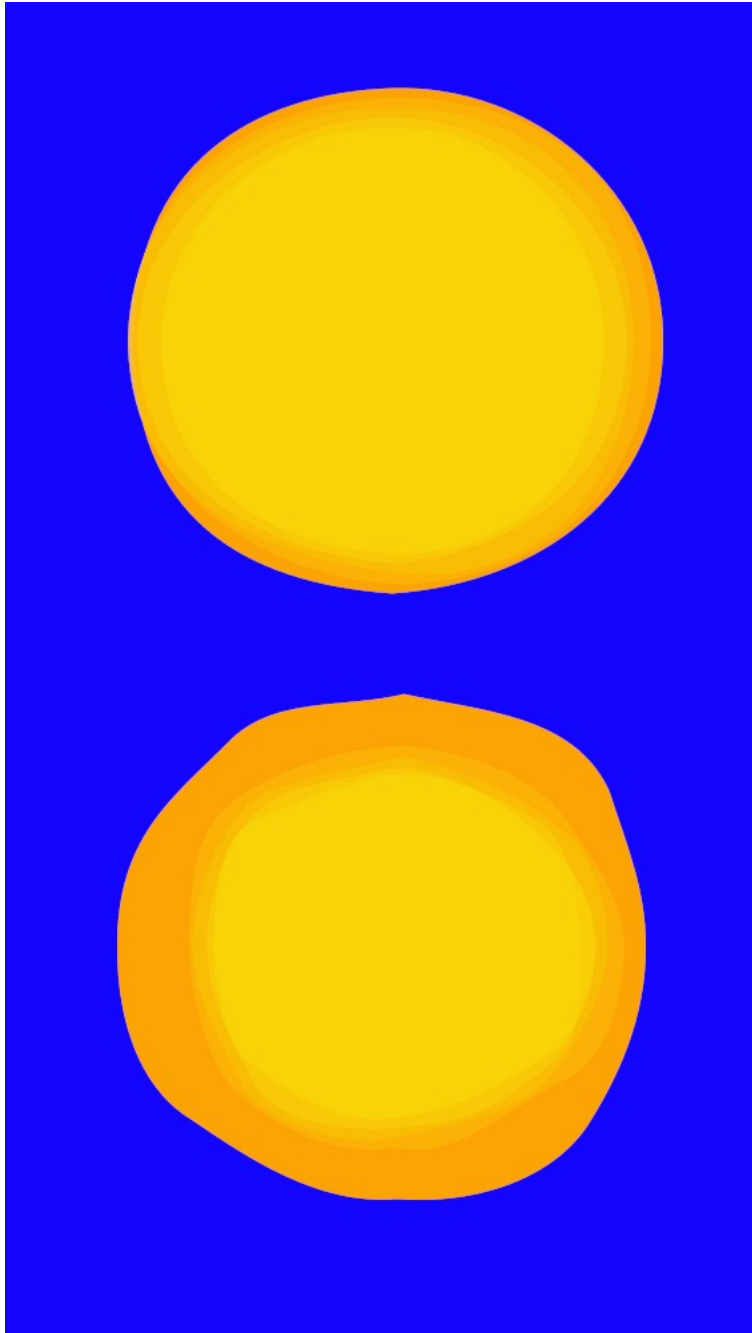
Keep the number of anchors low but not too low – unless you want lots of changes of direction in a path.

Using a wobble factor of 12 the two paths below were stroked with the same number of temporary paths. The upper shape was drawn with only two anchors and the lower shape used eight fairly equally spaced out anchors.

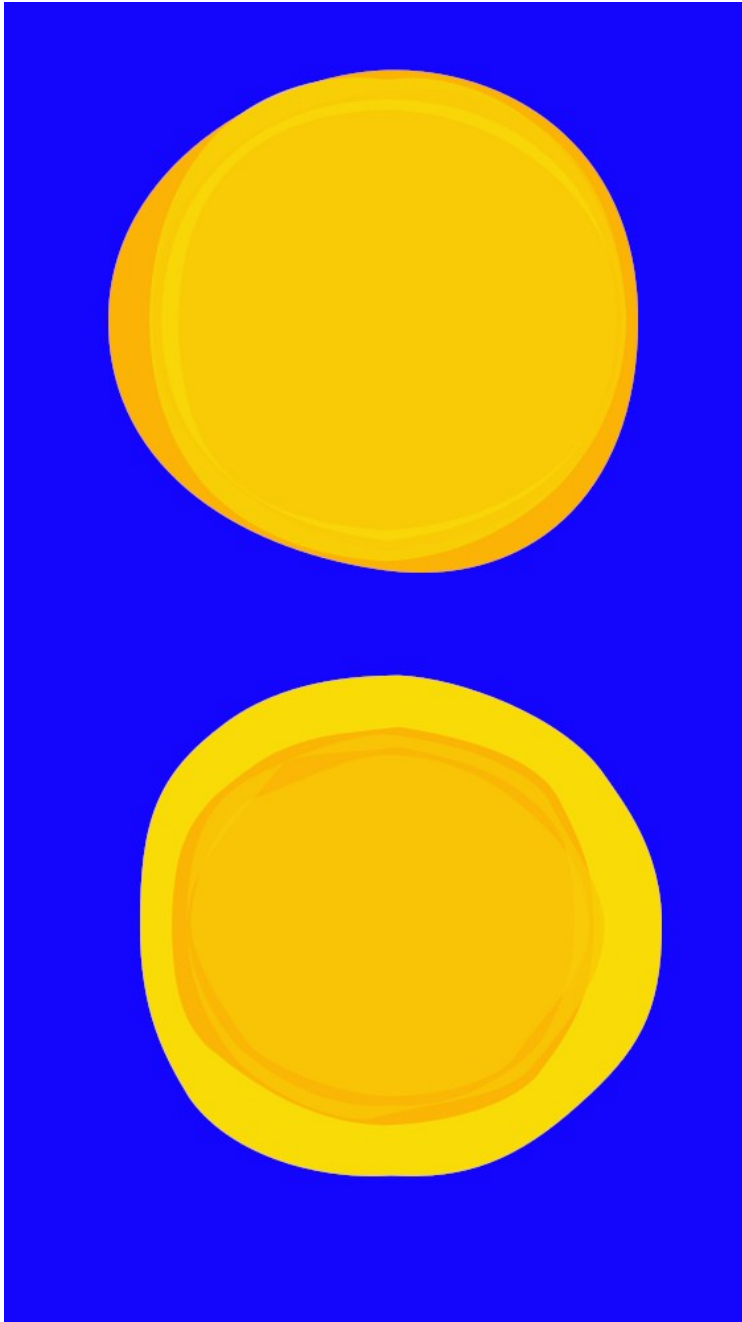


Use your gradients.

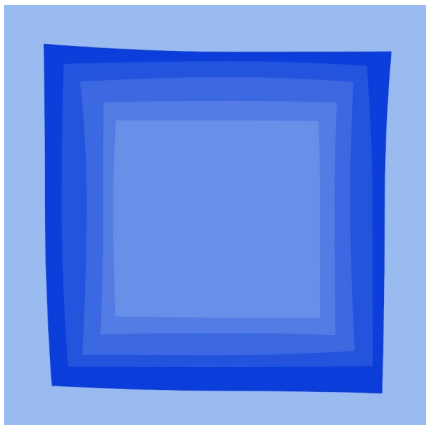
My sun shape needed filling with shades of yellow: The default setting uses colours taken from the current gradient in the order that they appear in the gradient...



... whereas the random options choose colours at random from the current gradient:

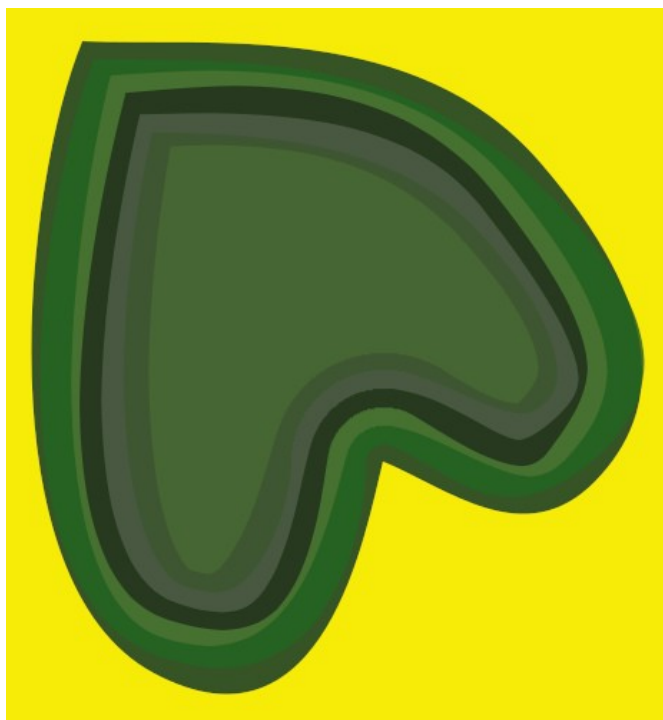


Choices, choices and more choices! The same process could be used for a background box...

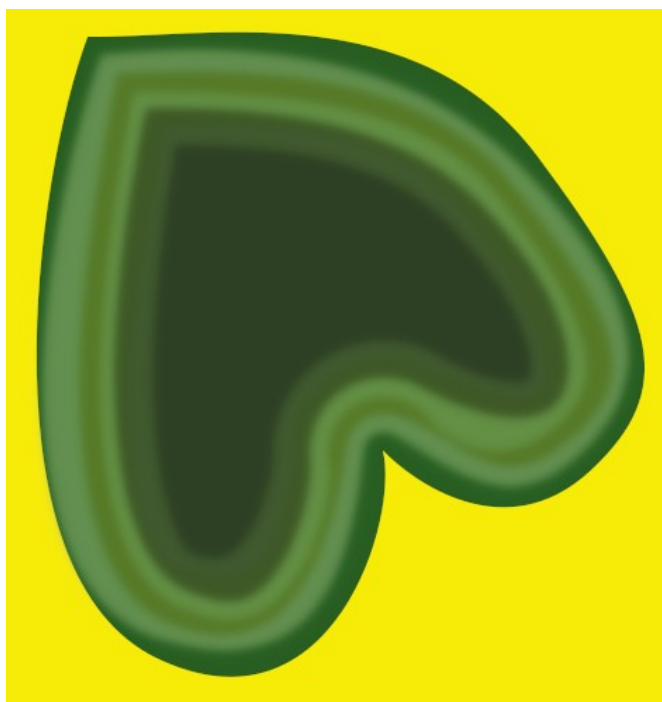


Make use of all the gradients you have acquired. The reduce fill size and blur option can add a lot of interest to shapes:

My leaf shape below used a full random gradient with seven temporary paths and a reduce fill amount value of 6.



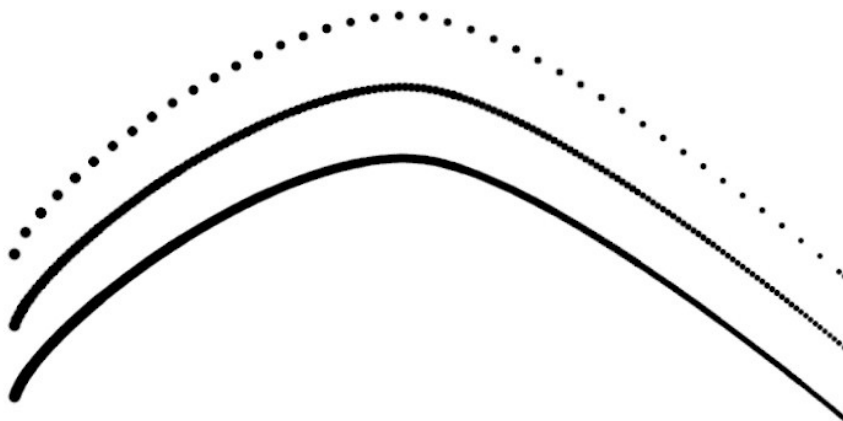
And with a blur value of 10.0...



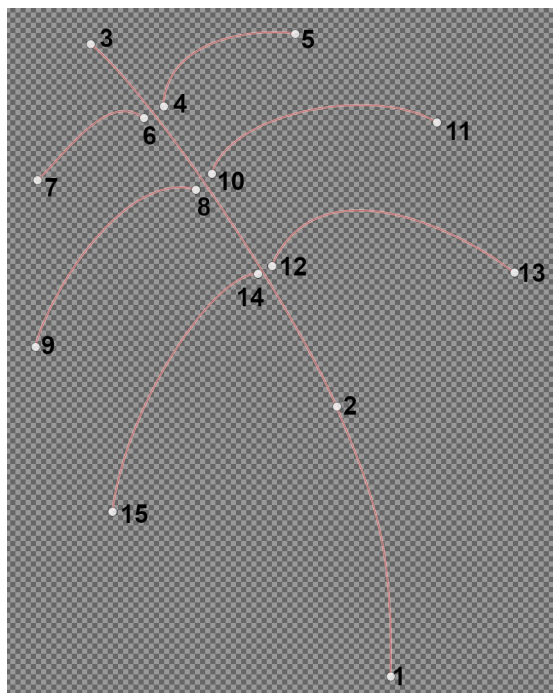
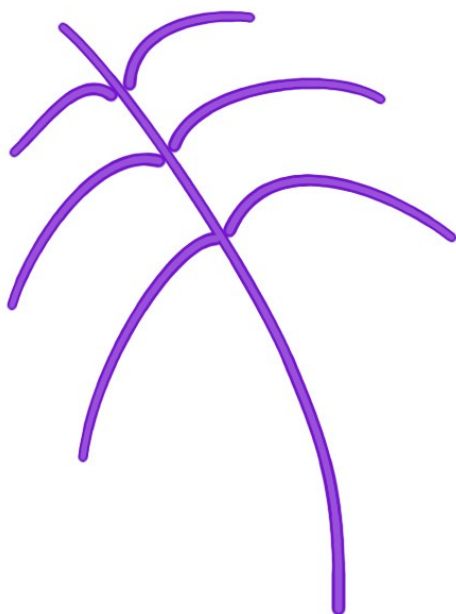
Tapering Brush Strokes

Use the taper options on Tab 2 of the dialog to shape the path lines using Stroke with the current brush option on Tab 1. Set the brush spacing to a low value; thinner lines require lower values in order to avoid gaps or unwanted textures in the lines.

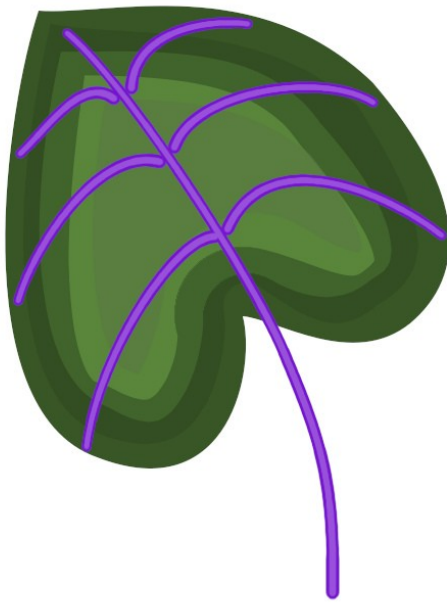
The illustration below shows three versions of the same tapered line (roughly 800 pixels across) using a hard-edged round brush with a stroke width of 10: The spacings used were 40 (default), 10 and 5. I normally use a value of zero for the amount of wobble and a value of one for the number of temporary paths – but as always rules are there to be broken.



One benefit of not applying any wobble effect is that you can use the reduce stroke width option with extra temporary paths to create an inner brush line with a different colour. I used this effect to create a set of veins for my earlier broad leaf shape. (When I created the path, I made sure that the order of the anchor points worked outwards from the centre vein so that all of the smaller veins would use the taper in the same direction.)



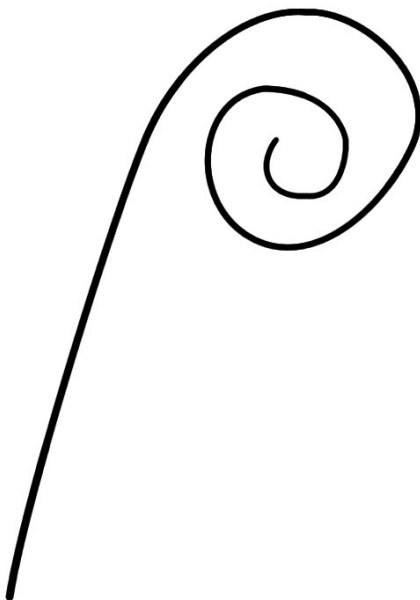
The veins with another leaf:



Use your brushes

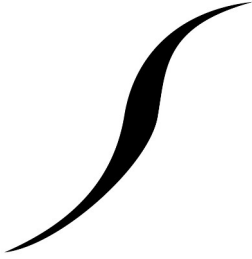
Play with all those different Gimp brushes that you have acquired over the years to add texture to your stroked lines.

I wanted to add brush texture to this basic frond-like path.



I use a round hard-edged brush to find the spacing and stroke width sizes that look right. Once done I choose a suitable gradient to apply the colour and change to a textured brush and then I usually double the stroke width.

The brush that I used for my 'frond' was a simple shape that gave the spiky texture that I wanted for this plant stalk:



My dialog settings:

Tab 1:

Amount of wobble: 4

Stroke path method: Stroke with current brush

Stroke width: 20.0

Number of temporary paths to create: 2

Tab 2:

Brush spacing: 3

Brush options: Random brush angle

Type of taper used: thick to thin

Gradient options: Random (full range)

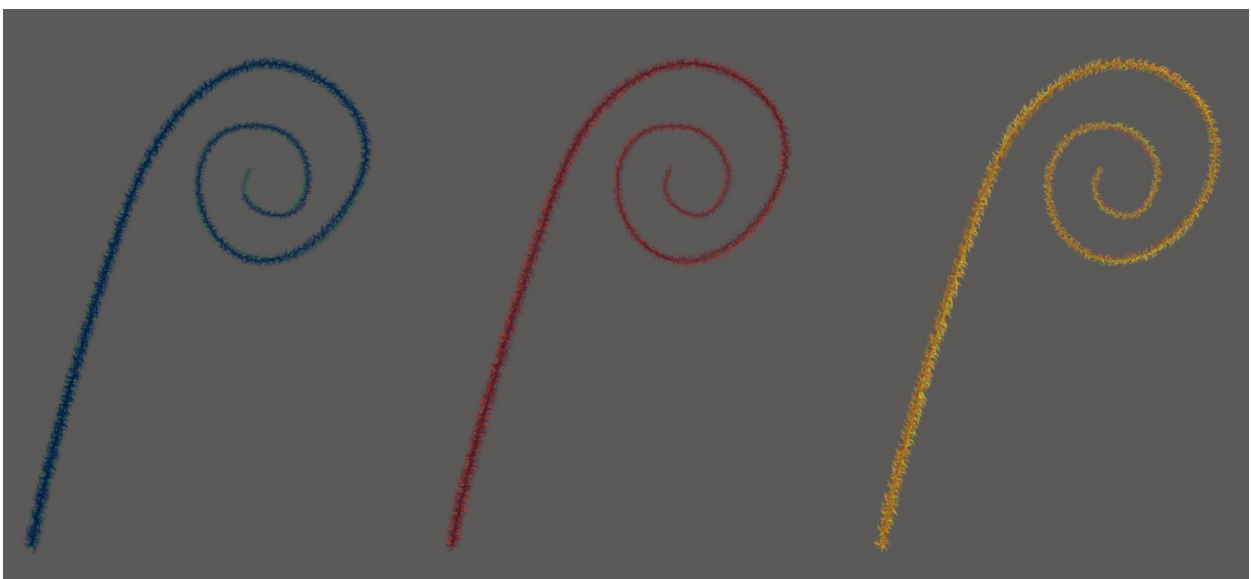
Tab 3:

Remove paths after stroking: Keep paths

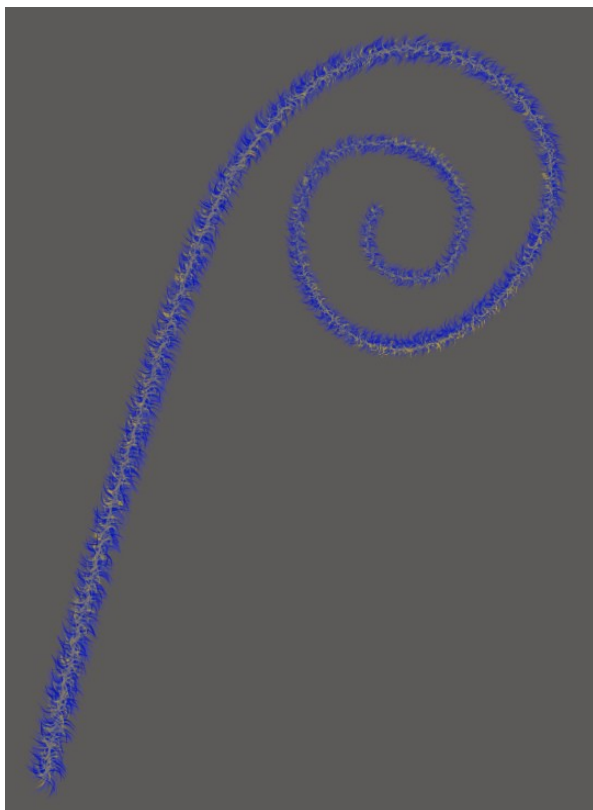
Apply to: All paths without fill

I opted to keep the paths after stroking because that would allow me to re-apply the filter with different colours/stroke widths etc.

Some example filter outputs with different gradients:



In my example below I increased the stroke width to 30.0 for the first run of the filter and then changed the coloured gradient and reduced the stroke width to 15:



Putting all the elements together:

