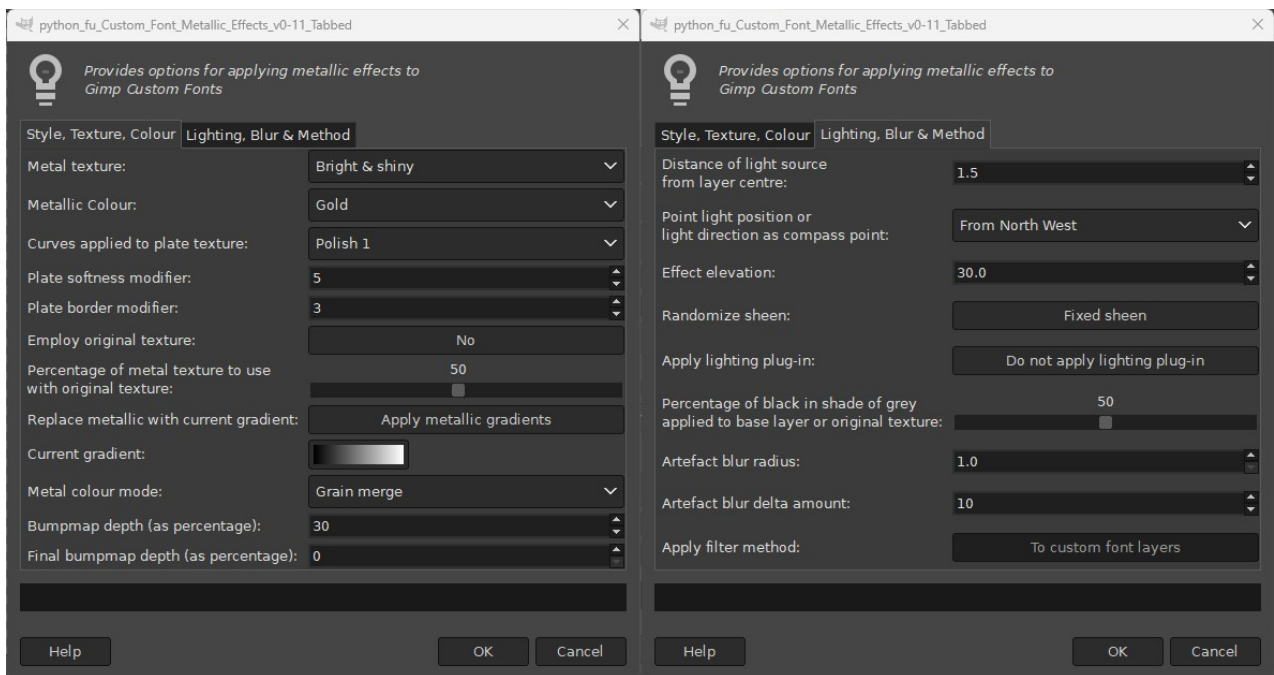


Custom Font Metallic Effects for Gimp 2.10 v0.11 Tabbed

This filter adds a range of metallic effects to custom fonts using a tabbed dialog to the filter to make it more accessible to users with smaller displays. As ever thanks go to Arakne for creating gimpfu3 and to MareroQ for making it available to me.

Open the filter dialog from

Filters>>Custom Font Tools>>Custom Fonts Metallic Effects v.0.11 Tabbed...



The metallic effects can be applied to any font face and will make use of an existing texture with the 'Employ original texture' option is set to 'Yes'.

As usual I suggest working with either a single character or a small group of characters, in order to try out the effects; when you are happy with the results apply them to the full set of custom font characters.

Begin by selecting a texture and one of the filter's metallic colours before clicking on 'OK'.

You can apply any Gimp gradient from the dialog selector to a custom font by setting the 'Replace metallic to current gradient' option to 'Yes'. If the gradient does not produce the (metallic) effect you were hoping for, try setting the 'Apply lighting plug-in' to 'Yes'.

The emboss used to create a 3D effect can be adjusted by setting the bumpmap depth, light direction and effect elevation values.

When you want to keep the original texture of a custom font set the bumpmap depth to zero; if the results seem rather flat when employing an original texture, try increasing the 'Final bumpmap depth'. This can also sometimes be improved by choosing a different metal colour mode used to apply colour to the bump-mapped character.

The 'Verdigris' texture will use any available image layer, added to the custom font file, to replace areas of background metallic colour.

The artefact blur options can help to reduce artefacts created during the bumpmap process, especially when the 'Use lighting plug-in' option is set. I recommend using low values, however, with the 'Brushed' texture option to avoid over-flattening the brushed effect.

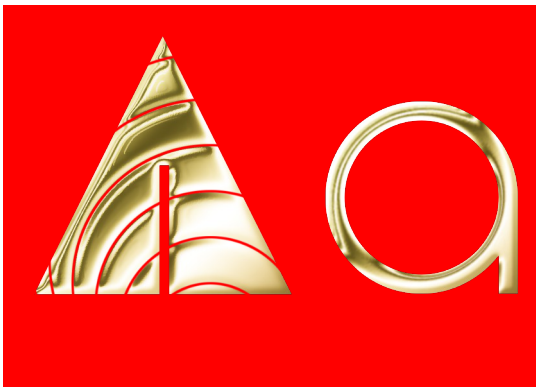
The thickness of the characters in the custom font influences the effect of applying different options. For thinner stemmed fonts apply lower values to bumpmap and blur options to begin with.

The 'Randomize sheen' option adds minor adjustments to the appearance of each character.

The following example images may help you to become familiar with the filter. The examples use two different fonts - one that uses thick character strokes and one that uses thin characters.

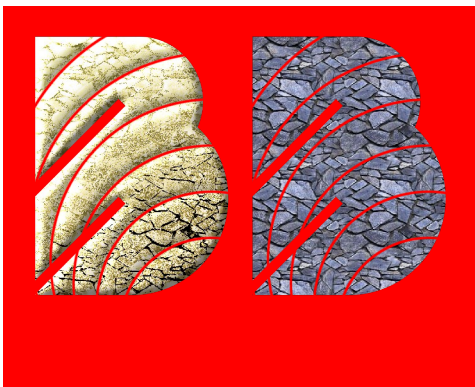
Example 1:

The default options of gold colour with metal texture set to 'bright'



Example 2:

Bright gold employing the original face texture (original Gimp pattern on the right)



Example 3:

Bright gold with texture on thin character (final bump-map added to the right-hand character)



Example 4:

Bright texture with a gradient applied to replace the filter metal colour



Example 5:

With the Lighting Effects plug-in option used



Example 6:

Glitter texture in bronze



Example 7:

Glitter texture in bronze with original (but different) textures employed



Example 8:

Glitter texture with coloured gradient used (lighting plug-in option used with character on far right)



Example 9:

Dull texture in silver colour



Example 10:

Dull texture in silver colour with lighting plug-in option applied



Example 11:

Annealed texture in brass



Example 12:
Annealed texture in brass with the final bump option



Example 13:
Annealed texture in brass with the final bump option and lighting plug-in



Example 14:
Verdigris texture in copper colour



Example 15:
Verdigris texture in copper colour with an added verdigris décor layer added to the custom font file



Example 16:
Brushed texture in brass colour



Example 17:

Use the 'Plate border modifier' option together with the 'polish' options (curves) to obtain an effect similar to letters pressed into a metal plate. The example below used a value of 1. (Works better on broader custom fonts.)



Example 18:

'Plate border modifier' option set to a value of 2.

