

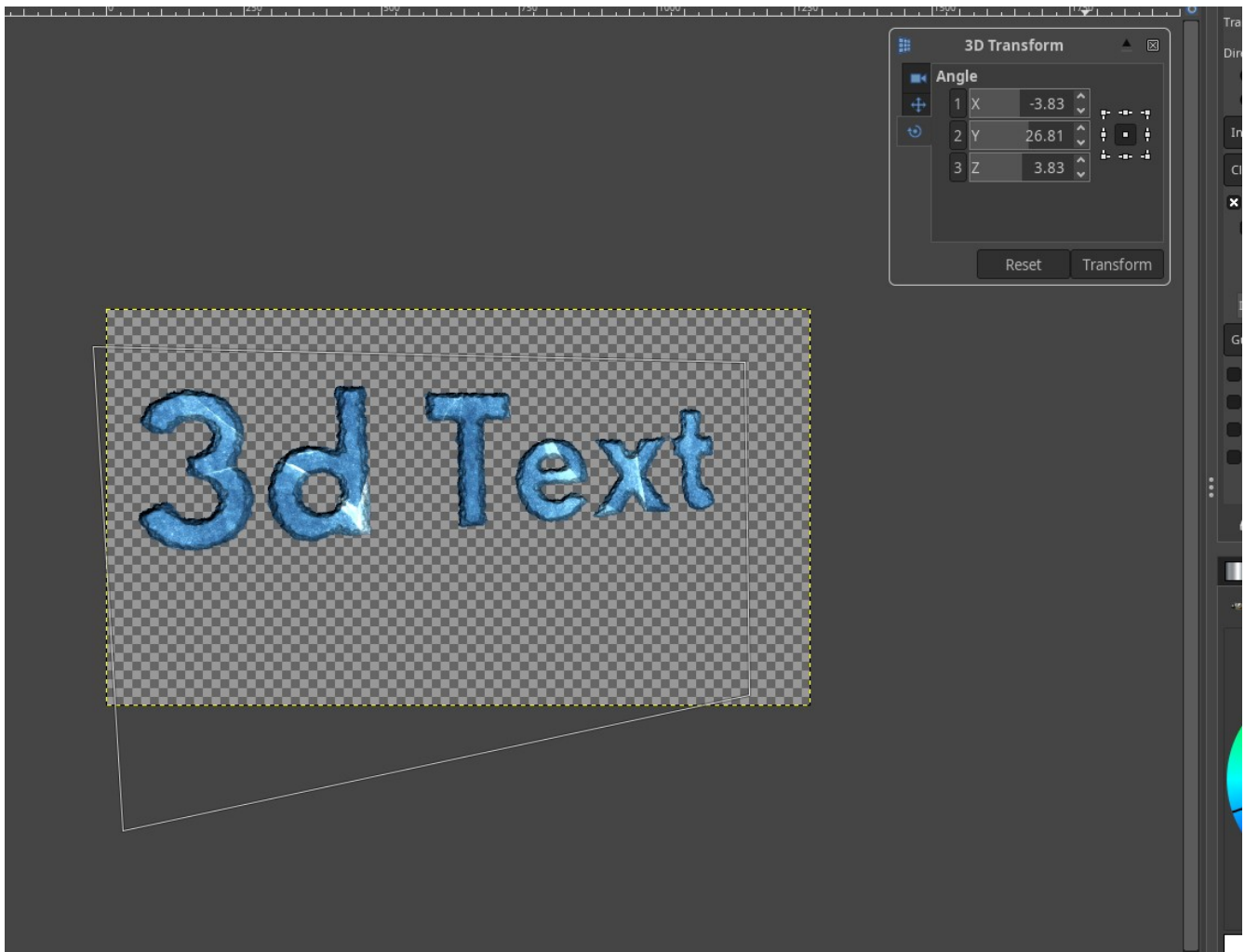
# Brief Description of GEGL:Extrusion

*Future update is likely to remove the extra lighting filters. Or at least put them on a separate tab list. As I the developer don't even understand why they are needed.*

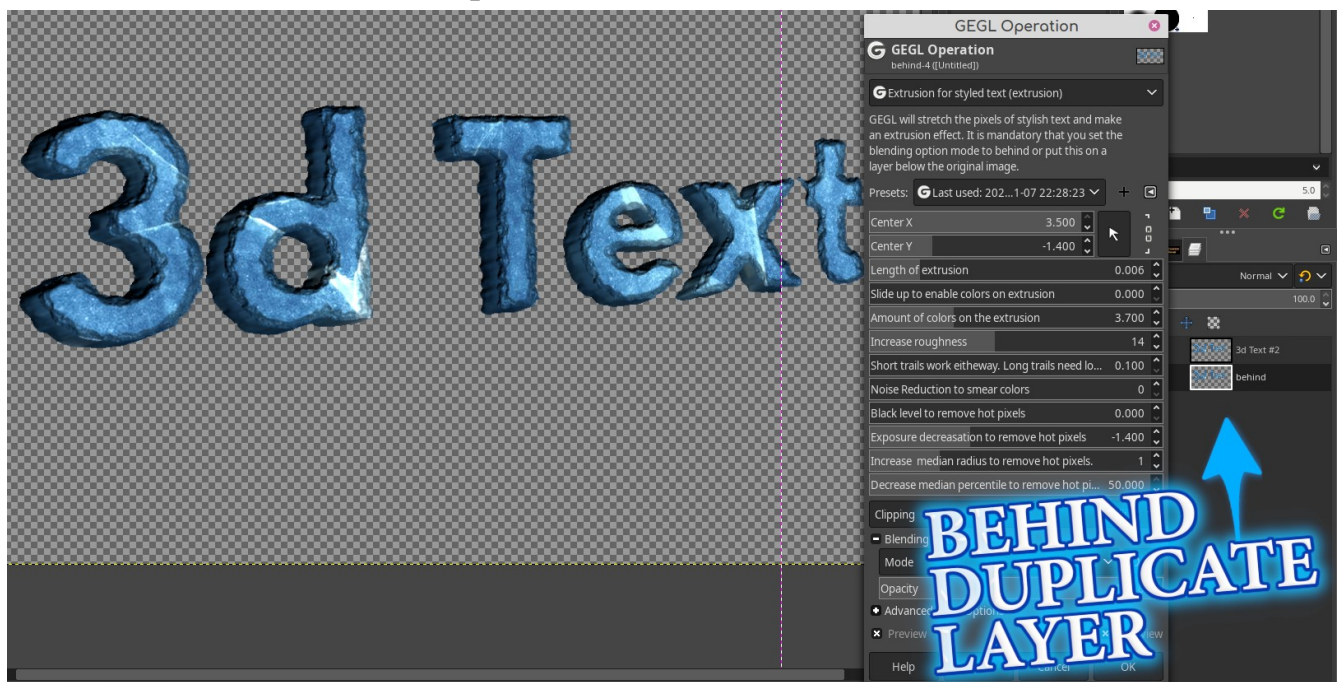
GEGL Extrusion is a third party GEGL Filter developed by Beaver that makes a “Long Shadow” like effect from Pixel Data. It is very similar to Gimp’s existing Long Shadow filter but uses Pixel Data as opposed to a color fill. Info put in “*Italics*” is referring to a slider within GEGL Extrusion.

1. This filter requires using the “behind” blend mode. Or it can be applied to a duplicate layer below.
2. This filter works best when combined with my other filters “custom bevel, clay, and rock text” it will look crude on plain text. 2B. This filter is best used with Gimp’s 3D Transform tool to make the extrusion effect most noticeable.
3. “*Increase roughness*” is my custom gegl:bevel filter. Which is (gaussian, emboss x multiply, opacity)
4. “*Amount of Colors*” and “*Slide up to enable colors*” on Extrusion are Gimp’s edge detection filter set to the screen blend mode
5. “*Exposure*” and “*Black Level*” is Gimp’s normal Exposure filter
6. Hot Pixels are bright colored pixels that stick out when “*Slide up to enable colors on extrusion*” AKA the screen blended edge detect, Has over exaggerated settings. The Increase and Decrease Median Settings are meant to balance out Edge Detect. The median settings are Gimp’s Median Blur.
7. I could not get the X and Y to work like Linear Motion Blur with a circular slider. This is because GEGL Extrusion is a fork of Zoom Motion Blur and has to use its X and Y settings.
8. The “*Length of Extrusion*” is much longer then it needs to be. Future versions may remove this.

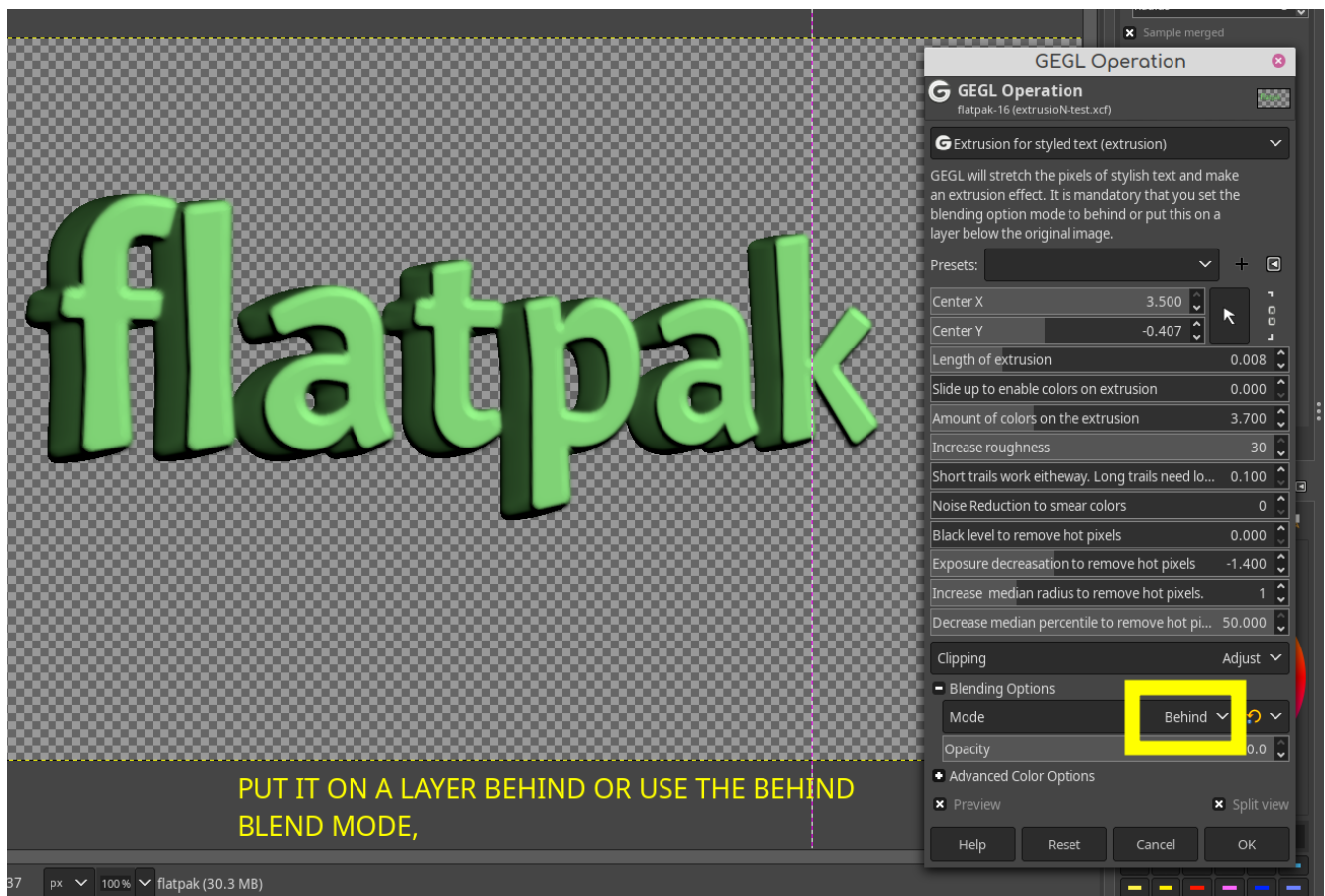
Lets begin the short lecture of GEGL Extrusion



I am applying Gimp's 3D Transform to my other third party "GEGL Rock Text" filter. This is the setup for the GEGL Extrusion Filter.



Here are some previews of GEGl Extrusion applied to my “GEGl Clay” filter.



Clay, Extrusion, Drop Shadow and that’s enough for now.