

Gold Bevel

(lb:goldbevel)

A GEGL plugin for Gimp that makes Gold Bevel text. This is not to be confused with my "Gold Text" Plugin which also makes a gold bevel but it is not a sharp style bevel. Gold Bevel is an extremely slow filter but it makes up for it with high quality looking gold text. It depends on other plugins of mine "metallic" and "sharp bevel" that do ship with it.

Properties

blendmode: Hard Light is the default blend mode of the bevel's emboss but other blend modes; Color Dodge, Plus, Darken, Softlight also exist. Plus is a GEGL exclusive blend mode. It is the developer's opinion that hard light and soft light are the best blend modes.

color: Self explanatory, the color of the metal text. Default is a light yellow for gold.

opacitycolor: Opacity of the color selected (above), sliding it to 0% can make silver as there is no color at 0%.

size: Size of the bevel.

flatsurface: Gives the bevel a flat surface when slide up, at 0 it is disabled.

azimuth: The Emboss filter's azimuth setting. This will rotate the colors in the bevel.

elevation: The Emboss filter's elevation slider. Rotating the brightest pixels on the bevel.

depth: The emboss filters "depth" slider this makes the bevel darker or brings out detail.

sharpen: A unsharp mask radius on the bevel that makes it darker.

liquid: This slider has limited mobility but it can smooth the bevel. From a technical perspective this is a gaussian blur from 0-1.0 that runs before any other operation in the filter.

solar1, solar2, solar3: Gimp's alien map filter distorting red green and blue channels. This is primarily what makes the "metallic" effect.

bloom: Gimp's "bloom" filter being called. This makes a glow effect on the metal.

smooth: Gimp's "noise reduction" filter that smooths noise on top of the bevel.

opacitynoise: Opacity of the noise on top of the bevel. At 0 it is disabled.

seed: Randomize the noise on the bevel.