

This is a new GEGL plugin of mine that transforms plain text/shapes into Gold Text. It is based on the GEGL Graphs I was sharing in a thread elsewhere on Gimp Chat. This plugin requires five other stand alone plugins of mine that are shipped with it. (bevel, inner glow, edge extract, threshold alpha two, and advance emboss.

## **WARNING**

If you have an old version of my GEGL Effects Layer Effects plugin before May 2023 this will break GEGL Effects, once this plugin is installed. Check to make sure the version of GEGL Effects you are using was released May 2023 or onward. If not update here to the latest version.

<https://github.com/LinuxBeaver/GEGL-Effects---Layer-Effects-in-Gimp-using-GEGL/releases>

To confirm test if GEGL Effects is working after the update, install Gold Text binaries and then see if “inner glow and or bevel” in GEGL Effects still work. If they are not, the update in the link above will fix it.

## **--Fun Facts and Comments about Gold Text Plugin---**

Gold Text was made from a fork of an old version of my [Custom Bevel](#) Plugin but it does not require my Custom Bevel plugin to work. The story behind the development of my gold text plugin is quite interesting. It is a generic bevel with a very long gegl syntax string on top of it to texture it in a gold/metallic style. This is the first plugin of mine to work that way.

Gold text has two blend modes (Plus and Color Dodge) because blend modes like Multiply and Darken made it look hideous and Overlay and Softlight did exactly the same thing as Color Dodge. So I could have other blend modes in place of Color Dodge. After studies I confirmed that “Plus” was the best blend mode. It is the default.

The secret to getting the gold metallic shine was taking advantage of a bug that my custom bevel plugin use to have when chained with drop shadow. Drop Shadow’s opacity meter (gegl:opacity) and Bevels with blend modes like “Plus” “Linear Light” “Grain Merge” make a undesirable glowing/hot pixel glitch. If values on gegl:opacity are high enough said glitch will give way to transparent holes in the bevel. I ran drop shadow under the bevel and removed it after using a plugin called “threshold alpha two” thus giving it a shine effect without the shadow.

A few days ago on Gimp Chat I released a hidden operation lb:oldcustombevel, that is now completely irrelevant to gold text. That was for graph only via GEGL syntax pasting.

Enjoy the plugin