GEGL Operation name: Plastic Wrap (lb:plastic)

Description:
An effect that makes it look like the content of your image was covered in plastic wrap. This works best on alpha channel present images. This Plastic Wrap filter was directly inspired by Adobe Photoshop CS2's plastic wrap filter.

Below is the technical list of Plastic wrap's options. All properties of Plastic wrap are put in **bold** text. You you get to see the value range, start up value, and description of each property.

property_double (**opacity**, _("Opacity of plastic"), 0.14)
  description (_("Opacity of the plastic wrap"))
  value_range (0.10, 0.30)

property_int (**smoothcontent**, _("Smooth content below the plastic"), 3)
  description (_("Apply Gimp's noise reduction filter on the subject/object that is inside on the plastic"))
  value_range (1, 10)

property_double (**blurcontent**, _("Blur content below the plastic"), 0.0)
  description (_("Apply Gimp's gaussian blur filter on the subject/object that is inside on the plastic. At 0 this is entirely disabled."))
  value_range (0.0, 2.0)

property_double (**tightness**, _("Plastic wrap control"), 4.8)
  description (_("Metaphorically, on lower values the plastic will be more tightly wrapped, on higher values it will leave some air in the bag. This is done by a internal gaussian blur. On small images this should be low, on larger images this should be high."))
  value_range (2.0, 15.0)

property_double (**azimuth**, _("Plastic azimuth"), 3.0)
  description (_("Emboss Azimuth for Plastic"))
  value_range (3.0, 90.0)

property_double (**elevation**, _("Plastic elevation"), 80.0)
  description (_("Emboss elevation for Plastic. Rotate the brightest pixels with this."))
  value_range (30.0, 80.0)

property_double (**elevation2**, _("Faint Plastic elevation"), 20.0)
    description (_("Emboss elevation for a second faint emboss, that makes the plastic look better. This rotates the brightest pixels"))
    value_range (10.0, 50.0)

property_int (**depth**, _("Plastic depth"), 66.0)
    description (_("Emboss depth control of plastic"))
    value_range (60, 100)

property_int (**depth2**, _("Faint plastic depth"), 20.0)
    description (_("Emboss depth control of the faint plastic "))
    value_range (5, 40)

property_int (**smoothall**, _("Mean Curvature smooth everything"), 2)
    description (_("Apply Gimp's Mean Curvature Blur filter on everything."))
    value_range (1, 6)