

GEGL Sharp Bevel (lb:sharpbevel)

A new high quality bevel plugin that uses a unique algorithm that by its nature dictates the bevel to be sharp in appearance. I have made many bevel plugins before this one (bevel, custom-bevel, glossy-balloon ect... but all of them rely on the same theory. A blur followed by an emboss. This is the first bevel plugin of mine to deviate from that rule. Distance transform, color to alpha emboss is the core principle behind sharp bevel. Below is a list of all properties of this Gimp plugin and what they do.

bevelcolorpolicy – when enabled the bevel overwrites the default image layers colors for a color overlay of whatever the user wants. When disabled (default) it uses color information from the layer and the color dialog will be locked.

size – The size of the bevel.

Out of all the sliders in this filter this is the most situation one.

azimuth – Emboss's azimuth property to rotate the lighting.

elevation – Emboss's elevation property to rotate the brightest pixels.

depth – Emboss's depth setting that brings out depth and or details.

smooth - DCT Denoise smoothing filter applied to smooth the bevel.

blendmode – Blend mode of the bevel. Contains many unique blend modes.

metric – Setting of the Distance Map

shape – Shape of the bevel

color – Color of the bevel

src – Image file overlay upload

olight – Levels Output Light slider that only goes in the negative number direction.

transvalue – Color to alpha's transparency threshold treating a black artifact bug.

sharpen – Run on unsharp mask radius on the bevel.

bevelcontrol – If this value is high the bevel will have a flat surface. 1 resets to nothing.