

# GEGL Effects Guide by Beaver

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This is a partial guide to my GEGL Effects (*gegl:layereffects*) text styling filter that will show the gist of things. It will not go into every detail; such as the many internal blend modes for filters. But It will cover most of what users need to know. First and foremost it is important to know that this filter can make thousands of different unique text styles just like Adobe Photoshop's Layer Effects.

GEGL Effects is basically Gimp's existing GEGL drop shadow filter in three different ways, three times over, with a image file overlay, color and lighting settings and a bevel. It is most closely resembles to Adobe's Layer Effects or Krita's Layer Styles.

## Technical Stuff for nerds (you don't need to read this)

I said that three drop shadow filters are internally used due to how Drop Shadow can conform as a "stroke, shadow, glow, inner stroke, inner shadow, inner glow" as seen in Adobe Photoshop. Below I will list how this is possible.

**Outline** is a GEGL:DropShadow with both X and Y at 0 with high opacity, low blur radius. All the user does to achieve an outline is to enable the slider.

**Glow** is when Outline is blurred by an internal radius gaussian blur.

**Shadow** is when the Internal Gaussian radius is offset horizontally and vertically (X and Y) Shadow/Glow is the name for this in GEGL Effects and it can be achieved by enabling the slider.

**Inner Glow, Inner Shadow, and Inner Outline** are the same thing as above but applied using an inverted transparency setting. Where the transparent background image is replaced with transparency and existing transparency is filled with color. Then a GEGL drop shadow operation is applied. Once the color of the background is removed the GEGL drop shadow remains. This is how the "Inner" settings are done.

GEGL Effects has a slider for "Outline, Shadow, and Inner Glow" and expects the user to know that Shadow can also be a Glow; as it is stated as "Shadow/Glow" and common sense will allow the user to also realize that Inner Glow can be a Inner Shadow, Glow or outline and Drop Shadow can be a third outline.

Also. Bevel is Gaussian Blur, Emboss by X blend mode and threshold-alpha.

Before we begin. GEGL Effects has a known bug where the Outline's color does not update until another filter is setting is updated. This bug is uncommon and I still don't know what triggers it, but it can be entirely prevented by setting the clipping setting from "Adjust" to "Clip". Clip is the bug free setting.



Let's begin by making plain white text and a copy layer that is rasterized. Make sure the text is white or the color change option will not work.



GEGL Effects is now open and there is literally no changes to the image. Just like Adobe's layer Effects. Once we apply "Effects" we will see text styling changes to our boring plain text.



The Stroke is now enabled.

Sliding up “Outline’s Opacity –ENABLE OUTLINE” will do exactly as it says and enable an outline. It is recommended Outline is at 100% opacity as if not the drop shadow/glow below will effect its color. Outline has a grow radius to make it thicker, an X Y Axis to create a opaque Shadow Effect. A Grow Shape to make it have a different shape to it, and a mild blur to puff it. Consider changing the color of outline and playing around with its settings before we move on to Drop Shadow. Make the X and Y position 0 and 0 again with keyboard inputs if you are lost and want to restore the stroke.

**Shadow and Color Overlay**



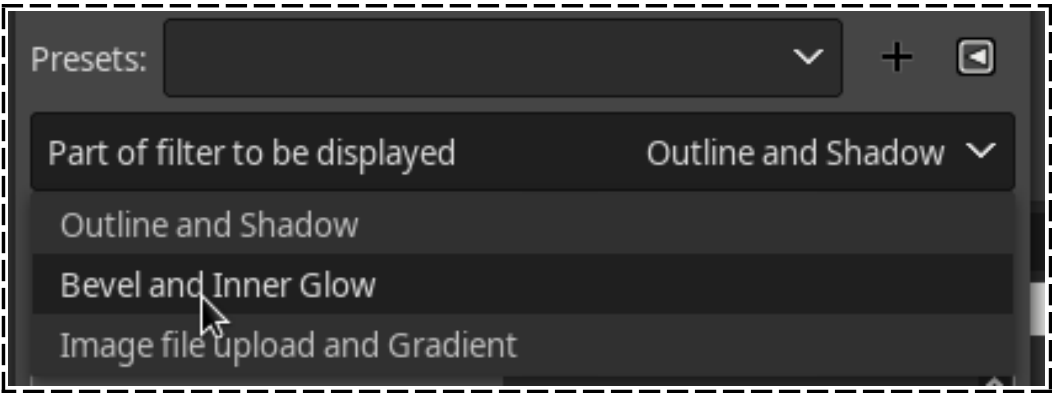
**Shadow**

Shadow is Gimp’s existing Drop Shadow filter and setting its X-Y to 0 can create a extra stroke or glow. Unlike Adobe; It does not have the ability to fuse with blend modes as GEGL cannot talk to Gimp layers below it (for now). I don’t want to cover this as it literally is GEGL Drop Shadow.

**Color Overlay**

If your text is white you will be able to change the color to whatever you want using color overlay. If not it will be like applying a multiply blend mode color overlay to your image. This is why I strongly recommend using GEGL Effects on plain white text or setting the color you want in advance.

**Moving to Bevel and Inner Glow Settings**



Please select this option to move to “bevel and inner glow” settings.

# Bevel and Inner Glow.

## Bevel

Slide “**Bevel Depth - - ENABLE BEVEL**” to enable a bevel



Bevel has a few blend mode options for its emboss that can be tried. Certain colors work good with it while others don't. Multiply is the default but Grain Merge looks good on a lot of things with a higher depth setting. Rotate lighting seems to massively improve the Bevel as well as without that it is more of a bump. Play around with its settings before we move onto Inner Glow.

## Inner Glow

Inner Glow has a checkbox that needs to be enabled. As it some what resource intensive and the checkbox prevents it from running in the background like my other operations are always doing even when invisible. Enable it to begin.

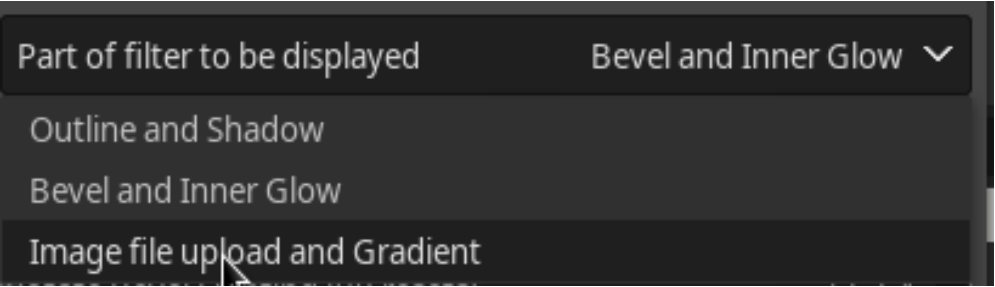


Play around with its settings. If you notice a “border glitch” or the inner glow is not covering the entire text. Use the “*fix inner glow outline with median blur slider*”. Inner Glow is literally a drop shadow but inverted. Inner Glow blend mode settings will only work proper if you have an image file overlay. (Which I haven't gotten to yet). If Inner Glow changes the color of text then make its grow and blur radius smaller.



# Image File Overlay and Gradient

Navigate here to begin.



## *Gradient (Starting with Gradient first and ignoring Image File Overlay for now)*



Please enable the gradient checkbox. Due to technical limitations GEGL cannot do on normal canvas gradients or use more then two colors. I hope this changes in future versions of Gimp. Any way this is a gradients tool that has a blend mode switcher and said blend mode switcher only works when used with Image File Overlays. As it puts a gradient blend on top of the image.

Now it is time to discuss image file overlays on a completely fresh GEGL Effects setup. I will now use different images from GEGL Effects to show off what it can do with different image file overlays. Image file overlays are what allows Inner Glow and gradient blend modes to be attractive. However, image files make bevel less attractive. Disable bevel before applying an image file overlay. Please Disable Bevel (by sliding the slider 0) and Gradient by disabling the checkbox then select the image upload dialog in *Image File Overlay and Gradient*. Or Just close and reopen GEGL Effects.

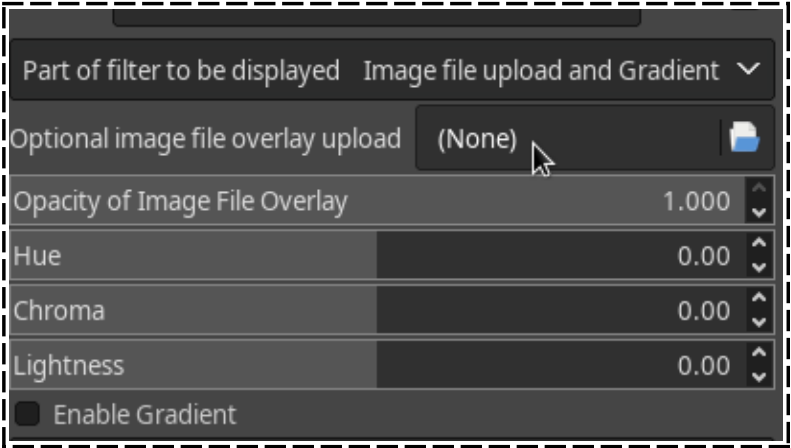


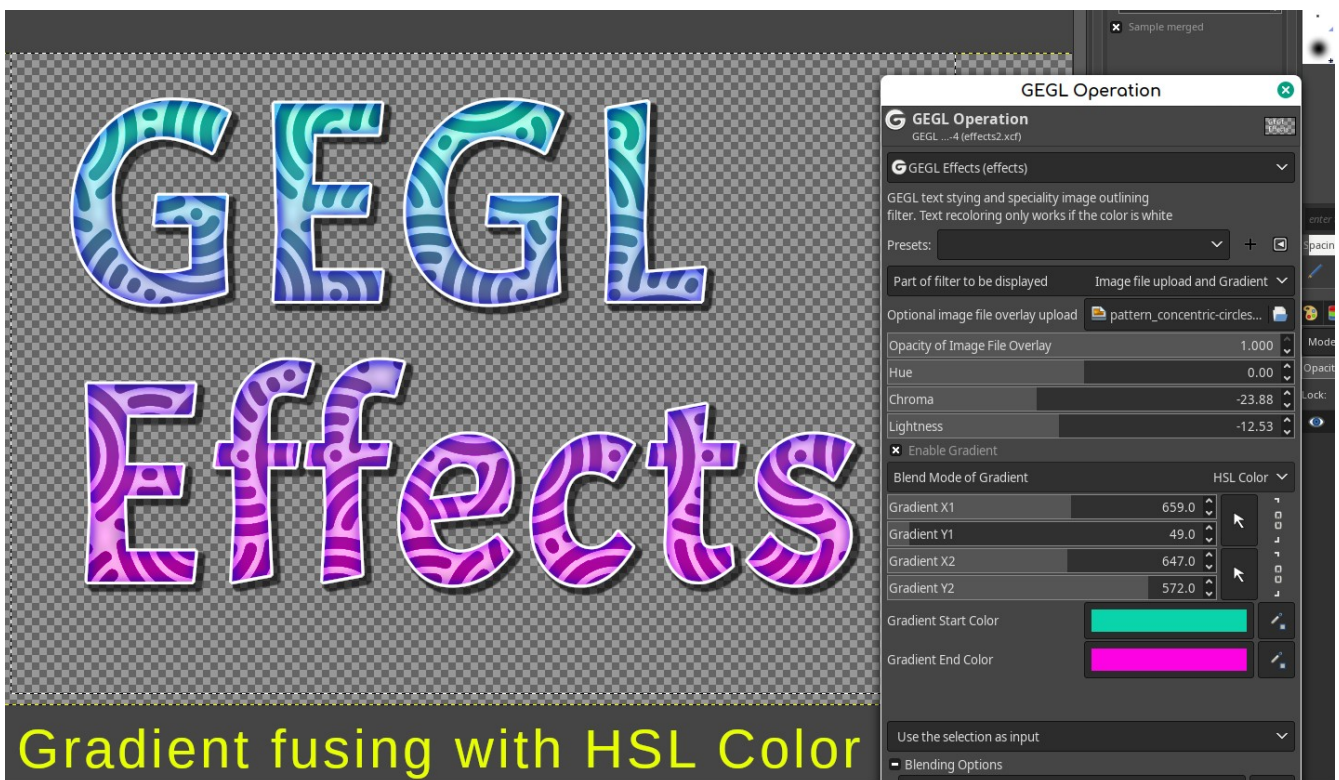
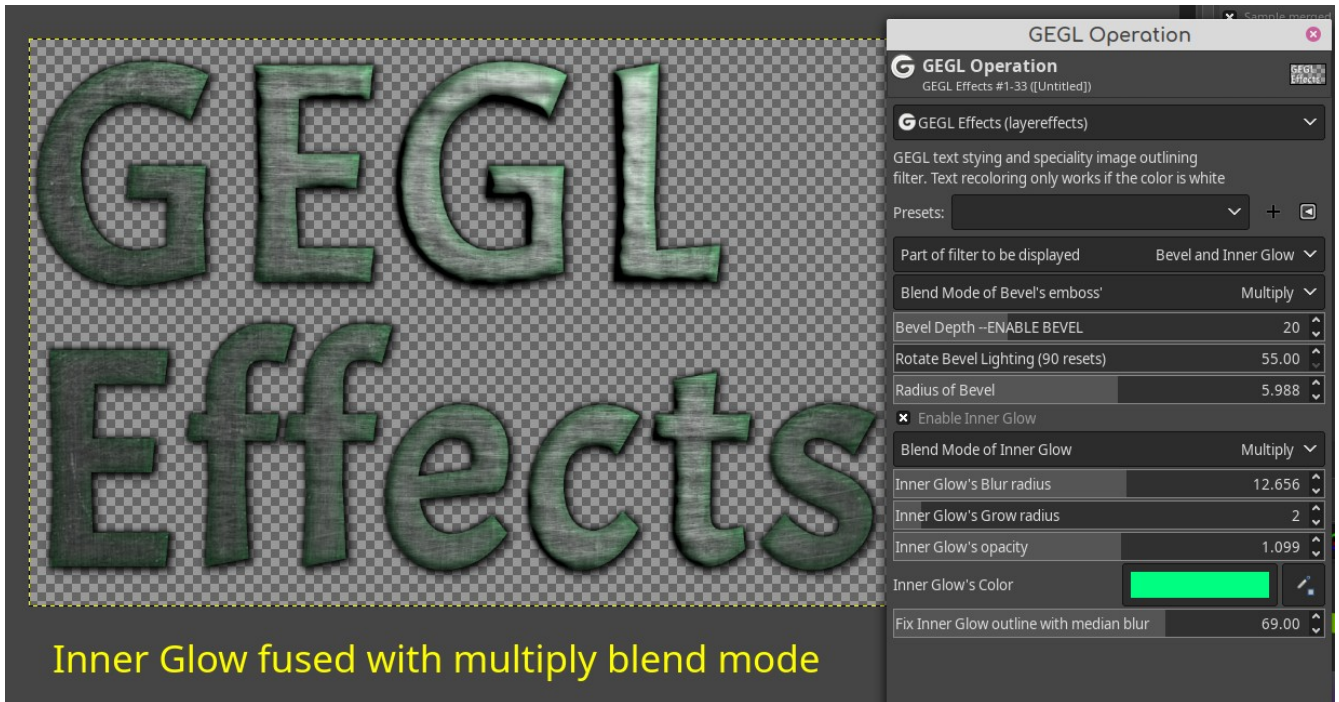
Image File Overlay from free and open source software called Pattern Monster



Image File overlays; depending on said image file overlay will allow GEGl Effects gradient and inner glow to do spectacular things. Once I select a proper image file overlay I will go back to gradient and inner glow and show off what can be done.

*Linear Light blend mode making a neon effect from Inner Glow. Due to the fact that an image file of a gradient is applied over it.*





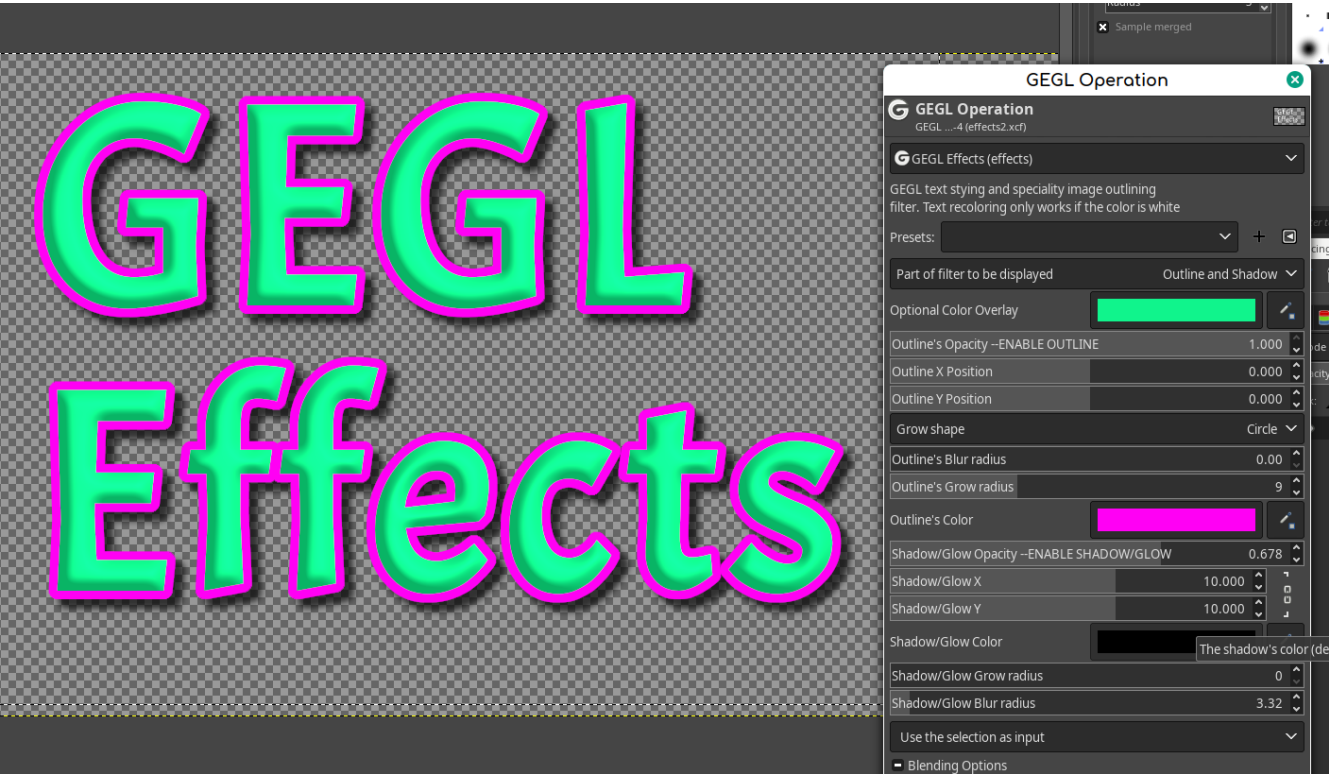
There are MANY MORE scenarios. But we will be moving on as I expect you the user to explore yourself.

Please test out the Hue Saturation and Lighting settings that work on Image file overlays. This setting is self explanatory and I will not cover it any further. Finally, if an Image File Overlay is added there is no way to remove it outside of restarting GEGl Effects or replacing it.



# Showing off GEGL Effects

I want you to use my filters so I have to show you pretty text styles they do in order to impress you. These will also show off Bevel, Inner Glow and Gradient blend modes coincidentally.



*Inner Glow becomes an Inner Stroke to Create a Double Stroke effect*





Shadow, Bevel and Outline can be disabled by sliding their settings to 0



This guide is finished. Have a good day!