

How to use GEGL Bevel - by Beaver

(Not to be confused with Custom Bevel)

Bevel (*gegl:bevel*) is one of the first third party GEGL filters I made. It ships with my GEGL Effects filter as a dependency, but also a stand alone filter of itself. Bevel is a combination of gaussian blur, emboss and threshold alpha. Some other filters of mine use bevel as a hidden dependency too. But Bevel as a stand alone is very useful as it is the only bevel filter of mine that can be applied to small text. All other bevel, bump map and balloonish text styling filters of mine will distort small text.

Let's Begin

After installing GEGL Effects you will find a GEGL Operation named "Bevel". Bevel will be applied to colored text. It will not work proper on very dark text and will not work at all on black text.



Write text that contains bright colors. Then make a copy layer of the text and rasterize it. Now it is time for applying the filter. Go to "Tools>GEGL Operation" and select bevel.

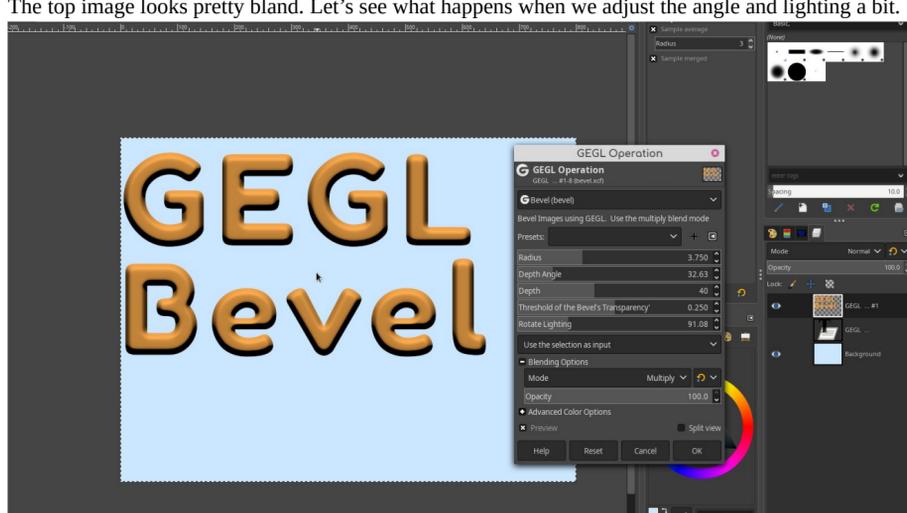
The first thing you will notice is something like this. This is the emboss bump map that I don't recommend using outside of scenarios where the bevel layer is in top of plain text. That allows for non-destructive editing and blend mode switching after the filter is applied. Currently we will not focus on that. But rather using GEGL's built in Gimp blend modes.



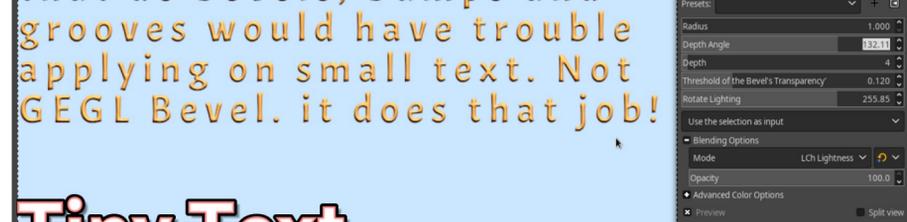
Next go to **blending options** and select alternative blend modes. Blend modes such as Multiply, Grain Merge, Overlay, and LCH Lightness have the highest known success rates. Many others will do an undesirable effect. Let's try multiply first.



The top image looks pretty bland. Let's see what happens when we adjust the angle and lighting a bit.

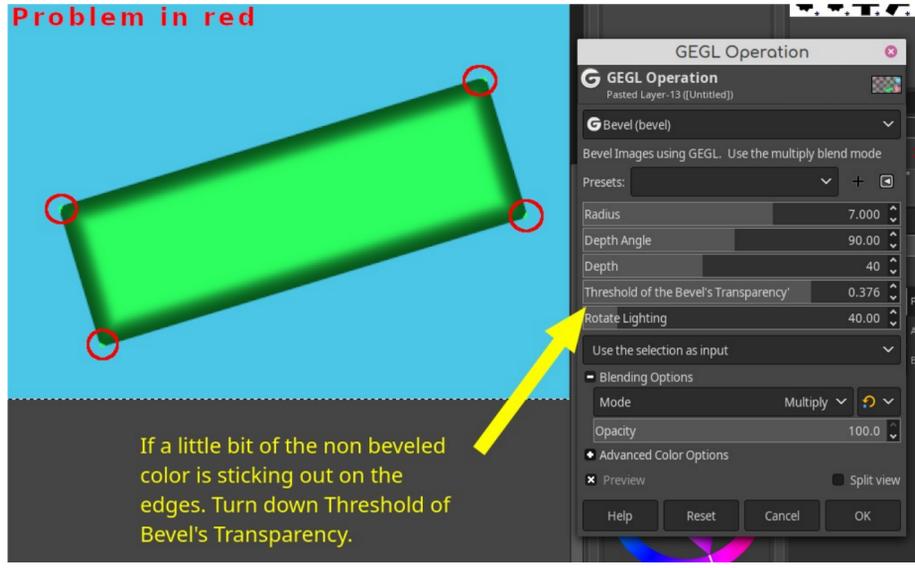


There it is. The multiply blend mode being used as an emboss to bevel text. Like I said above different blend modes will have different effects. Now I will show you the effects for other blend modes, fonts and font sizes.



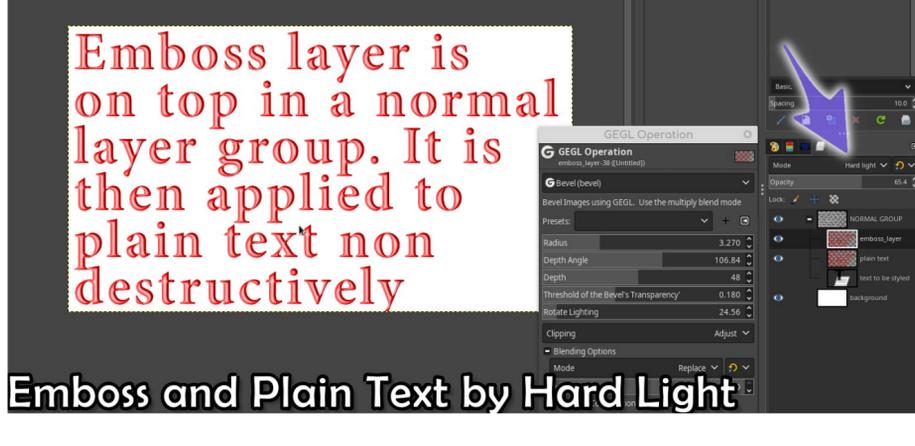
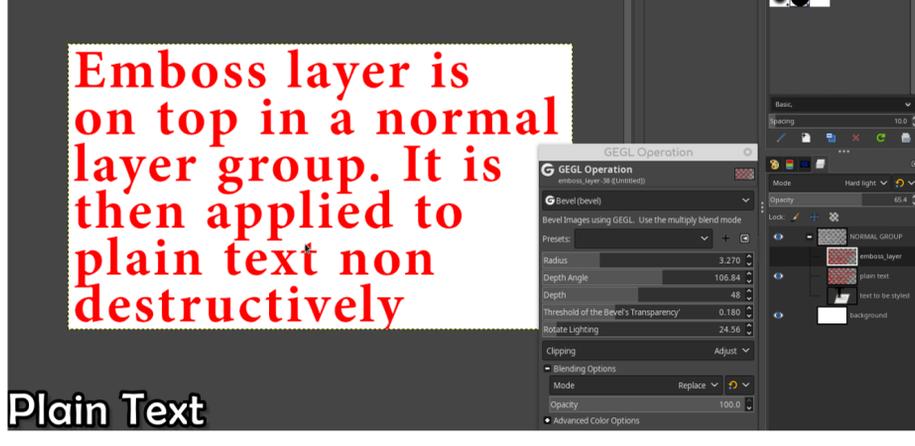
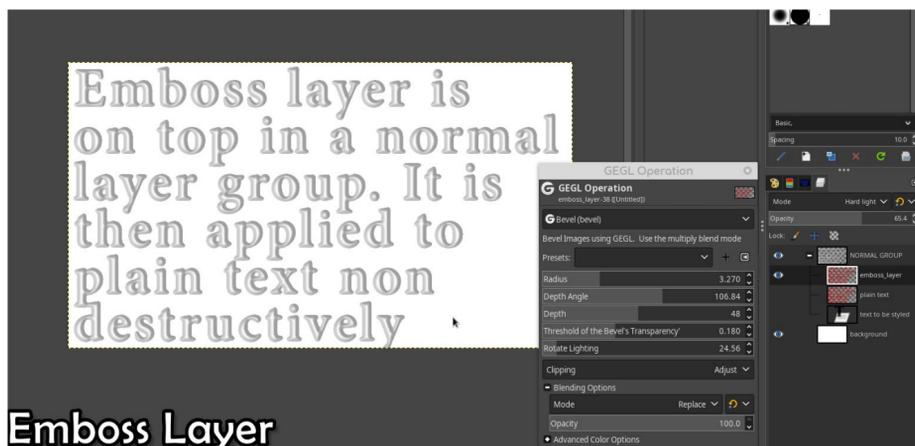
Depth and radius must be set low for the filter to work on very small text.

The Transparency Threshold Sliders purpose.



I will not be documenting the other sliders as they are literally just an internal gaussian blur (radius) and the emboss filters settings. They should be hard to figure out. All one has to do is play with them for a few minutes to figure out what is going on.

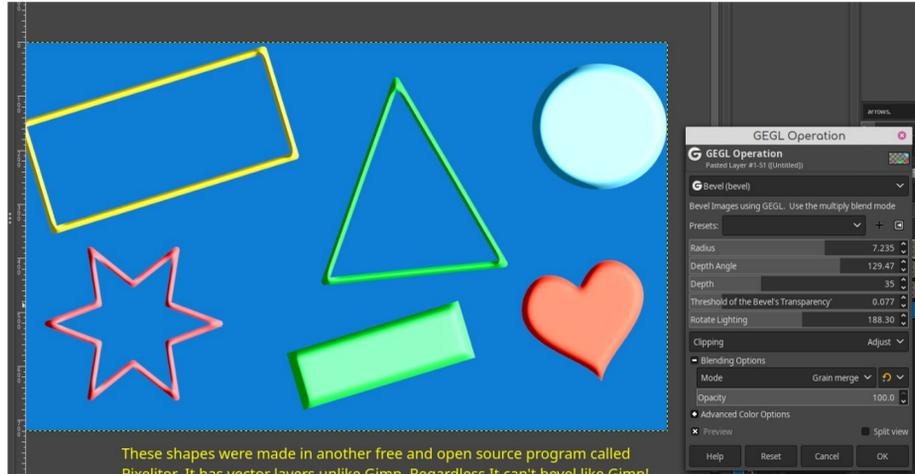
Now we will talk about non-destructive editing involving the default mode. I will term the default mode "emboss layer". Three pictures below will depict the progress of using the emboss layer non-destructively. First one needs to put all text inside a normal layer group in Gimp. Refer to Gimp's actual manual when it comes to making layer groups. I assume the user already knows this. After all, this is a guide for using my third party GEGL filters; not Gimp basics.



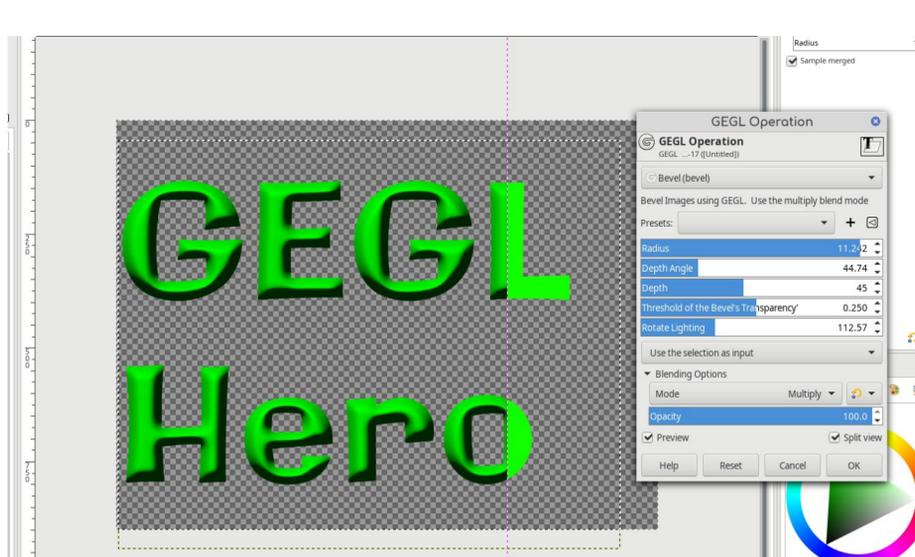
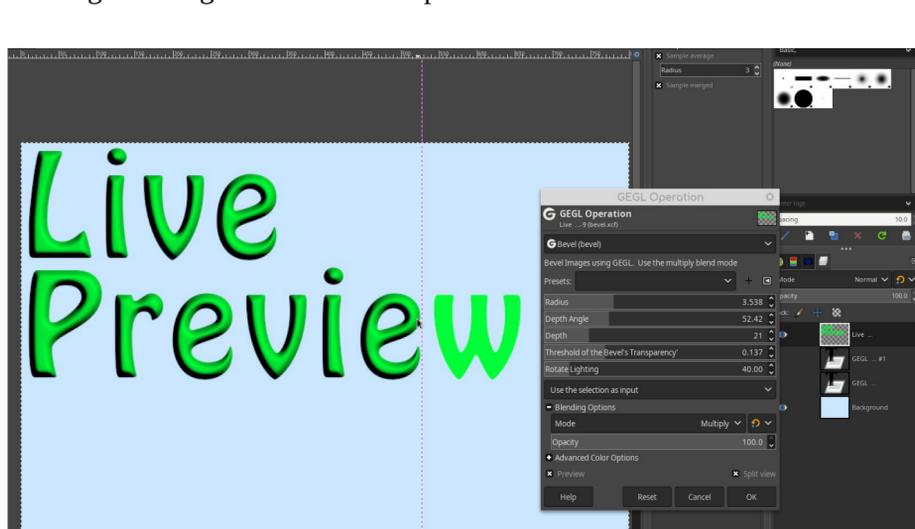
The Emboss layer is fusing with the hard light blend mode and applying to plain text. If the layer group is not on or set to normal this will fuse with the background. Which in most cases will be undesirable. Now that the emboss layer is on top it can be recolored or have its blend mode or opacity changed. That is non-destructivity.

Applying Bevel to shapes

This is just a simple fun fact that GEGL Bevel shines in work flows like this. Here is a preview of it.



Finally. Here are some cool screenshots of GEGL Bevel to tempt you into wanting to indulge in it as much as possible.



GEGL Bevel with GEGL Drop Shadow