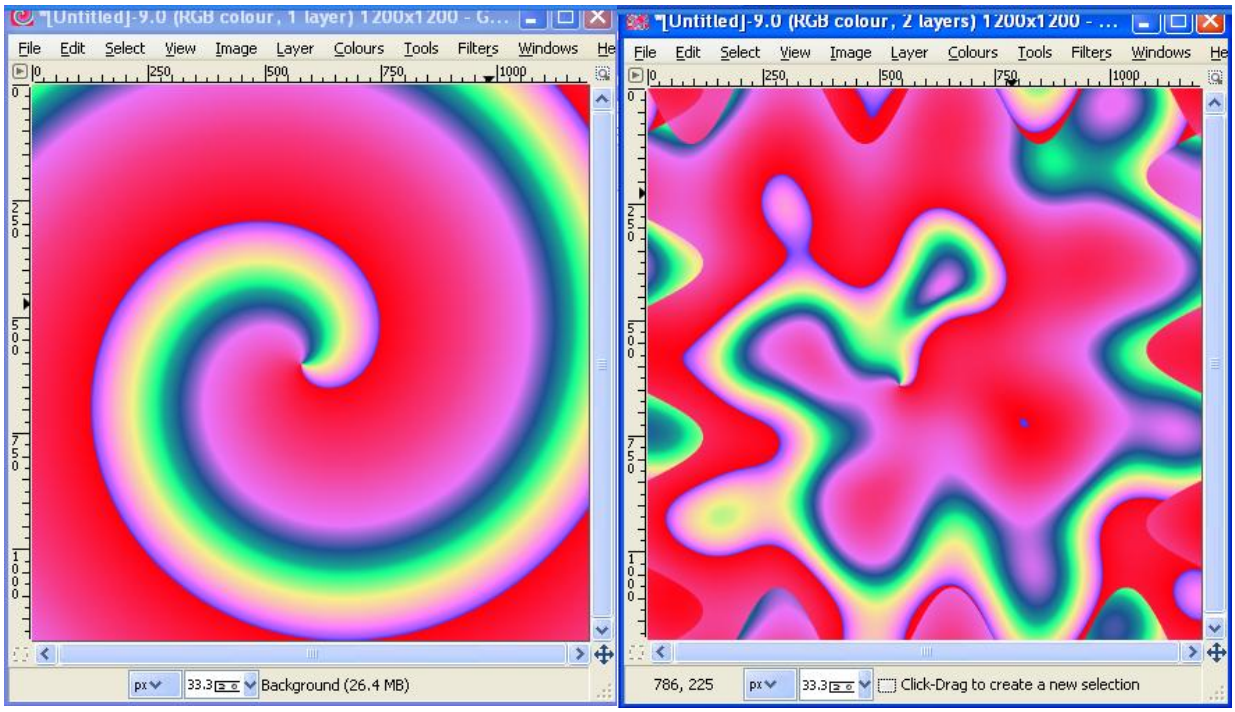
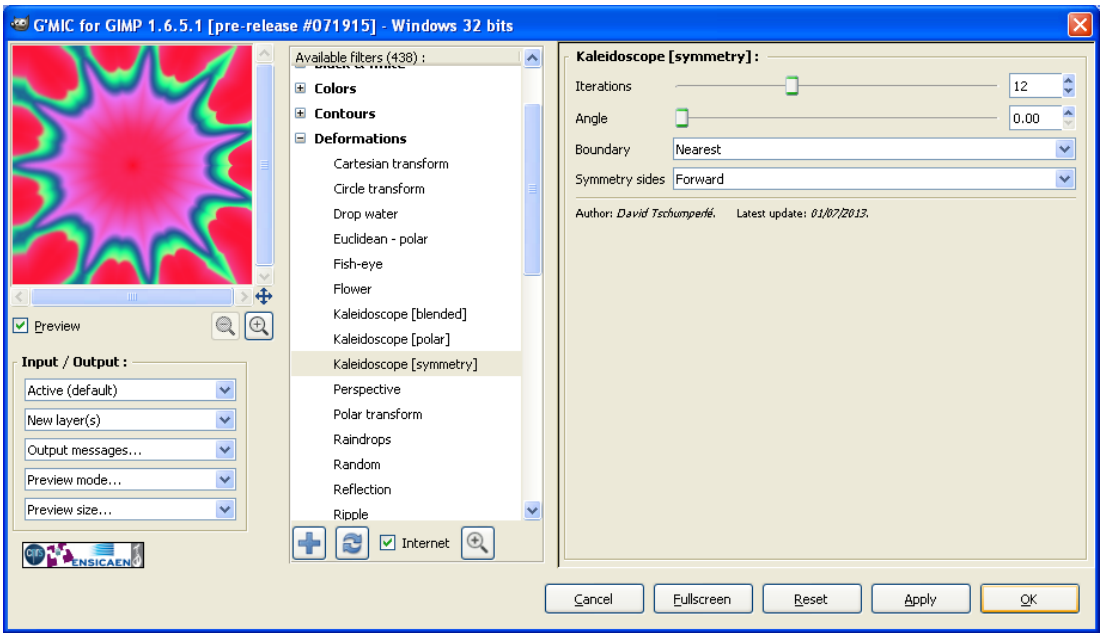
Paisleys Tutorial by AnMal

1. you need an empty canvas at 1200X1200 px, 300 pp, to be able to get the right result with the settings i give. the reason size and resolution matters is because that's how g'mic filters work, i can't explain it better than that. once you know what you're actually doing in each step you'll be able to make pictures any size and res that you like.

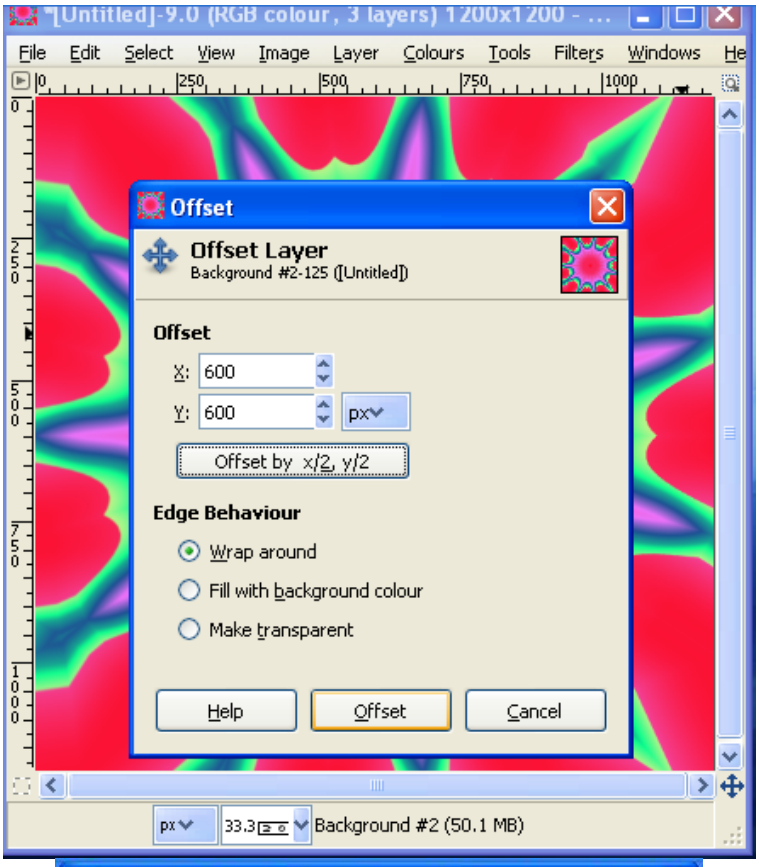
   2. now paint a spiral gradient from the center of your image. then go to g'mic and choose the filter "cartesian transform", which you find under "deformations". run the filter at default settings. the only reason you do this is to get some useful shapes and colours to start with.

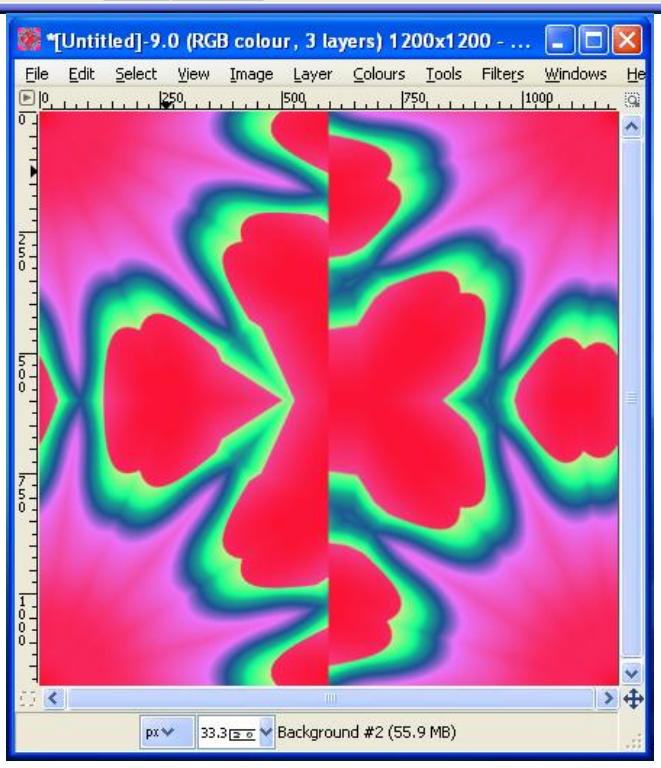


3. now choose the g'mic filter "kaleidoscope (symmetry", it's also under "deformations". note that there are two other kaleidoscope filters. they won't give you the same type of kaleidoscopic mirroring, so use "symmetry" if you want a result close to the one i showed. i used the settings shown in the screenshot: iterations 12, angle 0, boundary 'nearest', symmetry sides 'forward'. you could change symmetry sides to 'backward' and boundary to 'nearest' without any problem. **note!** i set the "output" setting to "new layer". if you too do that, remember you have to make the new layer the active layer for the next step. it's a basic thing that i always seem to forget myself .



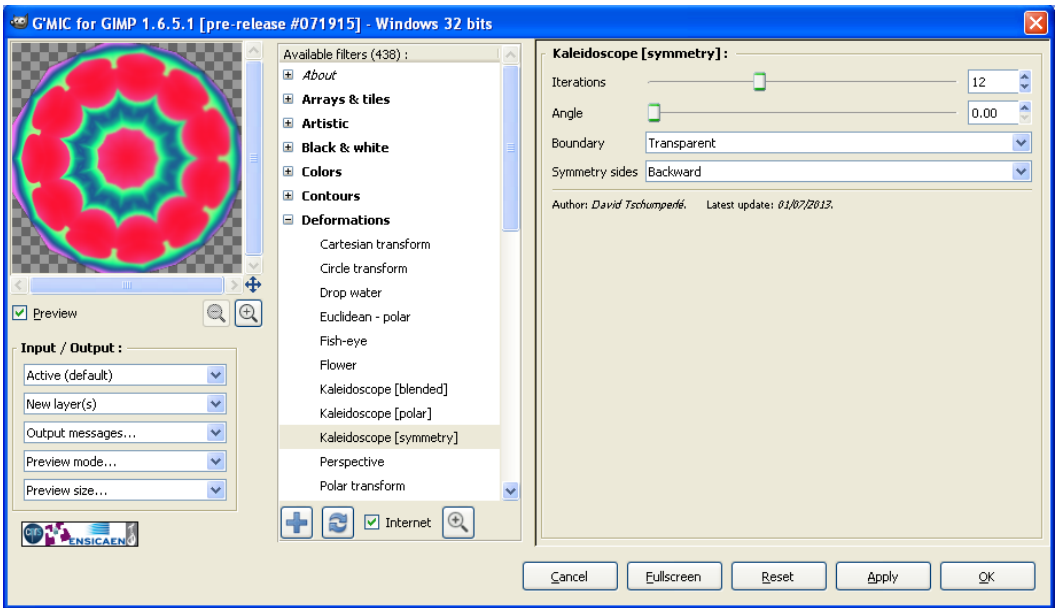
4. now you have done the first kaleidoscope step, you have to offset the layer. you do that simplest by the gimp menu "layer", where you find a headline "transformations" - go there and choose the option "offset". after choosing offset you will get the dialogue box i show in the screenshot and you just click the light grey button in the middle that says "offset by x/2, y/2". the layer will now look something like my other screenshot, with the edges moved to the middle of the image.



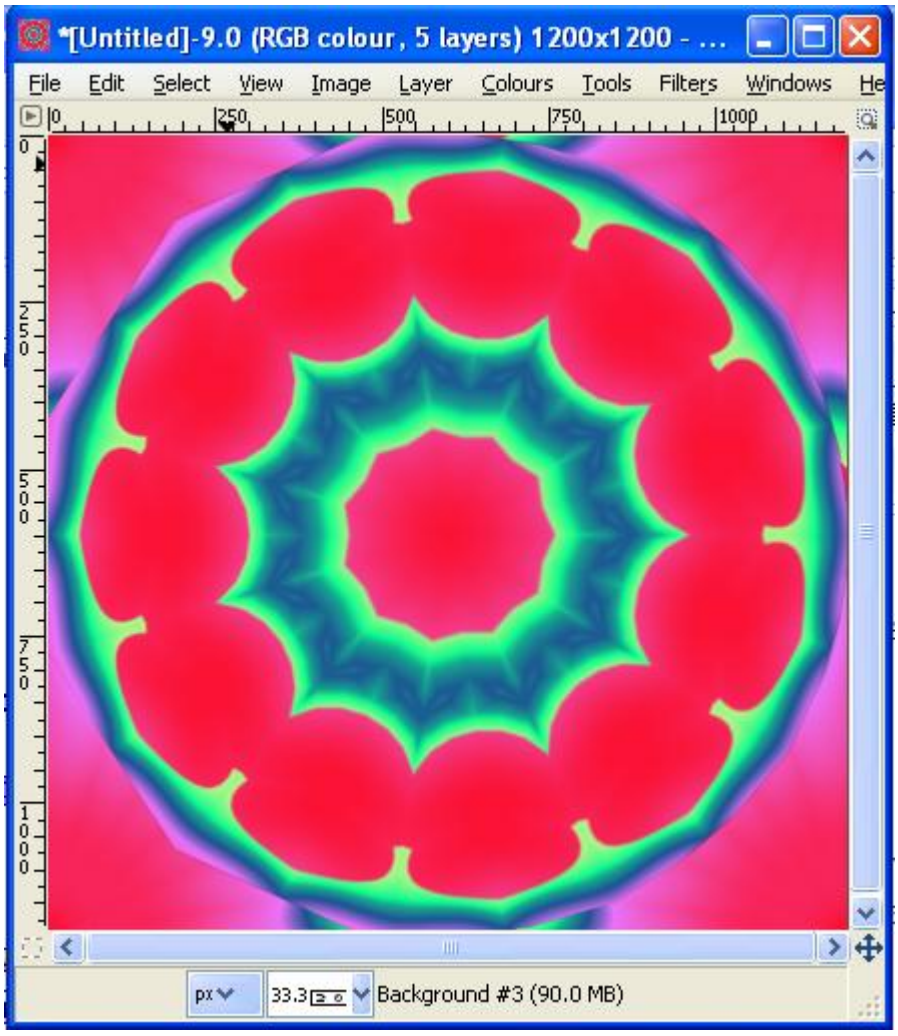


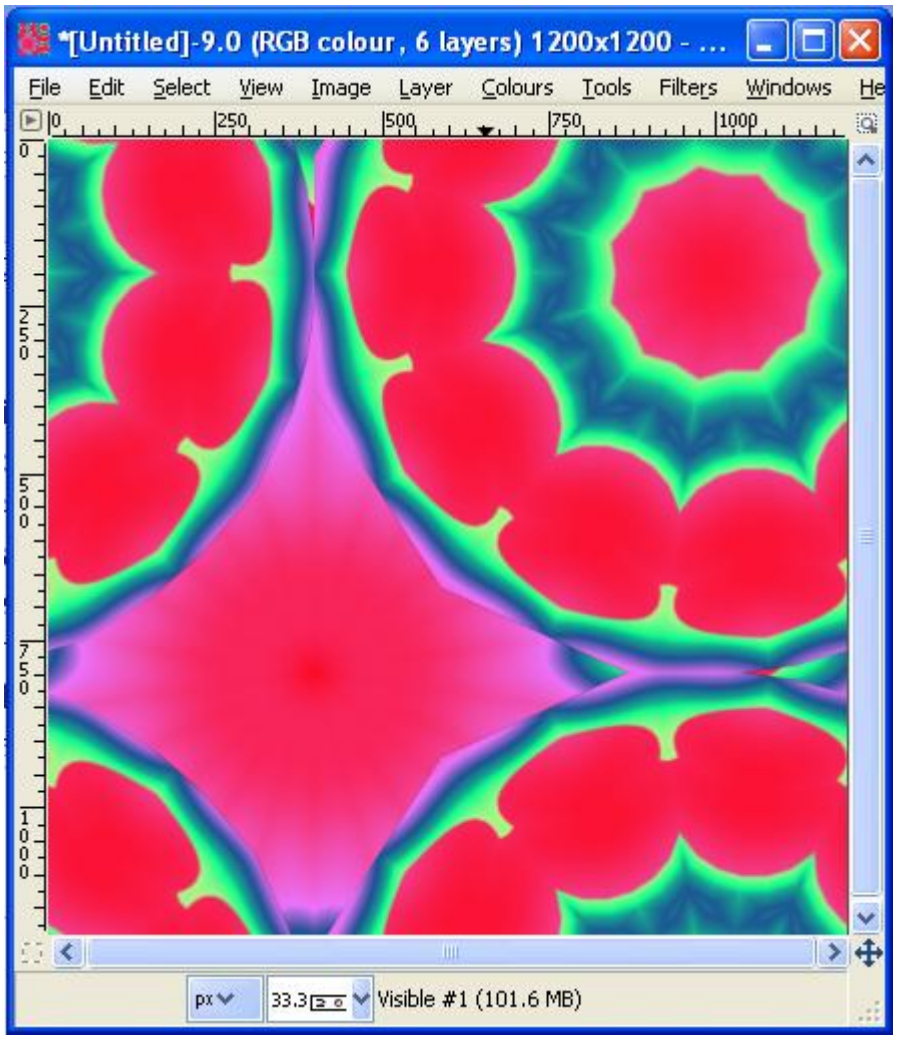
5. now go to g'mic again and choose the same kaleidoscope filter ("symmetry") that you had last time. first of all, check that the output setting is set to "new layer". the results of this filter get very different if you just use the default setting, which is to replace the active layer, so this setting is

important. next, change the boundary setting to 'transparent', and if you like you can try changing symmetry sides between 'backwards' and 'forwards'. **when the filter is finished, merge the two layers.**

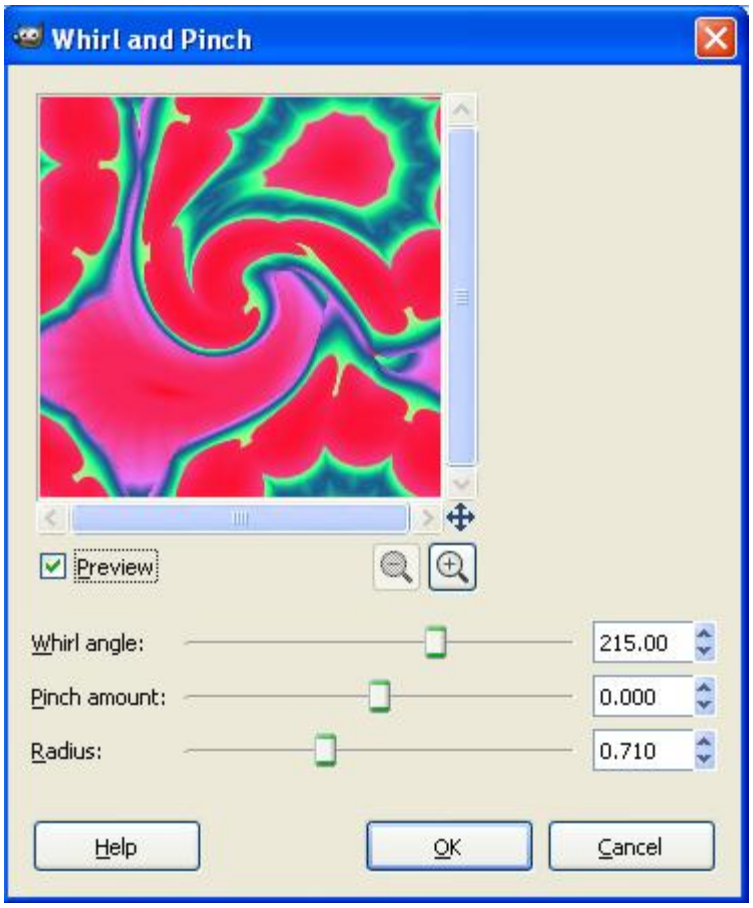


6. now you need to offset the merged layer again, in order for the "whirl and pinch" step to work properly. so, go back to "layer" - "transformations" - "offset". this time you need to type in the settings yourself. if you work on the 1200X1200px image i work on, you just type in "400" for x and "800" for y. if you have a different size on your canvas you'll have to think like this: the x setting should be approximately one third of the length of your x side and the y setting should be approximately two thirds of the length of your y side. here's what my image looks like this before and after the offset:

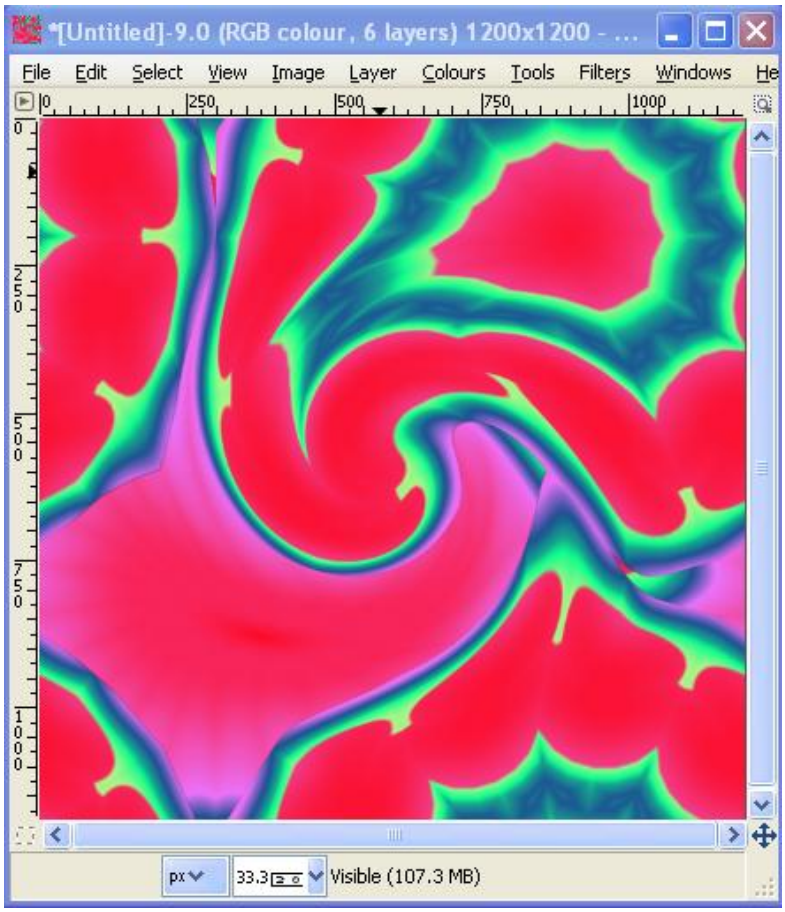

*[Untitled]-9.0 (RGB colour, 5 layers) 1200x1200 - ...
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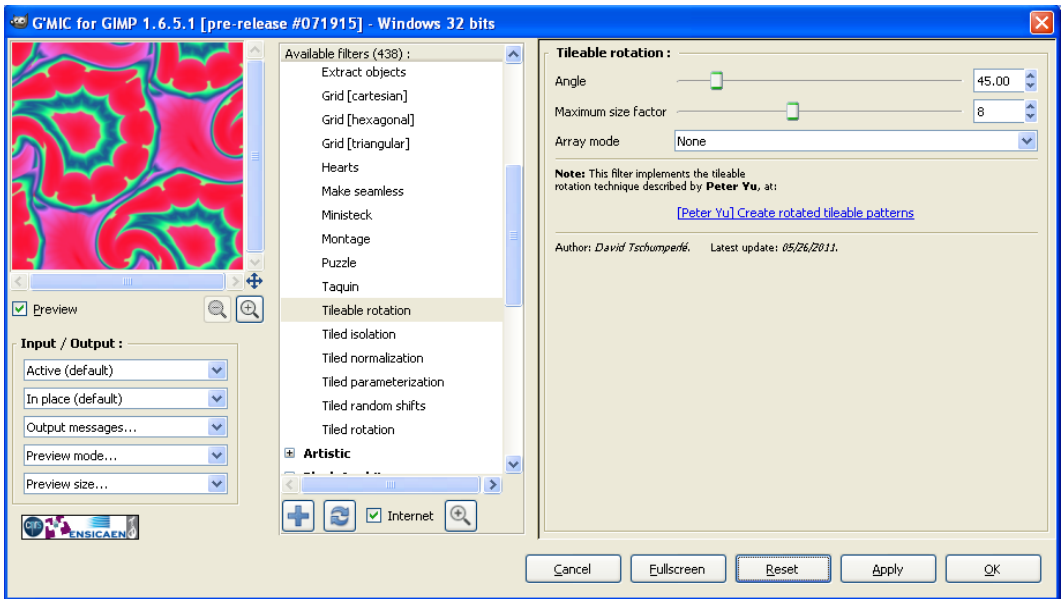
7. here's the step that actually could make paisleys, if we're lucky. in reality, this is actually the only important step (i'll tell you why in the post below, if you haven't already figured). go to the gimp menu "filters" and look under "distorts". there you will find the "whirl and pinch" filter. open it, and you will get a dialogue box like in my screenshot. i use the settings shown in the screenshots: whirl angle 215, pinch amount 0, radius 0,710, but the idea here is that you should play with the settings until you see something in the preview window that actually looks like a paisley. a word of advice: if you want a seamless pattern, don't set the radius too high and don't use any pinch at all. if you do, you will probably get the edges of the image distorted.
here's the screenshot of the whirl and pinch:



8. now you should have a pattern that's an approximate paisley - if you're lucky. i was rather lucky and got this:



my image tiles seamlessly (two easy ways to check seamlessness: 1 - make a layer offset by x/2, y/2 and if the edges melt together perfectly it's a seamless image. 2 - go to "filters" - "map" - "small tiles". you don't even have to run the filter, usually you can see in the preview window if it tiles seamlessly or not.), so no touching up is needed. instead, i can go back to g'mic for the last step, which is putting an angle rotation on the pattern to make it look straight when it's tiled. this is optional, i often prefer it as it is, the straightness annoys me. anyway, go to "arrays and tiles" and find "tileable rotation". watch out, there is a filter called "tiled rotation" too, they are not the same. run the filter at default settings, but if you changed the output setting to 'new layer' before you might want to change it to 'in place (default)' now.



we're done! the last step will have increased the size of the image, so scale it down if you like. here's my little approximate paisley:

