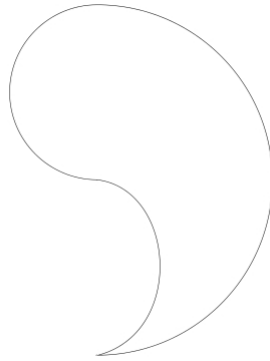


How OMG gets 'depth' in a paisley image – At last the make a paisley thread - post #91.

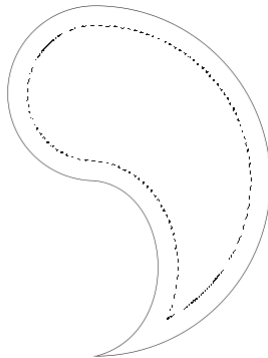
Two key plug ins I use to obtain the effect are Ofnuts '**path inbetweenner**' and '**stroke or fill visible paths**'.

Steps I followed were:

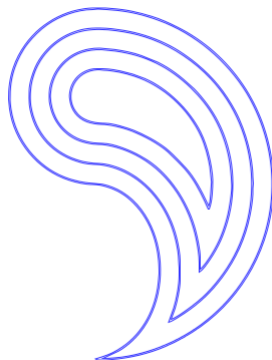
1. Start with a basic paisley outline – I have made a number of them or get one from the web .



2. Then '**select**' the actual outline itself and do a '**select to path**'.
3. Next '**select shrink**' by 40 pixels



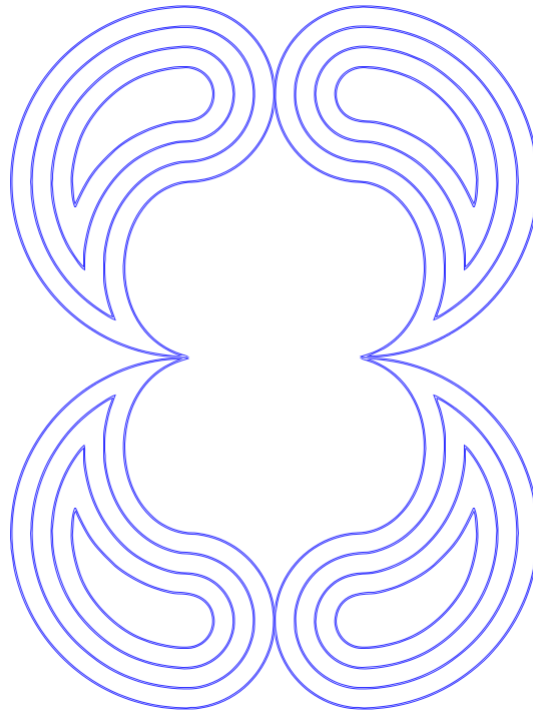
4. Then again do a '**select to path**'
5. Perform actions 2 through 4 twice more.
6. You should now have 4 separate paths – **merge those 4 visible paths** to give you this single path -



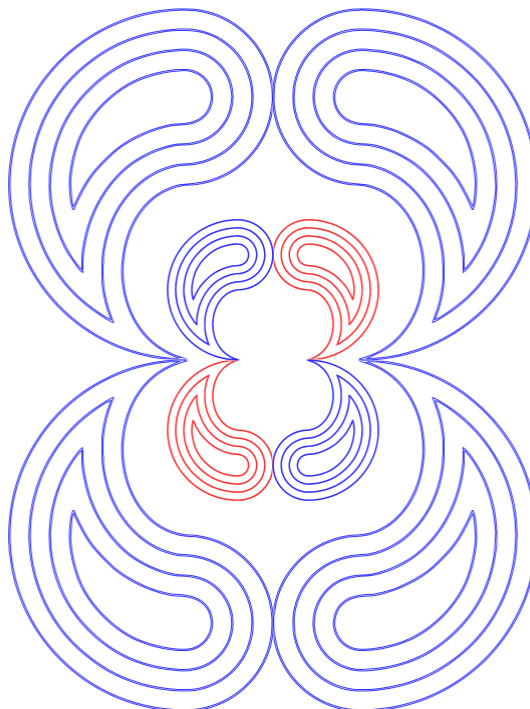
7. **Duplicate** that merged path, **flip it horizontally**, then **merge those two visible**

paths

8. **Duplicate the resulting path** and **flip that duplicate vertically** so you get this set of paths



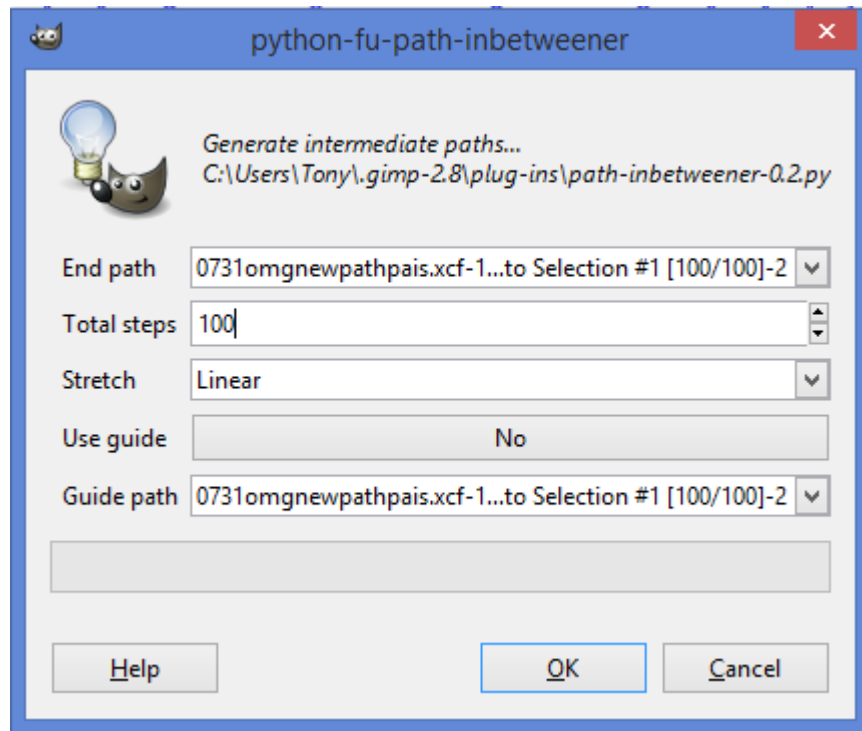
9. **Merge these visible paths** to form one set representing the above pattern - (just a note here I actually did the original image in two separate steps using top right and bottom left paths together and top left and bottom right paths together in order that I could use different gradient colours on each set – but that does not impact 'depth')
10. **Duplicate that path, scale it as required** (say 40%) and position it as shown below



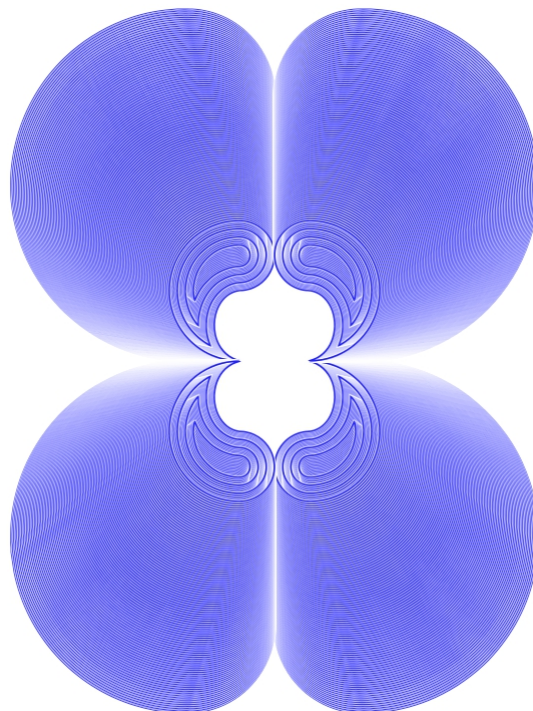
11. Now with the **small new path set active** we will use the ofnuts plugins – last time I checked they could be downloaded from - <http://sourceforge.net/projects/gimp-path->

[tools/files/scripts/](#)

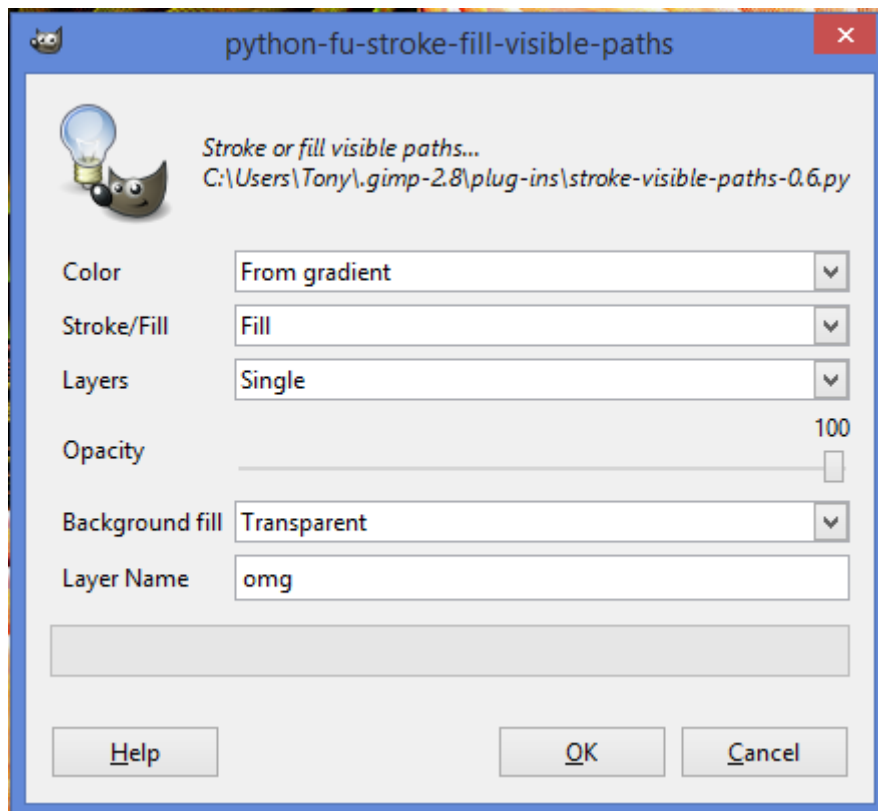
12. **Right click** on the active path – at the bottom of the paths menu there is an item **'tools'**, which contains the **'generate intermediate paths'** plug in as below – we will now create **100 path steps** from the small set to the large set
13. From the selection drop down, select the **end path** - being the large path set and set total steps as 100. In this case I used the **linear** option for the **stretch** setting and **no guide path** in this case either.



14. Click **OK** and (hopefully) you should end up with a set of paths looking something like this – (which here is a little distorted due to shrinking the image)

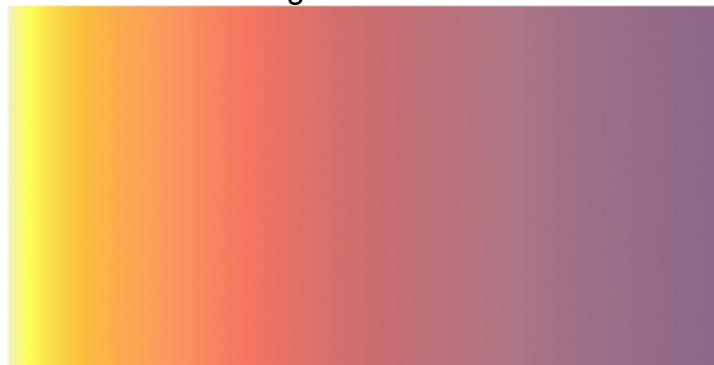


15. Now we use Ofnuts **visible path tool** which is located under **GIMP>Image** menu and looks like -



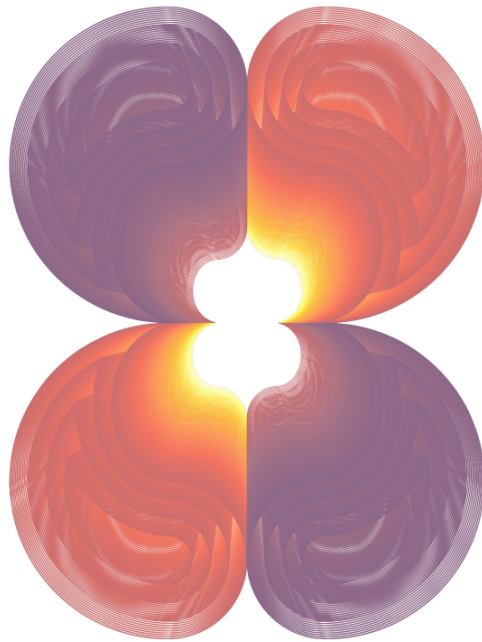
16. Firstly, because I wanted a background for the paths component of the image, I made the following parameter selections:

1. Colour - From gradient (it uses the active gradient)
2. Stroke/fill – Fill
3. Layers – Single
4. Background – transparent
5. Layer name – omg (N.B. I often add extra characters here to identify how I achieved a result in the layer – such as s for stroke, # for brush size on stroke and the gradient name)
6. In this case I used one GIMP gradient -



Easter Sunset

7. Which then gave me a layer like this: this gradient slowly fades left to right and therefore does not show the depth well, but do not despair yet!



8. And one of my own gradients -



Night

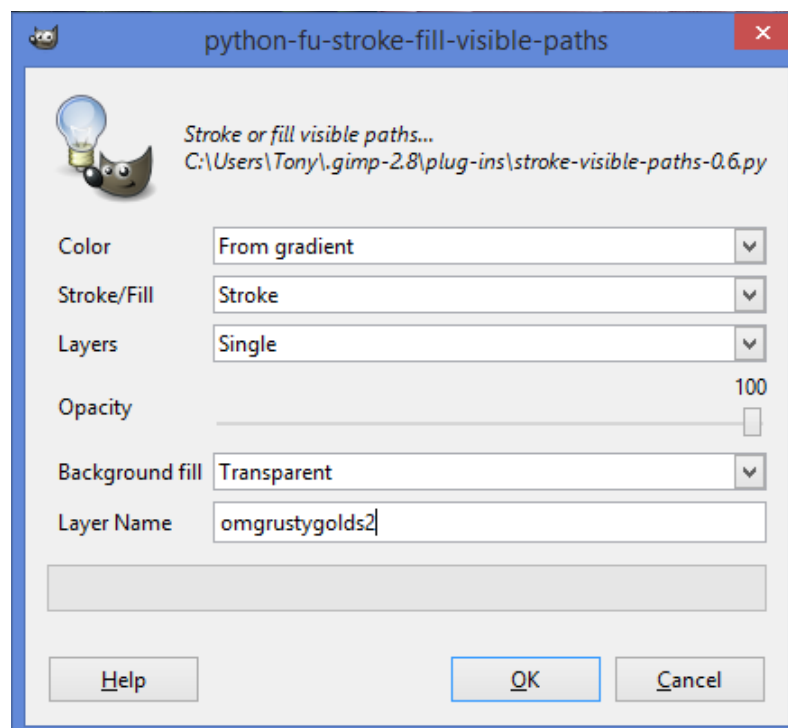
9. Which then gave me a layer like this: because this gradient contains multiple changes of colour, left to right, it helps emphasise the 'depth'



10. Then I position the **sunset layer** immediately above the **night layer** and give it a blend mode of '**overlay**', I get this effect:



11. The depth is now accentuated, but typically I add a few more **gradient strokes** on **all or a selection of the paths** to highlight the paisley. To do this I first select the standard GIMP brush **Hardness 100**, set to **2 pixel** size. Then I again use the Ofnuts **visible path tool** as below. A caveat here though, because the plugin works against only visible paths, I often experiment with this stage, selecting all or some – it can be a bit trial and error.



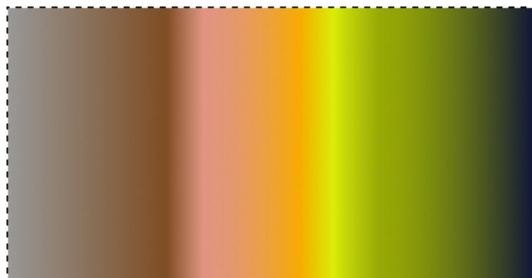
12. In this particular case I created **three separate layers**, each with a different gradient and using the settings in step 11 above. The gradients were:



OMGmarble - using blend mode '**overlay**'



OMGrustygold - using blend mode '**overlay**'



GIMP shadows3 - using blend mode '**dodge**'

13. And so with a background made from one of Anmal's paisley patterns and a bit more tweaking, I ended up with this:

