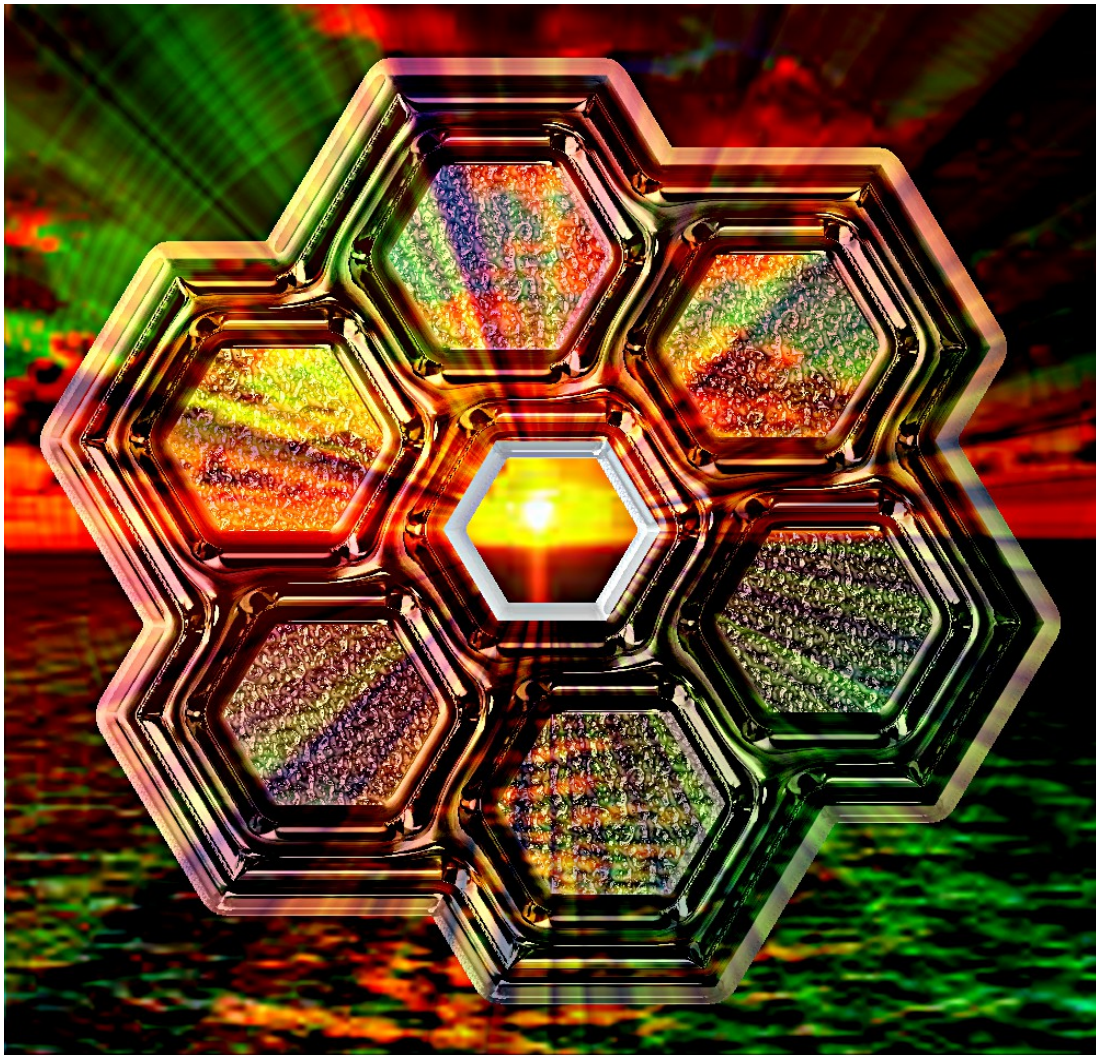


**A Tutorial for Creating  
an Ocean Sunset  
in a Multi Hexagonal Glass Frame  
with Clear, Opaque and Frosted Glass  
Using 'Bevel Reflect Logo' in GIMP**



**By OldManGrumpy**



# A Tutorial for Creating An Ocean Sunset in a Multi Hexagonal Glass Frame with Clear, Opaque and Frosted Glass Using 'Bevel Reflect Logo' in GIMP

## Introduction

This tutorial has been created at the request of members of the **Gimp Chat** forum. Whilst, as usual, created specifically for less experienced GIMP users, it seeks to help both new and more experienced GIMP users create a glassy ocean sunset image something like that shown on the title page.

The image in question was created originally using 'paths' to obtain the desired hexagonal shapes for the individual glass sections. A couple of options in that regard are provided in this tutorial for those GIMP users who are not necessarily familiar with creating and manipulating paths.

1. The easy option is to use the individual paths that I created and which are contained in what I call the 'STARTER.XCF' file, also included in the tutorial zip file.
2. Detailed instructions are also included for those who wish to learn more about paths and create their own set – refer also to **Other Scripts Used In This Tutorial** below.

This tutorial contains a simple, yet comprehensive step by step descriptive process, divided into relevant sections to support the progressing work flow. Screenshots of the the GIMP screens are regularly used to demonstrate and/or check the image status.

There are also some unique personal GIMP items used in this creation, which are also included in the tutorial zip file; they are:

1. The **Ocean Sunset** background image, although you may wish to use your own similar photo
2. The **gemclear.png** image which is the clear **glass e-map** used in Bevel Reflect Logo and which you need to unpack from the zip file and place it in an appropriate folder on your PC
3. Three custom GIMP patterns used in creating the target image and which need to be unpacked from the zip file and place in your own personal GIMP patterns; they are:
  - 3.1. omgburntclouds
  - 3.2. omg\_xmas\_bells
  - 3.3. omg\_frosted\_glasstile.

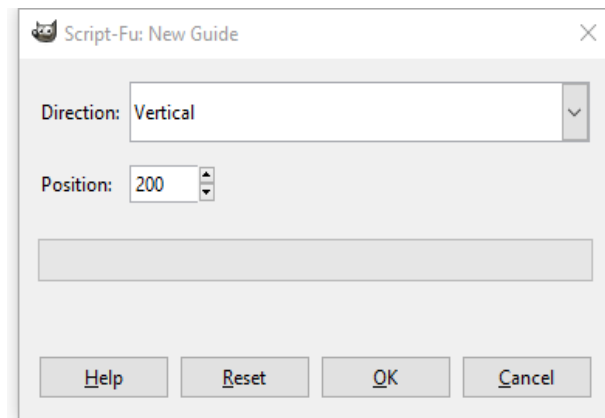
## Conventions used in this tutorial

Instructions on accessing and using various GIMP functions and filters are expressed in the following format:

**Image>Guides>New Guide ...**

This means that the user with a mouse, firstly left clicks on **Image** from the main GIMP menu, which then shows a drop down list of Image options available. From this list the user with a mouse then left clicks on **Guides** to show the Guides options available. From this list the user then left clicks on **New Guide ...** to display the following form for completion:

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For ease of reference in this tutorial I will use both layer and path names and the instructions to name each such layer/path are included in the step by step dialogue.

References to the path names that we use will be identified like this - **Hexagon1**

References to the layer names that we use will be identified like this – **Ocean Sunset**

## Other Scripts Used In This Tutorial

If you wish to pursue the creation of the linked hexagonal paths used in this tutorial, rather than use those already in the STARTER.XCF file, then the use of the **Arakne Path Shape Creator** plug-in is required; it can be download from:

<http://gimpchat.com/viewtopic.php?f=9&t=13170&hilit=Arakne+path+shape+creator>

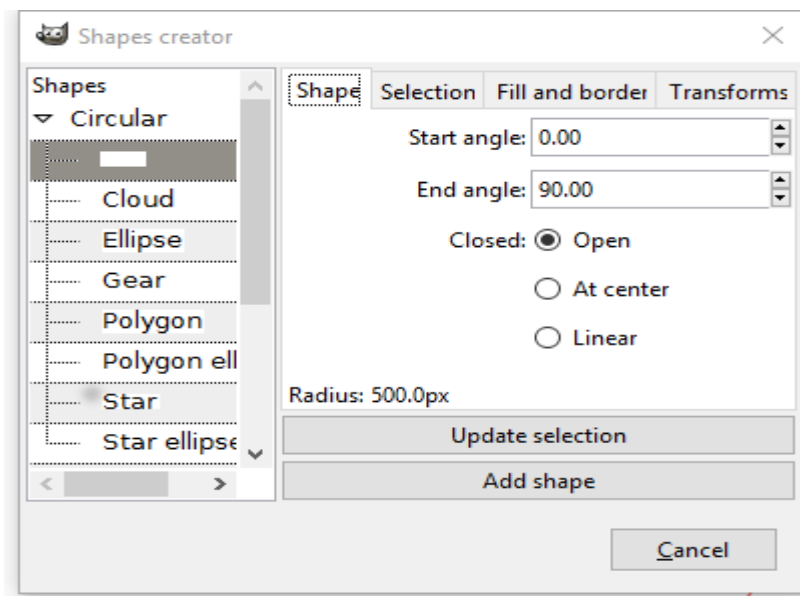
## Section 1 – Start Up and Creating the First Hexagonal Path

It is assumed at this point that all OMG files have been unzipped and placed in your own GIMP folders. This section deals with creating the necessary paths, using the Arakne Path Shape Creator plug-in, which obviously must also have been downloaded and placed in your plug-ins folder.

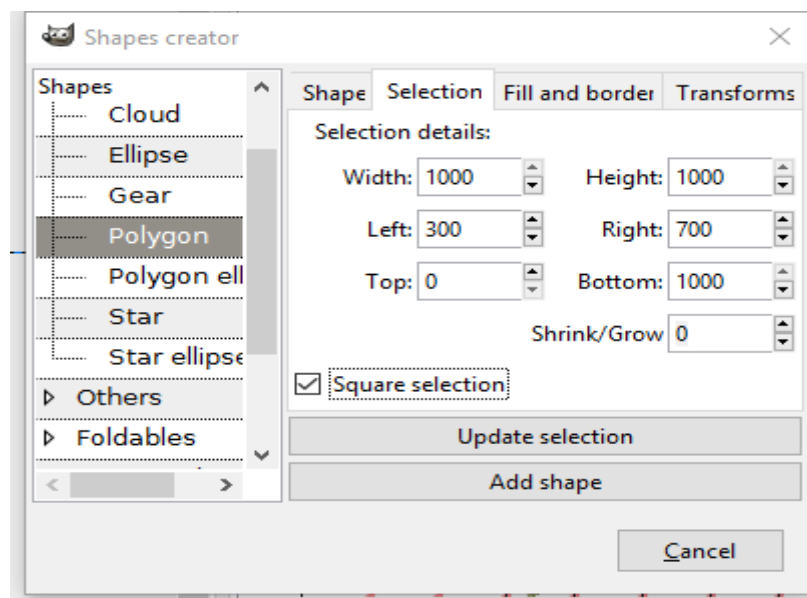
If, instead, you are going to use the paths already created in the STARTER.XCF file, then please ignore this section and move on to **Section 3**.

1. Open GIMP and create a new canvas **File>New** with a white background and set both its height and width to 1000 pixels
2. Drag a horizontal guide from the top ruler and position it at 500 pixels
3. Drag a vertical guide from the left side ruler and position it also at 500 pixels so when now have the canvas centre identified
4. Select the Paths tab to make this **Dockable Dialog** visible
5. Select **Filters>Path>path shape creator ...** to display the filter window

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6. Move the window to the side of your canvas so that you can see what is happening there as you enter data in the form
7. Select **Polygon** form the left side menu bar and on the displayed **Shape tab**, set the **Shapes** value to **6**; you will note that the 5 sided polygon displayed on your canvas will now change to 6 sides
8. Click on the **Selection tab** and in the **Left** entry field, type the value **300** then **Tab** once and enter **700** in the **Right** entry field
9. Now **Tab** through until **Square selection** is current, then click in the check box; you will notice a 400 pixel hexagon is now positioned in the centre of your canvas

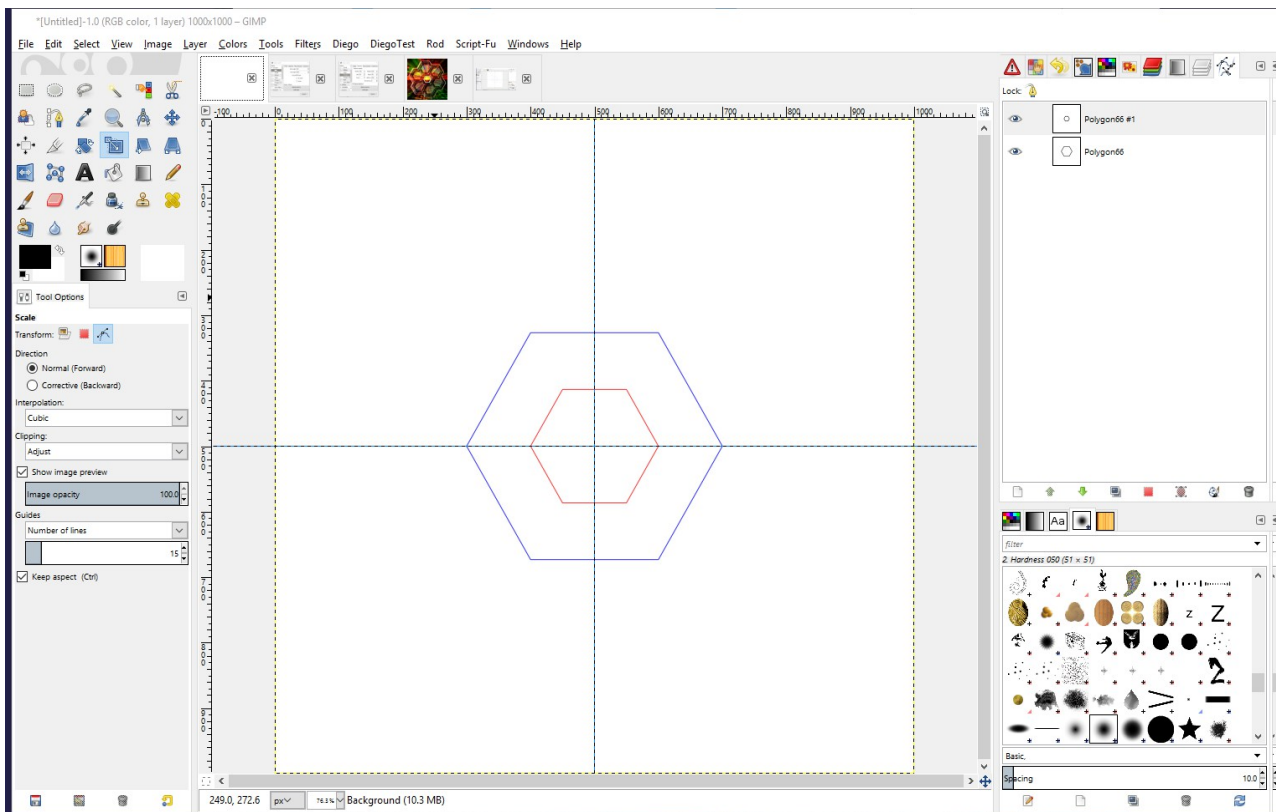


10. Now select the **Transforms tab** and raise the **Rotation** field value to **30**; you will see the hexagon steadily rotating to the position that I chose for the image i.e. centre screen with parallel sides top and bottom

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11. Now click on the **Add shape** button on the form; you will note that a second path appears in the **Path Dialog** window – you should now have a single red path image on your canvas which is actually two same size paths named **Polygon66** and **Polygon66 #1**
12. Ensure that the current path highlighted is **Polygon66 #1**
13. We will now select the **Scale Tool** from the **Toolbox** and make sure you also click on the **Path Symbol** in the **Tool Options**
14. Now click on your canvas to show the **Scale** form and set the parameters as follows:
  - 14.1. Measurement type = **%**
  - 14.2. Link the **Width** and **Height** components by clicking the **Chain** symbol
  - 14.3. Set the scaling value for **Width** to **50** and press **Enter**, which then sets that value for each dimension, then click on the **Scale** button to reduce the size of this path
15. The path will move upwards to the left on your canvas as a result of this action; so now select the **Move Tool** from the **Toolbox**, ensure that you are in **Path** mode by selecting the **Path** symbol in **Tool Options**, click on the path and drag it to the centre of the screen, positioning the centre cross of the path over your intersecting guidelines.

You should now have a GIMP window and canvas looking like this:



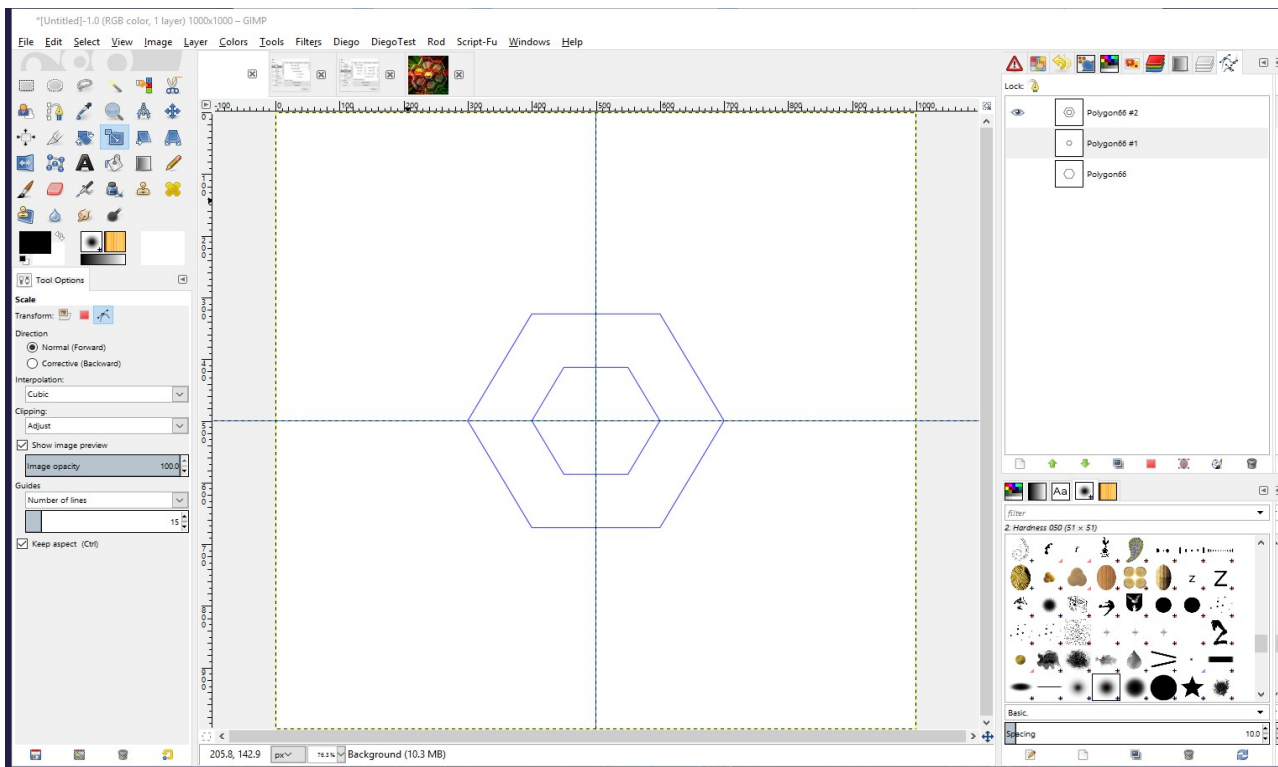
That concludes this section – make sure you save your XCF file frequently.

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## Section 2 – Creating the Large Multi Hexagonal Path Shape

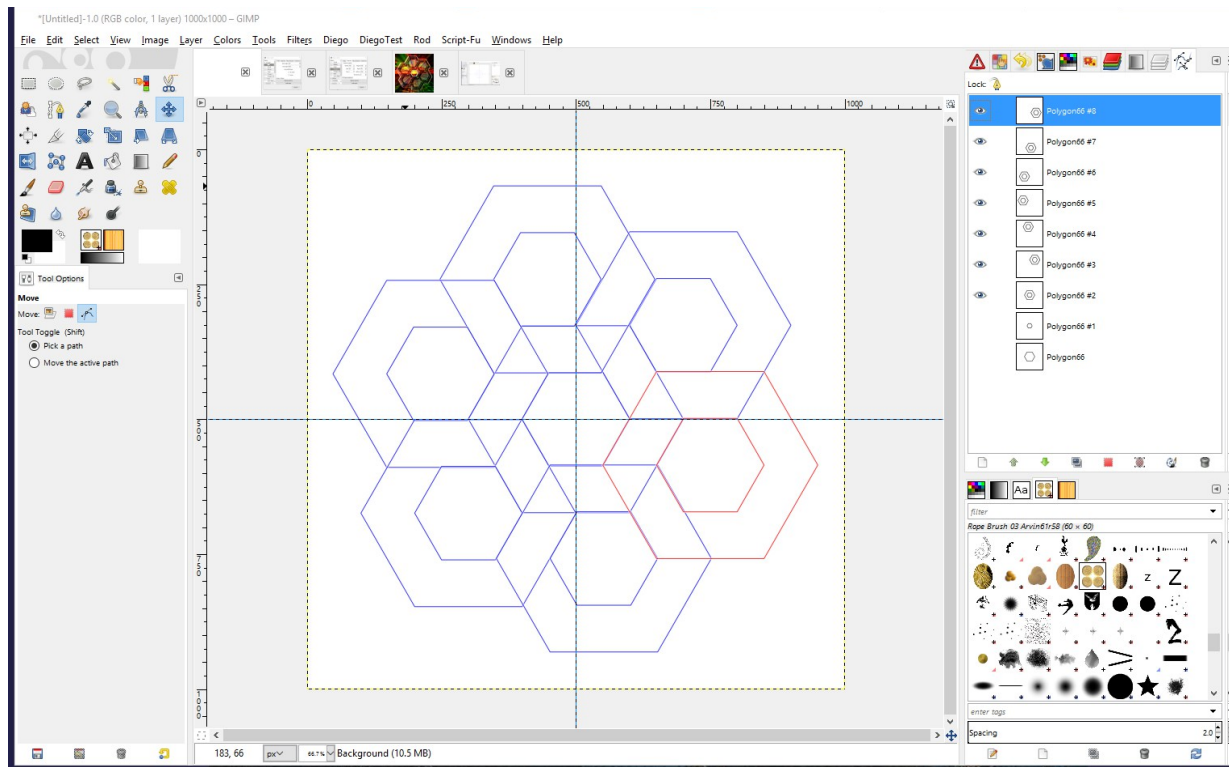
This section deals with creating duplicates of these small hexagonal paths and moving them into the desired position to create the large multi hexagonal shape.

1. In the **Paths Dialog** window, right click on the **Polygon66** path and select **Duplicate Path** to create a second larger hexagonal path.
2. Again in the **Paths Dialog** window, right click on the **Polygon66 #1** path and select **Duplicate Path** to create a second smaller hexagonal path.
3. Now make each of the two originating paths invisible by clicking on the **eye** symbol of each path
4. Again right click in the **Paths Dialog** and select **Merge Visible Paths** to create our central combined hexagon path shape, **Polygon66 #2**, which should appear now like this:



5. Repeat this duplicating action a further 6 times; you should then have a single *visible* path on your canvas but represented by 7 separate paths **Polygon66 #2** through **Polygon66 #8**
6. Using a similar **move path** technique as in Section 1.15 above, you now need to move each separate path in turn to line them up to produce the following path image on your canvas

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That concludes this section – make sure you save your XCF file frequently.

## Section 3 – Creating the Clear and Opaque Glass Layers

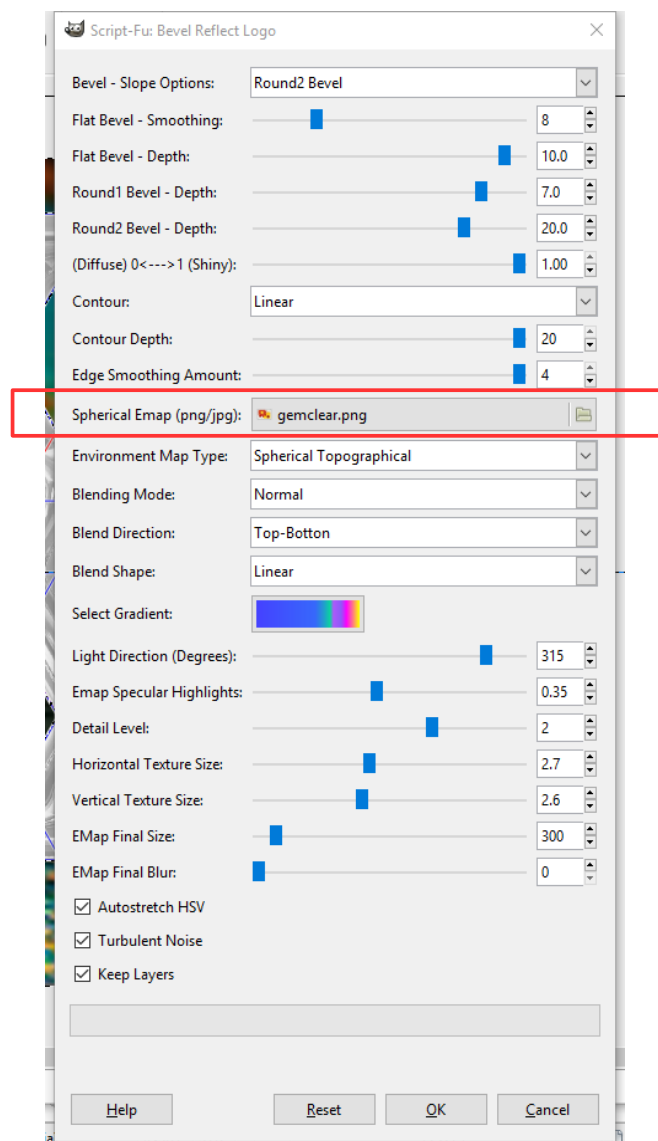
This section deals with running the BRL using **gemclear.png** map to create the hexagonal shaped glass layers, one of which will remain opaque whilst we will make others appear see through.

This section is also the starting point for those who chose to use the pre-created paths in the STARTER.XCF file, which you should now open.

1. Firstly we will set up the ocean sunset background. You have a choice here:
  - 1.1. Either load up the **ocean sunset.png** background using **File>Open as layers** and selecting that file from the folder to which you transferred it from the tutorial zip file. This will also allow you to ensure that the created paths are positioned appropriately. Using your guides as a reference, the setting sun should appear just left of centre in the upper left quartile of the central hexagon
  - 1.2. Or use a similar image of your own again lining up the setting sun in the centre hexagon.
2. Now select the **Paths Tab** to display all our still visible paths.
3. Right click on **Polygon66 #8** and select **Path to Selection**
4. Now right click on **Polygon66 #7** and select **Add to Selection**
5. Repeat step 4. for each successive path down to and including **Polygon66 #2** so that now your canvas should show those 'marching ants' around the exterior of the large hexagon shape and also around the interior of each small hexagon

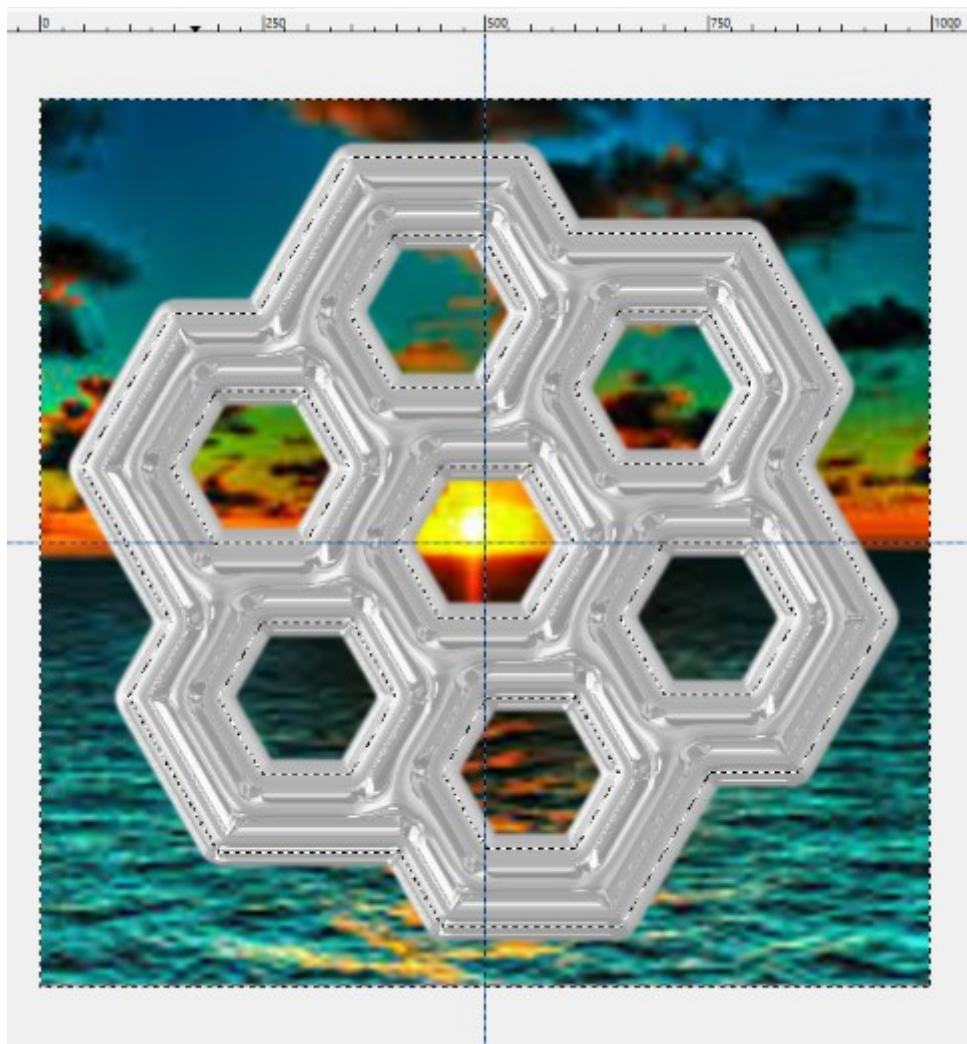
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6. At this stage you can now make all the paths 'invisible'
7. Return to the Layers Tab and right click on the **ocean sunset.png** layer, then select **New Layer** to display the **New Layer** form, then select the **Transparency** radio button to create that new layer above the imported background
8. Select the **Bucket Fill Tool** from the **Toolbox** and ensure that the **Pattern fill** and **Fill whole selection** radio buttons are also selected
9. With the new transparent layer active, from the available patterns select one (I always choose **3D Green**) to fill your selection
10. Select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL entry form
11. Enter the parameters exactly as shown in the following BRL screenshot, which will also entail selecting the **gemclear.png**emap from whichever folder you transferred from the tutorial zip file



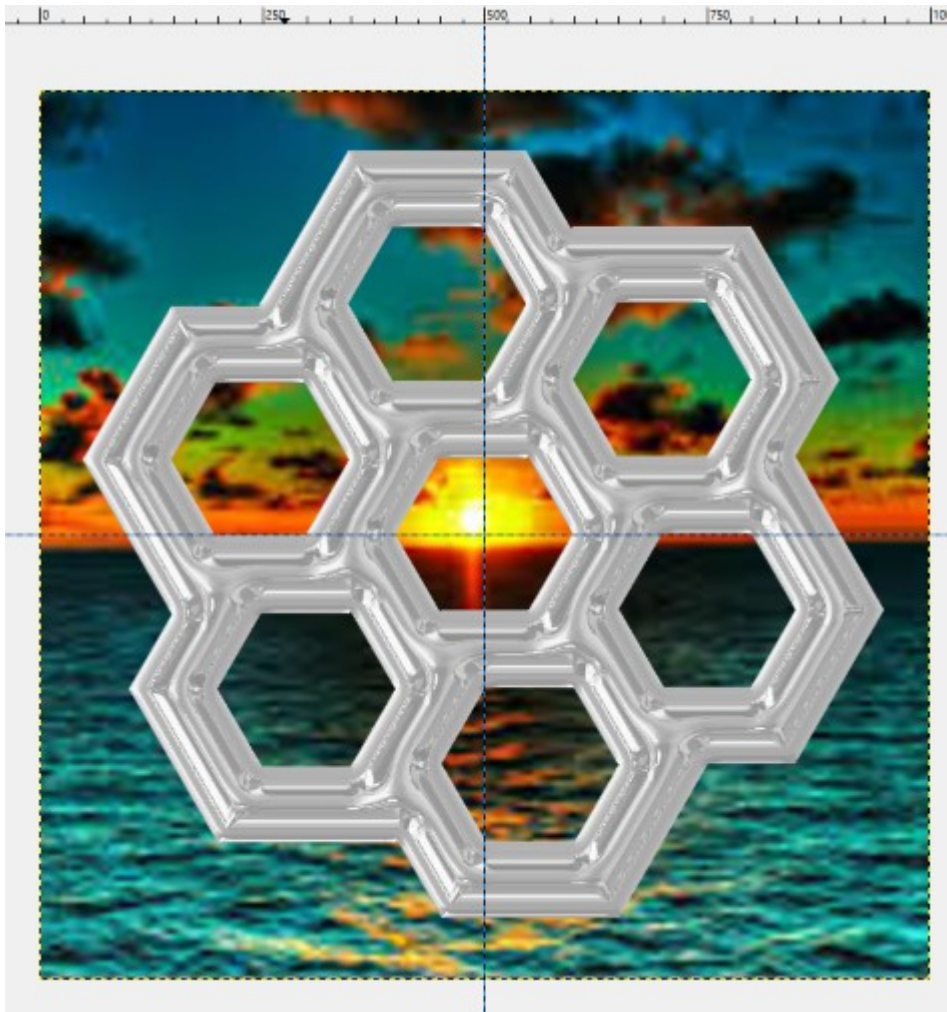
12. Click OK to generate the BRL image, which will appear in a new layer called **BRL Logo** and should look like this:

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13. Rename this layer **opaque glass hexagon** then duplicate that layer
14. With the duplicated layer active, right click on the canvas and choose **Select Invert** then press the **Delete** key on the keyboard, which will clean up the glass overflow from the selection
15. Again right click on the canvas and choose **Select None** to remove the selection
16. Rename the duplicated layer as **clear glass hexagon**
17. Make the **opaque glass hexagon** layer invisible for the moment; you should now see an image like this:

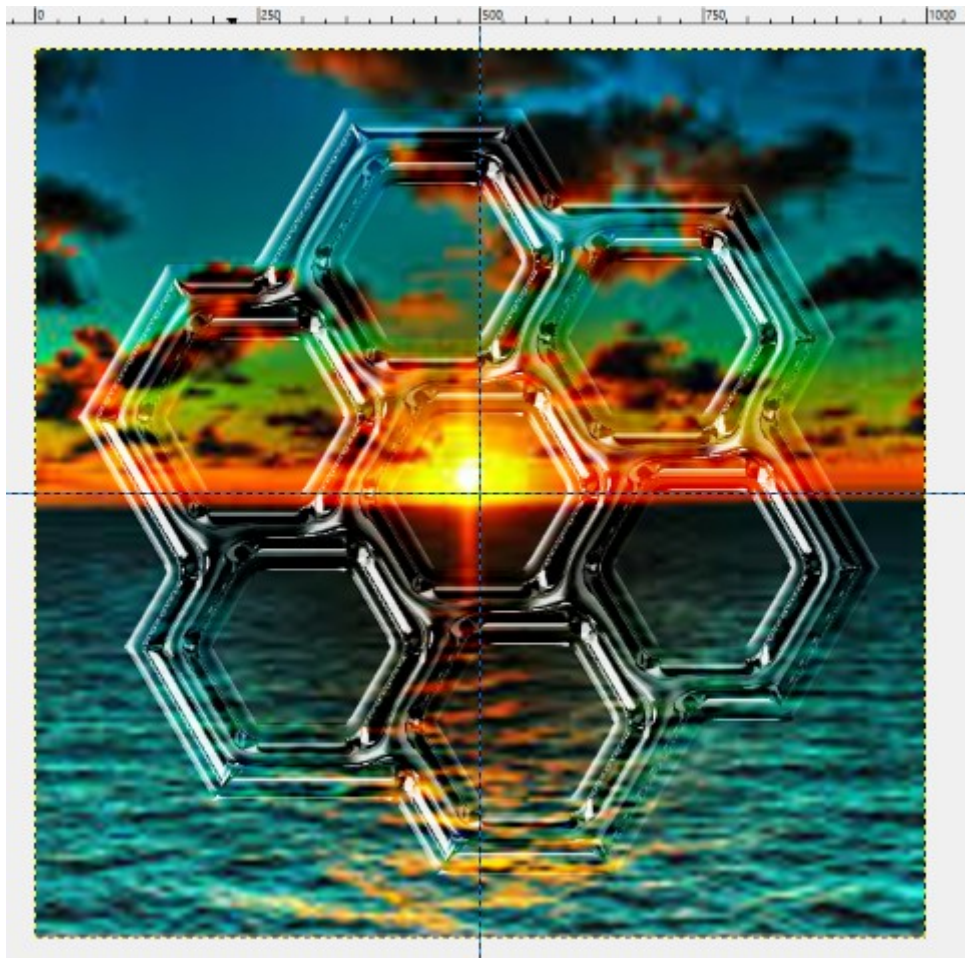
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18. Now with the **clear glass hexagon** layer active, choose the **Select by Color Tool** from the **Toolbox** and click in a transparent area of the canvas to create those 'marching ants' around the glass hexagon
19. Now right click and choose **Select Invert** so that this selection actually represents the area under glass
20. Now make the **ocean sunset.png** layer active and then right click on the canvas, choose **Edit>Copy**, then right click again and choose **Edit>Paste** to create a **Floating Selection (Pasted Layer)** in your layers dialog. By copying this selection from the background image it will help make the clear glass hexagon appear see through
21. Now click on the **create a new layer** icon in the layers dialog window to make that selection a new layer, which will for the moment hide the glass hexagon layer.
22. Then rename this new layer as **hexagon background** and change its blend **Mode** to **Overlay** and you will notice that you glass hexagon reappears
23. Right click on the **hexagon background** layer and select **Duplicate Layer**; your glass hexagon will now take on a really transparent look
24. Make the **clear glass hexagon** layer active, right click and select **Duplicate Layer** and move that new layer up to be the top layer.
25. Now change its blend **Mode** to **Burn** and you will note that the transparent glass becomes darker

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26. On your canvas you should now see an image like this



That concludes this section – make sure you save your XCF file frequently.

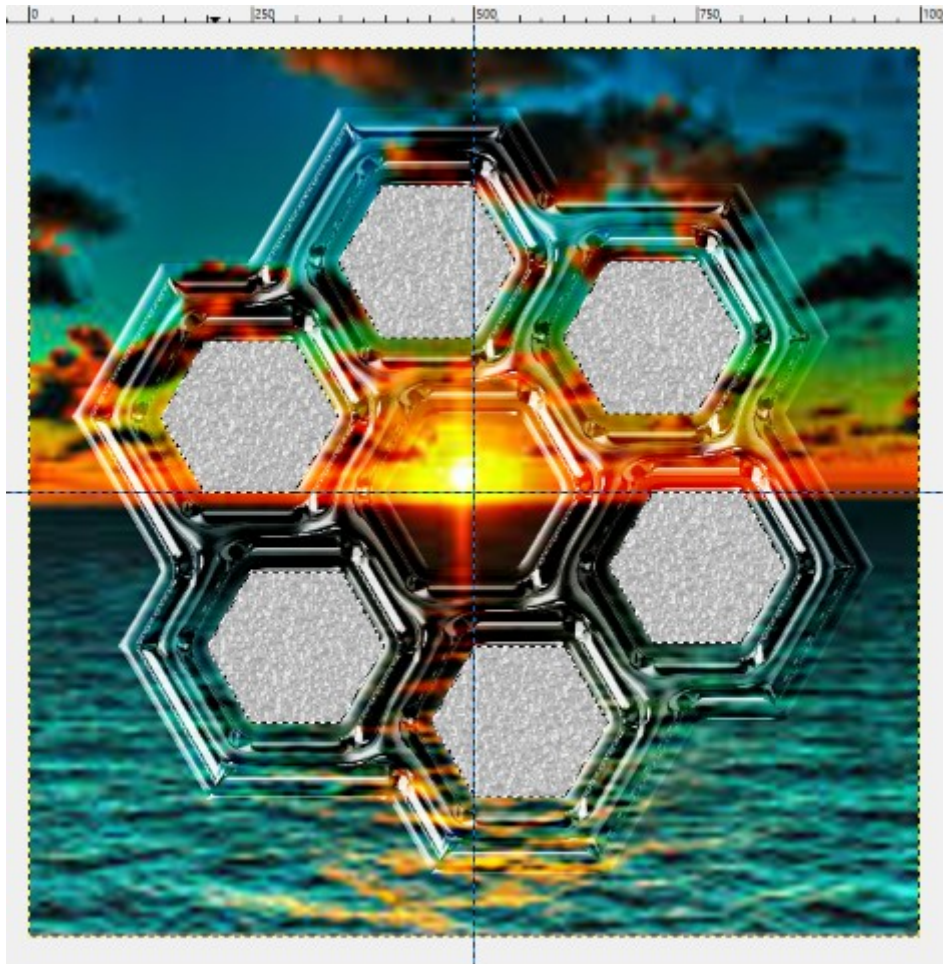
### Section 4 – Creating the Frosted Glass Layers

This section deals with using one of the OMG patterns, **omg\_frosted\_glasstile** to create the small inside frosted glass panels of the large hexagon and then again copying some of the ocean sunset background to deliver transparency.

1. Make the **clear glass hexagon copy** layer active, then select the **Fuzzy Select Tool** from the **Toolbox** and ensure that you click on the **Add to Selection** icon on **Tool Options**
2. Now, on your canvas, left click inside each of the individual hexagons except the central hexagon, to make a selection
3. Now right click in the layers dialog and select **New Layer**; then create a new transparent layer from the **New Layer** form
4. Rename this layer as **frosted glass**
5. Select the **Bucket Fill Tool** from the **Toolbox** and ensure that the **Pattern fill** and **Fill whole selection** radio buttons are also selected

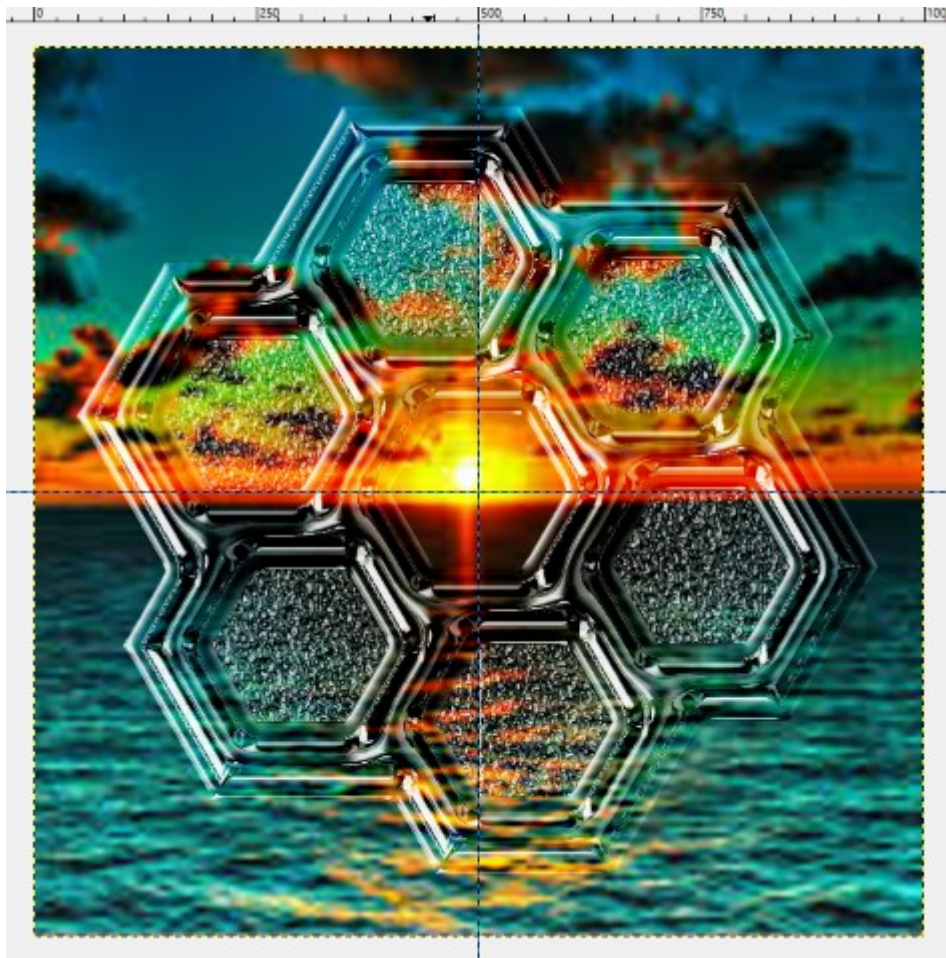
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6. From the available patterns choose the [omg\\_frosted\\_glasstile](#) pattern which you imported from the tutorial zip file
7. Now left click inside one of your hexagon selections and all those selected will fill up with the frosted glass and you should now see an image like this:



8. Now make the [ocean sunset.png](#) layer active and then right click on the canvas, choose [Edit>Copy](#), then right click again and choose [Edit>Paste](#) to create a [Floating Selection \(Pasted Layer\)](#) in your layers dialog. By copying this selection from the background image it will help make the frosted glass hexagon appear more see through
9. Now click on the [create a new layer](#) icon in the layers dialog window to make that selection a new layer, which will for the moment hide the frosted glass
10. Then rename this new layer as [frosted glass background](#) and change its blend [Mode](#) to [Overlay](#) and you will notice that you frosted glass hexagon reappear
11. Right click on the [frosted glass background](#) layer and select [Duplicate Layer](#); your glass hexagon will now take on a more transparent look
12. Make the frosted [glass hexagon](#) layer active, right click and select [Duplicate Layer](#) and move that new layer up to be the top layer.
13. Now change its blend [Mode](#) to [Burn](#) and you will note that the frosted glass becomes darker
14. On your canvas you should now see an image like this:

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That concludes this section – make sure you save your XCF file frequently.

### Section 4 – Creating the Final Effects

This section deals with applying the final effects to enhance the atmosphere of your ocean sunset image. We will go through the steps I used originally but then I will also make some suggestions as to how you may wish to apply your influence on the final image.

1. Firstly make the opaque glass hexagon visible again so all three glass types, opaque, clear and frosted can be seen in the image
2. Now make the **ocean sunset.png** layer active, right click and create a new transparent layer immediately above it
3. Select the **Bucket Fill Tool** from the **Toolbox** and ensure that the **Pattern fill** and **Fill whole selection** radio buttons are also selected
4. From the available patterns choose the **omg\_xmas\_bells** pattern which you imported from the tutorial zip file
5. Now click on your canvas to fill with the pattern then change the layer **Mode** to **Overlay** and rename the layer as **xmas bells**
6. Now make the **frosted glass copy** layer active, right click and create a new transparent layer immediately above it
7. Select the **Bucket Fill Tool** from the **Toolbox** and ensure that the **Pattern fill** and **Fill**

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**whole selection** radio buttons are also selected

8. From the available patterns choose the **omgburntclouds** pattern which you imported from the tutorial zip file
9. Now click on your canvas to fill with the pattern then change the layer **Mode** to **Grain Merge** and rename the layer as **burnt clouds**
10. Now make the clear glass hexagon layer active, then select the **Fuzzy Select Tool** from the **Toolbox** and click in the central small hexagon to make a selection
11. Make the **clear glass hexagon** layer active, then select the **Fuzzy Select Tool** from the **Toolbox** and click in the central small hexagon to make a selection
12. Make the **burnt clouds** layer active again and press the **Delete** key to clear the pattern from the central hexagon then right click and choose **Select None**
13. I nearly forgot, you can now select **Image>Guides> remove all guides**

That concludes this section and the tutorial, so make sure you save your XCF file.

You should now have the final image as I first created it and as shown on the cover of this tutorial. However, you may prefer some slightly different finish, say perhaps lighter coloured glass so here are some options for you to try:

Change the blend modes on the following layers to **screen**, **overlay** or other

1. **burnt clouds**
2. **frosted glass copy**
3. **clear glass hexagon copy**

You can try different pattern overlays of your own; most of all experiment learn and have a lot of fun with GIMP and GIMP CHAT.

Thank you for trying my tutorial, as always your constructive comments favourable or critical are welcome.