

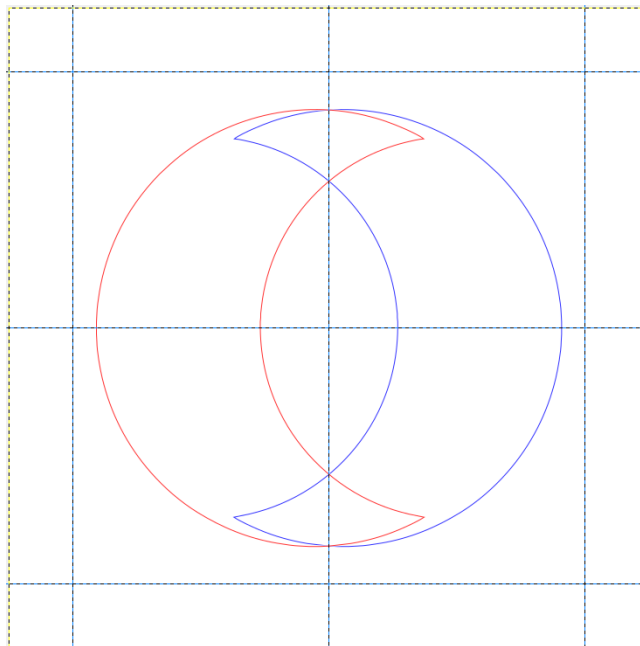
Pat's Workflow Helper for OMG Image

Target Image

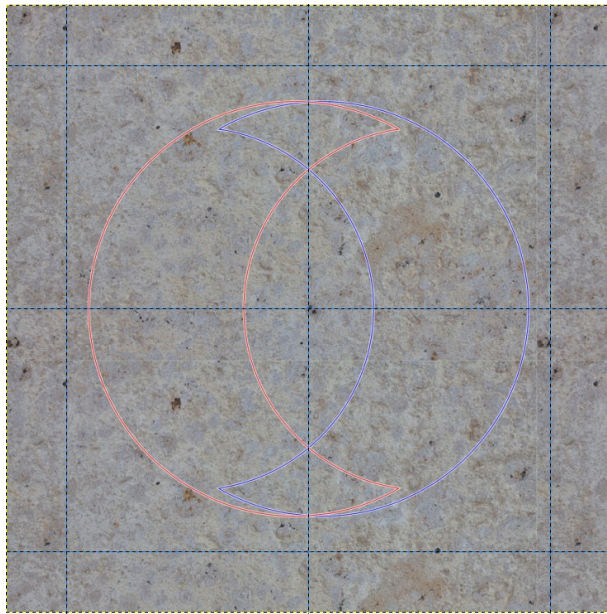


Workflow Steps

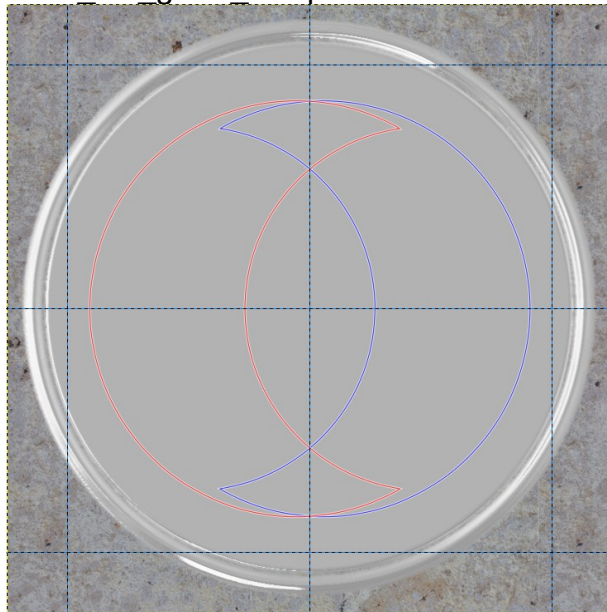
1. Open new image @ 100 x 1100
2. Apply guidelines @ 50% horizontal and vertical
3. Apply border guidelines @ 10% & 90% horizontal and vertical
4. Create a crescent shape path using the 'simple shapes centred' filter
5. Scale crescent path to about (?) 65%; duplicate path and flip the duplicate horizontally
6. Align paths to slightly overlap as below



7. Create new base layer for background = omg_limestone_blue pattern

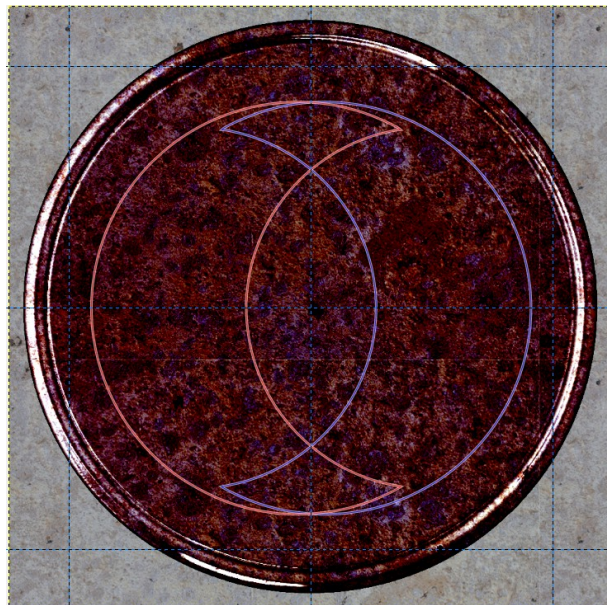


8. Add new layer = OMG flat glass circ pattern

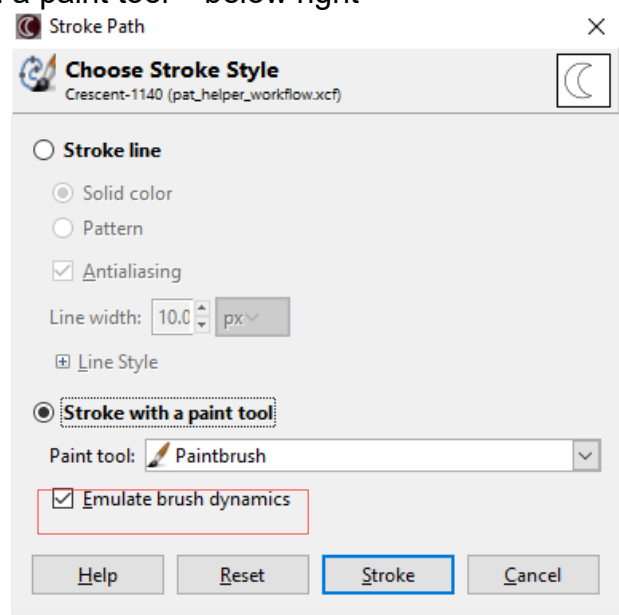
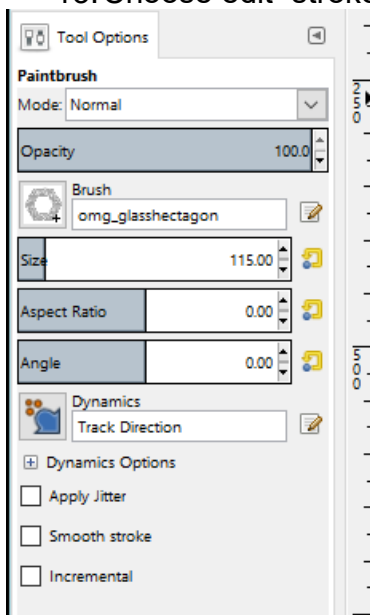


9. Set blend mode of OMG_flat_glass_circ pattern to grain merge

10. Select the glass pattern; create a new layer and fill the selection with colour 463032 and change blend mode to burn



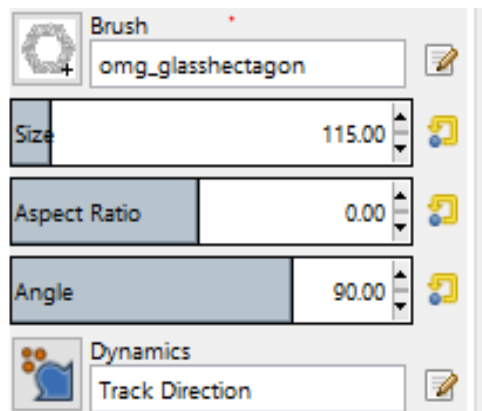
11. Create new transparent layer; do a 'path to selection' for the left crescent; invert the selection
12. Select the omg_glasshectagon brush; set the size to approx 115 pixels and set the dynamics to track direction (below left)
13. Choose edit>stroke path and stroke with a paint tool – below right



14. These actions will deliver a glass pattern on the outside only of the path



15. Do a select invert and create a new transparent layer below the first stroked layer
16. Change the brush settings for angle to 90 degrees



17. Choose edit>stroke path and stroke with a paint tool to create a glass pattern inside the path



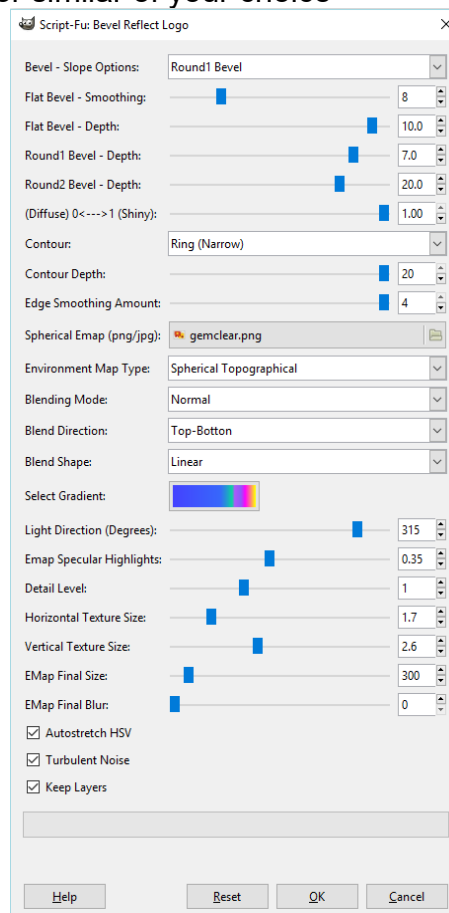
18. Repeat steps 11 through 17 for the crescent path on the right
19. Either create a new visible layer from the four individual stroked layers or merge the four stroke layers into one



20. Use the select by colour tool to select a transparent area on this new layer, then invert the selection to select the glass
21. Create a new transparent layer above the merged glass layer and fill the selection with colour f6b0b6
22. Change the blend mode of this pink filling to burn then duplicate the layer and change the blend mode of this new layer to overlay
23. Duplicate the visible/merged glass layer and move it to the top; change its blend mode to burn



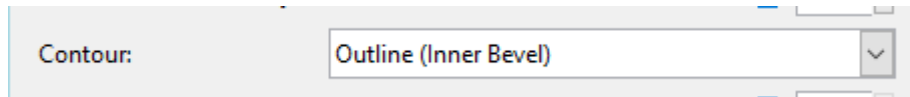
24. Using the fuzzy select tool, select the three enclosed shapes inside the glass frame, perform a select to path and then create a new transparent layer;
25. On the transparent layer fill the selection with colour 533d3f and then run the Filters>Alpha to logo>BRL filter with the 'gemclear.png' spherical e-map, using parameters as below or similar of your choice



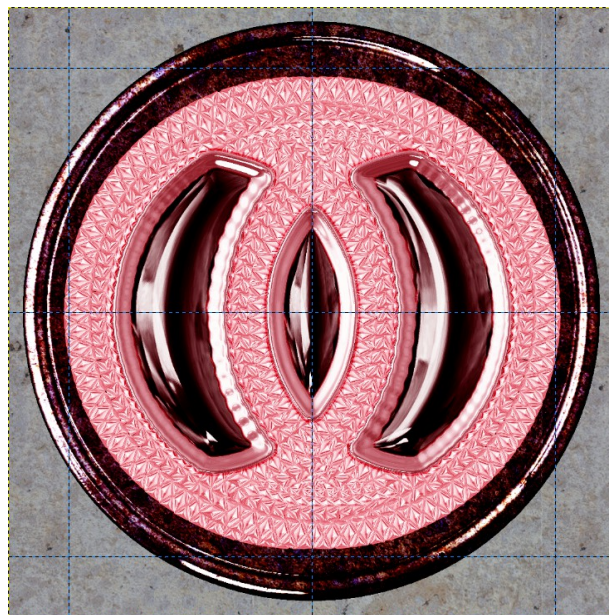
26. After the BRL has completed move the BRL Logo Copy layer (which was the colour 533d3f layer) above the new glass layer and change its blend mode to burn



27. Do a path to selection from the new path and create a new transparent layer; fill the selection with colour b38085
28. Again run the Filters>Alpha to logo>BRL filter with the 'gemclear.png' spherical e-map, but this time change just the contour parameter to Outline (Inner Bevel)



29. After the BRL has completed move the BRL Logo Copy layer (which was the colour b38085 layer) above the new glass layer and change its blend mode to burn
30. Duplicate this top layer and change its blend mode to overlay
31. Perform a 'new from visible' to create a single layer of the complete image just created, then run Filters>Enhance>Unsharp mask against the new layer and change its blend mode to overlay



That's it – I also changed the background outside of the glass to make it darker in the original – your choice.