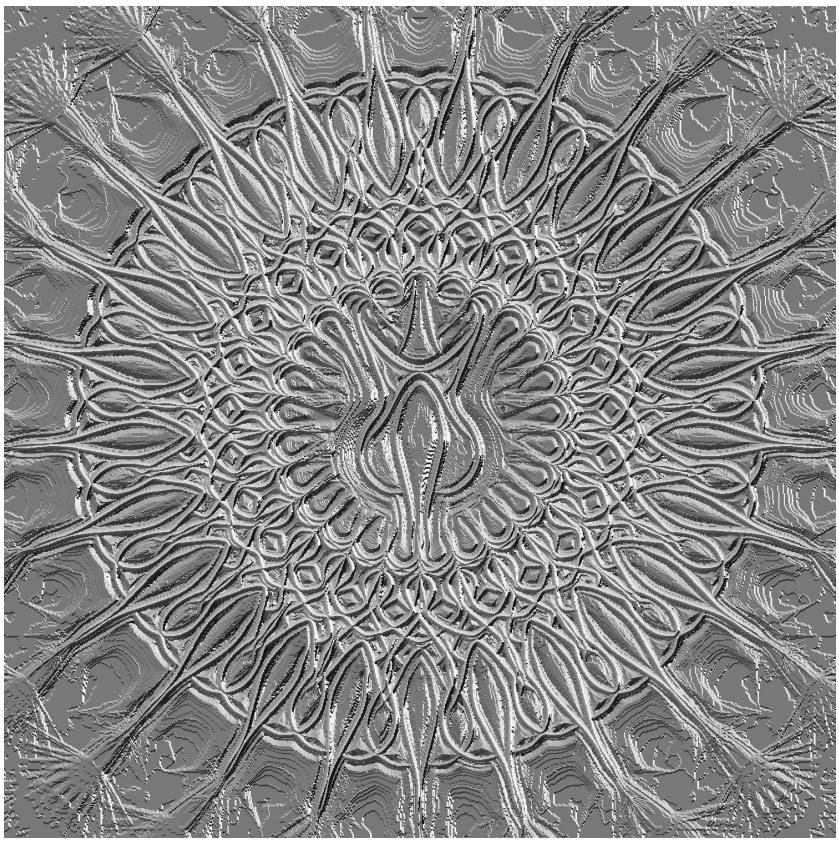
How I created the image 'mandala_line_art' posted to Gimp Chat thread 'Hand Painted Mandalas'



by Oldmangrumpy



N.B. The image shown above and referenced herein is similar to, but not exactly the same as that in the original posting

How I created the image 'mandala_line_art' posted to Gimp Chat thread 'Hand Painted Mandalas'

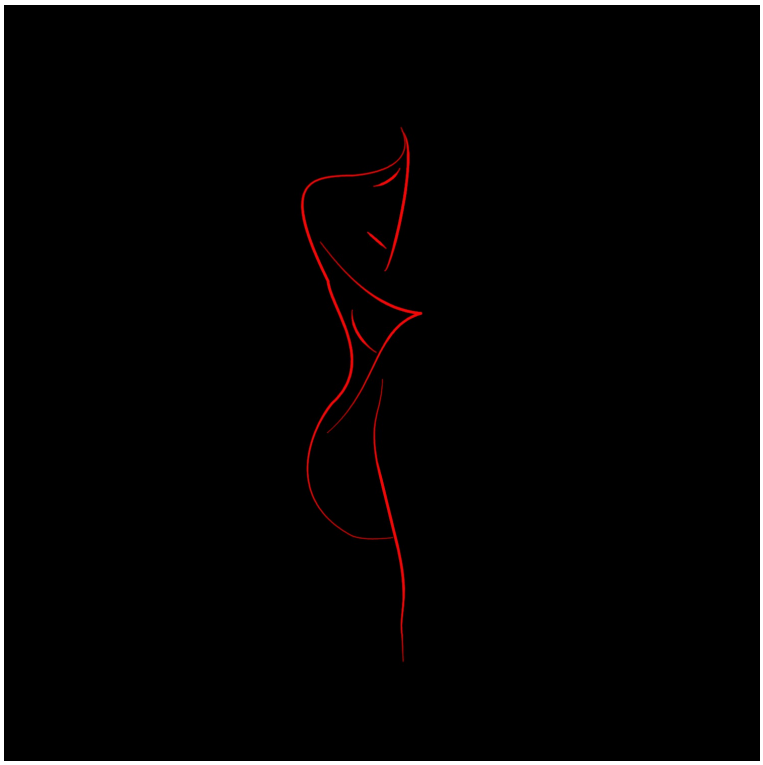
Introduction

One of my posts (#289) to the 'Hand Painted Mandala' thread at 'Gimp Chat', drew a question from '**Pat625**' as to how I created the image. She asked if I could *"... give some instruction on how you did this last one (mandala line art)"*.

So I have prepared this document to demonstrate how to create a mandala, similar to that post on Gimp Chat. For that latter image I did play around with the background to make it blacker, but did not save it and now (because I am old and forgetful) I cannot remember what I did! No matter the essence of the process is identified below.

The Stepped Process

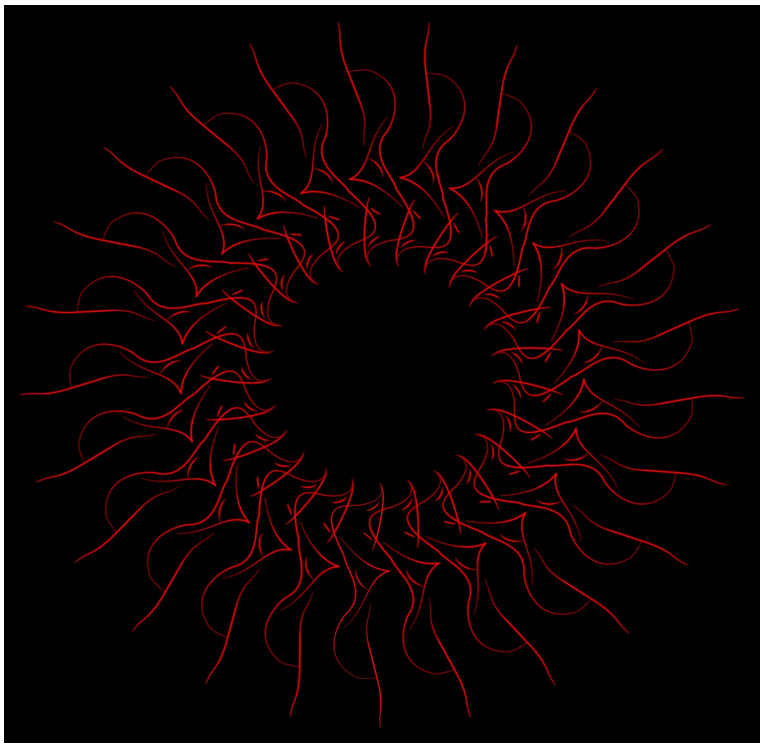
1. On the web, I came across some interesting line art images that I liked; they represented just part of a nude female. So I created a set of paths similar to the image I saw. Then, using the Hardness 100 brush at 5pixels, and with the Fade to Fade dynamic active, I stroked the paths in bright red.



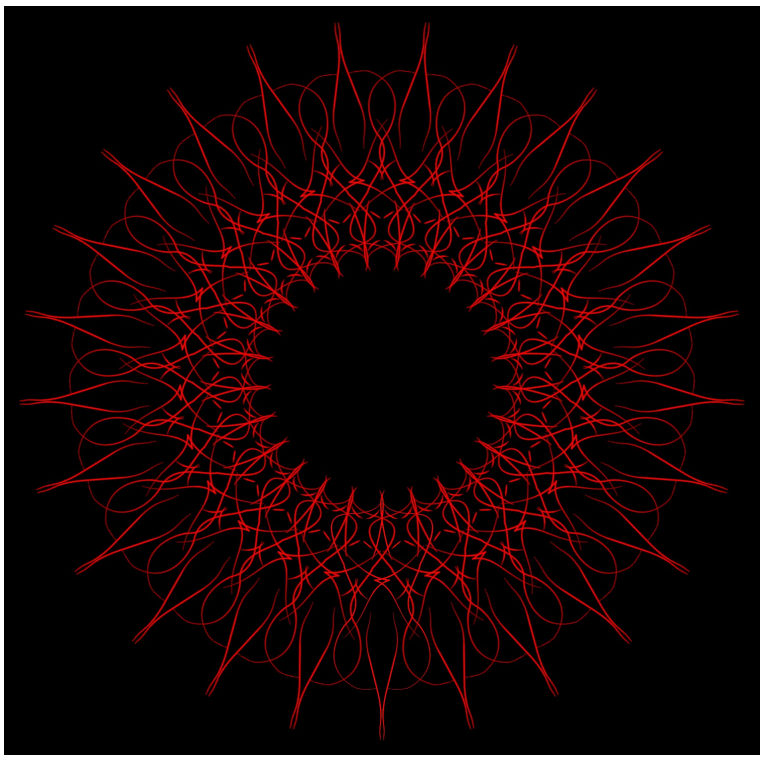
2. I made a duplicate layer, made the original invisible and then I resized the duplicated layer and moved it to the bottom centre of the canvas.



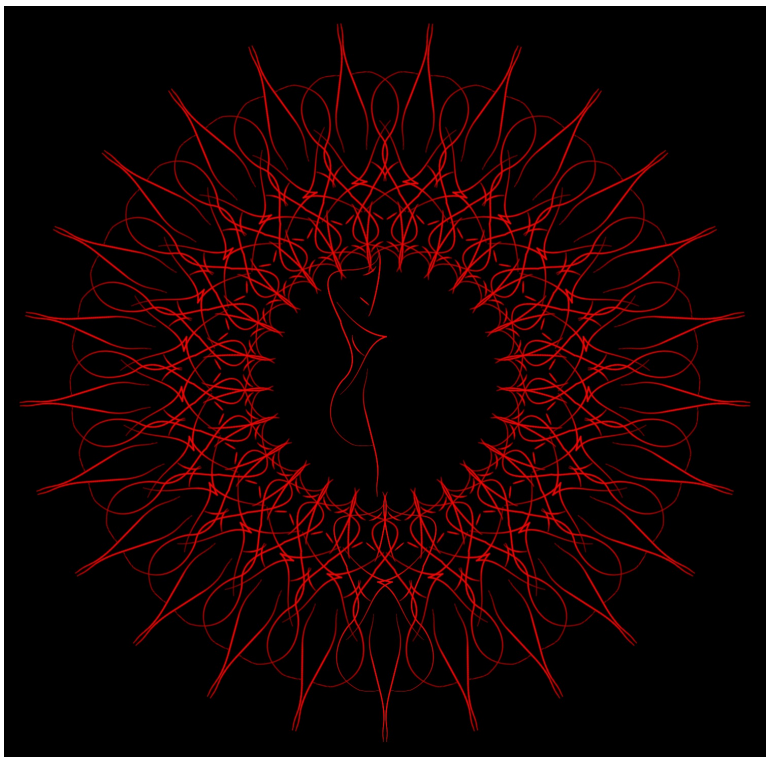
3. Then I ran the Mura Meister Copies script from Tin Tran with the # of copies parameter set to 25; then merged the resulting visible layers. The result was as shown below.



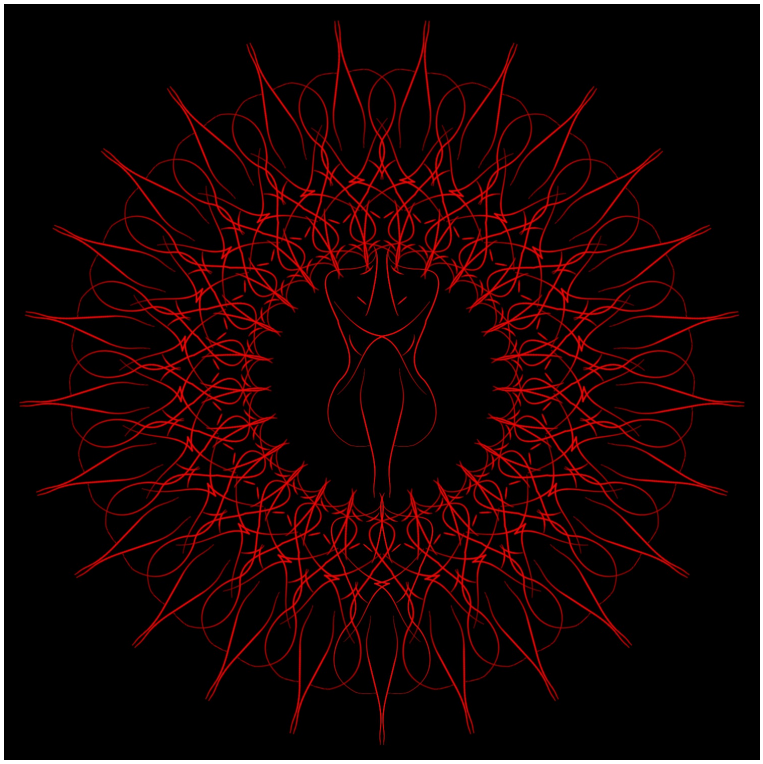
4. Next I duplicated the layer and flipped it horizontally to deliver the following result.



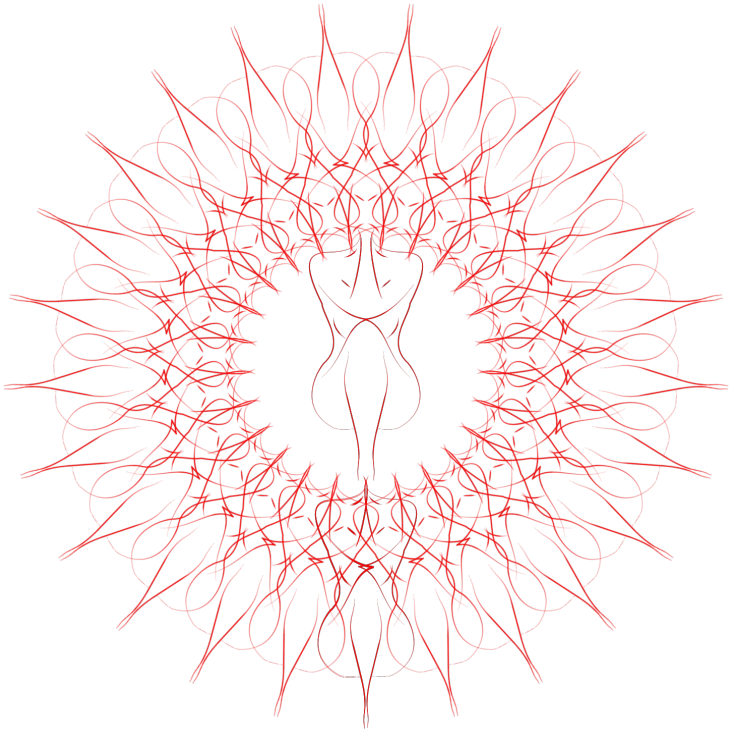
5. I then took the original stroked path set (step 1) reduced it in size and placed it in the centre of the canvas.

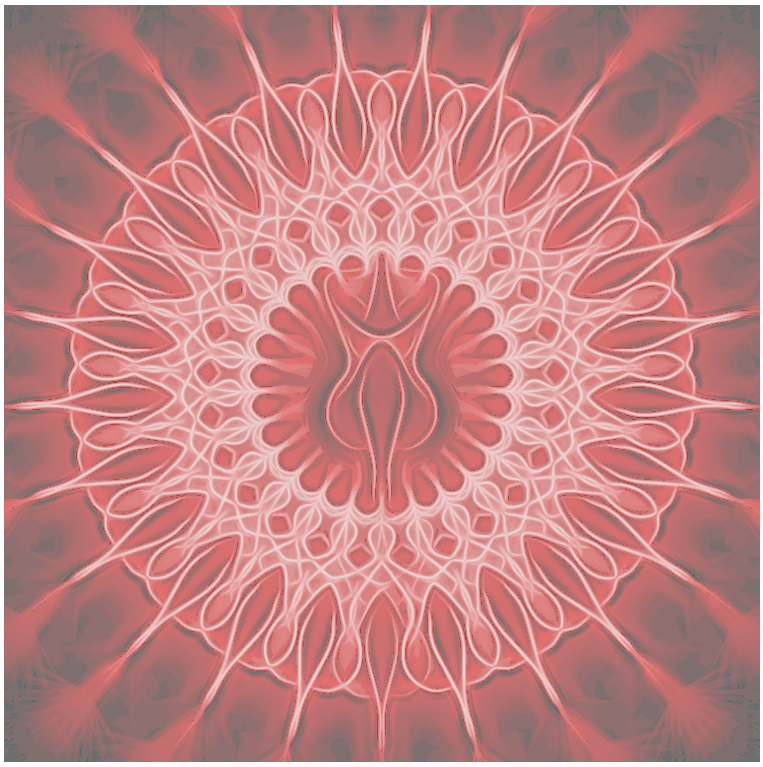


6. I duplicated that centrepiece layer and flipped it horizontally.

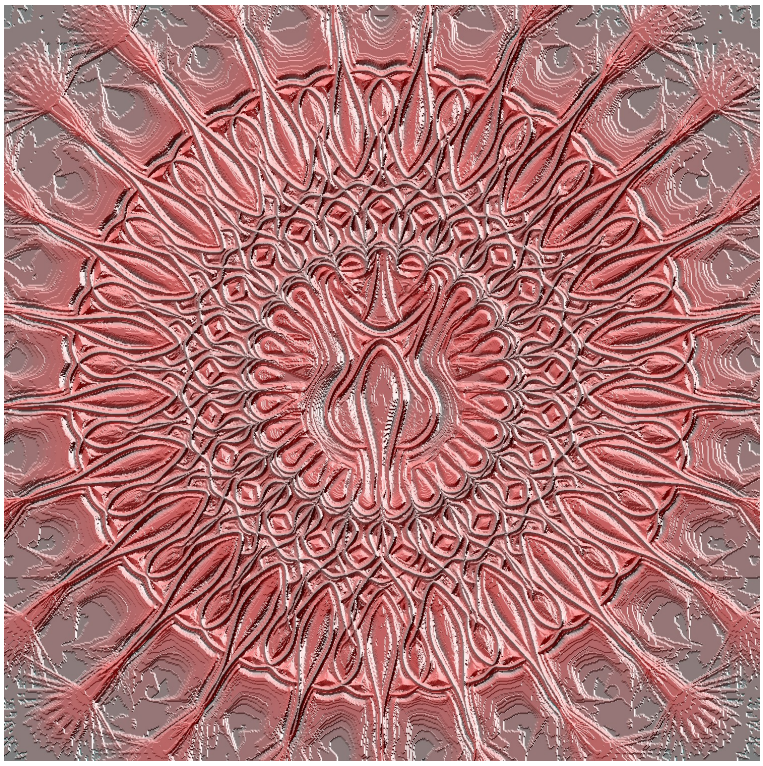


7. Next I created a New from Visible layer without the black Background layer (first image below)and ran GMIC>Artistic>Dream Smoothing to create the second image below.

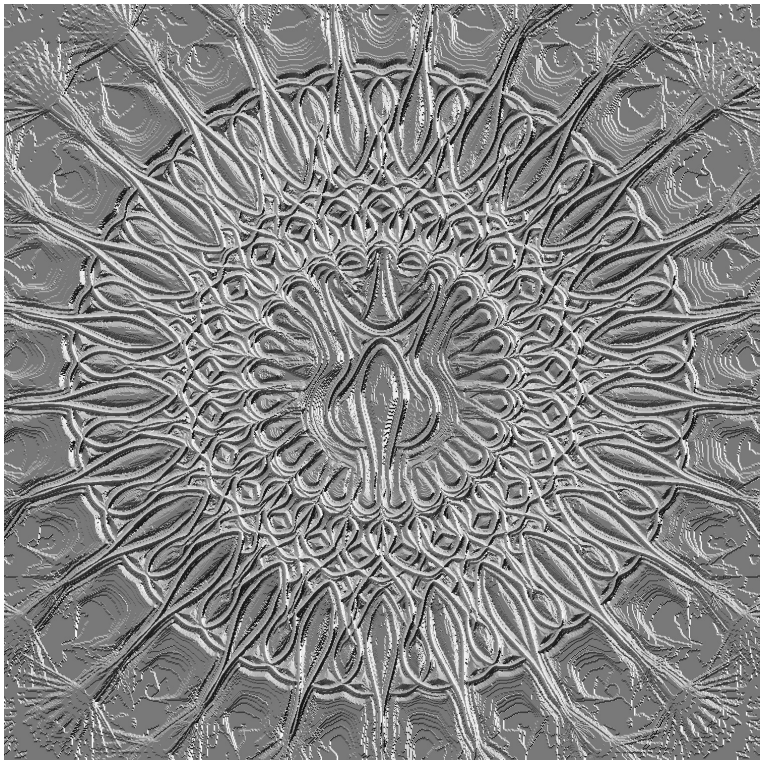




8. Following that I ran GMIC>Contours>Local Orientation>YIQ (luma) against the Dream Smoothing layer to create the following new layer.



9. Then I placed the Dream Smoothing layer with Blend Mode 'Soft Light' on top of the YIQ (luma) layer to brighten the colours; finally I created a New from visible layer and ran Colors>Desaturate>Luminance against it. And that is it.



There you are Pat; hope this is what you wanted.