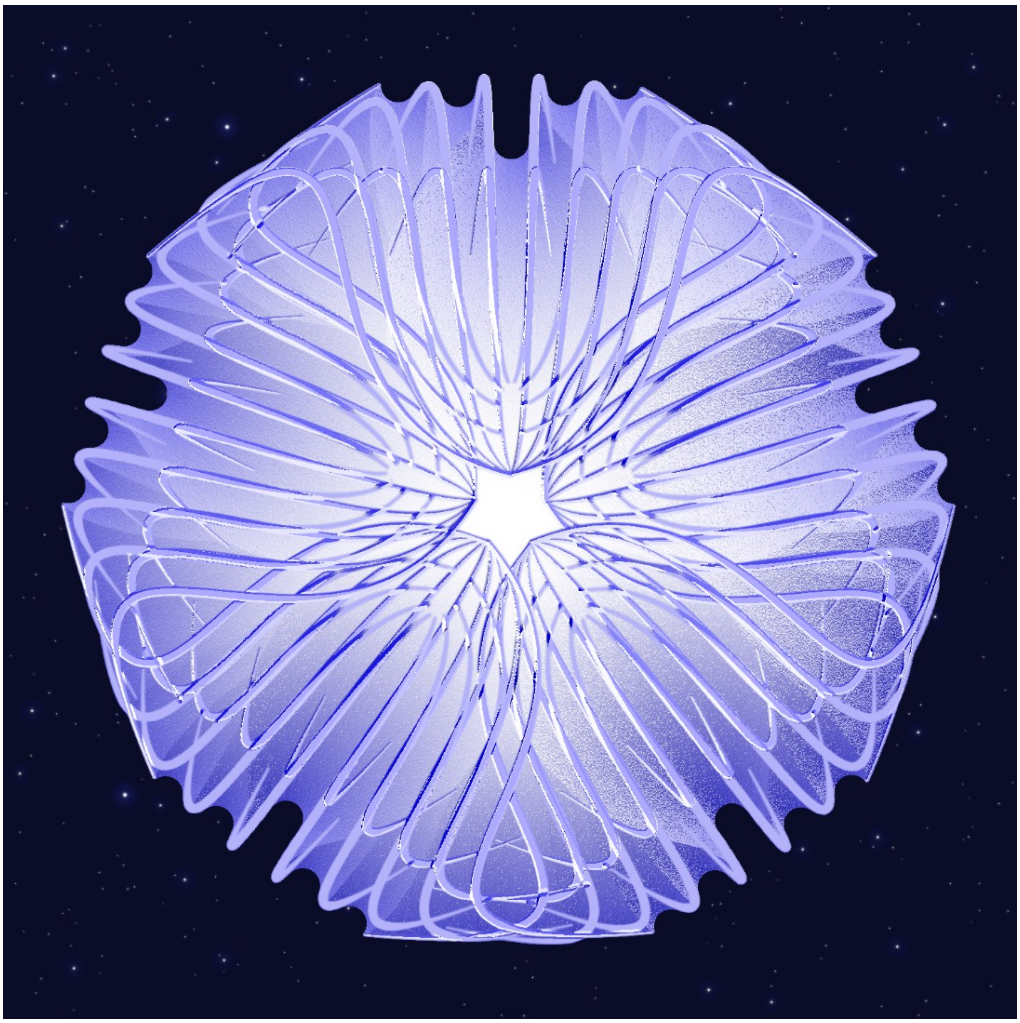
How I created the image 'mandala_blue_sky' posted to Gimp Chat thread 'Hand Painted Mandalas'



by Oldmangrumpy



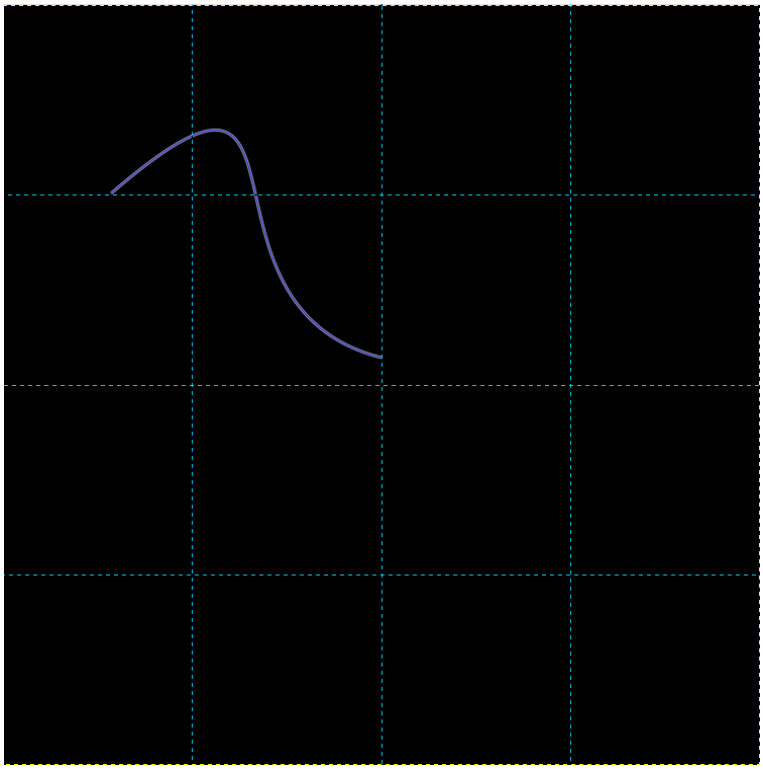
How I created the image 'mandala_blue_sky' posted to Gimp Chat thread 'Hand Painted Mandalas'

Introduction

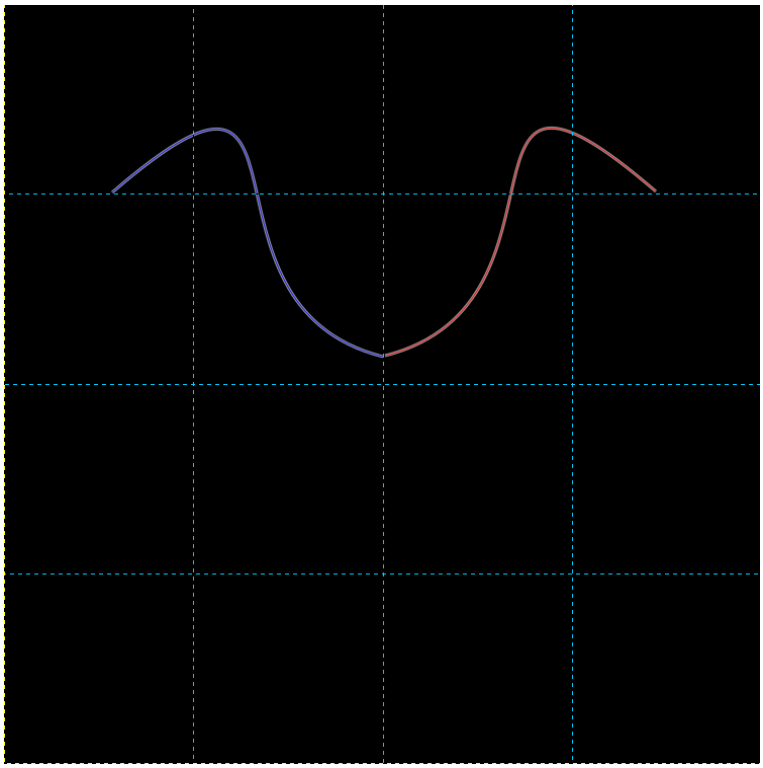
'**Pat625**' has asked me to explain the manner in which I created image #319 in the Hand Painted Mandalas thread at Gimp Chat. So I have prepared this document to demonstrate how I created that mandala.

The Stepped Process

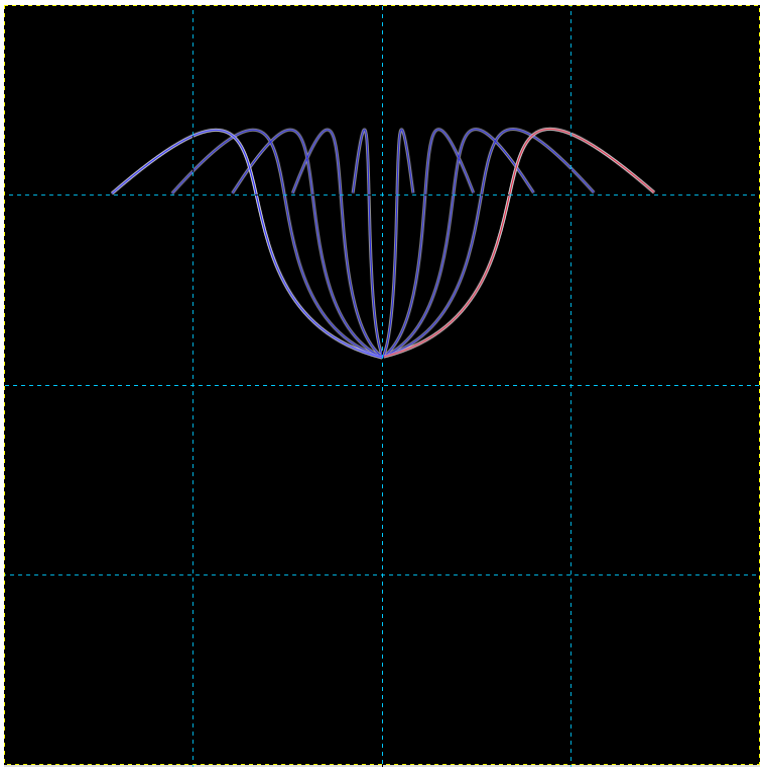
1. Firstly I drew a path with one end on the centre vertical guide.



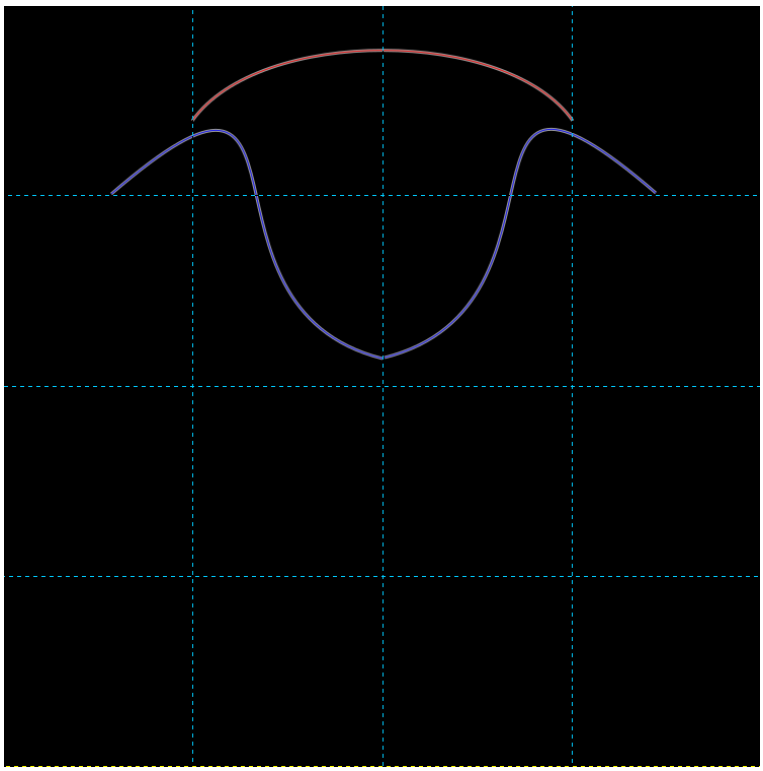
2. Then I duplicated that path, flipped it horizontally and moved it also to the centre guide.

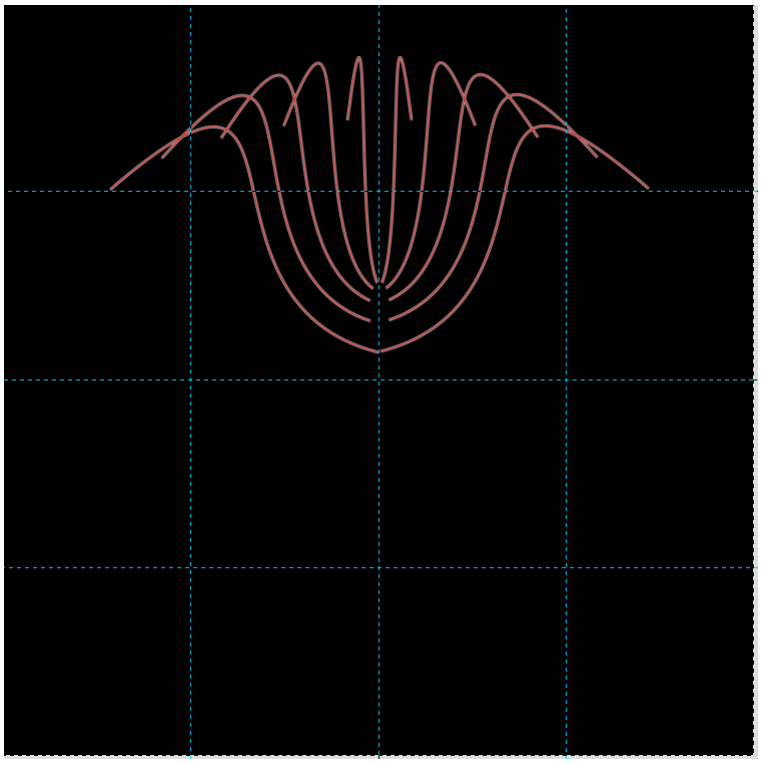


3. Next, I used Ofnuts 'generate intermediate paths plug-in' between the above two paths, with parameters set to 10 paths in linear mode.

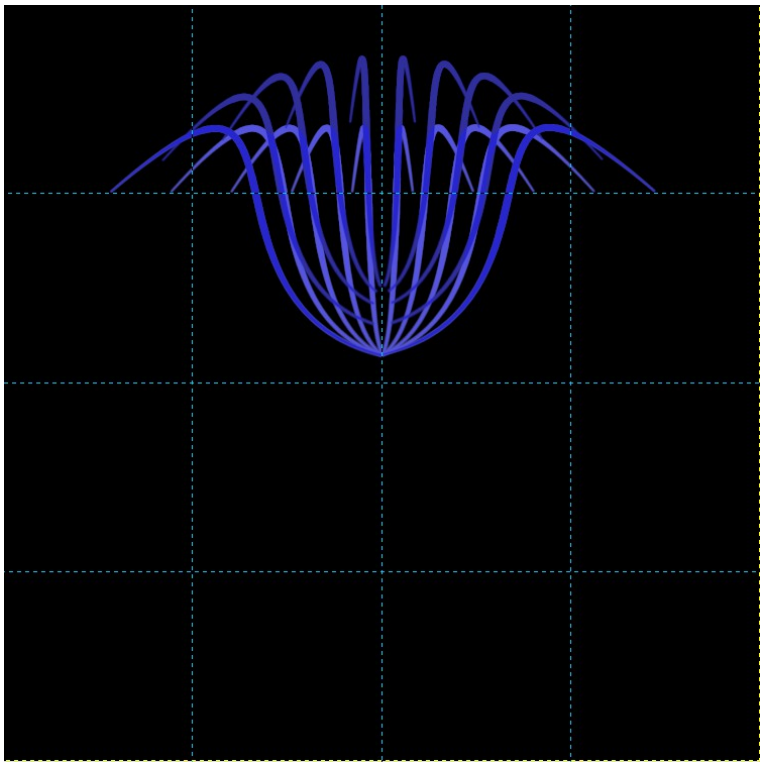


4. Then I drew another curved path as below, and used it with Ofnuts plugin setting parameters of 10 new paths, shaped by using the new curved path as a 'guide path'.

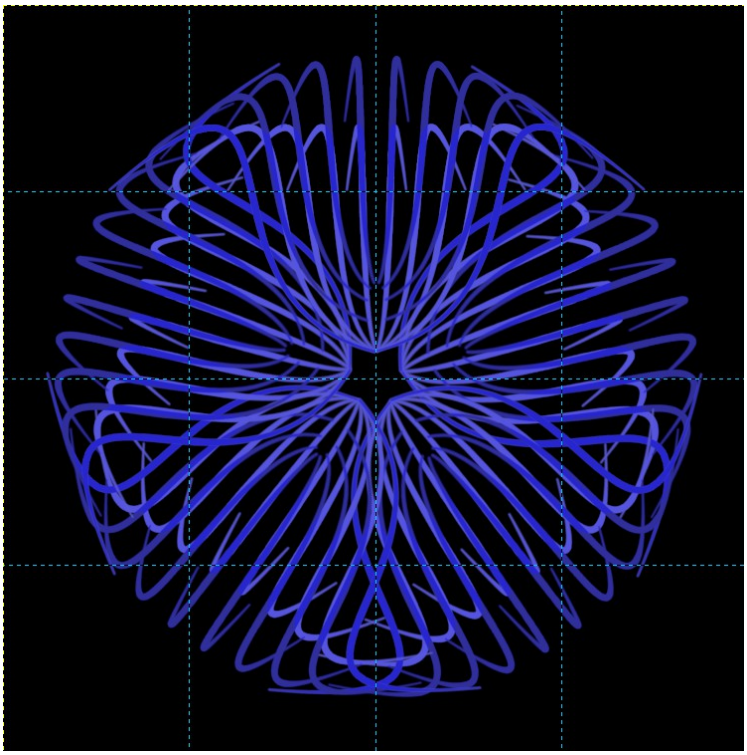




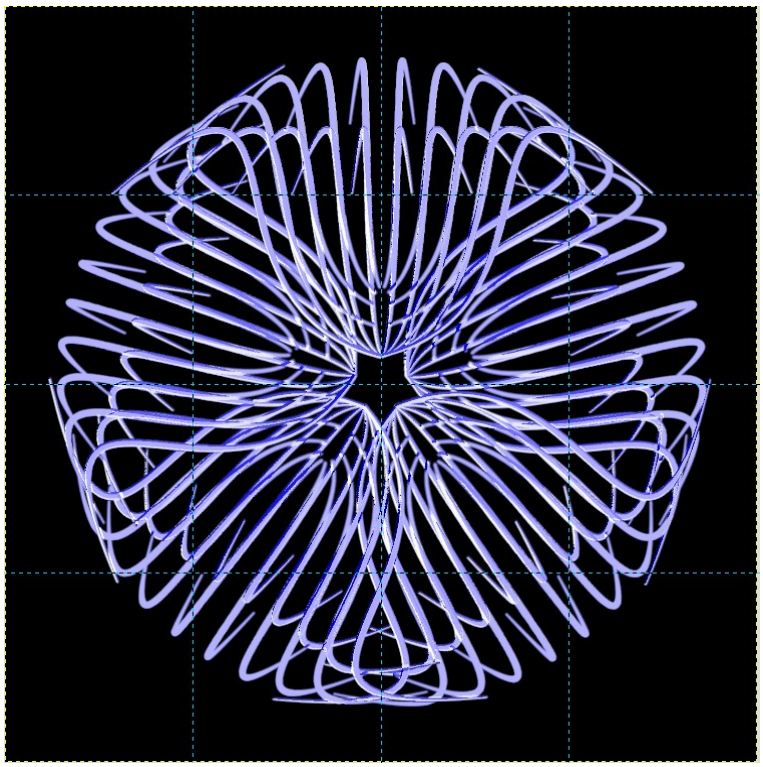
5. I then stroked the two sets of paths with the standard 'hardness100' brush, pixel size of 15 and with the dynamic 'fade to fade' active, played a bit with a duplicate layer set to 'overlay' and then merged those layers to produce this image.



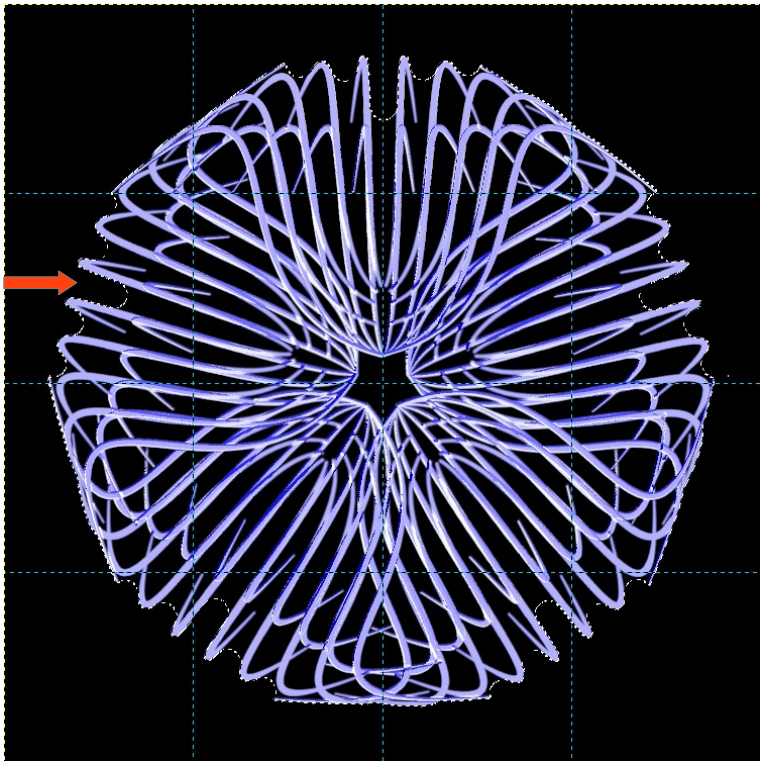
6. On this stroked image I ran Tin Tran's 'Mura Meister copies' script with copies set to 5 and merged the output layers..



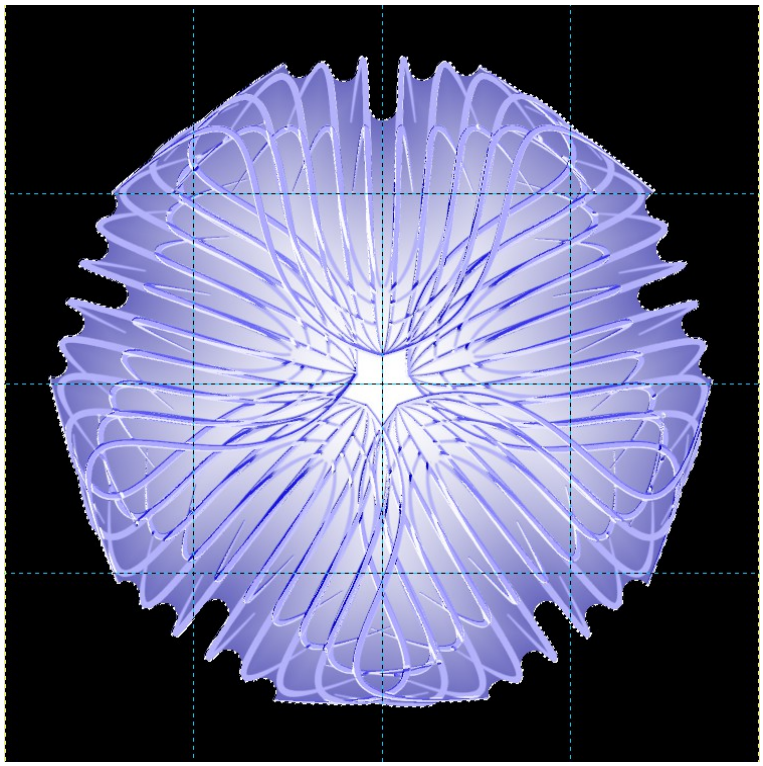
7. Next, I ran 'GMIC>contours>local orientation>YIQ luma' on the merged layer, duplicated that new GMIC layer and set the duplicate to 'screen' mode for this result.



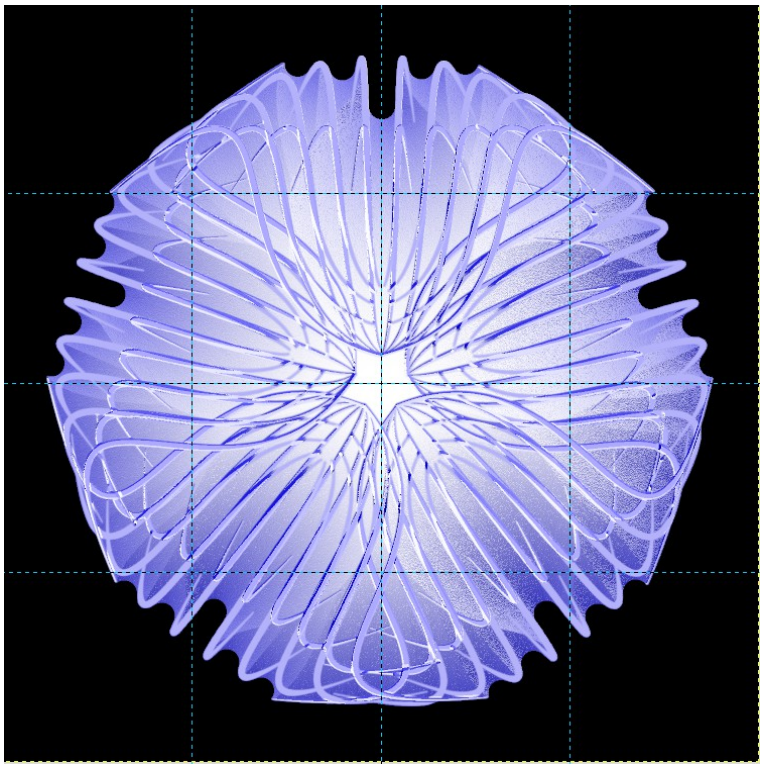
8. Then with the 'Fuzzy Select' tool I selected the alpha outline of the above layer; then to smooth it out (refer arrow below)-- I inverted the selection, grew the selection by 25 pixels and then shrank the selection by 25 pixels. I saved the selection to a path just in case!.



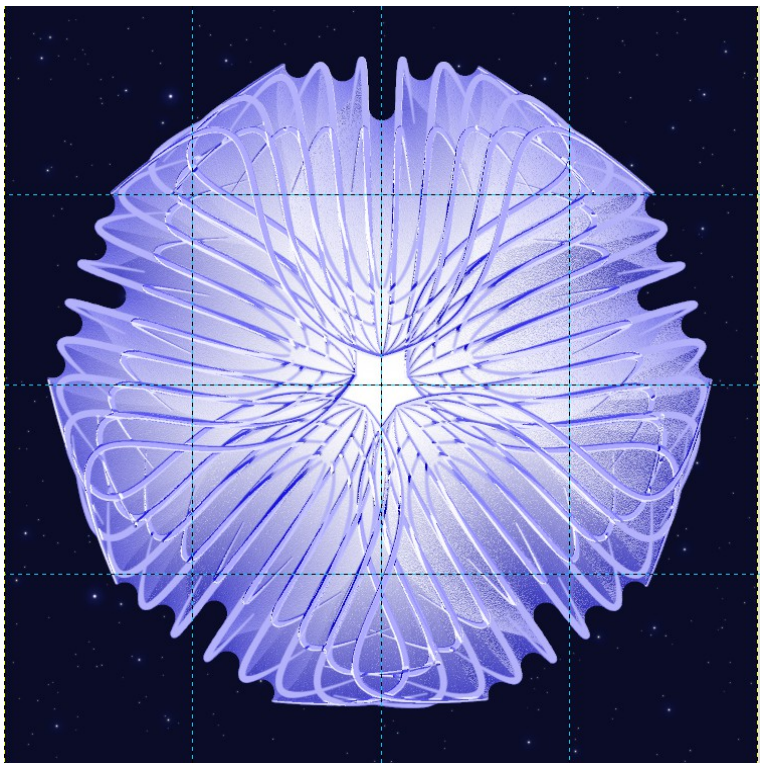
9. On a new layer below the GMIC layers, with the selection still active, I choose one of the blue colours I used for stroking the paths above (foreground colour 6968c0) with background colour white. Then using the foreground/background gradient with 'shaped spherical' applied, I filled the selection to produce this.



10. I ran 'GMIC>contours>local orientation>YIQ luma' against this layer and set the resulting new GMIC layer to 'soft light'.



11. Finally to finish off, I added a starry background using 'filters>Render>Starry Sky'.



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