

## Blend Chamfer For GEGL's Website

This is part of GEGL Styles Layer Effects engine; in stand alone mode it has more options; but its implementation in GEGL Styles is still highly useful. The options used by GEGL Styles are listed below.

Description: Create a bevel with GEGL from a generated bump map. This operation expects the user to use Gimp's blending options; as do other existing plugins like high pass emboss and difference of gaussian. Without blending options it is crude and ugly looking.

GEGL Operation Name: **blendchamfer**

### Properties

**EffectsSwitchBevel** : The ability to completely disable the bevel. This is an option for GEGL Styles but was never implemented in GEGL Styles (or my plugin). This should be hidden from the properties list and it may be a good idea to remove it entirely as nothing uses it.

**radius1**: An internal gaussian blur to create a bumpish bevel.

**This option is used by GEGL Styles.**

**radius2**: An internal box blur to create a sharp bevel.

**bevel1**: Depth angle Lighting of the Bevel. This is the elevation of gegl:emboss.

**This option is used by GEGL Styles.**

**bevel2**: Depth and detail enhancement of the bevel.

**This option is used by GEGL Styles.**

**transition**: Bevel to emboss transition. At 3.00 it is a bevel at one it is a bevel with very puffy edges that can make an emboss with blended with Grain Merge or Linear Light.

**azimuth**: An internal emboss azimuth.

**blackbevel**: Allows bevel to work on black text and shapes, and instructs bevel to ignore image details. This works by a hidden white color fill below the image that replaces the original image below it.

**This option is used by GEGL Styles.**