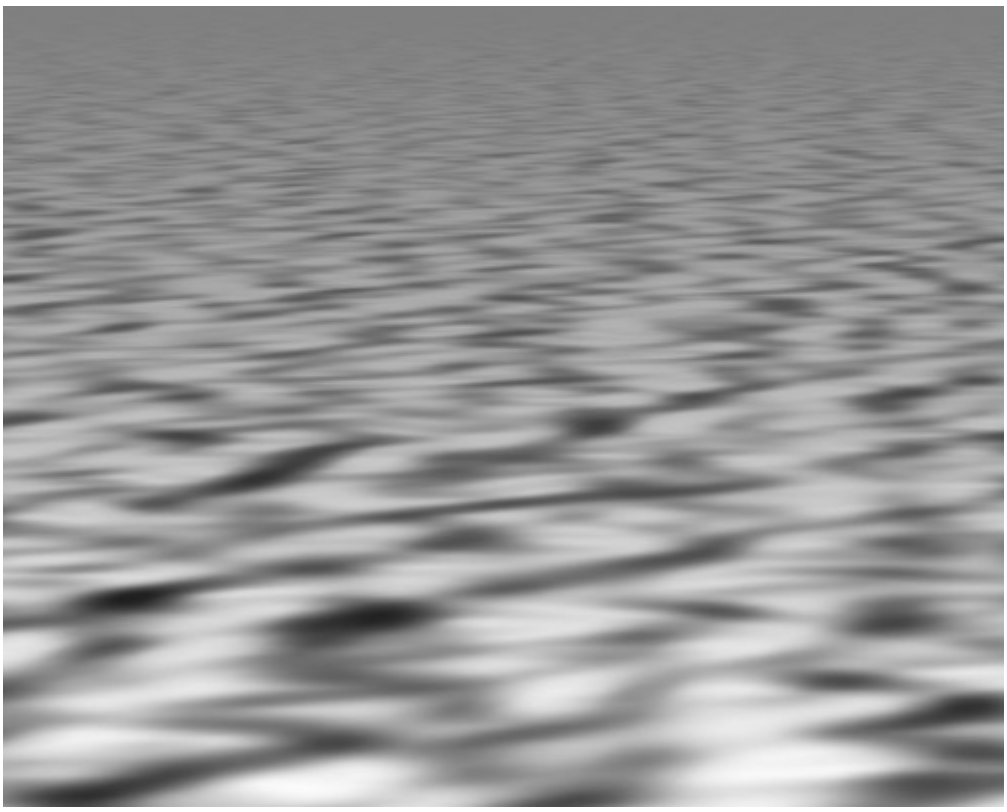
CREATING AND USING A WATER DISPLACEMENT MAP

1. Open the image you want to work on.

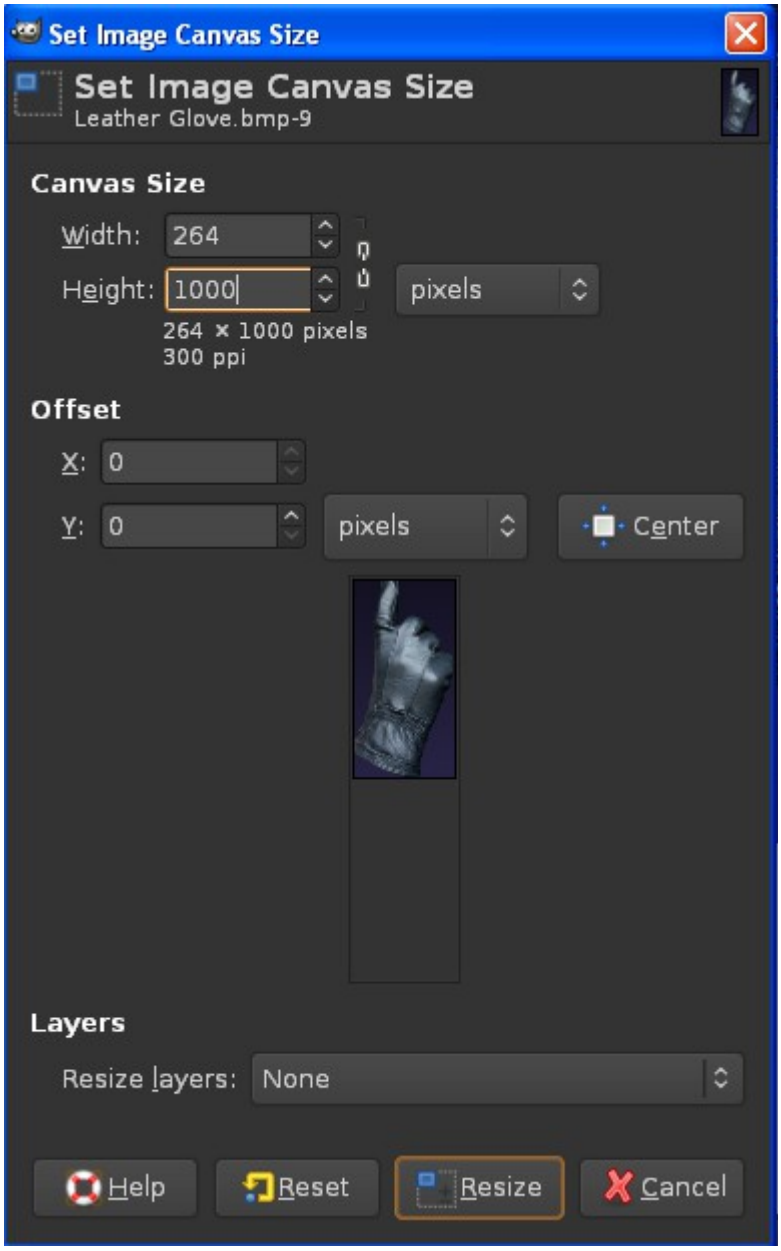


2. Open Script-fu>Map>Water Reflection Map and change x and y to match the largest image you are likely to work on. This is because the image it creates can be saved and used over and over again without having to re-run the script. Just resize it as required. Click on OK and you will notice it creates a new image and works by displacing noise in the different colour channels. Use Image>flatten image and save it somewhere on your hard drive. The image format doesn't matter – it's your choice.

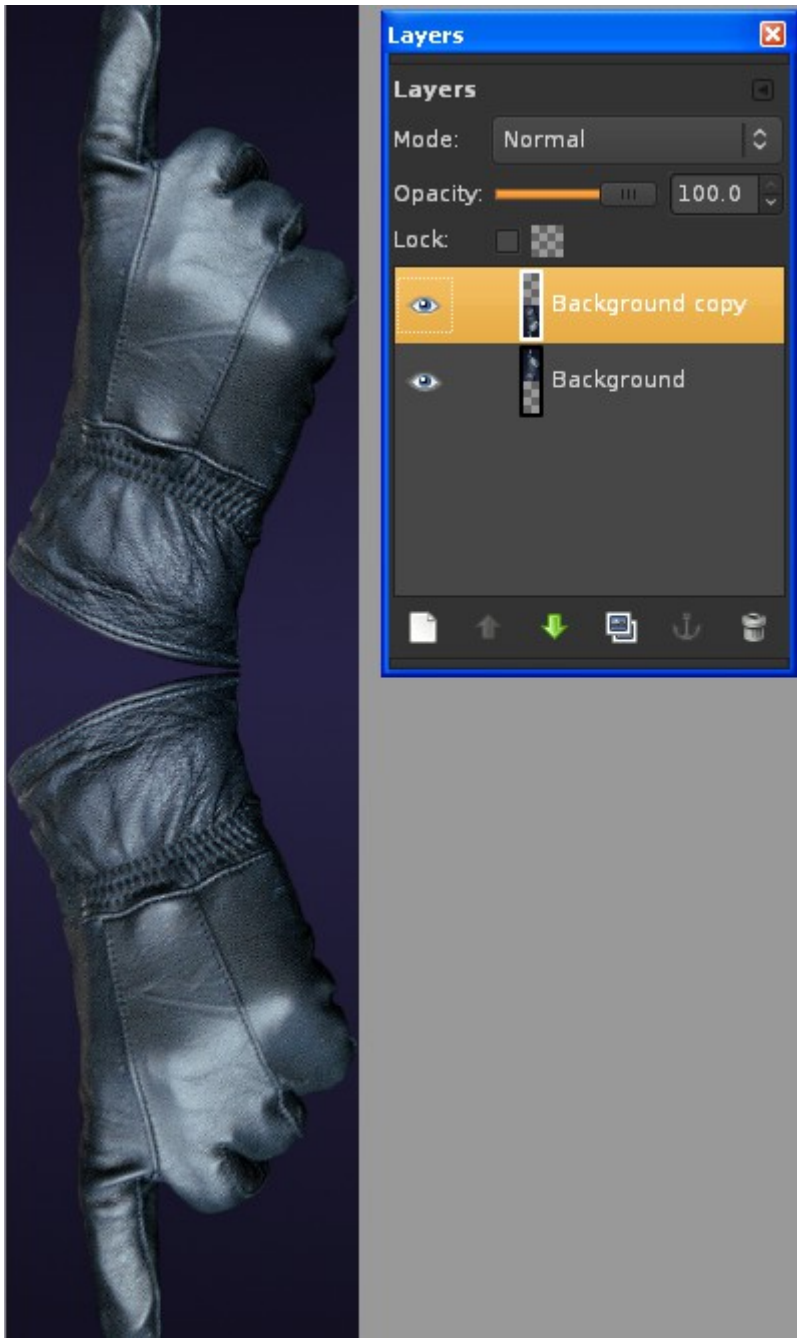


Close the water map down and return to your original image.

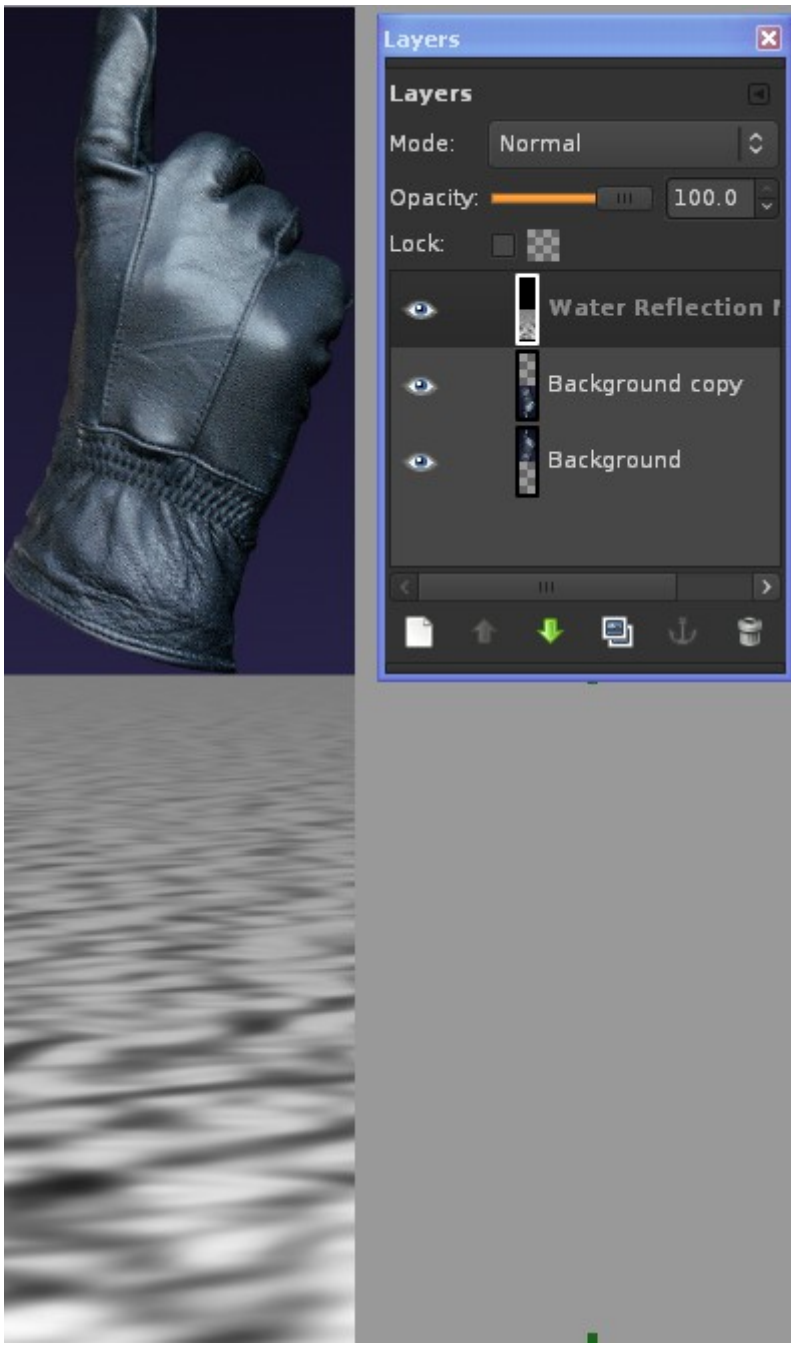
3. Right click your layer in your layers tab and select Add Alpha Channel. Now select Image>Canvas Size, click on the link to unlock the x and y boxes and double the height of your canvas. My image is 500 pixels high so I put in 1000 as the height value. Click on resize.



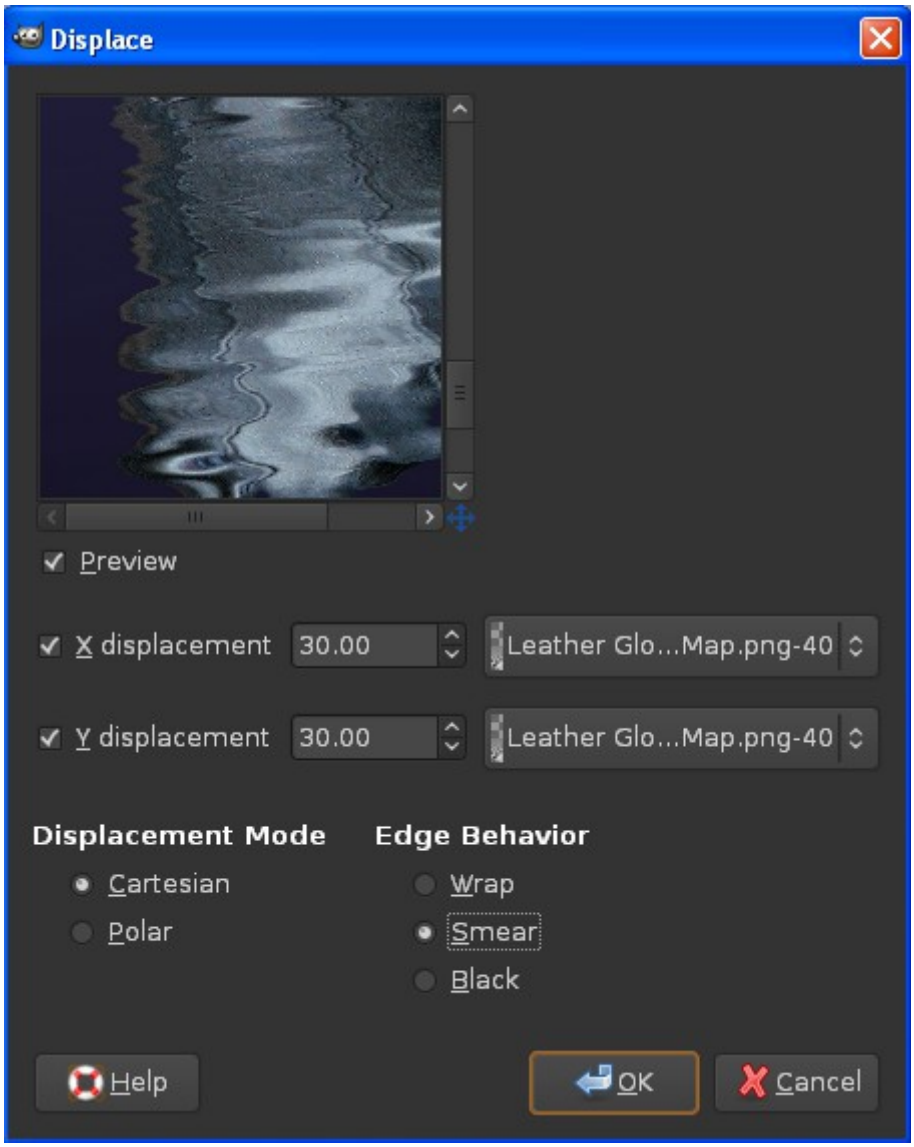
4. Right click your layer and choose Layer To Image Size then duplicate your layer and use Layer>Transform>Flip vertically on your top layer.

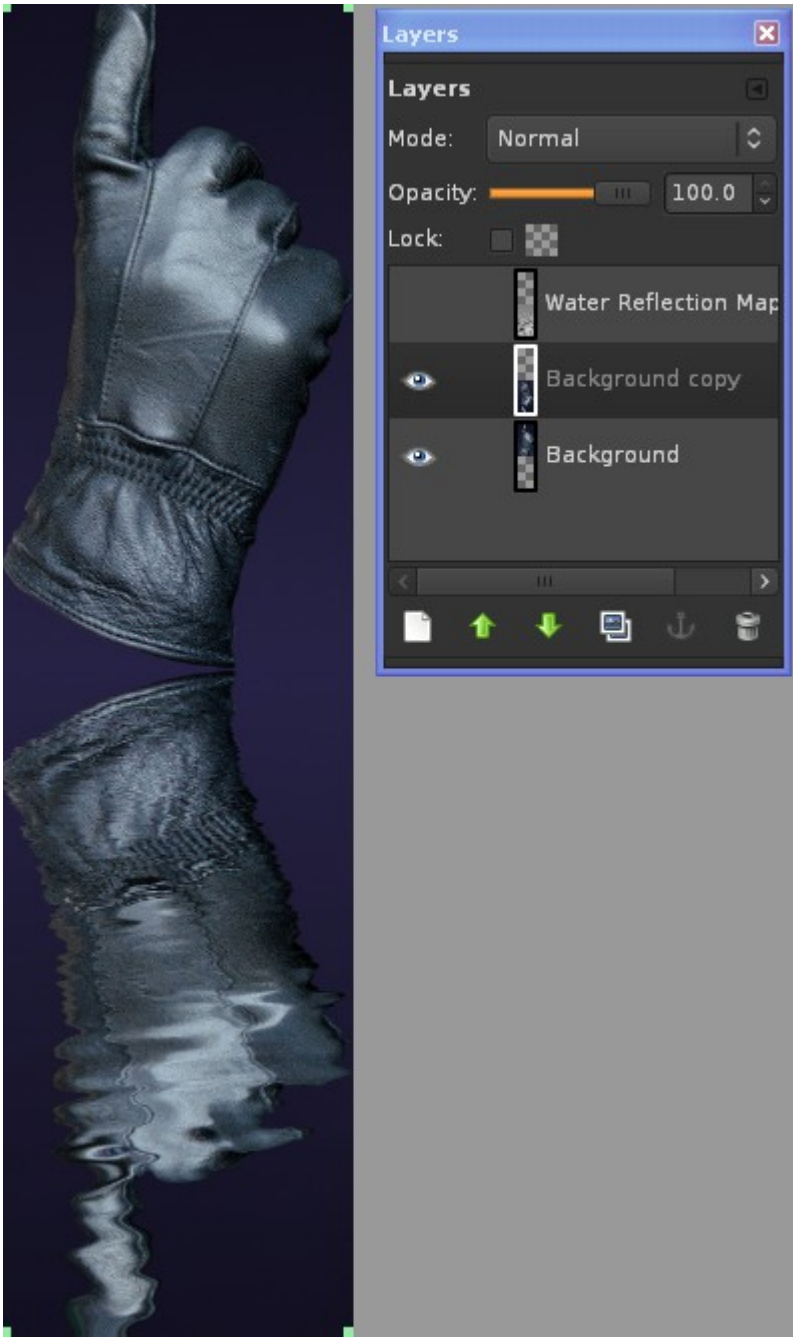


5. Select File>Open as>New layer and choose your water reflection map. Use Image>Scale image to reduce the size of the map so that the height is half the height of your canvas ie. The same height as your original image was when you first opened it. Use your alignment tool to drop the map to the bottom of your image. Right click and add an alpha channel then right click again and choose layer to image size.



6. Make your map layer invisible by clicking on the eye icon next to it in your layers tab and select your background copy layer (The upside down image). Open Filters>map>displace and make sure your map layer is selected. You might be happy with the default settings or you might want to play with them. Either way it is best to keep x and y equal. Select smear under edge behaviour then click on OK.




Layers
Layers
Mode:
Normal
Opacity:
100.0
Lock:
Water Reflection Map
Background copy
Background

7. Finally make your map layer visible again and put it into overlay mode.

