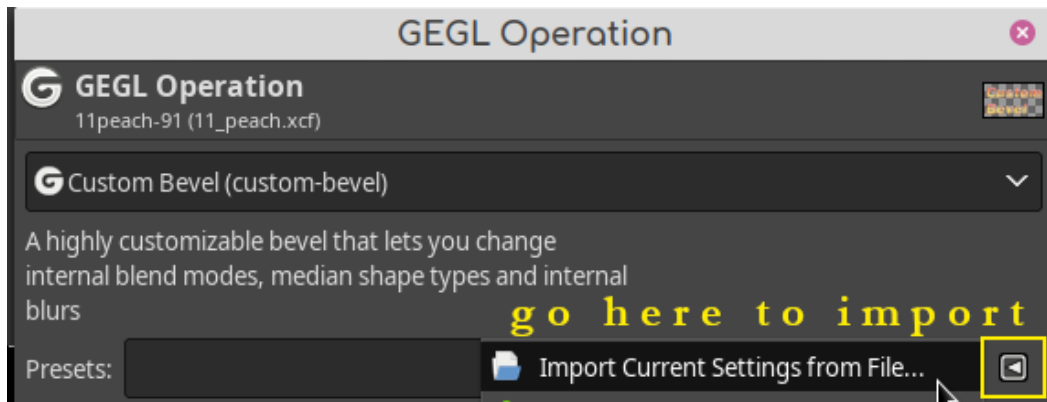


Beaver's Custom Bevel description

This guide comes with GEGL Presets for Custom Bevel. You are expected to use GEGL's import preset option that is built into Custom Bevel (and all other filters) while reading this.



Custom Bevel is a third party bevel filter for Gimp that can make countless different bevel, bumpmap, balloony and grove effects.

To understand the concept of Custom Bevel you first must understand that a bevel/bumpmap/groove effect in image editing is the combination of a blur filter, emboss filter fused with a blend mode, and an opacity intensifier. Sometimes even an internal median filter to make it “fatter”. All the fancy bevels share that in common. It is just that they may use different blur types, blurs at higher/lower degrees, different emboss settings, different emboss blend modes, and the choice of an optional median algorithm that also has its own settings. Custom Bevel lets you do it all! There is no way I can describe everything this filter can do, as I don't even know. But in general there are some things worth pointing out.

1. Setting your own text color in Gimp before using Custom Bevel is better then using Custom Bevel's own color switcher. As it is after the emboss blend.

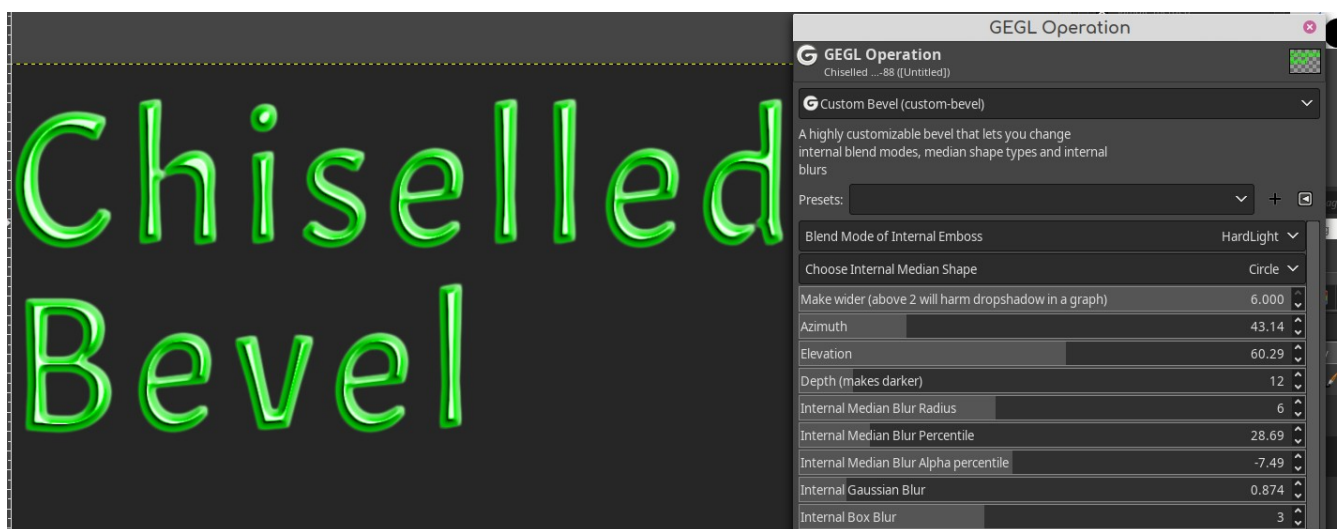
2. Desaturate and lightness are meant so image file overlays can be used on blend modes other then Multiply. Which is illusively called (Image file and color overlay mode)

3. Internal median shapes barely do anything. They are most visible on chiseled bevels. I just added them because the existing GEGL Median Blur operation allows it.

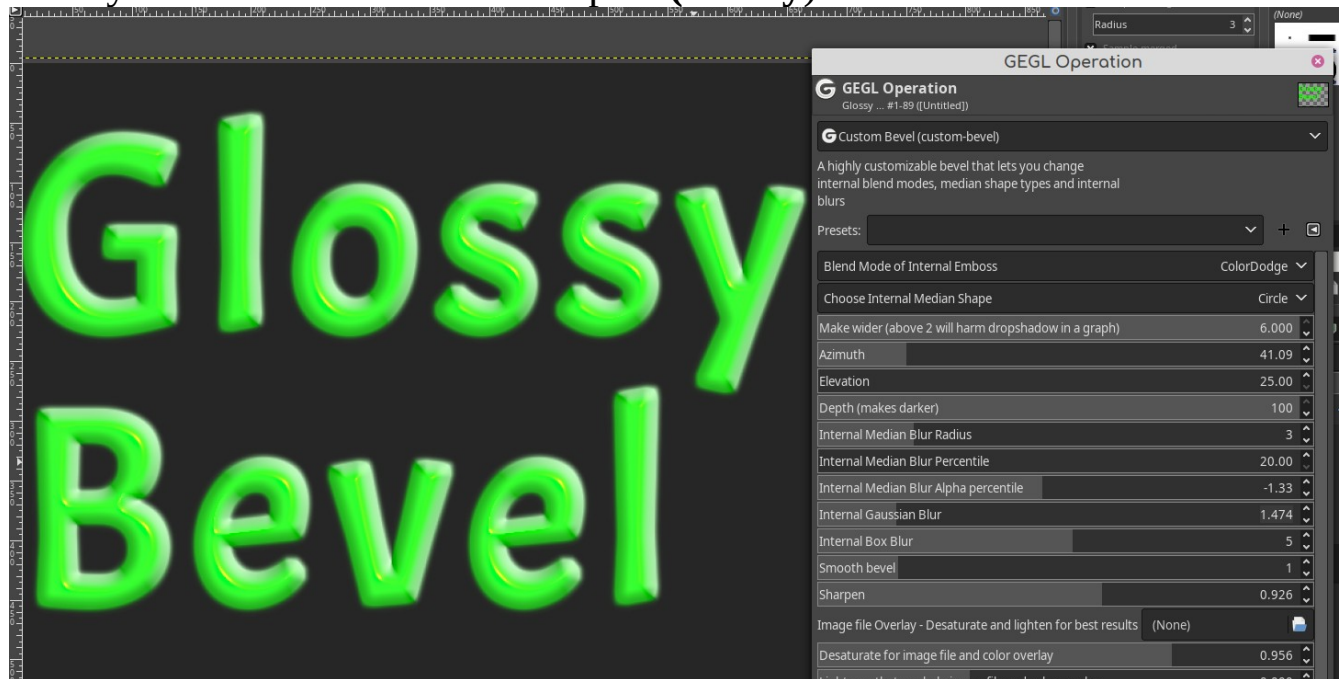
4. Gaussian Blur going really high is meant for Giant text. Most of the time that will ruin everything.

5. Hard Light with High Internal median Radius and rotated Elevation and Azimuth will create a chisel text Effect. Please study the attached Preset.

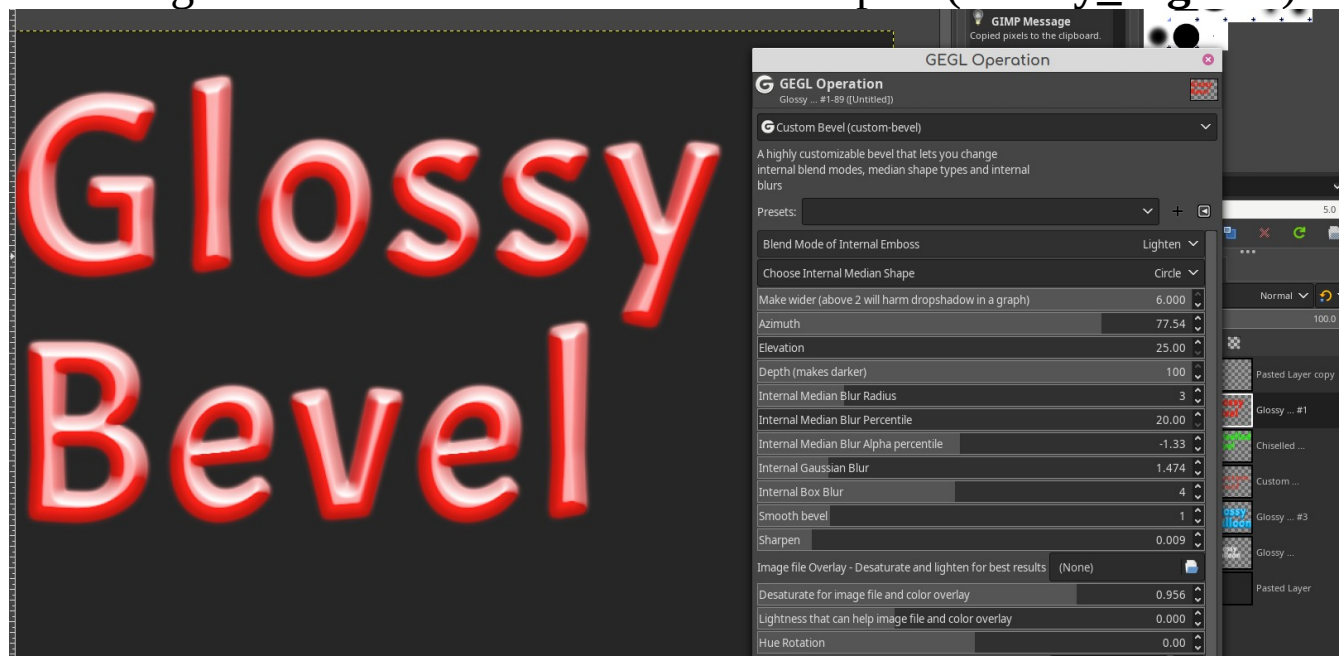
Import (Chisel)



6. Color Dodge and Various settings with the built in sharpen can create a Glossy Effect. Preset attached. Import (**Glossy**)



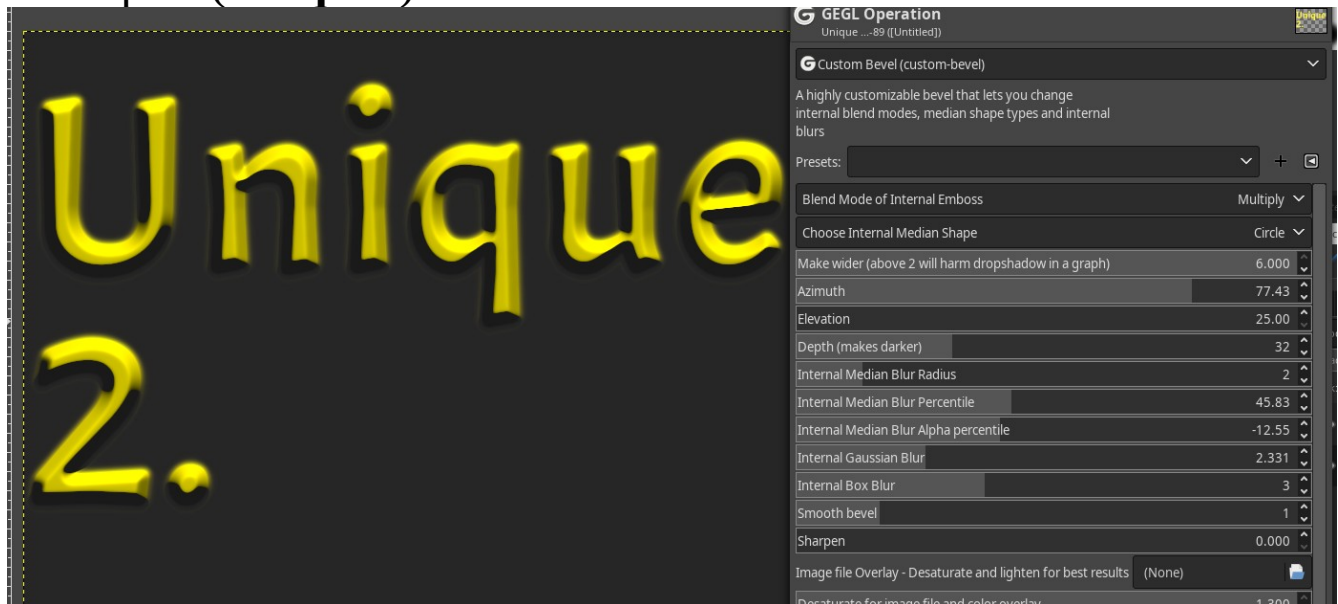
7. The lighten blend mode can also do 6. Import (**Glossy_Lighten**)



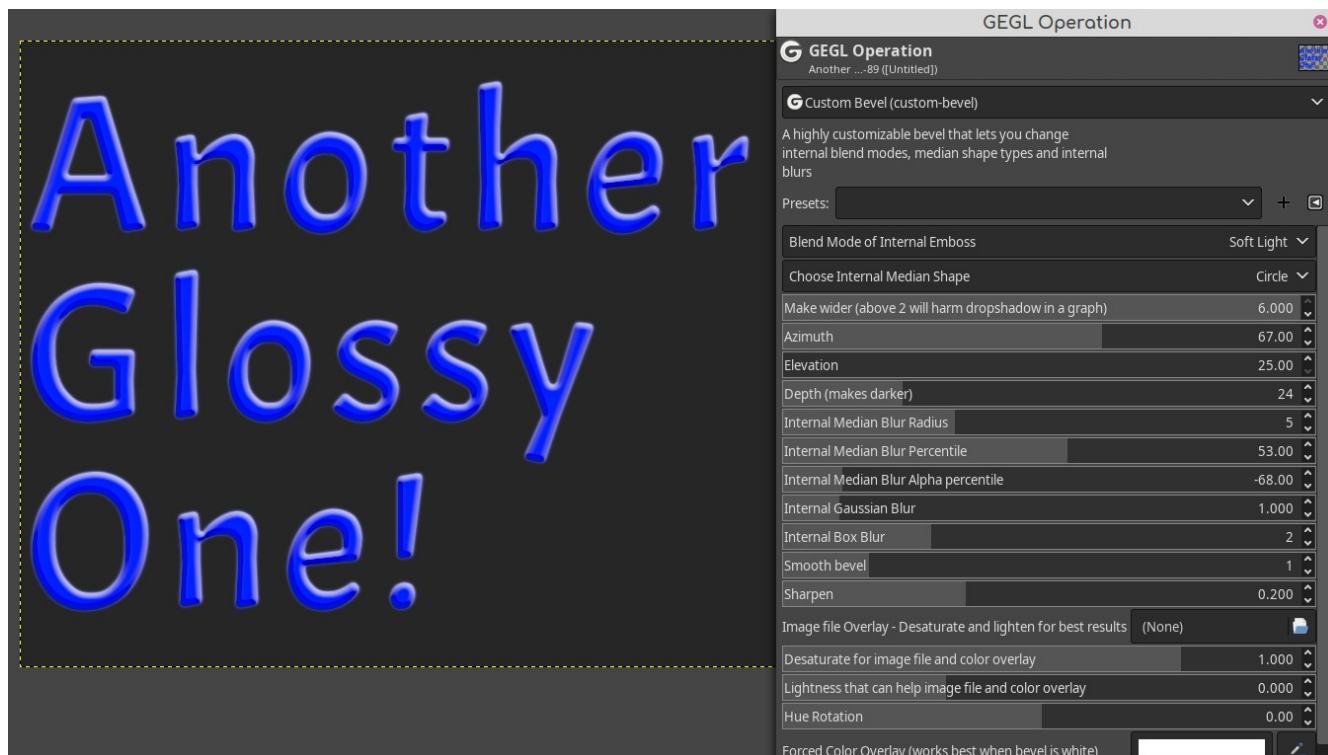
8. Blow it out with this custom Preset. Import (**fat**)



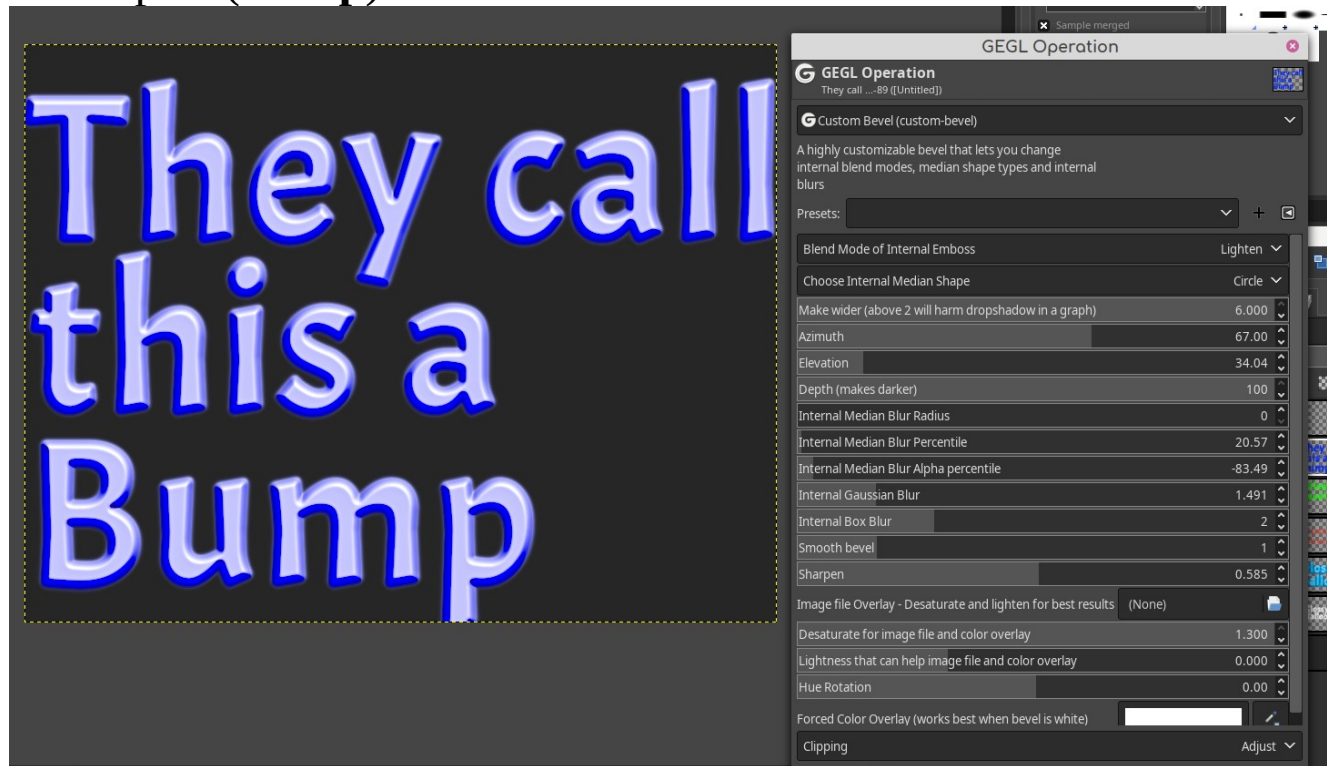
9. Import (**Unique2**)



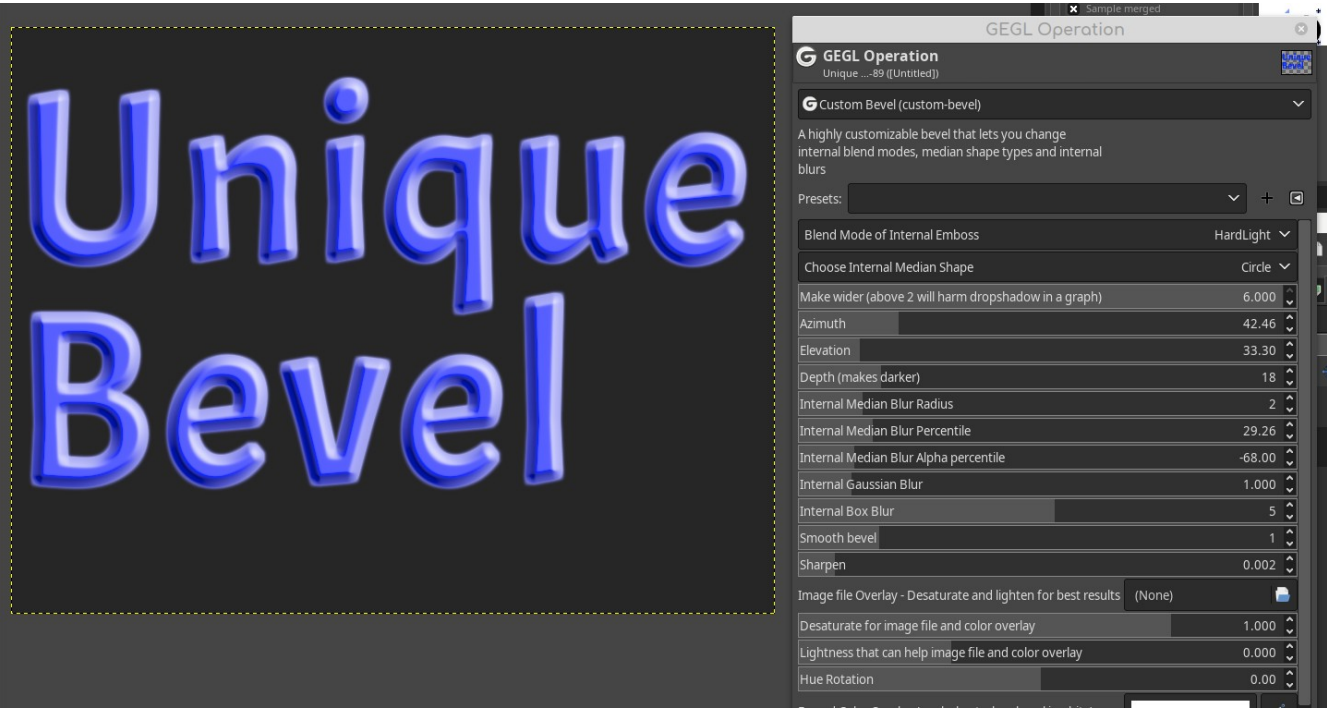
10. Import (Another_Glossy_one)



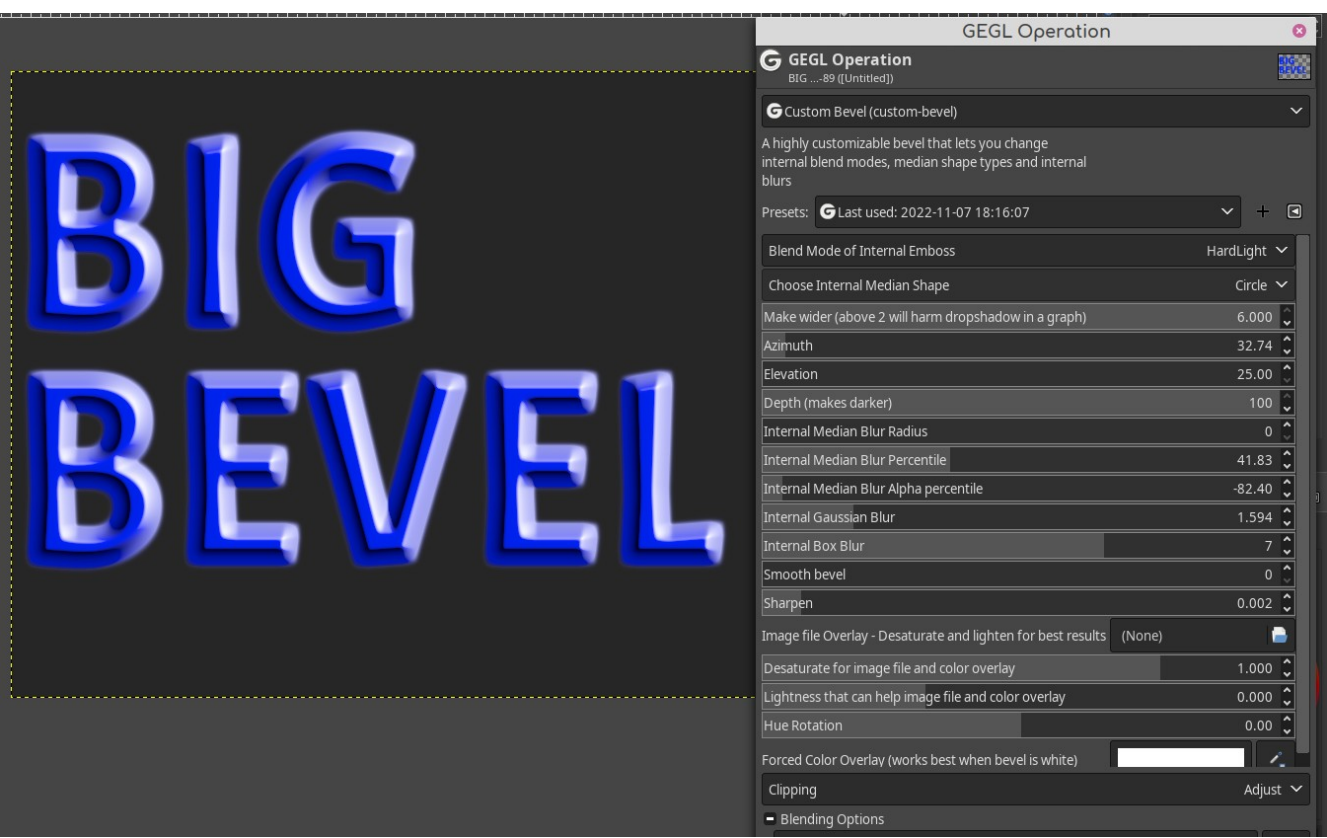
11. Import (Bump)



12 Import (Unique)



12. Import (Big)



13. Try an image file overlay and consider desaturation and lightness on high values. I cannot attach a preset that has image file overlays. Here is it with a gradient and a image file.



Manual HSL Color Gradient applied afterward.



Image file overlay from Pattern Monster and a DropShadow