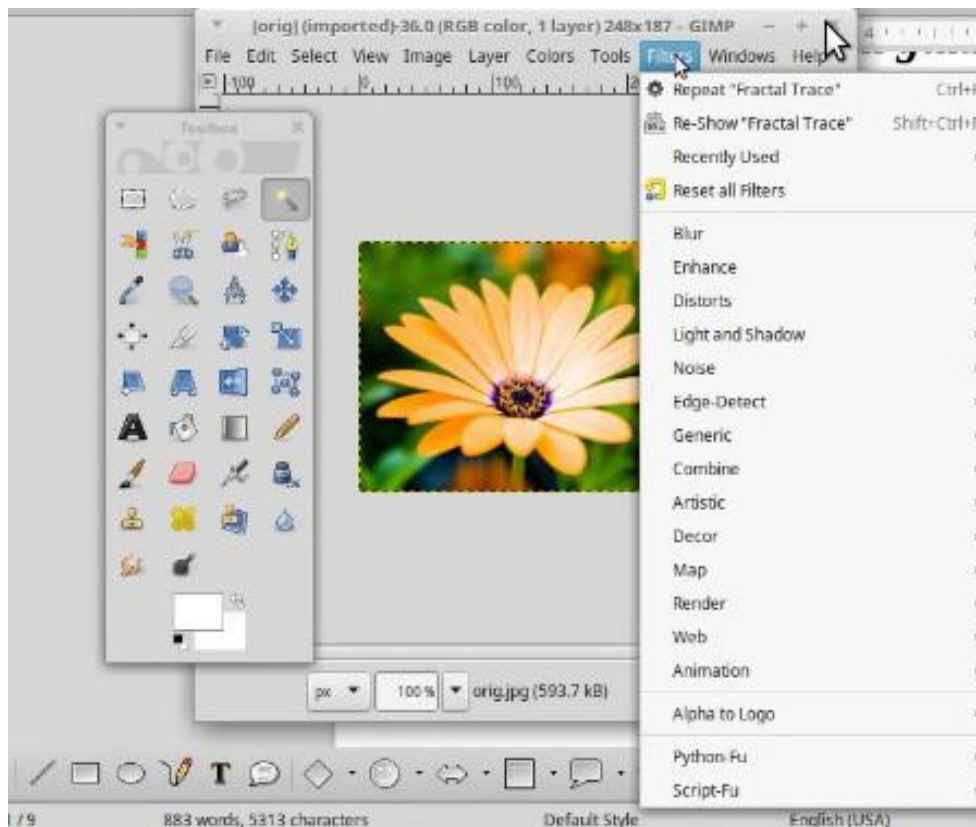


# *Gimp 2.8*

## *Filters and Effects*

*A simple, visual guide  
to commonly used filters*



By M Blowers

**Blur**



*Original Image*



*Blur / Blur*  
*Simple Blur, Fast but not very strong*



*Blur / Gaussian Blur*  
*Simplest, most commonly used way of blurring*



*Blur / Motion Blur*  
*Simulate movement using directional blur*



*Blur / Pixelize*  
*Simplify image into an array of solid colored squares*



*Blur / Selective Gaussian Blur*  
*Blur neighboring pixels but only in low contract areas*



*Blur / Tileable Blur*  
*Blur the edges of an image so the result tiles seamlessly*

**Filters / Enhance:**



*Enhance / Anti-Alias*  
*Anti alias using the Scale 3X Edge Extrapolation Algorithm*



*Enhance / Deinterlace*  
*Fix images where every other row is missing*



*Enhance / Despeckle*  
*Remove Speckle noise from the image*





### *Enhance / Destripe*

*Remove vertical stripe artifacts from the image*



### *Enhance / Red Eye Removal*

*Remove the red eye effect caused by camera flashes*



### *Enhance / Sharpen*

*Make image sharper (Unsharp Mask is stronger)*



### *Enhance / Unsharp Mask*

*The most widely useful method of sharpening an image*

## *Filters / Distorts:*



### *Distorts / Apply Lens*

*Simulate an elliptical lens over the image*



### *Distorts / Blinds*

*Simulate an image painted on window blinds*



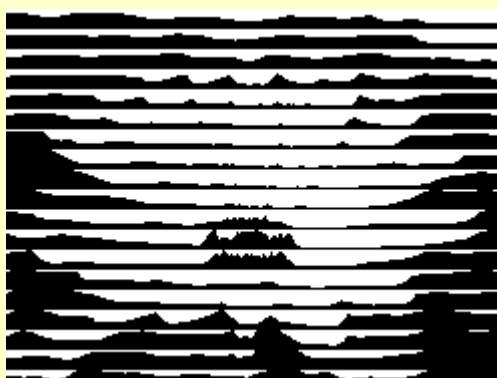
### *Distorts / Curve Bend*

*Bend the image using two control curves*



### *Distorts / Emboss (bumpmap\*)*

*Simulate an image created by embossing*



### *Distorts / Engrave (Add Alpha Channel\*)*

*Simulate an antique engraving*



### *Distorts / Erase Every Other Row*

*Erase every other row or column*

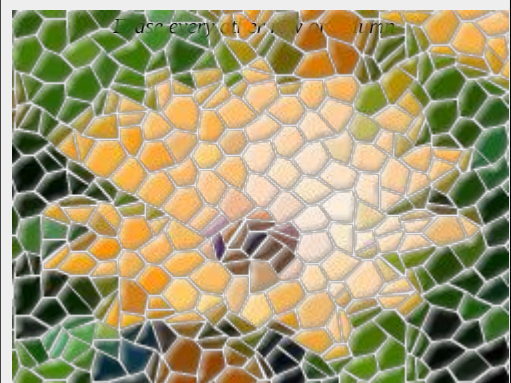




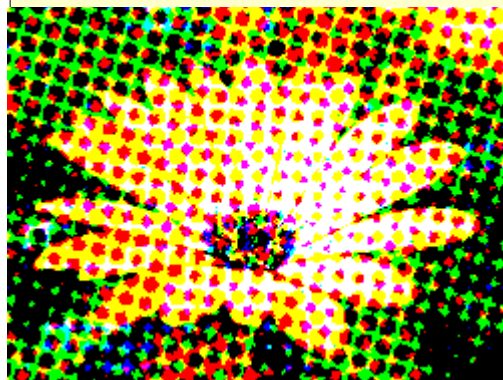
*Distorts / Iwarp (X\*)*  
Use mouse control to warp image areas



*Distorts / Lens Distortion (-78.000\*)*  
Corrects Lens distortion



*Distorts / Mosaic*  
Convert the image into irregular tiles



*Distorts / Newspaper*  
Half tone the image to give a newspaper effect



*Distorts / Page Curl*  
Curl up one of the image corners



*Distorts / Polar Coordinates*  
Convert image to or from polar coordinates



*Distorts / Ripple*  
Displace pixels in a ripple pattern



*Distorts / Shift*  
Shift each row of pixels by a random amount



*Distorts / Value Propagate*  
Propagate certain colors to neighboring pixels



*Distorts / Video*  
Simulate distortion by fuzzy or low res monitor



*Distorts / Waves*  
Distort the image with waves



*Distorts / Whirl and Pinch*  
Distort an image by whirling and pinching





### *Distorts / Wind*

*Smear image to give windblown effect*

## ***Light and Shadow:***



### *Light and Shadow / Gradient Flare*

*Produce a lens flare using gradients*



### *Light and Shadow / Lens Flare*

*Add a lens flare effect*



### *Light and Shadow / Lighting Effects*

*Apply various lighting effects to an image*



### *Light and Shadow / Sparkle*

*Turn bright spots into starry sparkles*



### *Light and Shadow / Supernova*

*Add a starburst to the image*



### *Light and Shadow / Drop Shadow*

*Add a drop shadow to a selected region*



### *Light and Shadow / Perspective*

*Add a perspective shadow to selected region*



### *Light and Shadow / Xach-Effect*

*Add a subtle translucent 3D effect*



## Filters / Noise:



### Noise / HSV Noise

Randomize Hue, Saturation, Value independently



### Noise / Hurl

Completely randomize a fraction of pixels



### Noise / Pick (50 / 11\*)

Randomly interchange some pixels with neighbors



### Noise / RGB Noise

Distorts color by random amounts



### Noise / Slur (50 / 10\*)

Randomly slide some pixels downward (melting)



### Noise / Spread

Move pixels around randomly

## Edge Detect:



### Edge Detect / Dif of Gaussians

Edge detection with control of edge thickness



### Edge Detect / Edge

Several simple methods for detecting edges



### Edge Detect / Laplace

High resolution edge detection



### Edge Detect / Neon

Simulate the glowing boundary of a neon light



### Edge Detect / Sobel

Specialized directional edge detection

## Generic & Combine:





*Generic / Convolution Matrix (11\*)*  
Apply a generic 5x5 convolution matrix



*Generic / Dilate*  
Grow lighter areas of the image



*Generic / Erode*  
Shrink lighter areas of the image



*Combine / Depth Merge*  
Combine two images using depth maps



*Combine / Film Strip*  
Combine several images into a film strip

**Artistic:**



*Artistic / Apply Canvas*  
Add a canvas texture to the image



*Artistic / Cartoon*  
Simulate a cartoon by enhancing edges



*Artistic / Clothify*  
Add a cloth-like texture to a selected region



*Artistic / Cubism*  
Convert the image to randomly rotated squares



*Artistic / GIMPpressionist*  
Performs various artistic operations



*Artistic / Glass Tile*  
Simulate the distortion caused by square glass tiles





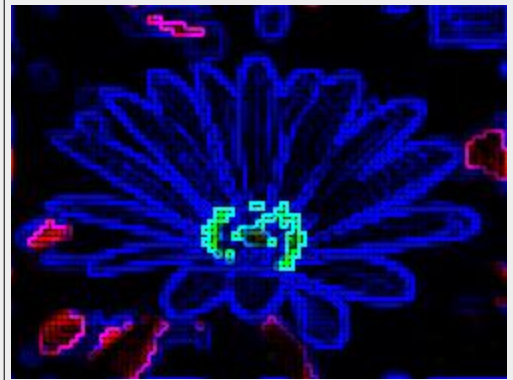
### *Artistic / Oilify*

*Smear colors to simulate an oil painting*



### *Artistic / Photo Copy*

*Simulate the color distortion produced by a photocopy*



### *Artistic / Predator*

*Add a 'Predator' effect*



### *Artistic / Soft Glow*

*Simulate glow by making highlights soft and fuzzy*



### *Artistic / Van Gogh*

*Special effects that no one understands*



### *Artistic / Weave*

*Create a weave effect*

## ***Decor:***



### *Decor / Add Bevel*

*Add a beveled border to an image*



### *Decor / Add border*

*Add a border around an image*



### *Decor / Coffee Stain*

*Add realistic looking coffee stains to the image*



### *Decor / Fuzzy Border*

*Add a jagged fuzzy border to an image*



### *Decor / Old Photo*

*Make an image look like an old photo*



### *Decor / Round Corners*

*Round corners, add optional drop shadow or background*





### *Decor / Slide*

Add a slide frame, labels, holes



### *Decor / Stencil Carve (grayscale\*)*

Create a stencil to carve from an image



### *Decor / Stencil Chrome (grayscale\*)*

Add a chrome effect to an image

## **Map:**



### *Map / Bumpmap*

Create an embossing effect using a bumpmap



### *Map / Displace*

Displace pixels using displacement maps



### *Map / Fractal Trace*

Transform an image with the Mandelbrot fractal



### *Map / Illusion*

Superimpose many altered copies of the image



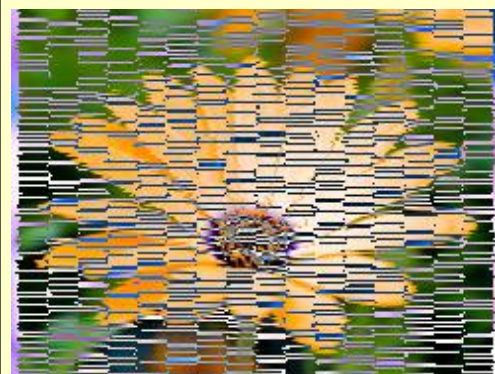
### *Map / Make Seamless*

Alter the image to make it seamlessly tileable



### *Map / Map Object*

Map the image to an object



### *Map / Paper Tile*

Cut the paper into tiles and slide them



### *Map / Small Tiles*

Cut the image into paper tiles and slide them



### *Map / Tiles*

Create an array of copies of the image





### Map / Warp

Twist or smear image in many different ways



### Render / Clouds / Difference Clouds

Solid noise applied with Difference layer mode



### Render / Clouds / Solid Noise (Selection\*)

Create a random cloud like texture



### Render / Pattern / Checkerboard

(Selection / psychobilly\*)  
Create a checkerboard pattern

### Render:

(Selection\* = selected area)



### Render / Clouds / Fog

Add a layer of fog



### Render / Nature / Flame

Create cosmic recursive fractal flames



### Render / Pattern / CML Explorer

(Selection\*)  
Create abstract coupled map lattice pattern



### Render / Clouds / Plasma (Selection\*)

Create a random plasma texture



### Render / Nature / IFS Fractal

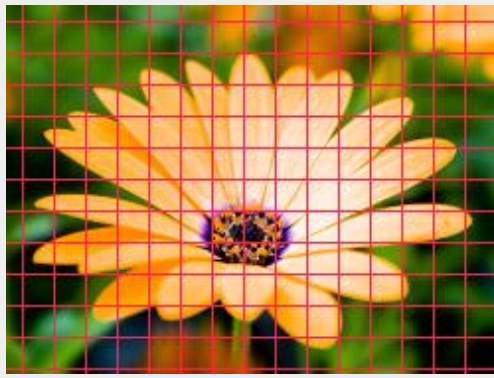
Create an iterated function system (IFS) fractal



### Render / Pattern / Diffraction

Patterns (Selection\*)  
Create Diffraction Patterns





*Render / Pattern / Grid*  
Draw a grid on the image



*Render / Pattern / Jigsaw*  
Add a jigsaw puzzle pattern to the image



*Render / Pattern / Maze (Selection\*)*  
Draw a labyrinth



*Render / Pattern / Qbist (Selection\*)*  
Generate a huge variety of abstract patterns



*Render / Pattern / Sinus*  
Create complex sinusoidal patterns



*Render / Circuit*  
Fill a region with traces as on a circuit board



*Render / Fractal Explorer (Selection\*)*  
Render fractal art



*Render / Gfig*  
Create geometric shapes



*Render / Lava (Selection\*)*  
Fill the selection with lava



*Render / Line Nova*  
Create rays emanating outward from center



*Render / Sphere Designer*  
Create image of a textured sphere



*Render / Spyrograph*  
Add a spyrograph or others to image



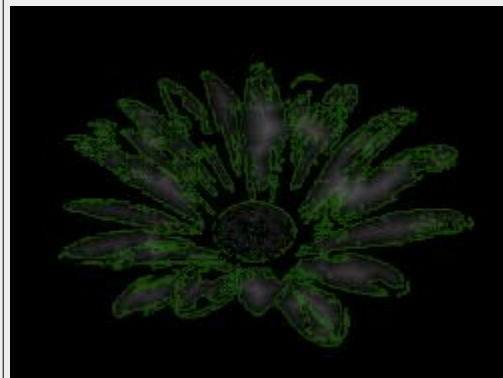
## Alpha to Logo:



*Alpha to Logo Base Image*  
Transparent background



*Alpha to Logo / 3D Outline*  
Outline with a pattern and add a drop shadow



*Alpha to Logo / Alien Glow*  
Add an eerie glow around selection



*Alpha to Logo / Alien Neon*  
Add psychedelic outlines



*Alpha to Logo / Basic II*  
Add a shadow and highlight



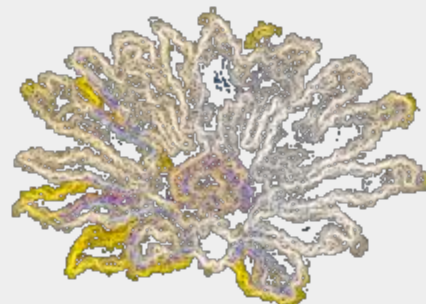
*Alpha to Logo / Basic I*  
Add a gradient and a drop shadow



*Alpha to Logo / Blended*  
Add blended backgrounds, highlights and shadows



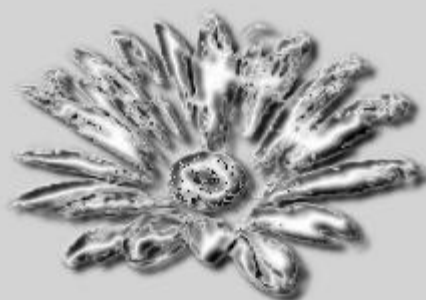
*Alpha to Logo / Bovination*  
Add 'Cow Spots'



*Alpha to Logo / Chalk*  
Add a chalk drawing



*Alpha to Logo / Chip Away*  
Add a chipped woodcarving effect



*Alpha to Logo / Chrome*  
Add a simple chrome effect

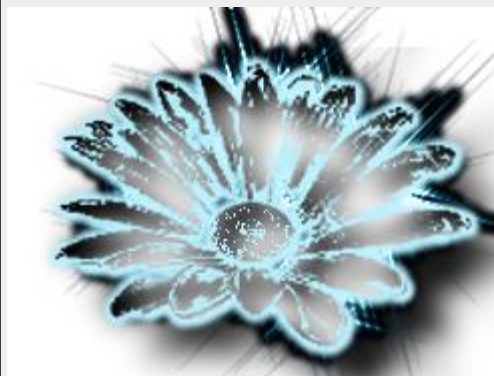


*Alpha to Logo / Comic Book*  
Add a comic book effect





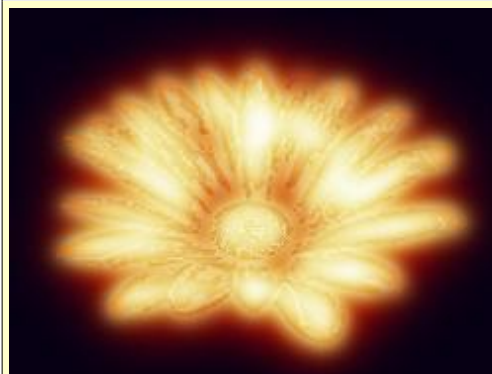
*Alpha to Logo / Cool Metal*  
Add a metallic effect



*Alpha to Logo / Frosty*  
Add a frost effect



*Alpha to Logo / Glossy*  
Add gradients, patterns, shadows and bumpmaps



*Alpha to Logo / Glowing Hot*  
Add a glowing metal effect



*Alpha to Logo / Gradient Bevel*  
Add a shiny look and bevel effect



*Alpha to Logo / Neon*  
Add a neon sign effect



*Alpha to Logo / Particle Trace*  
Add a trace of particles effect



*Alpha to Logo / Textured*  
Add textures, highlights and mosaics