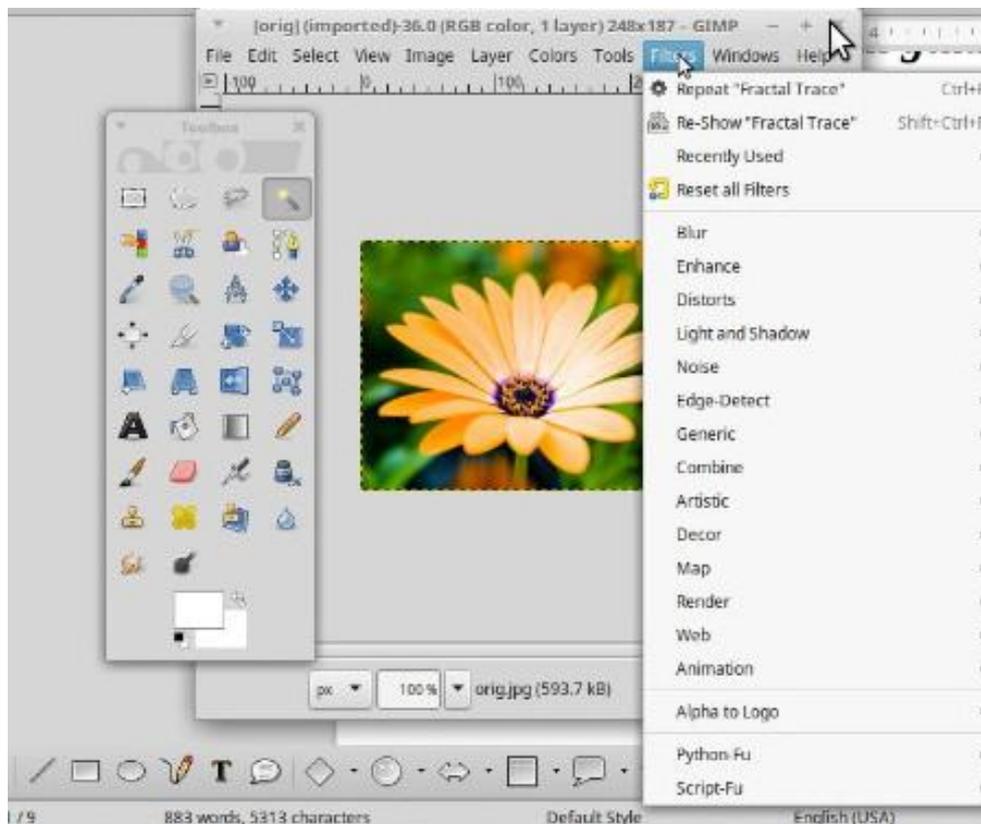


Gimp 2.8

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 contrast 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



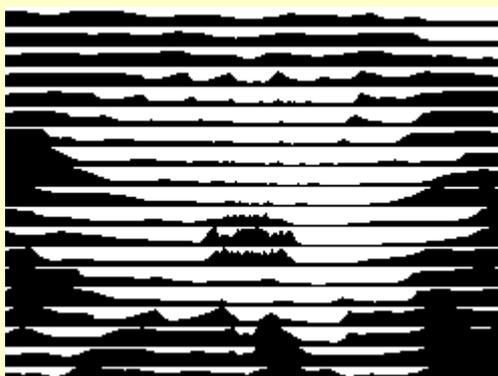
Distorts / Curve Bend

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



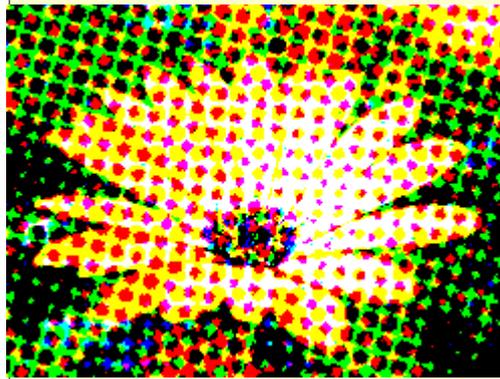
Distorts / Iwarp (X*)
Use mouse control to warp image areas



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

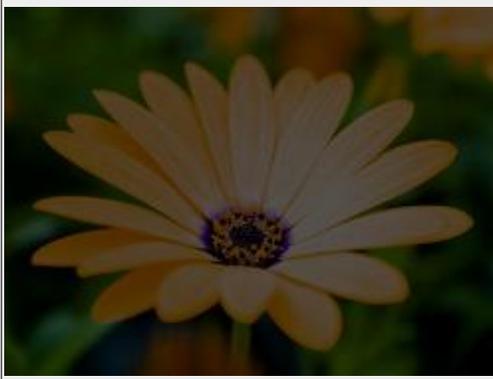


Edge Detect / Neon
Simulate the glowing boundary of a neon light



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



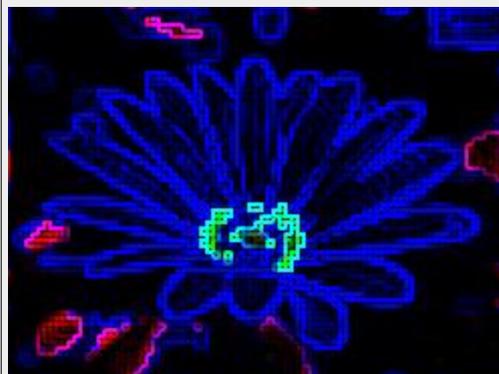
Artistic / Cubism
Convert the image to randomly rotated squares



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 / Fog

Add a layer of fog



Render / Clouds / Plasma (Selection*)

Create a random plasma texture



Render / Clouds / Solid Noise (Selection*)

Create a random cloud like texture



Render / Nature / Flame

Create cosmic recursive fractal flames



Render / Nature / IFS Fractal

Create an iterated function system (IFS) fractal



Render / Pattern / Checkerboard

(Selection / psychobilly)
Create a checkerboard pattern*



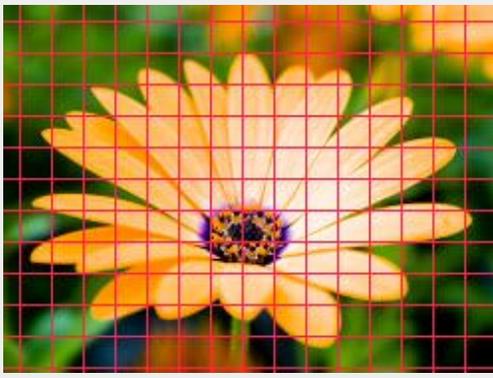
Render / Pattern / CML Explorer

(Selection)
Create abstract coupled map lattice pattern*

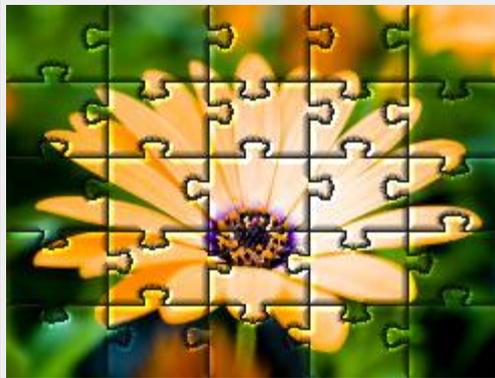


Render / Pattern / Diffraction

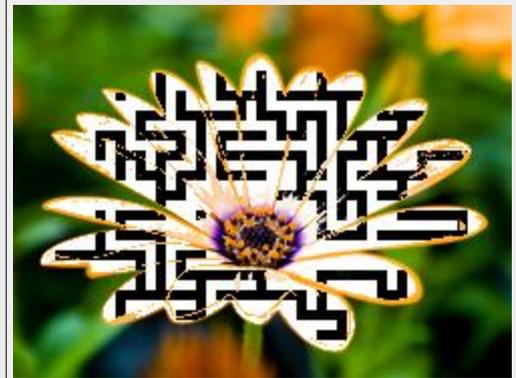
Patterns (Selection)
Create Diffraction Patterns*



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 / Spyrogimp
Add a spyrograph or others to image

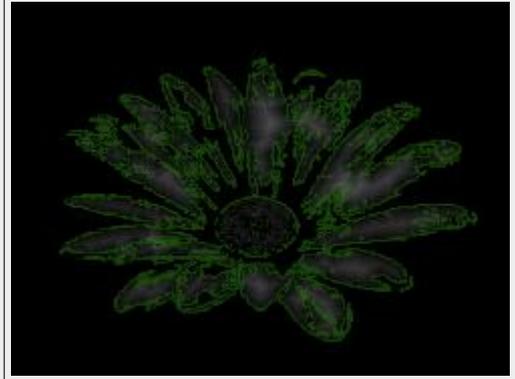
Alpha to Logo:



Alpha to Logo Base Image
Transparent background



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



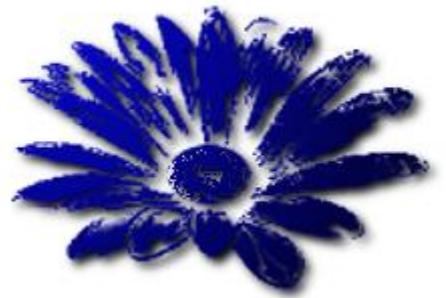
Alpha to Logo / Alien Glow
Add an eerie glow around selection



Alpha to Logo / Alien Neon
Add psychedelic outlines



Alpha to Logo / Basic II
Add a shadow and highlight



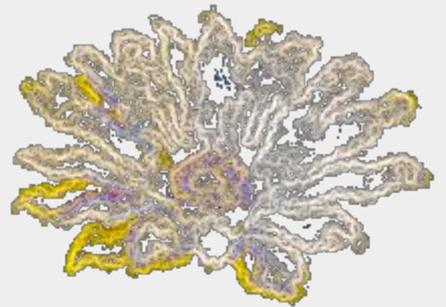
Alpha to Logo / Basic I
Add a gradient and a drop shadow



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



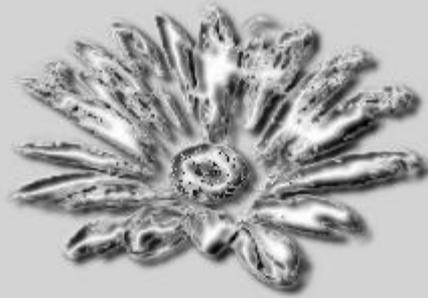
Alpha to Logo / Bovination
Add 'Cow Spots'



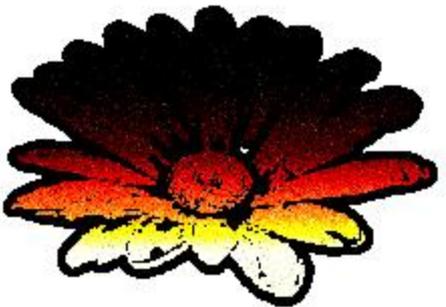
Alpha to Logo / Chalk
Add a chalk drawing



Alpha to Logo / Chip Away
Add a chipped woodcarving effect



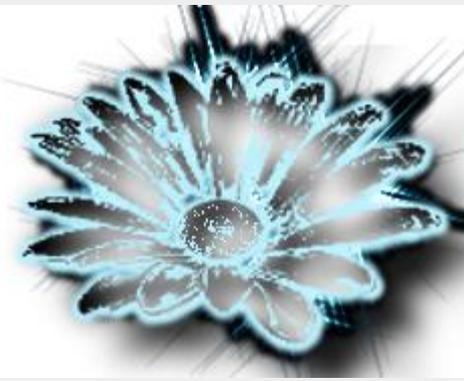
Alpha to Logo / Chrome
Add a simple chrome effect



Alpha to Logo / Comic Book
Add a comic book effect



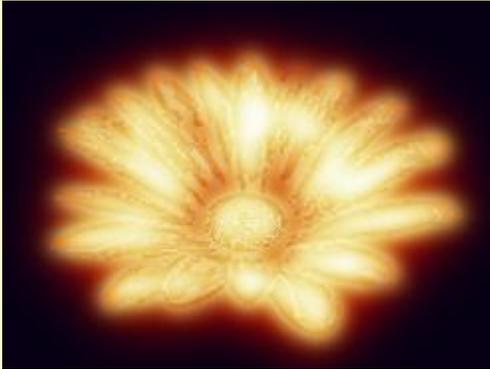
Alpha to Logo / Cool Metal
Add a metallic effect



Alpha to Logo / Frosty
Add a frost effect



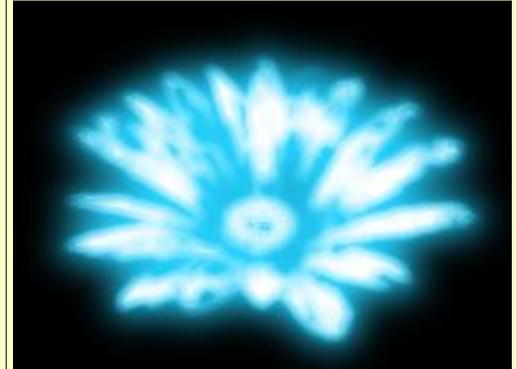
Alpha to Logo / Glossy
Add gradients, patterns, shadows and bumpmaps



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