

GEGL Chrome text guide

Names of filter sliders will be re-colored

1. The **three RGB Solarization sliders** are calling Gimp's Alien Map filter. However, Alien Map is desaturated and blended with other virtual layers in GEGL. These sliders have a lot to do with the metallic texture. But so does **Depth Angle** and **Rotate lighting**.
2. **Depth Angle**, and **Rotate lighting** are Emboss settings from Gimp's existing Emboss Filter. **Radius** is a internal gaussian blur and will make the Chrome Text larger or smaller.
3. **Darkness to light** is Gimp's hue-chroma lightness option.
4. **Glow Effect** and **Soft Glow** is part of Gimp's Bloom and Soft Glow filters.
5. **Sharpen Metal** is Gimp's Unsharp Mask. Smooth Metal is Noise Reduction.
6. The last three options on the bottom are meant to smooth edges and use a median and gaussian blur that is only applied to edges. Unspaced Text may fuse if the final slider is set to low values.

Median to smooth rough edges	71.64	↕
Above 100% opacity for edges	3.000	↕
Low looks nicer but makes unspaced text fuse	0.230	↕

Based on my experience; bold thick text will not work well with GEGL Chrome. But if the text is opposite and very thin, it won't work well either. Chrome will make mush of very thin text. So find a middle ground. It is best for the user to considerably space their text using Gimp's text tool.

The text should be spaced like **T h i s** not **This**

The final thing is that the last three sliders or “Rough Edge Smoothing” options are applying blurs around the edges only and that can lead to scenarios where undesirable effects are created; such as puffy glow effects around the edges. But if they are disabled entirely the edges will be rough. Find a middle ground here as well.

There is not much else to say. Enjoy GEGL Chrome.

