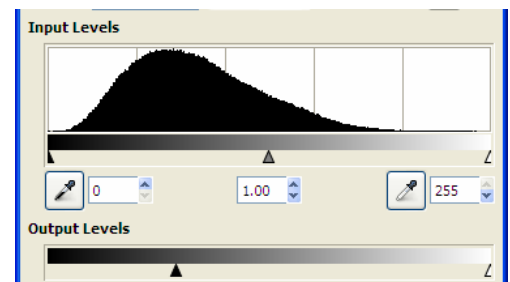

Trees Mini Tut

By: Arsheesh

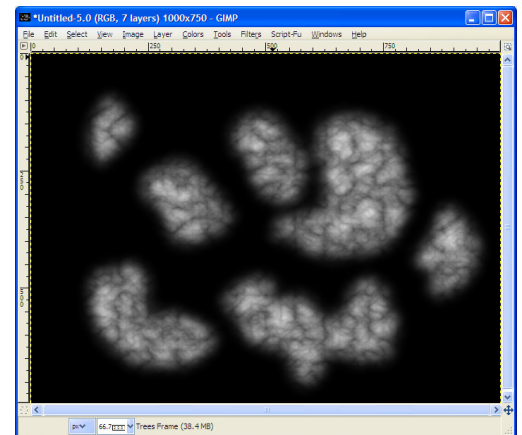
Step 1: Generating a Trees Outline

1. Create a new document:
 - a. For this example I set the width at 1,000px, the height at 750px, and the ppi at 300.
2. Create new layer (named "Trees"):
 - a. Transparency fill type.
 - b. Filter → Render → Clouds → Solid Noise.
 - i. Select Turbulent and set Detail to 15 and X and Y size to 16.

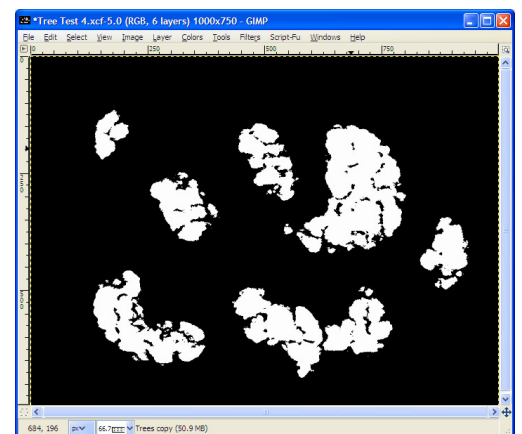
3. Duplicate "Trees" Layer (named "Trees Copy"):
 - a. Adjust Output Levels of "Trees Duplicate" to about 1/3 lighter. To do this, under Colors, select Levels and a Level window will appear. Under Output Levels, move the leftmost arrow in about 1/3 (80-85).



4. Create new layer (named "Trees Frame"):
 - a. Transparency fill type.
 - b. Fill with black.
 - c. Select Free Select Tool and create various shapes where you want your forests to be placed. Draw these shapes slightly larger than needed as the forests will inevitably end up smaller than the original shapes that you drew. Also, you don't have to worry about being too precise about the shapes at this point since this will be taken care of in latter steps.
 - d. Fill selected area with white.
 - e. Select → None.
 - f. Filter → Blur → Gaussian Blur (50px).
 - g. Set the Layer Mode to Multiply.
 - h. The resulting image should look something like this:

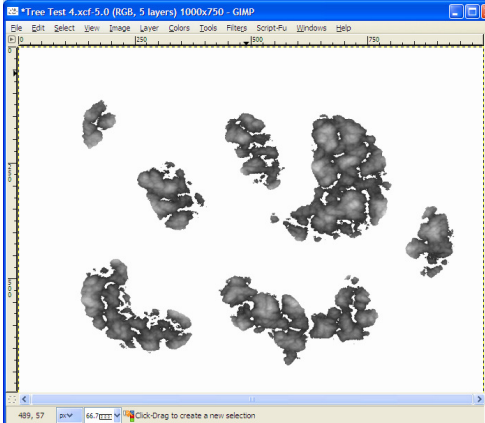
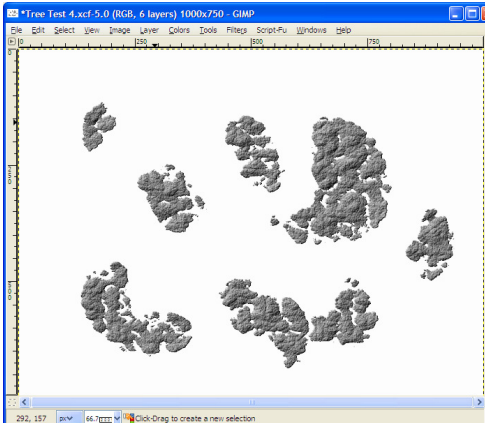
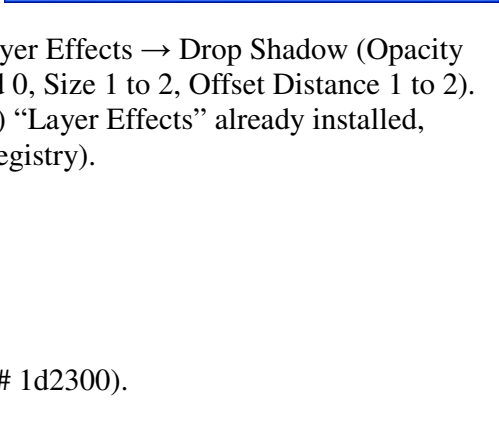


5. Making Tree Shapes:
 - a. Merge "Trees Frame" layer with "Trees Copy."
 - b. Colors → Threshold.
 - c. This will turn the "Trees Copy" into a two tone image.
 - d. In the Threshold window, adjust the threshold till you get a set of trees shapes that you are happy with. The result should look something like this.



6. Making a Trees Outline Channel:
 - a. Select the Select by Color selection tool (Threshold 0).
 - b. On the "Trees Copy" layer, select the white trees area.
 - c. Select → Save to Channel (name the channel "Trees Outline").
 - d. Select → None.

Step 2: Adding Texture

1. Isolating the Trees:
 - a. Set the Layer Mode of the “Trees Copy” layer to Multiply.
 - b. Select the Select by Color tool (Threshold 0).
 - c. Select the black area bordering the tree shapes on the “Tree Copy” layer.
 - d. Merge “Trees Copy” layer with “Trees” layer.
 - e. Hit Delete.
 - f. Select → None.
 - g. The resulting “Trees” layer should look similar to this:
- 
2. Adding Noise:
 - a. On the “Trees” layer: Filter → Noise → HSV Noise (Holdness 2, Hue 0, Saturation 0, Value 30).
- 
3. Create new layer (named “Tree Bumps”):
 - a. Fill type Transparency.
 - b. Fill with 50% Grey.
 - c. Add “Tree Outline” layer mask.
 - d. With the “Tree Bumps” layer selected (not the layer mask), add a bump map (Filter → Map → Bump Map) using the “Trees” layer as an input (Azimuth 135, Elevation 30, Depth 8).
 - e. The resulting “Tree Bumps” layer should look similar to this:
- 
4. Adding Shadows:
 - a. With the “Tree Bumps” layer selected: Script Fu → Layer Effects → Drop Shadow (Opacity 75%, Contours Linear, Blending Mode Normal, Spread 0, Size 1 to 2, Offset Distance 1 to 2).
 - b. (NOTE: if you do not have the Script Fu (or Python Fu) “Layer Effects” already installed, you can download it for free from the GIMP plug-ins registry).

Step 3: Adding Color

1. Create new layer (named “Tree Color: Brown”)
 - a. Transparency Fill type.
 - b. Fill with a dark brownish green color (I’m using color # 1d2300).
 - c. Add “Tree Outlines” layer mask.
 - d. Set the Layer Mode to Soft Light.
2. Create new layer (named “Tree Color: Green”)
 - a. Transparency Fill type.
 - b. Fill with a medium to dark green color (I’m using color # 3b580e).
 - c. Add “Tree Outlines” layer mask.
 - d. Set the Layer Mode to Soft Light.

3. Create new layer (named “Tree Color: Yellow”)
 - a. Transparency Fill type.
 - b. Fill with a light to yellow green color (I’m using color # 869f30).
 - c. Add “Tree Outlines” layer mask.
 - d. Set the Layer Mode to Soft Light.
 - e. The result ought to look something like this:

