Mac style Wallpaper

Gimper – Wed, 09/26/2007 - 00:20

I saw this great wallpaper tutorial on Psdtuts.com by Collis for PS and I really liked the outcome. I have re-created it with Gimp using different techniques to achieve the same effect.

Even though this original wallpaper was inspired by Macs wallpaper, I added a touch of Ubuntu logo. Lately, Ubuntu has really caught my attention to the extent that I'm considering buying a Dell laptop Inspiron Notebook 1420 N with pre-installed Ubuntu on it. And best of all its only $749 :).

The Results:

This tutorial is intended for intermediate users, but I encourage beginners to have a go at it. The quickest way to learn anything, is to just jump right into it :) It took me around 5 tries to get my final result. Not because of the techniques. They're quite simple and easy, but getting everything smoothly blended with each other is what's difficult. So don't give up on your first try! Now, let’s begin.

Note: I recommend saving your work in .xcf very often :P.
Step 1

Before creating an image, decide what resolution you want the wallpaper to be. It’s always best to start off big like 1600x1200 as I did since it’s always easy to adjust the image size to smaller resolutions later on.

Now create a new image (File ➔ New) at 1600x1200. You might want to zoom out so you have a good view of the image space. I put mine on 30% because I'm working on a small 1024x768 screen.

Step 2

Grab the Blend tool, adjust the foreground color to e46a18 and d03500 for the background. Now, apply it from top to bottom (hint: hold CTRL to make sure its straight).
Step 3

Create a new Layer (Layer → New Layer) and choose transparent. Select the Blend tool again. Pick the color white for the foreground. Now, adjust the settings of the Gradient in the Tool Options, to "FG to Transparent" for the Gradient type and "Radial" for the shape.
Step 4

Apply the "Radial Gradient" starting from the center and moving out to the lower right corner as shown below.

Adjust the layer mode to "overlay." This is how it should look. If it’s not exactly positioned the same way, you can always move it with the move tool.
Step 5

Create a new layer (Layer → New Layer) and choose transparent. Now, grab the path tool and draw an odd looking triangle shape as shown in the image. Make sure to click on the red points 1, 2, 3, & 4 and then hit return on the keyboard.
Step 6

Take the Blend tool and in the "Option Tool" change the Shape to "Linear" select the "FG to Transparent" and make sure your foreground is set to a White color.

Set the Layer mode to "overlay".
Step 7

Create a new layer (Layer → New Layer). With the path tool, draw another triangle opposite to the one we just made, but this time use the color black for the foreground and the option "FG to Transparent". Now, adjust the mode to overlay and "opacity" of the layer to 7.5.

Step 8

With the Path tool, draw a half-oval looking shape then with the Blend tool apply "FG to Transparent" with white foreground from right to left. Set the layer mode to overlay.
Step 9

Again with the Path tool draw the shape shown below then press return on the keyboard.
Step 10

Pick the color **Black** for FG然后 grab the airbrush tool. Select "**Circle Fuzzy (19)"** brush and **scale the size to 10.00**. Now, **add a touch of black** to the inner side of the path as shown in below.

Right click mouse go to **Select ➔ Invert** and brush the **outer side** of the lower part of the path as shown in the image.
Step 11

Create a new layer (Layer → New Layer). While still having the selection active, invert the selection (Select → Invert). Now, grab the "Bucket fill" tool and fill the path with solid white then adjust the mode to "Overlay" and finally the "Opacity" to 43.5.

Step 12

Create a new layer (Layer → New Layer). With the same path selection, make it grow (Select → Grow) by 14px. Grab the airbrush that we used before and brush the outline of the path, and place the brush half way above the path as shown in the image.

Once you have brushed all the outlines, adjust the "Opacity" to 33.3.
Step 13

Again, with the path tool draw the roundish shape that covers almost all the image except the lower left part. Click on the gradient tool. With color the white selected as foreground, choose the option "FG to Transparent" for the gradient pattern. Apply it from the middle of the path to upper right.

Set the layer mode to "Overlay".
Step 14

Now we’ll want to add a bit of shade of light to the left top part of the wallpaper. Create a new layer (Layer ➔ New Layer) and grab the Blend tool with white as the foreground and "FG to Transparent". See the gradient example below.

Then set mode as "Overlay".
Step 15

Repeat step 14 by creating a new layer (Layer → New Layer). Now grab the blend tool and apply it in the bottom left corner to the centre.

Set the layer mode to "Overlay" and your done! :)

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Layer

New Layer
Result

Here is the Final version. I added the Ubuntu logo, brushed it solid white white, and set the mode to overlay :) Enjoy!

-Mac Style Wallpaper for Ubuntu Download pack sizes from 1600x1200 to 1024x760 in a zip
-Members can download the .xcf source file Attachment
-If you you need specific help please use the forum http://gimper.net :)}