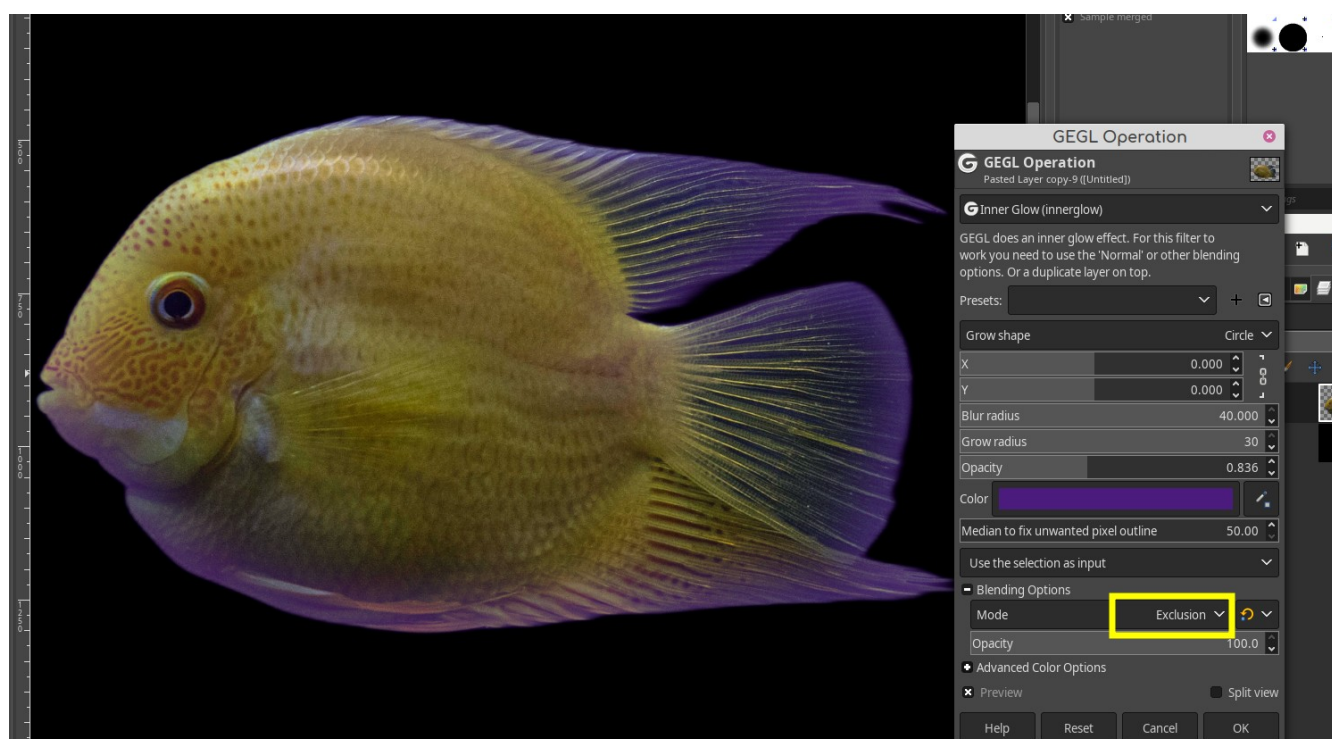
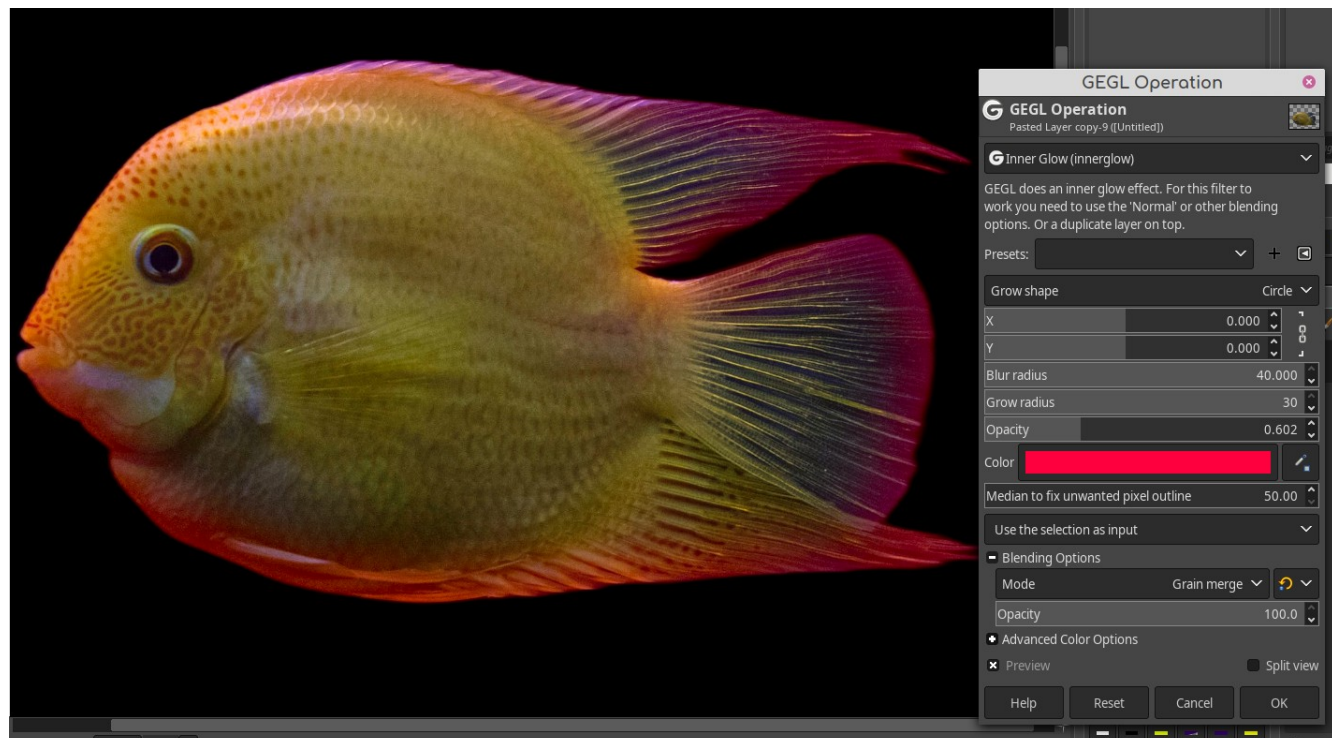


# The gist of GEGL Inner Glow

This is a guide on how to use GEGL Inner Glow. This filter is very similar to and based off the default “drop shadow” in Gimp but applied to the inside of an opaque image. As opposed to outside.

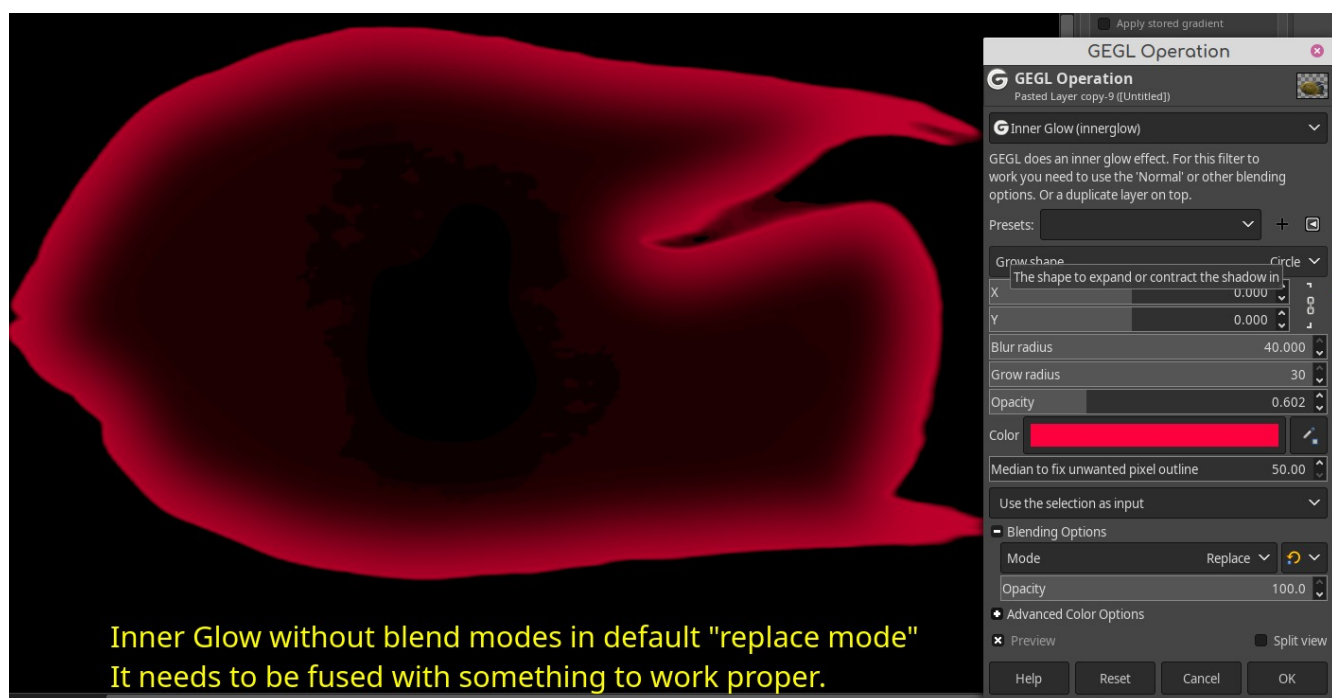


*Inner Glow fused with the Exclusion blend mode on a fish. Giving it a faint purple outline.*

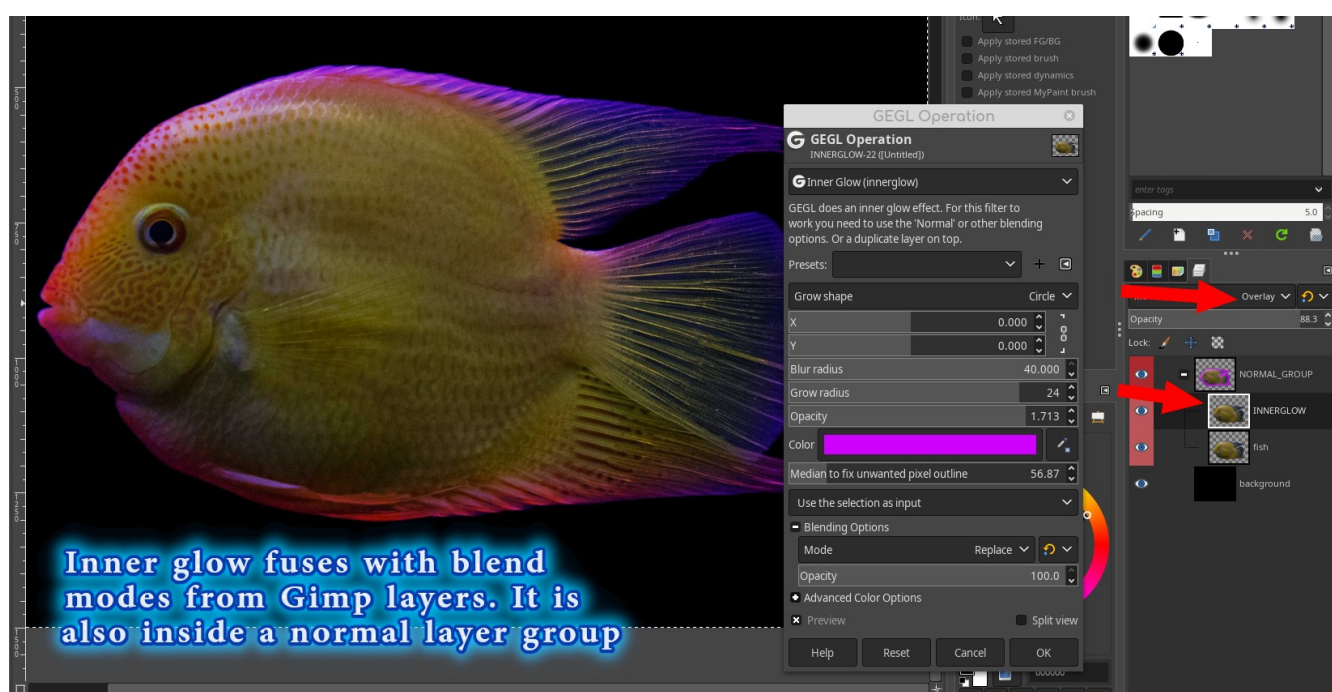


*Inner Glow fused with the Grain Merge blend mode giving it a faint Red Outline.*

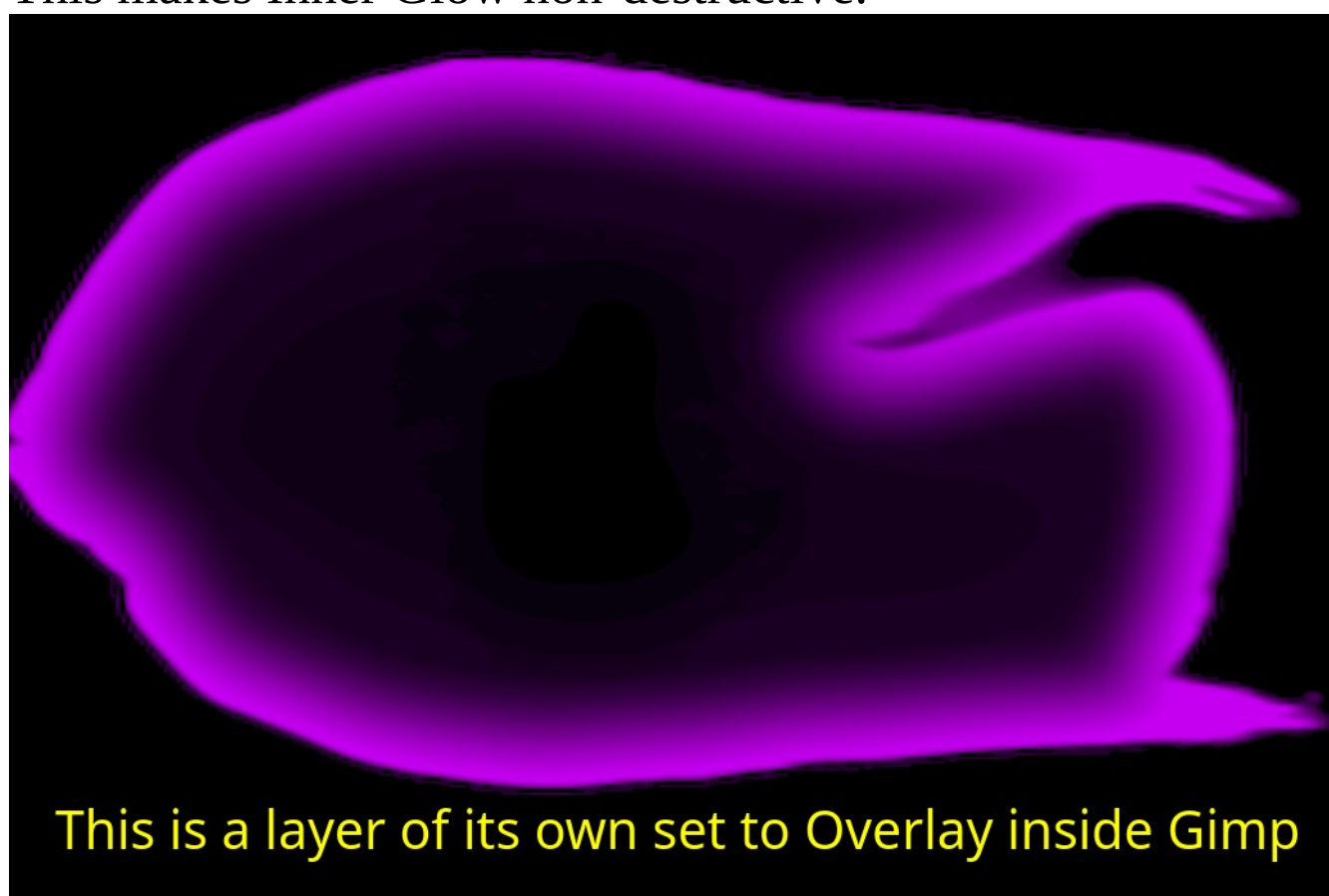
This filter requires the user to use blend modes as the default “Replace” will remove everything. Replace is meant for non-destructive editing that I will get into later.



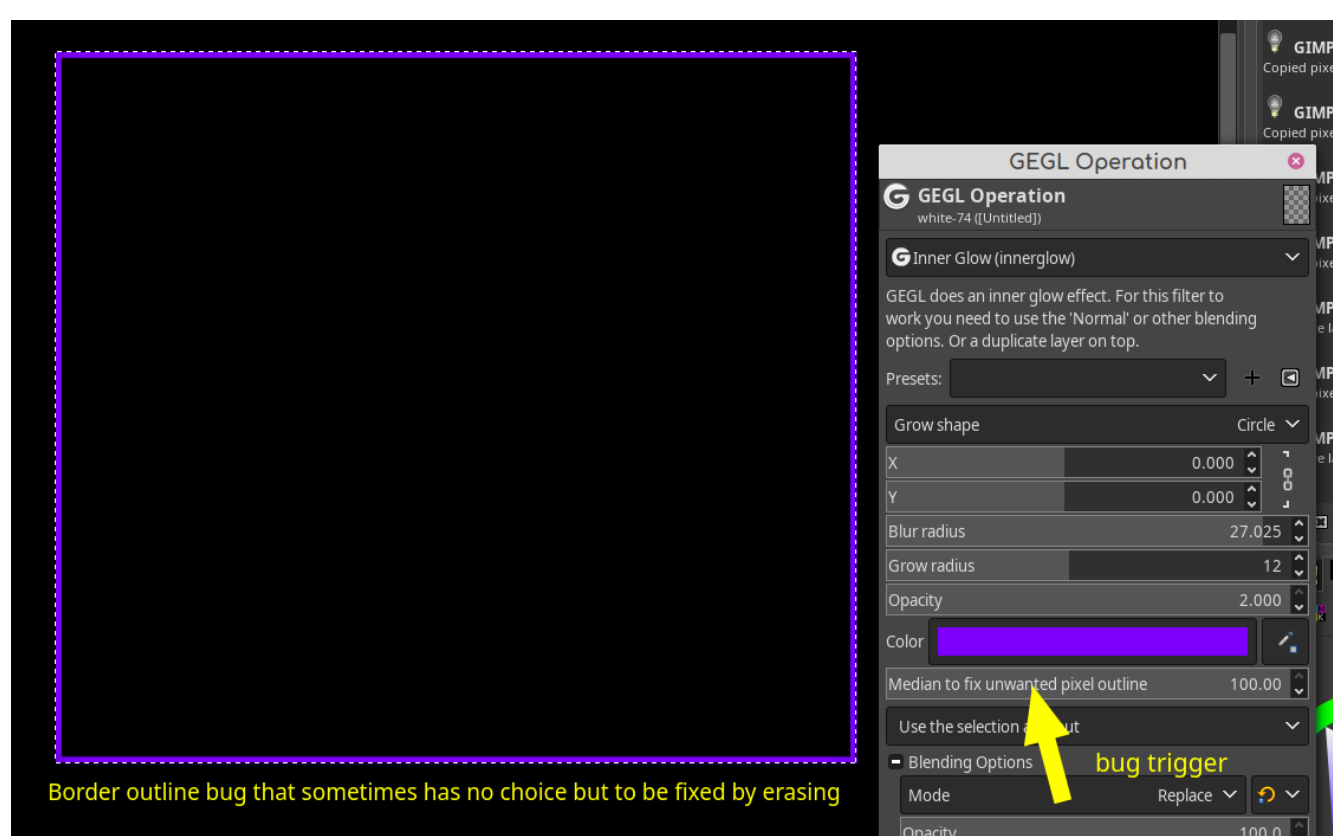
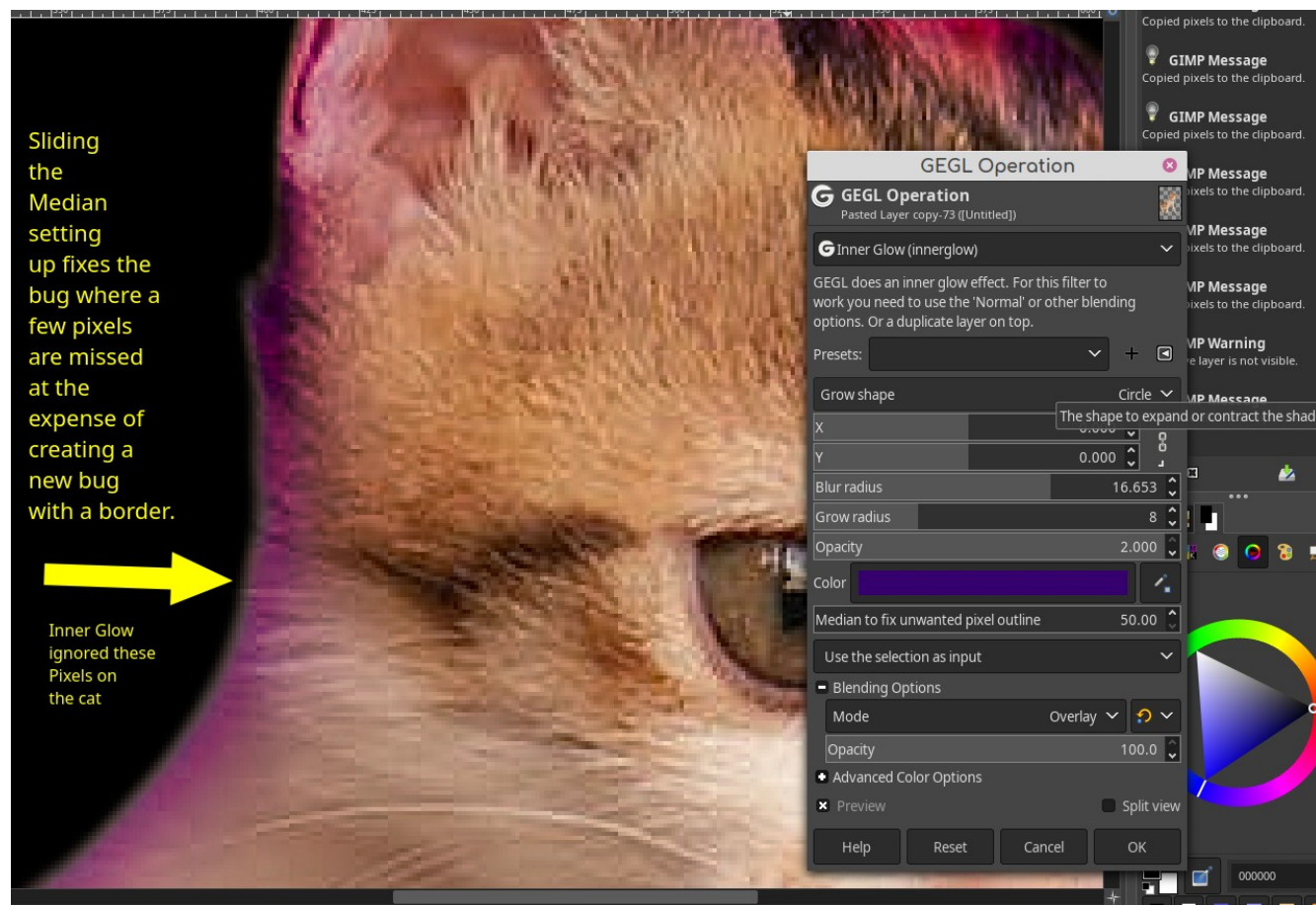
Inner Glow can be applied Non-Destructively by duplicating the image one wants to apply inside a “normal” layer group. Then applying Inner Glow on the top duplicate image. Inner Glow is in default “replace” setting. The Gimp layer running Inner Glow will be set to a different blend modes. As seen here.



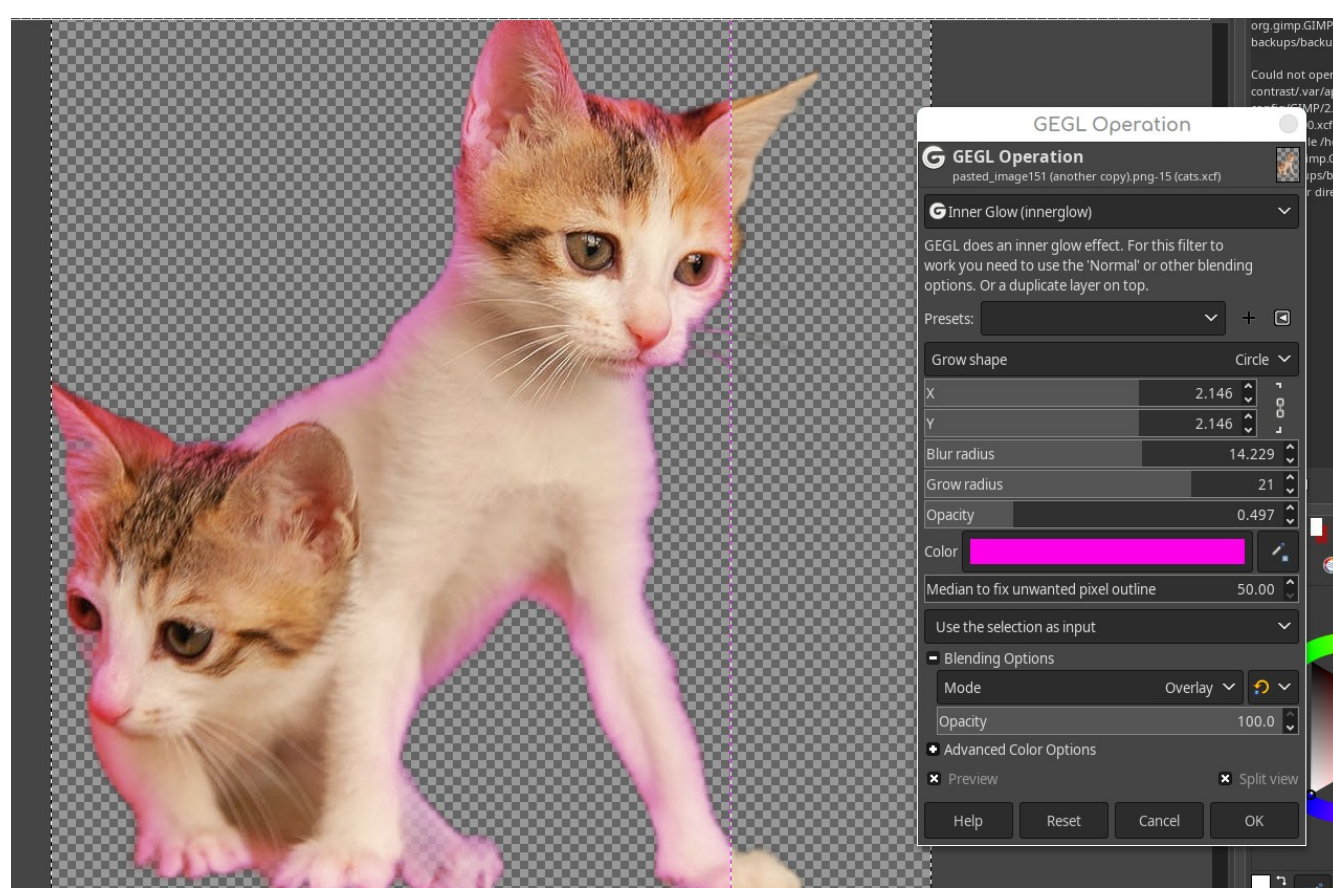
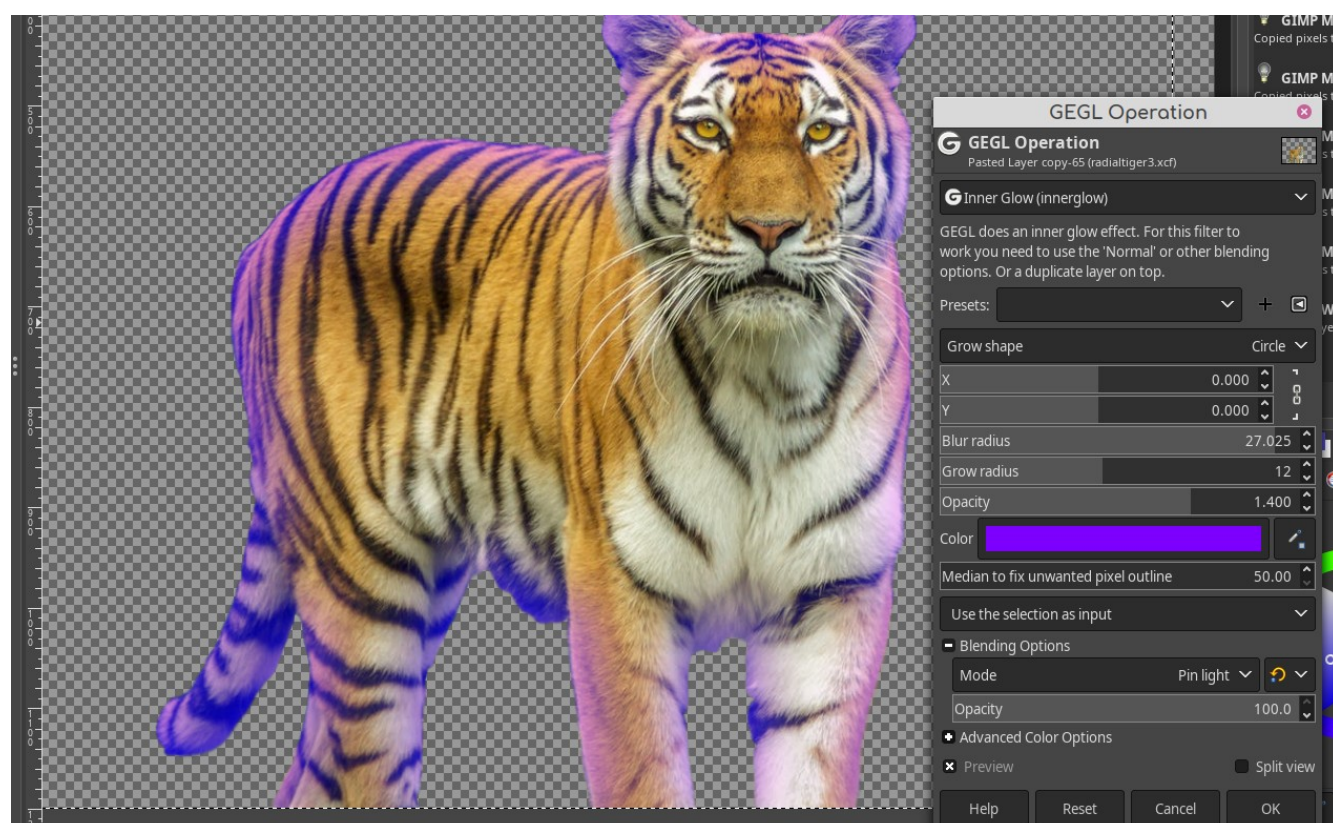
This makes Inner Glow non-destructive.



Now let's talk about the bugs found in Inner Glow and the "median to fix unwanted pixel outline" setting that remedies it or makes it worse depending on the scenario. Increase the Median to fix unwanted pixel outline" if the Inner Glow is a few pixels short of wrapping around the image. Decrease it if it is creating an artificial border. This setting is known to have a bug where it creates an artificial border with the rectangular selection tool or around an image canvas. Sometimes you have to manually erase the border with layer mask or eraser tool as it is impossible to get a proper effect without it.



### Final Pictures to show off Inner Glow in Action



**GEGL**  
**Inner**  
**glow**

*Inner Glow in the color red fused with my Clay Bevel filter and a drop shadow.*