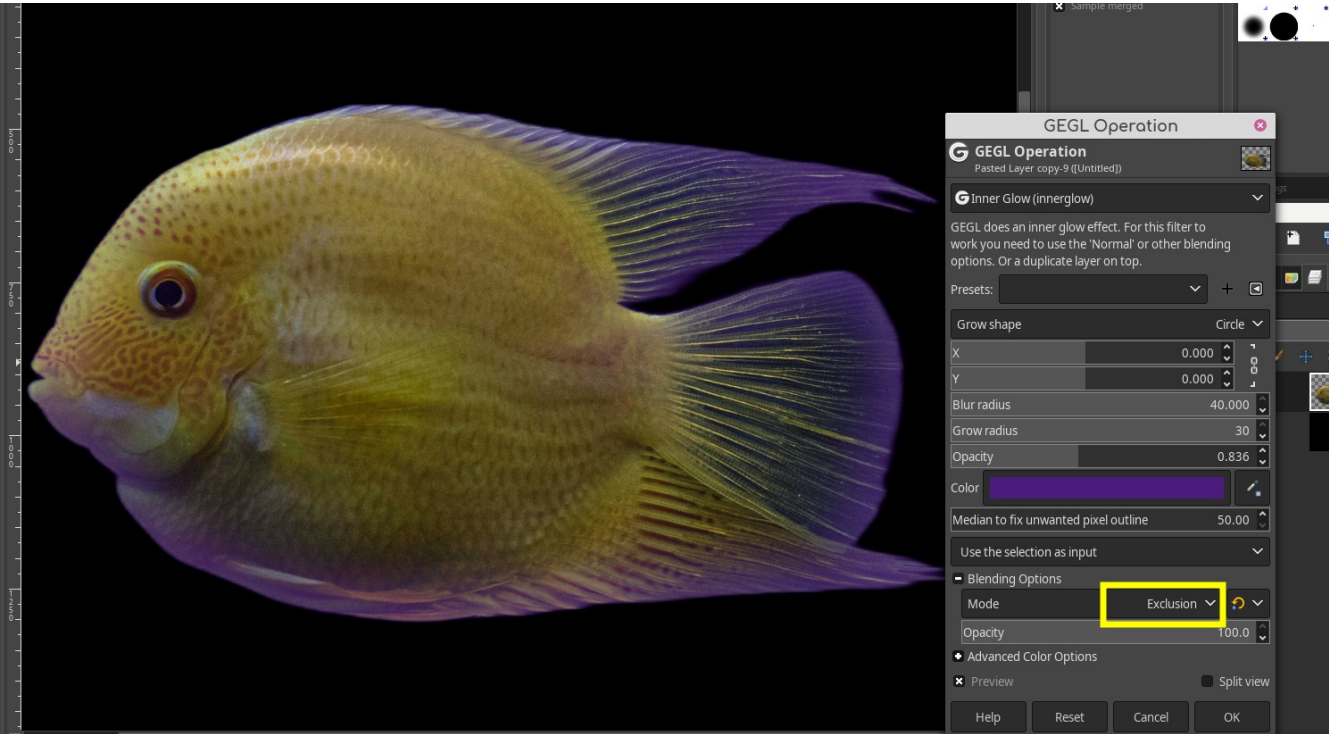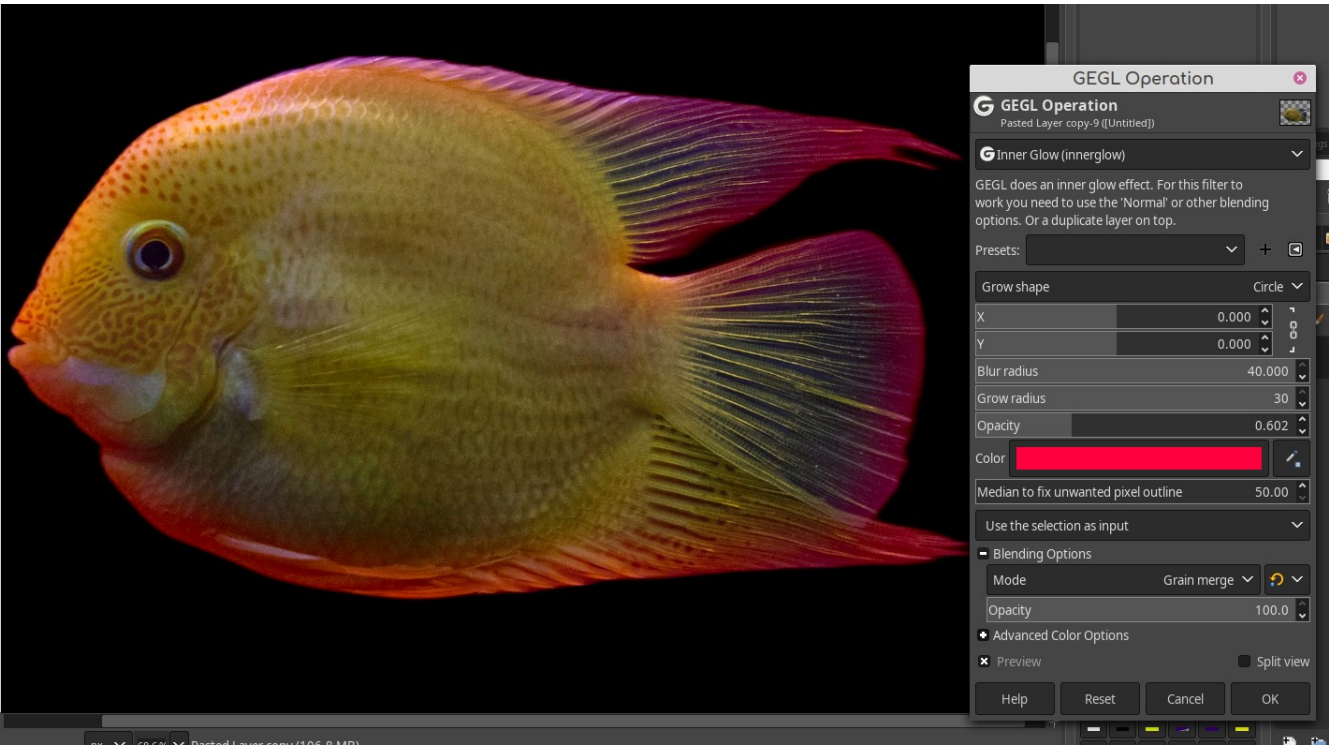# The gist of GEGL Inner Glow

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.
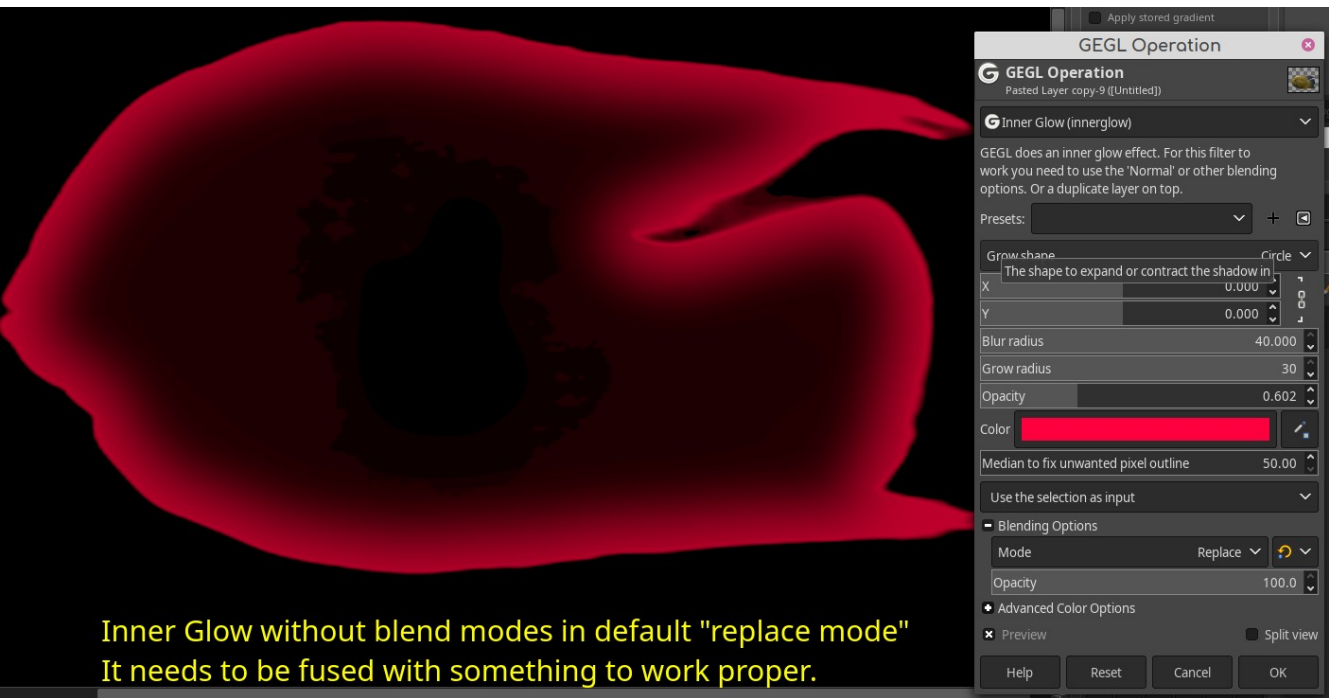

*Inner Glow fused with the Exclusion blend mode on a fish. Giving it a faint purple outline.*

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 without blend modes in default "replace mode" It needs to be fused with something to work proper.

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.
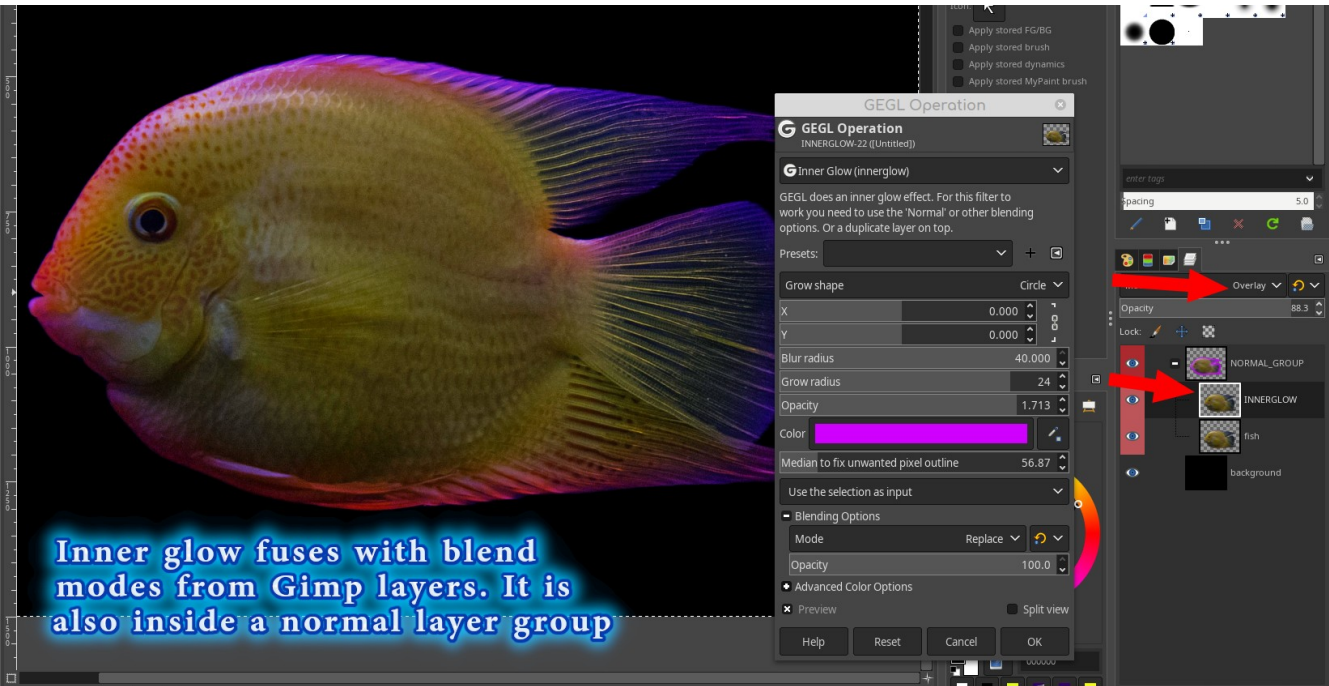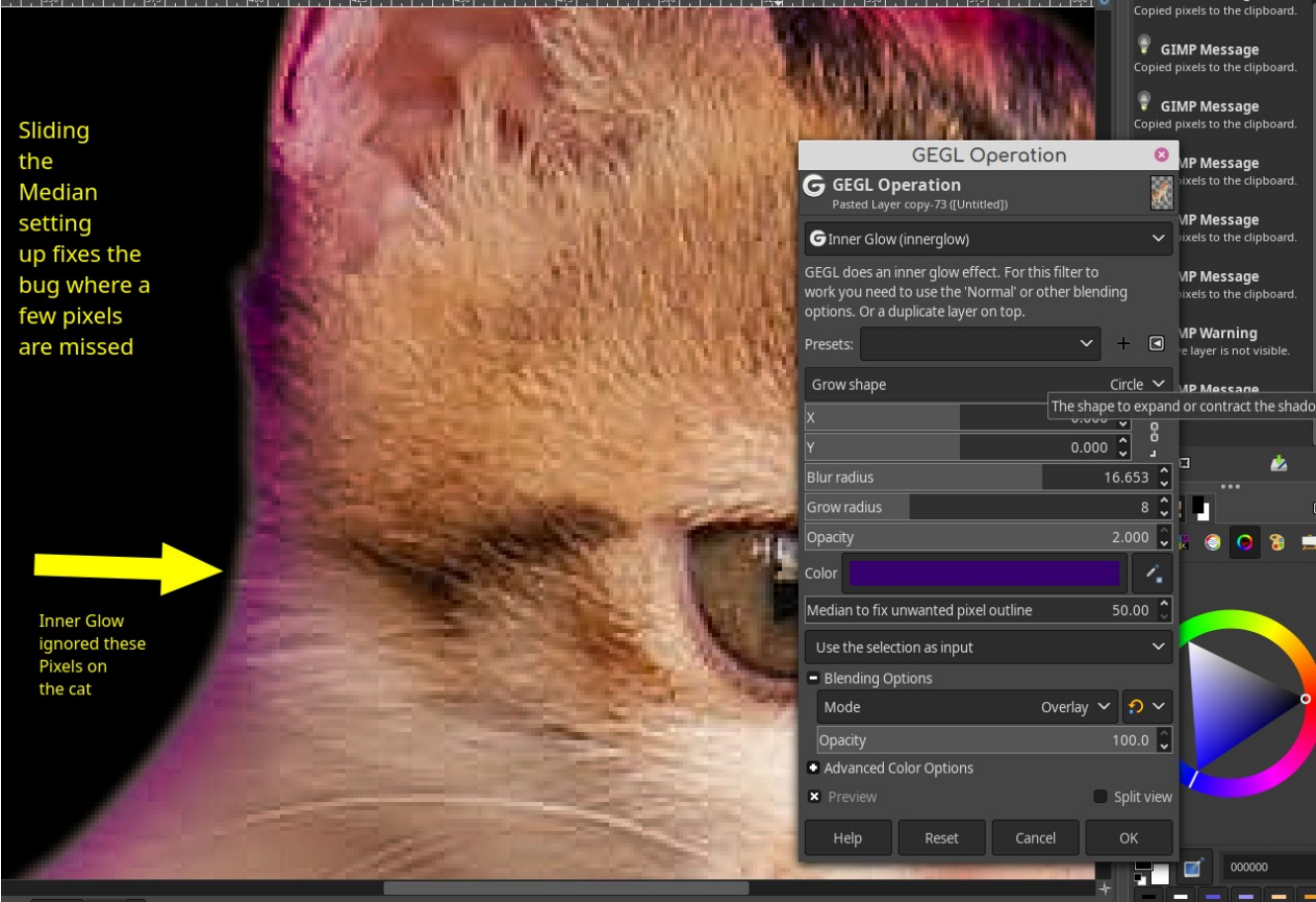

Inner glow fuses with blend modes from Gimp layers. It is also inside a normal layer group
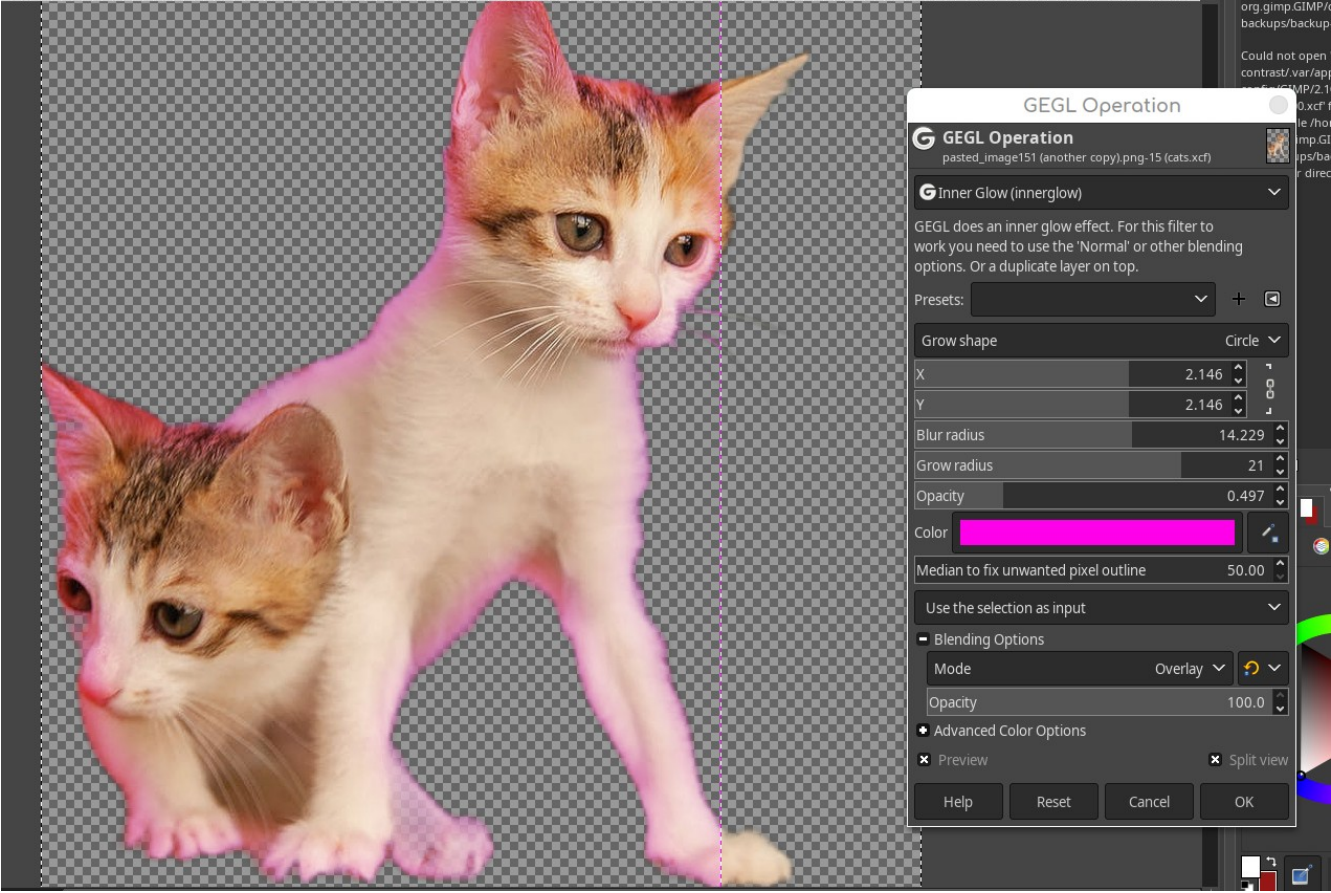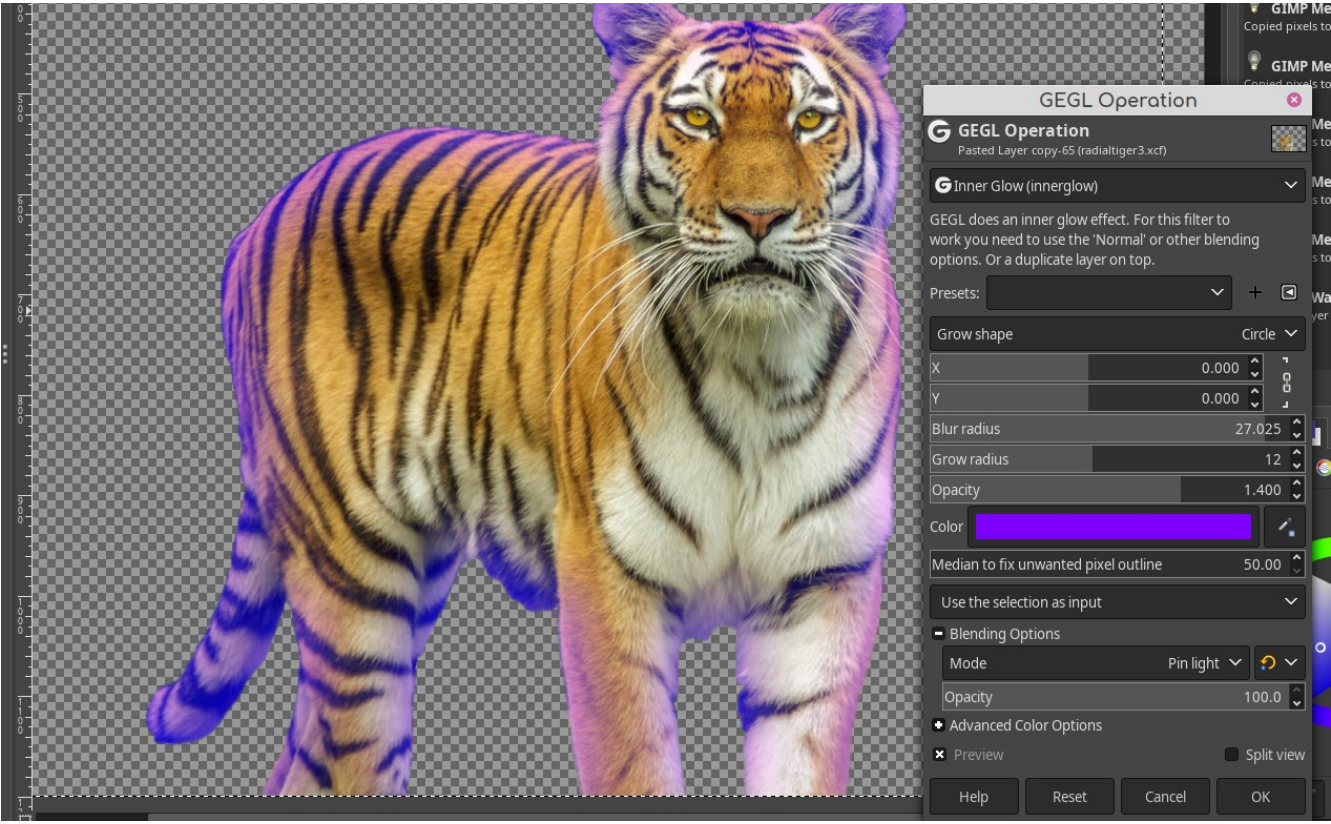
This makes Inner Glow non-destructive.
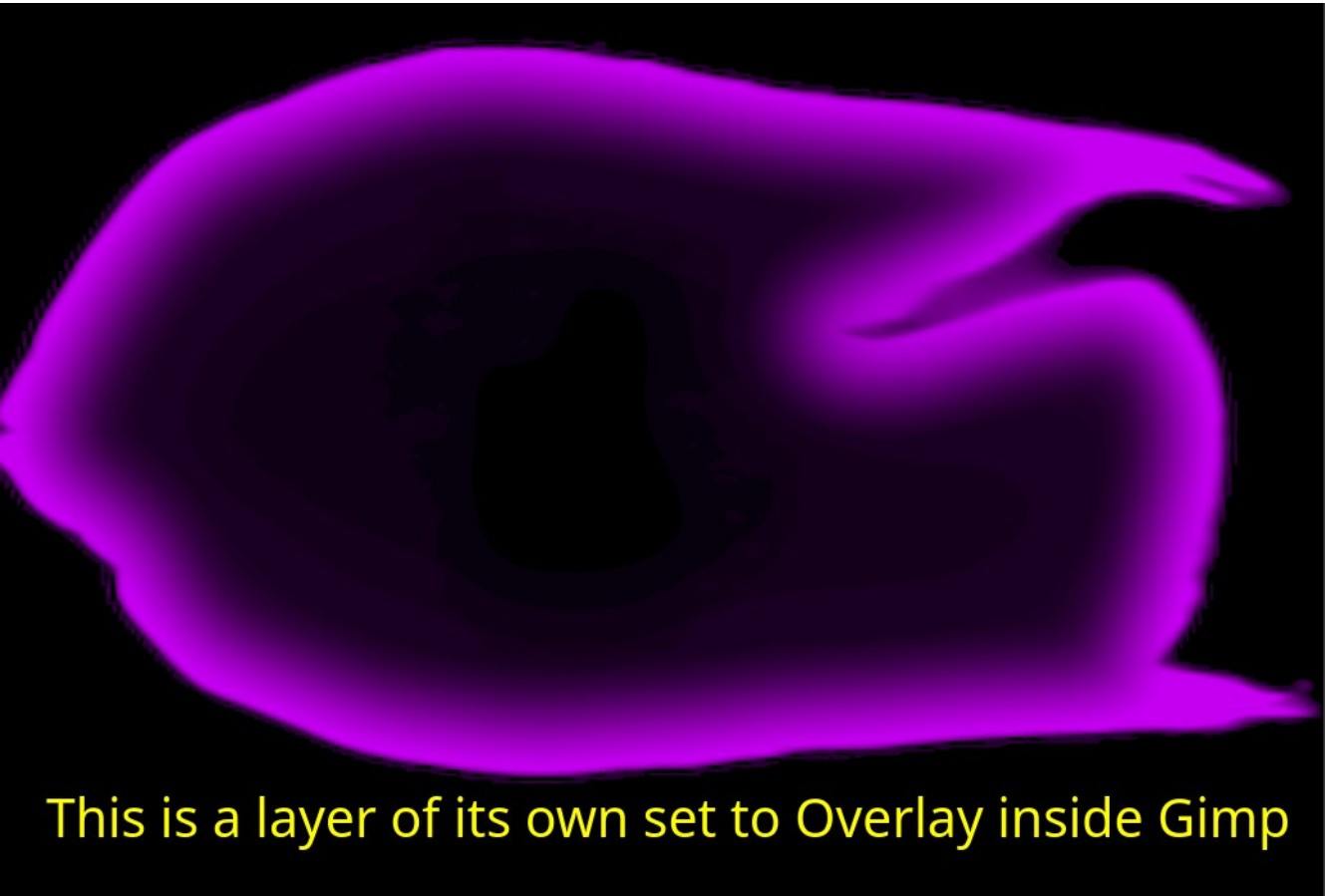
This is a layer of its own set to Overlay inside Gimp

Now let's talk about the "median to fix unwanted pixel outline" slider. Increase the slider to remedy the few pixels around the edges that Inner Glow has not covered.

Final Pictures to show off Inner Glow in Action

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