

FREE PAINTING

Tutorial

This filter is trying to give to a photo the look of a painting, non aquarelle for which a specific filter exists, something like oil or acrylic.
Also this one comes from a long period of attempts, with up and down phases of positive or negative results.

The filter(s)

Free Painting, like Aquarelle++, is a complex (*but not “complicated”*) filter. Because of this complexity of the available options for the user the “BASE” filter is accompanied by a “PRESET” management front-end.

The source image may be classified as belonging to one of these types:

1. "portrait",
2. "flower",
3. "forest",
4. "animal",
5. "landscape",
6. "seascape",
7. "cityscape".
8. “people”
9. “outsider” (out of any of the above definition)

Otherwise is considered “generic”

Main steps of the filter

- **creation of a new image** (*the original remains unchanged*)
- **“quantize”**, i.e. reduce the colours palette to a predefined number of colours
- **“texturize”**, i.e. apply fake painting brush-textures to each colour area
- **finalize the outcome**
- **flatten the outcome** (*optional*)

Details for each step (for technical curious)

- *creation of a new image*

- ✓ *the default size is 3000 (width+height), the user can set it up to 7200)*
- ✓ *apply G’mic auto-balance*
- ✓ *apply Gimp enhance*
- ✓ *remove almost black and almost whites values*

- *quantize*

- ✓ *apply G’mic posterize*
- ✓ *generate the colours palette*

- *texturize*

- ✓ *load the patterns chosen by the user:*

four options:

1. *all patterns which name start with FPS*
2. *all patterns which name starts with FPSspot*
3. *all patterns which name starts with FPSstroke*
4. *the patterns of a specific set, like for instance FPSspot00*

- ✓ *choose a random pattern from the set and scale it, either to a fixed size from 100 to 1000 or to a dynamic size corresponding to the colour area size (user option)*

- ✓ *apply it to each of the colour areas (the area can be “distressed” at user choice, if not too small)*

- *finalize*

- ✓ *apply some saturation/values adjustment*
- ✓ *restore partially the original area colours (using a copy of the background)*
- ✓ *overlay with the full image combined texture (simple, double, double embossed at user choice)*
- ✓ *add a “canvas” texture (at user choice)*
- ✓ *remove again almost black values and almost white values*
- ✓ *restore partially the original “grain” (at user choice)*

Practical hints

The filter(s) are released with predefined presets, one for each type of source image; each preset is a plain text file with a defined “syntax” (have a look inside), then a “set of presets” is grouping them and has a name which is referenced in the front-end filter (default is *MyFPSpresets*).

The suggestion is to start practicing with the filter(s) using the presets values. Then modifications to deal with the personal taste can be added, step by step. Below a sample of one preset and the presets folder provided.

file Animal.txt

```
nr_of_colours=21
doDistress=1
patternsetsingle=FPSspot77
patternsize=0
overStrokes=1
restoreGrain=35
canvasPatt=600Fiber30000.png
showCanvas=45
```

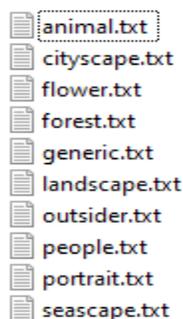
the left part of the line is fixed (*the program looks for a line starting with **nr_of_colours=** for instance*)

the right part is

-either the numeric user option of the parameter (look at the main “BASE” filter parameters for the meaning; for instance **overStrokes=1** means do apply a final simple overlay of the whole created texture)

-or the name of the texture (one of those released together with the filter(s) or one created by the user); it has to be a pattern “active” in Gimp.

Preset folder **MyFPSpresets**



STARTING THE FILTER(S)

Let's consider the first start(s) of the filter(s).

We assume you have:

- installed both filters (the “BASE” and the “FRONT-END”)under plug-ins
- installed (and activated if you are using Ofnuts'AddonCollectionManager) all textures packs

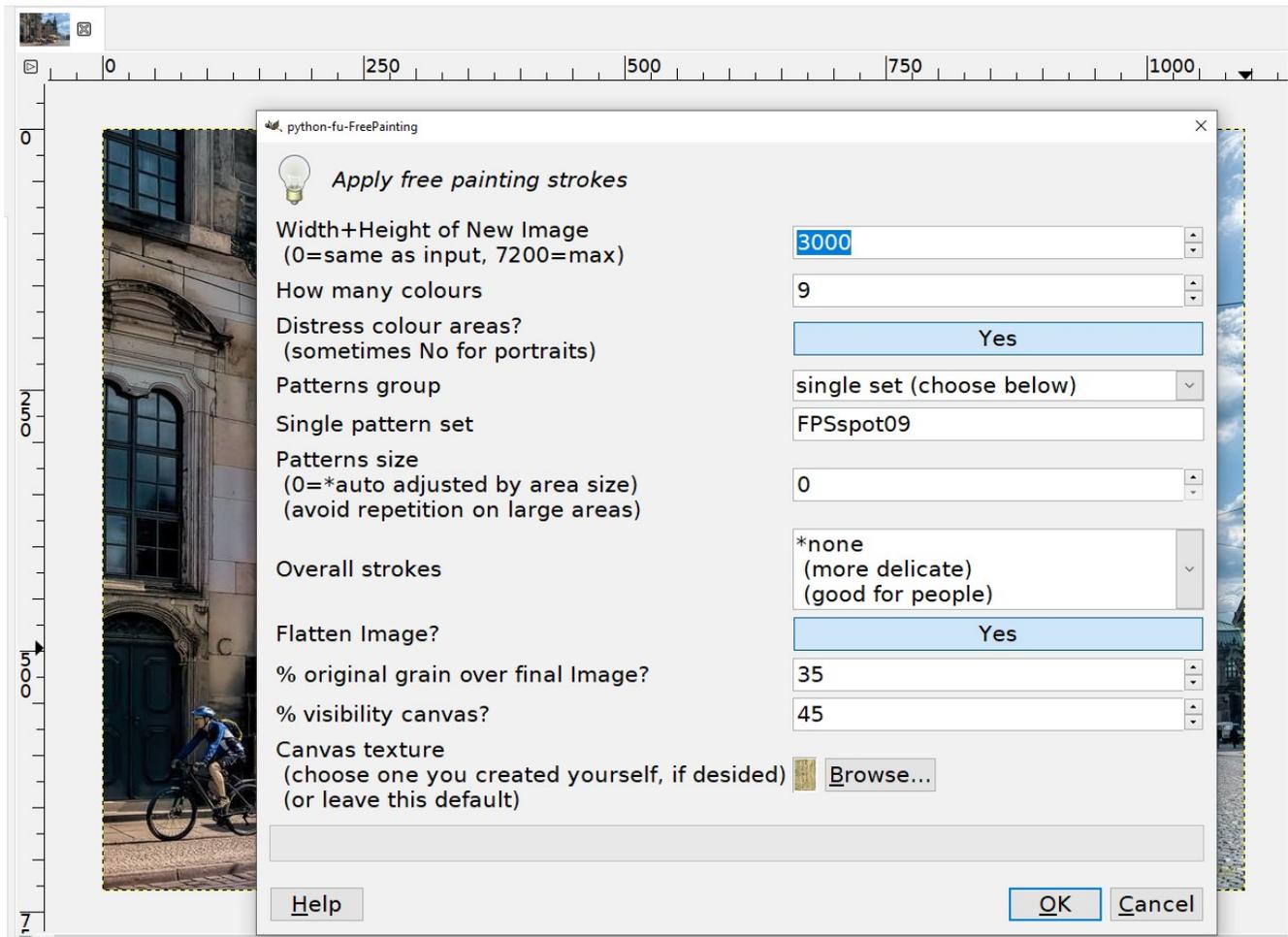
Step1: OPEN AN IMAGE

In the tutorial we choose a city (Dresden).



Step2: START THE MAIN FILTER

To initiate in the simplest way we start using the Main filter without the “help” of the Front-End Presets Manager

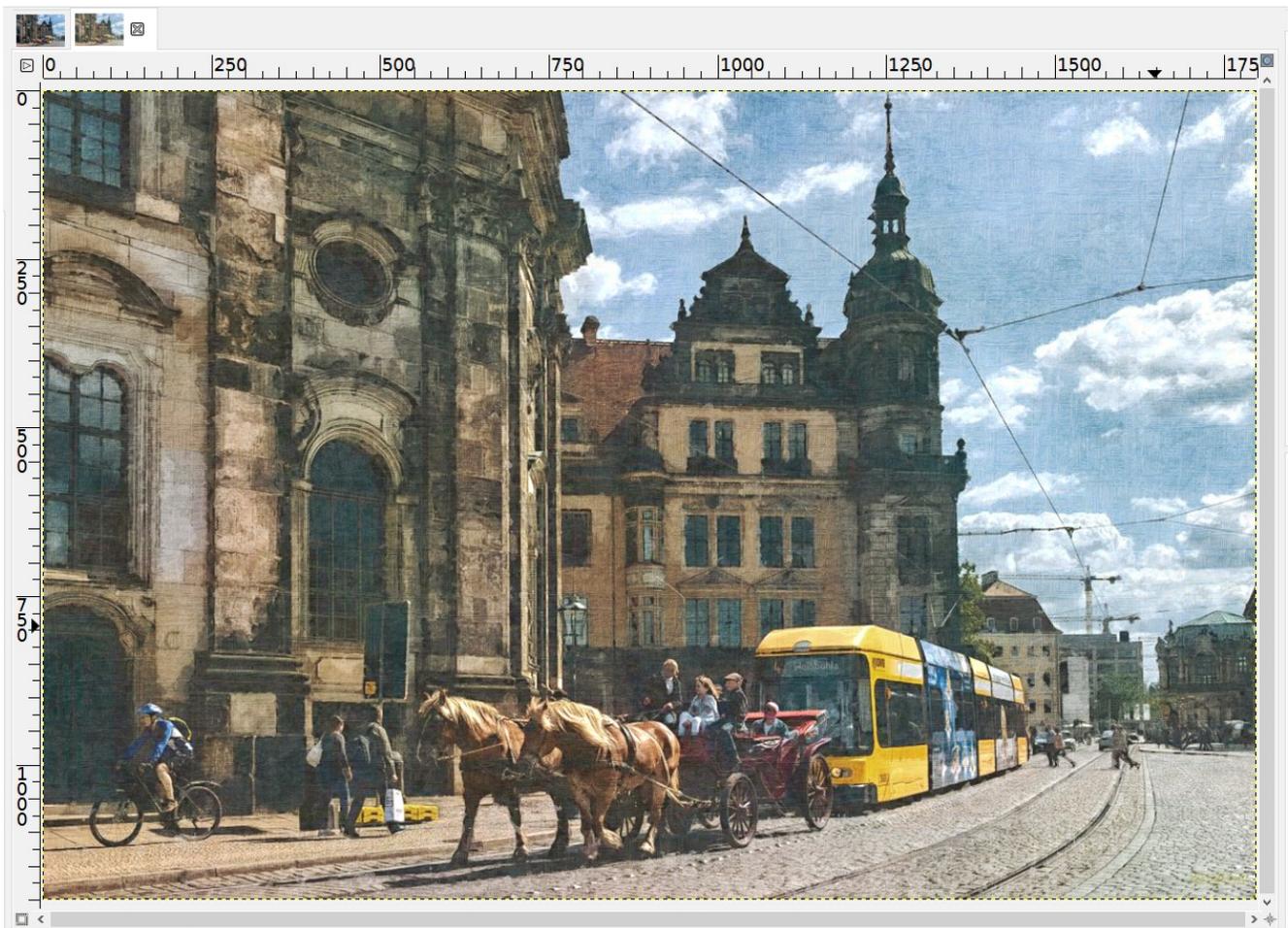


As you can see, the filter starts with:

- 9 colours
- no over-strokes.
- the std canvas

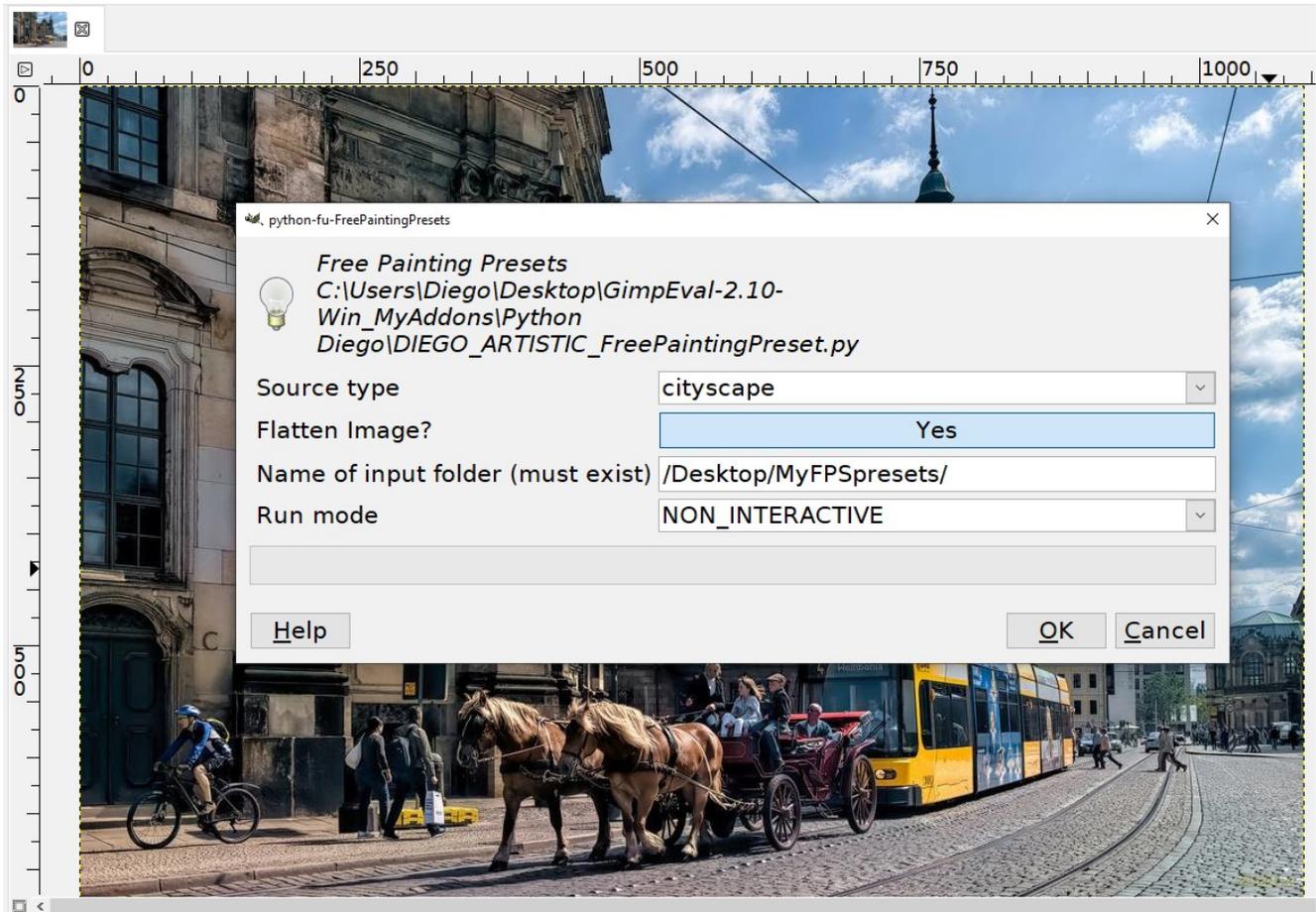
Step3: LOOK AT THE STANDARD OUTCOME

This is the standard outcome you get.



Step4: START THE FRONT-END PRESETS MANAGER

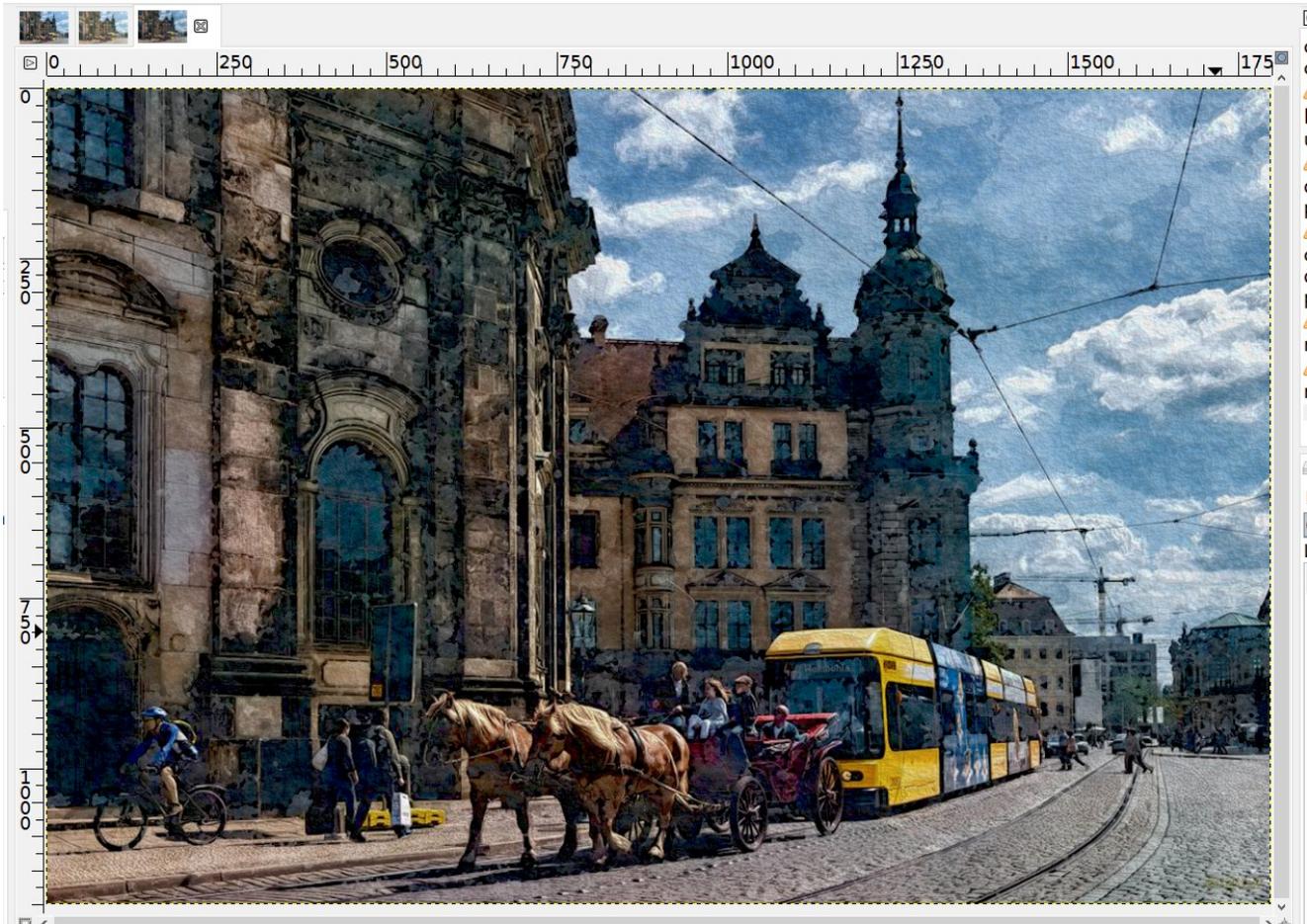
To complete your first contact with the filter(s), now choose to start the Front-End Presets Manager.



Select “Cityscape”

Note: if you change the RUN_MODE, the Main Filter is started instead of the Front-End

STEP5: Look at the result when choosing the specific Preset



As you see there are differences.

The Preset has used these parameters (those in red are changed) :

nr_of_colours=17

doDistress=1

patternsetsingle=FPSspot00

patternsiz=0

overStrokes=3

restoreGrain=35

canvasPatt=600Fiber30000.png

showCanvas=45

MY CONCLUSIONS

Dear users,

in spite of the fact that these filters are complex (i.e. created with many bits and bytes) the use can be extremely simple.

A) if you like to play with the parameters to meet your look requirements, just use the Main Filter

B) if you like the specific look as pre-determined by the author's presets , just use the Front-End Filter, simply specifying the source image type

C) if you like to fix a look which meets your requirements for specific image types, create your own presets and use the Front-End Filter, specifying the source image type

To further personalize the outcomes:

a) create and select a “canvas” texture which resembles the material you are accustomed to use or see for a painting

b) create (or modify) some of the brush-textures to get different effects

Appendix

in the final steps of filter preparation, the possible outcomes have been shown on GimpChat (have a look at the thread “Do they?”):

the following brush-textures were evaluated positively by Mahvin (a painter):

Type SPOT:

00,03,04,05,09,11,20,21,30,49,53,55,58,59,60,61,67,77,83,86,91,95,96

Type STROKE:

31, 38, 47, 48, 62, 63, 64, 65, 66, 70, 71, 81

the following brush-textures were evaluated positively by Ella (a digital artist):

Type SPOT:

00,09,55,58,59,67,77

Type STROKE:

47, 48, 62, 81