

Fake_Sponge_Graphic Effect

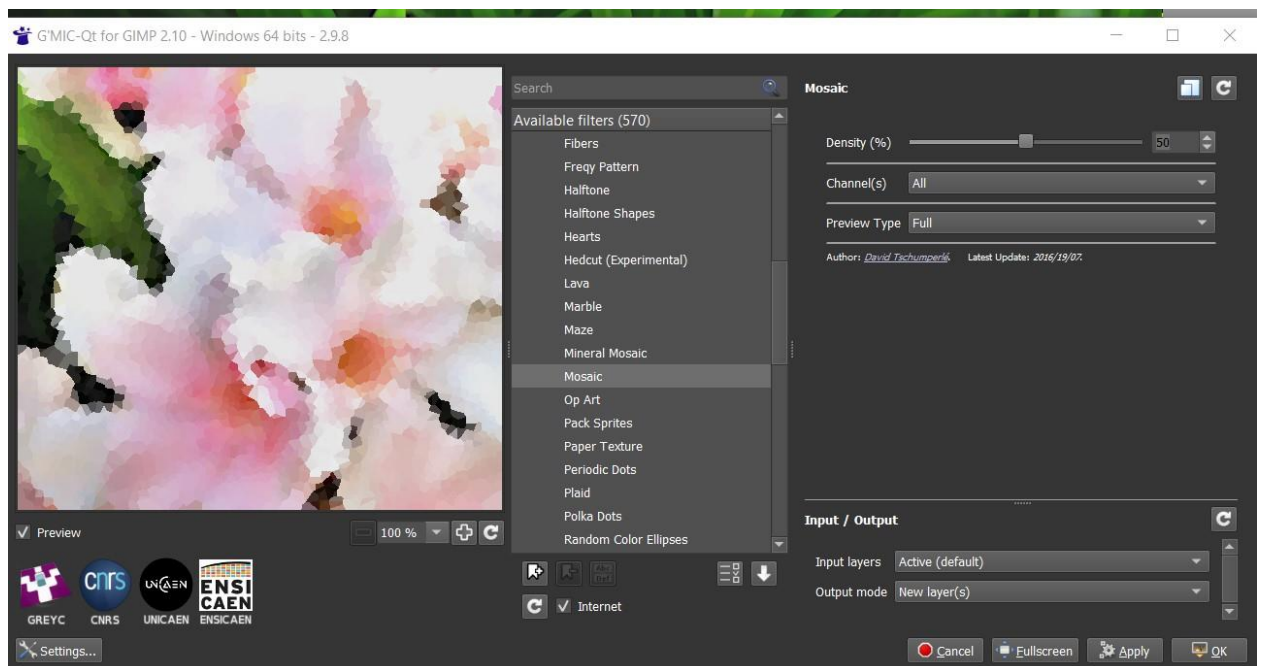
Open your image and duplicate it twice. Select the upper layer.

Go to filters – Generic - Dilate

Select the upper layer and go to Filters – Blur – Gaussian Blur (X&Y apply 8.50 value)

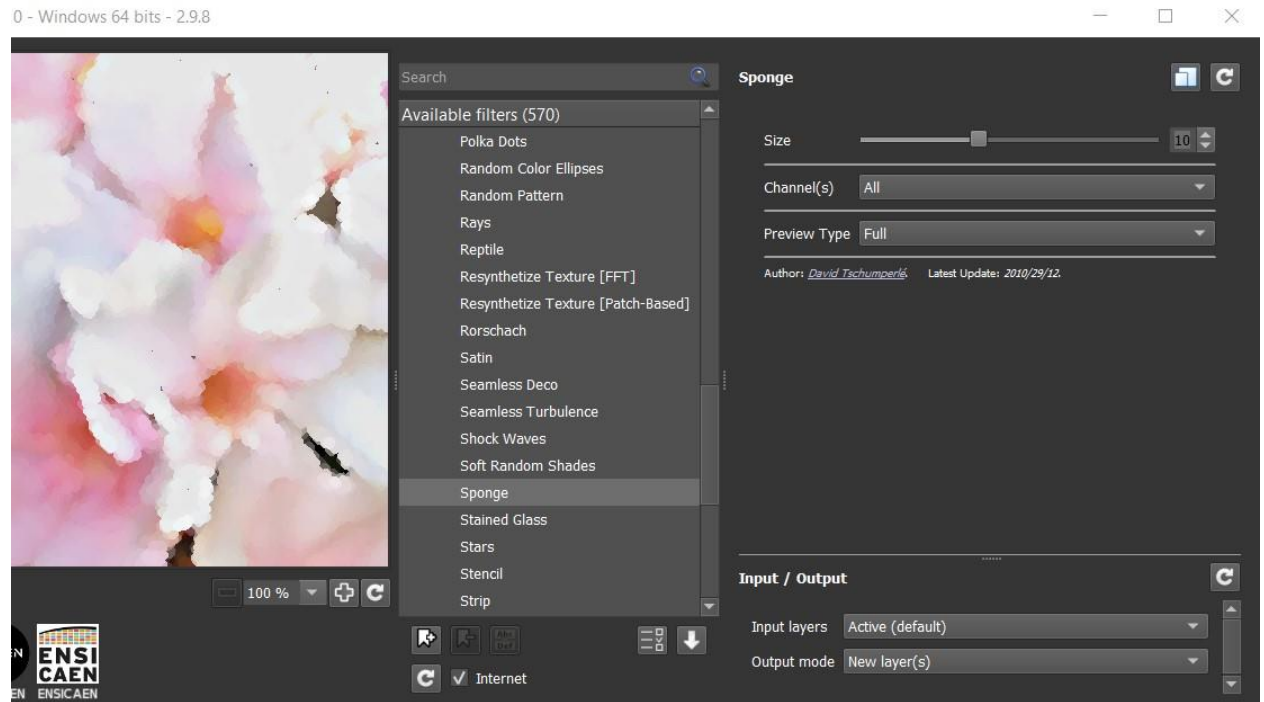


Select Blurred layer – Go to Gmic – Patterns – Mosaic; fx_mosaic 50,0,0,50,50



Select Mosaic layer and go Gmic – Patterns – Sponge; fx_sponge 10,0,0,50,50

Set the new layer at HSV Value or Pin Light Mode

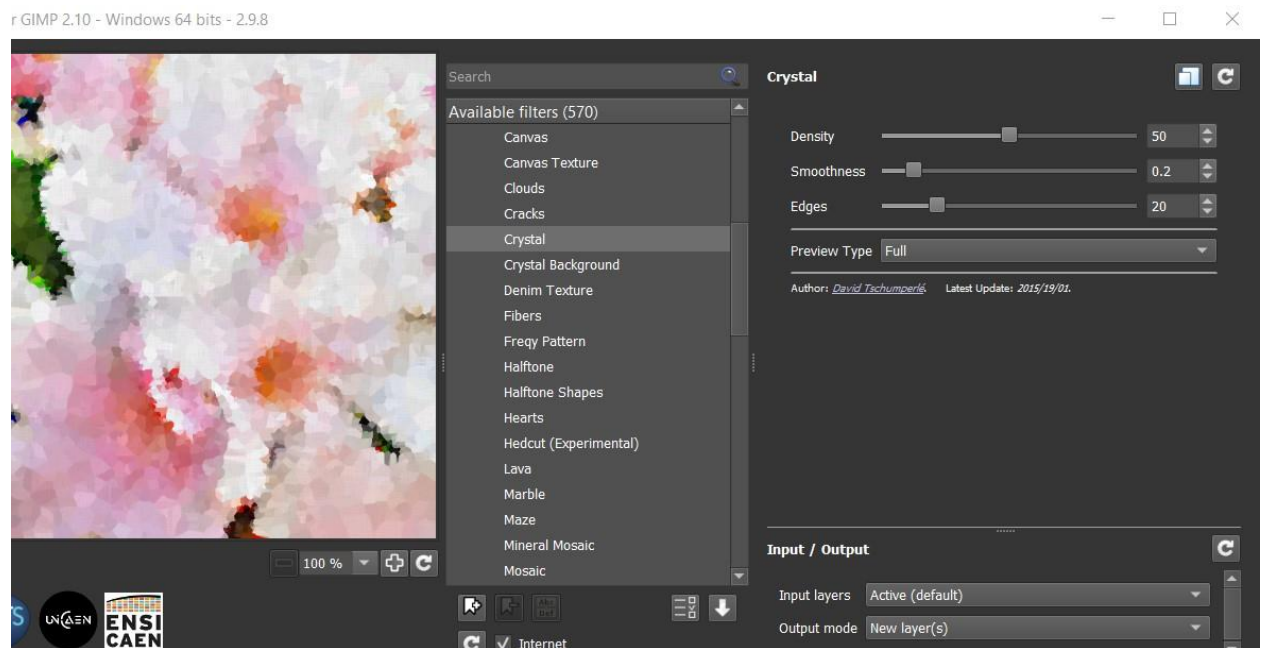


New from Visible

Set one copy original layer upper and set it at Pin Light and 40% opacity

New from Visible

Go to Gmic – Patterns – Crystal; fx_crystal 50,0.2,20,0,50,50

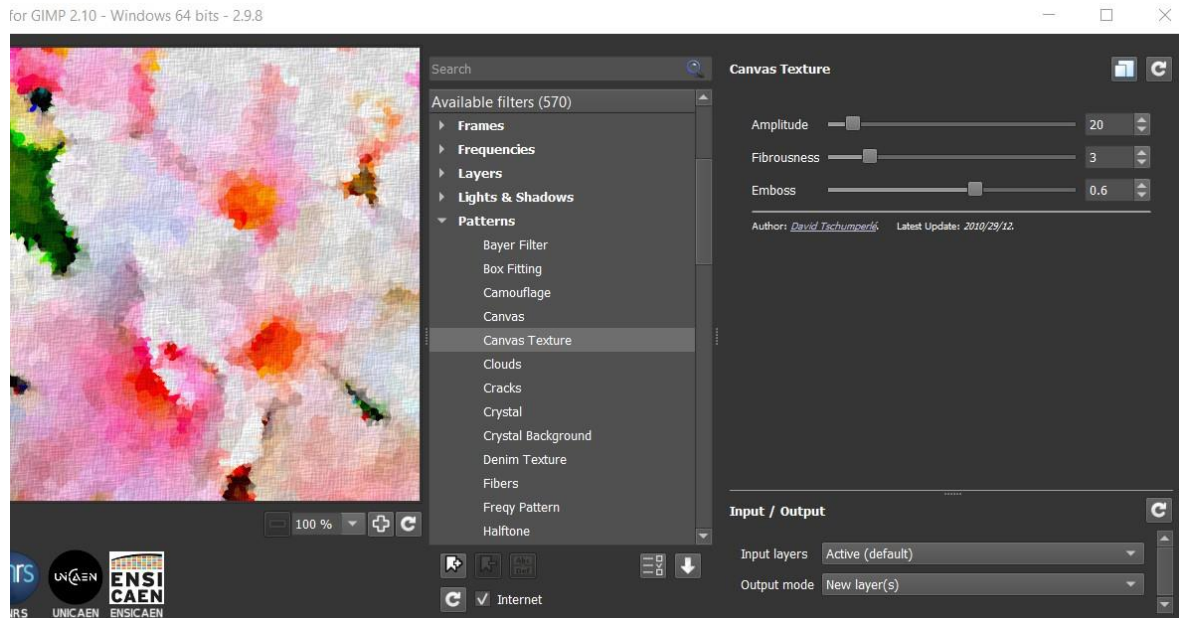


If your image needs more definition.

Set an original copy upper New from Visible and set the layer at Pin Light Mode and 70% opacity.

If it is alright, continue with the following step.

Go to Gmic – Patterns – Canvas Texture: Texturize_Canvas 20,3,0.6



Final Look



Enjoy the process,

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