

Fake Painting Graphic Effect

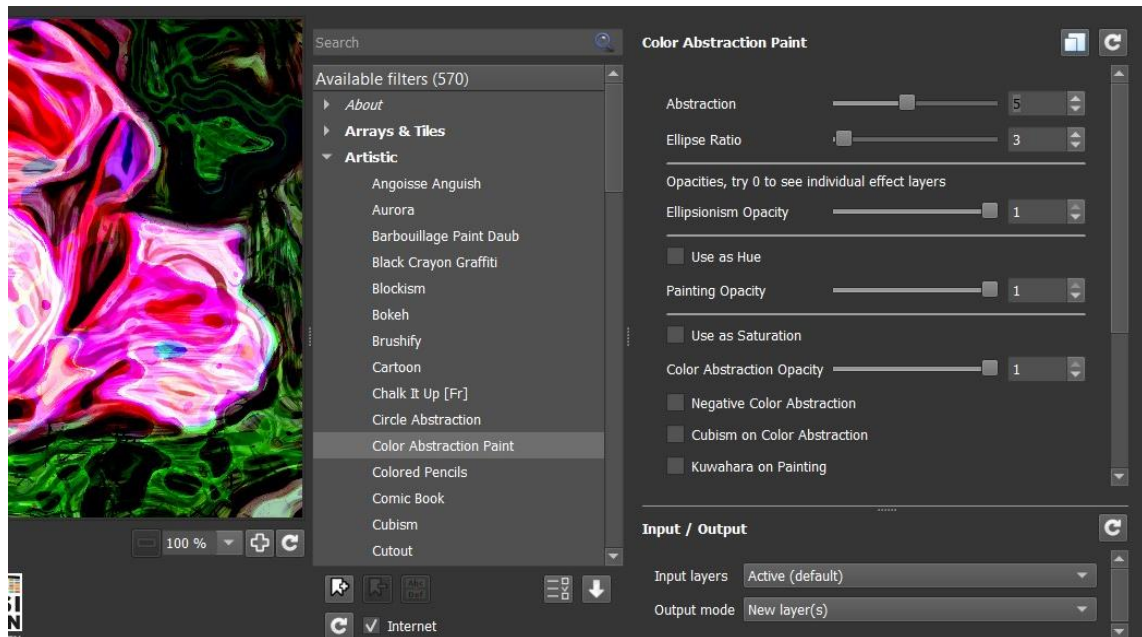
(Tips at the end of the tutorial)

Open your image and duplicate it.

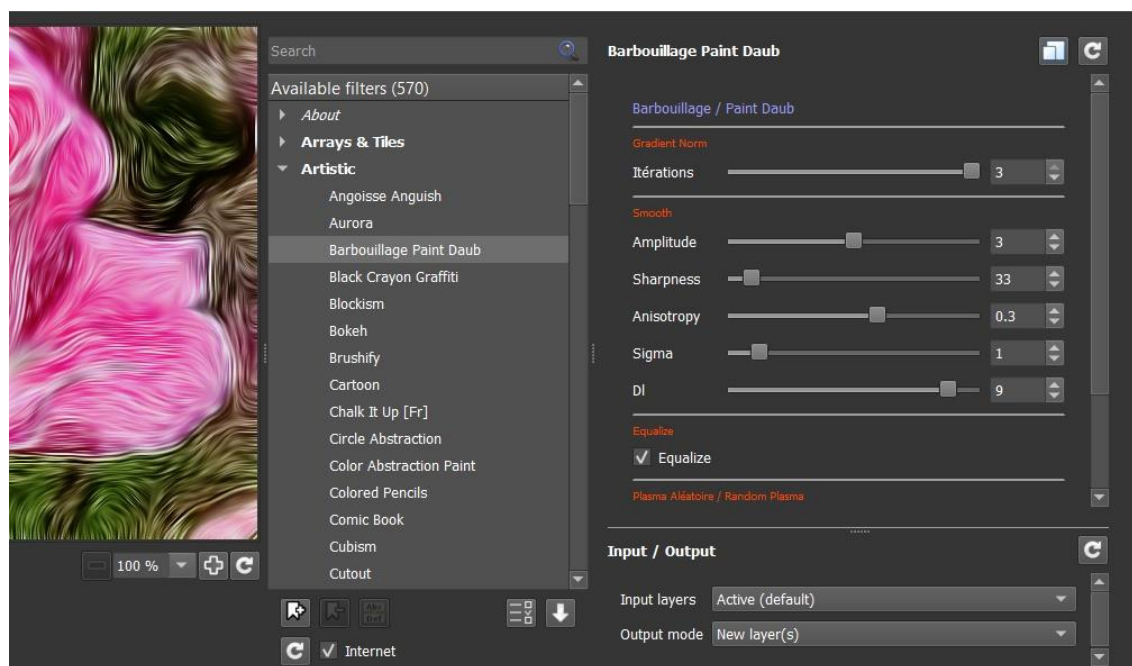
Select the upper layer, go to Filters- Blur – Gaussian Blur (apply default values)

Select Blurred Layer, go to Filters – Gmic – Artistic – Barbouillage Paint Daub

samj_Barbouillage_Paint_Daub 3,3,33,0.3,1,9,1,0,8



Select the new layer and go to GMIC_Color_Abstraction_Paint



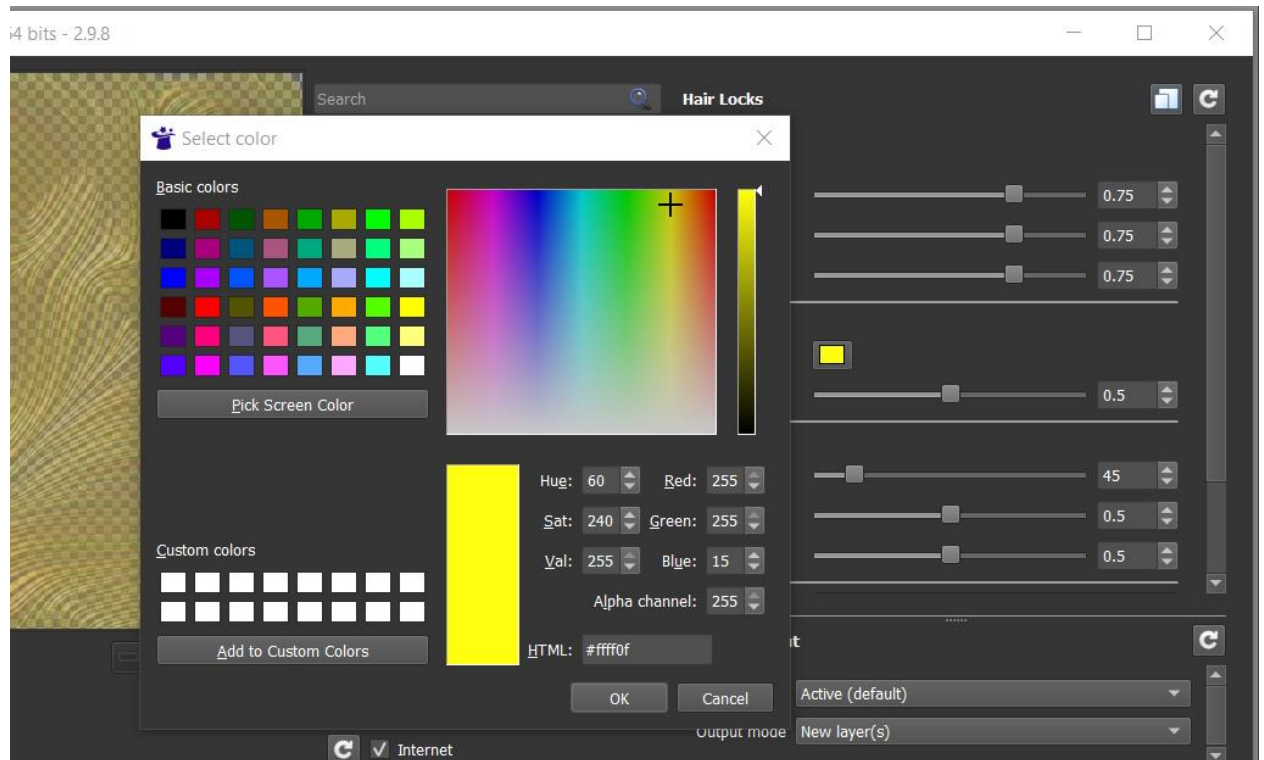
fx_ColorAbstractionPaint 5,3,1,0,1,0,1,0,0,0,0,0,0,0

Set Color Abstraction Paint Layer at 30% opacity

New from visible

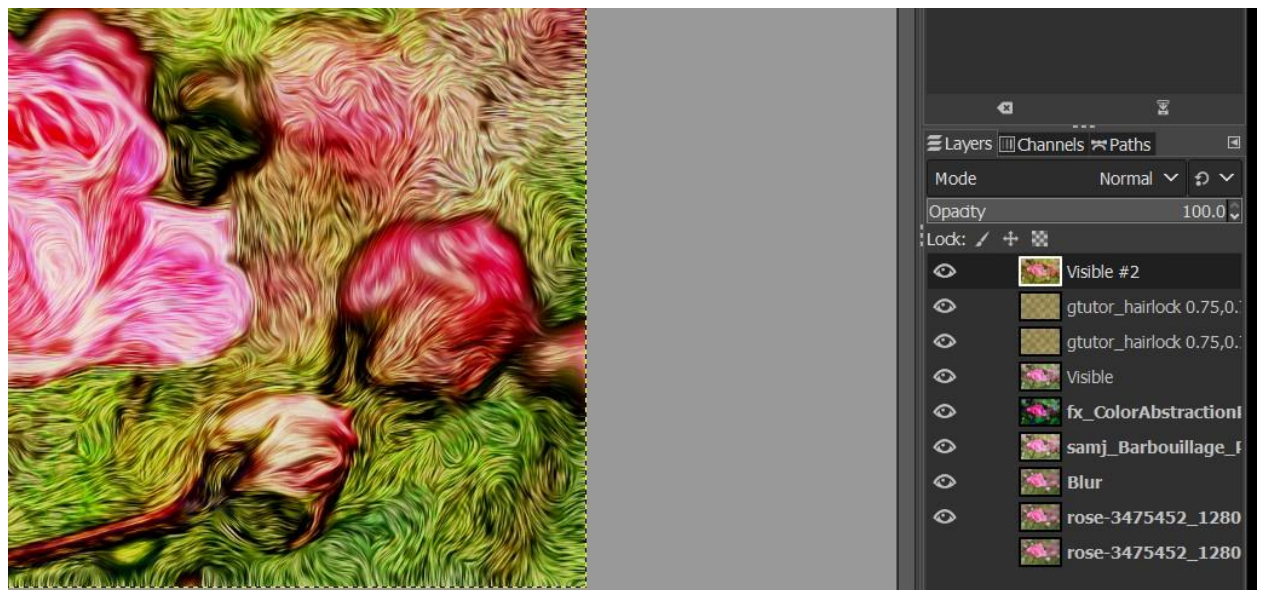
Go to Gmic – Rendering – Hair Locks. Color #ffff0f

Set the new layer at Vivid Light Mode and 75% opacity

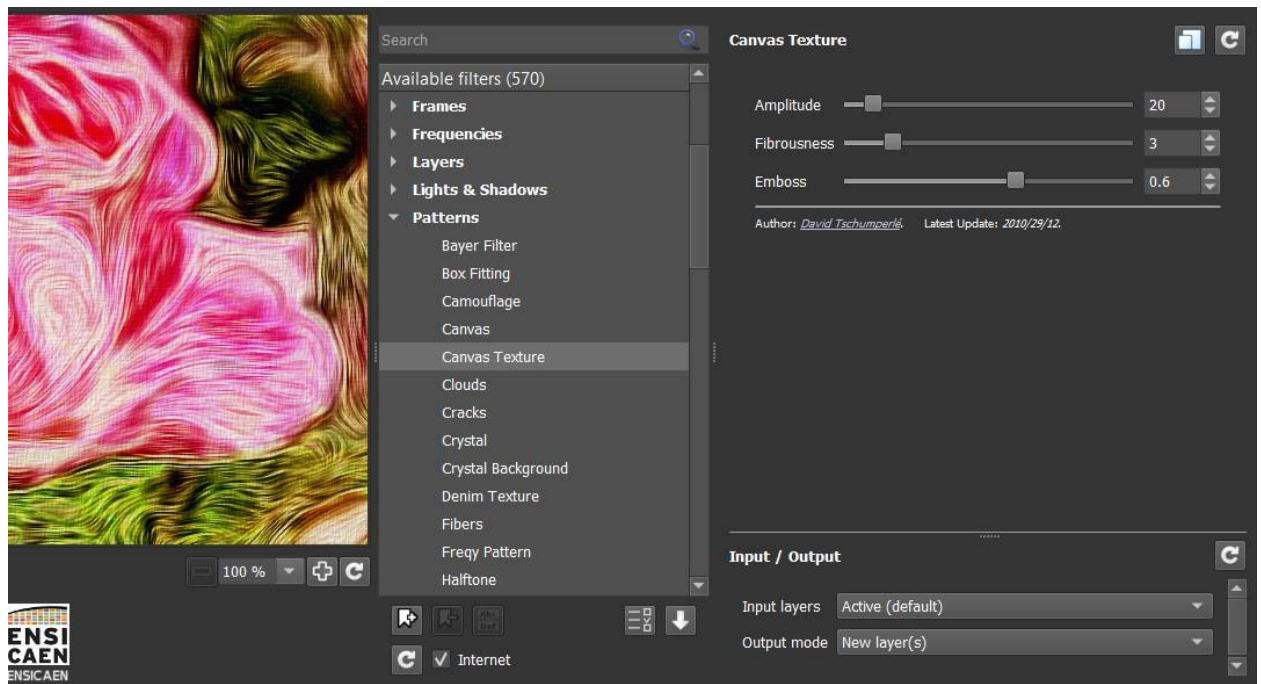


Copy the new layer and set the copy layer at Linear Burn Mode and 35 % opacity

New from Visible



Go to Filters – Gmic – Patterns – Canvas Texture. texturize_canvas 20,3,0.6



Final Look



Enjoy
the
process,

Issa

Tips:

- 1 if you have a source image with flat areas you may get better results adding some texture
2. if at end you get a too light outcome you may use "curves" to adjust the look or simply activate the top layer and set it at "multiply" and play with opacity.