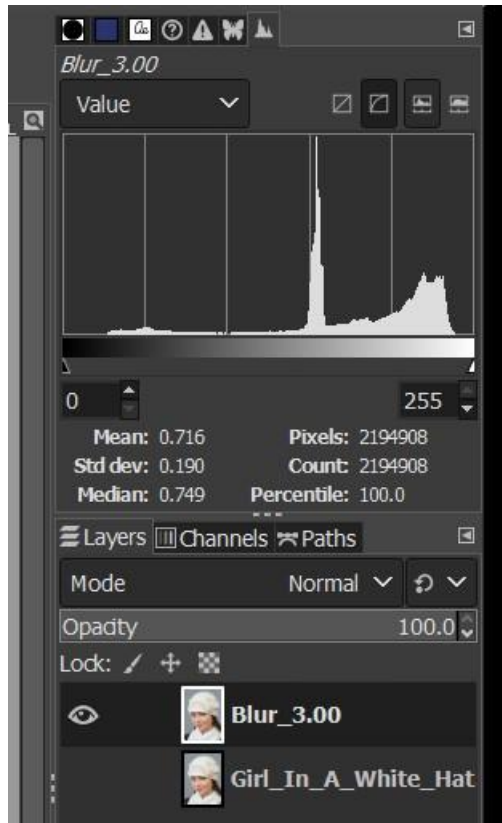


## Fake\_3D\_Graphic\_Effect

Open your image and duplicate it twice.

Select the upper duplicate layer twice. Go to Filters – Blur – Gaussian Blur set it at 3.00 X and Y

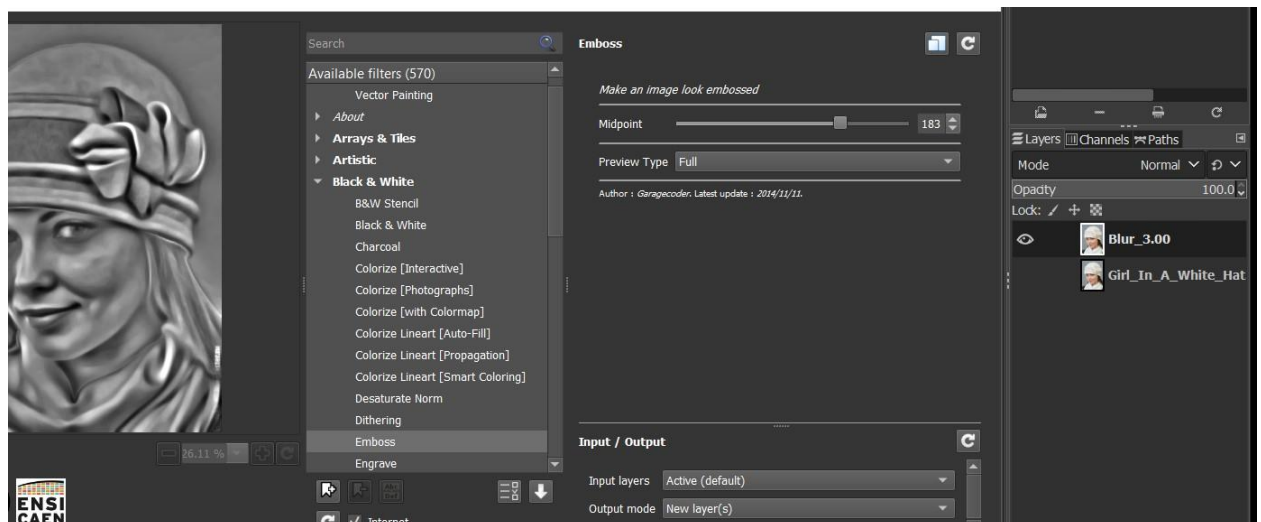
Select Blurred layer and go to Filters – Colors – Info – Mean Value



Take the value Mean Value of your image and multiply that value by 256. Keep that value you got.

My sample image has 0.716, so  $0.716 \times 256 = 183$

Select Blur layer go to Filters – Gmic – Black and White – Emboss



Remove the default value and set the value you keep of your image.

Set the new layer at Multiply Mode and set it at 80 % opacity.

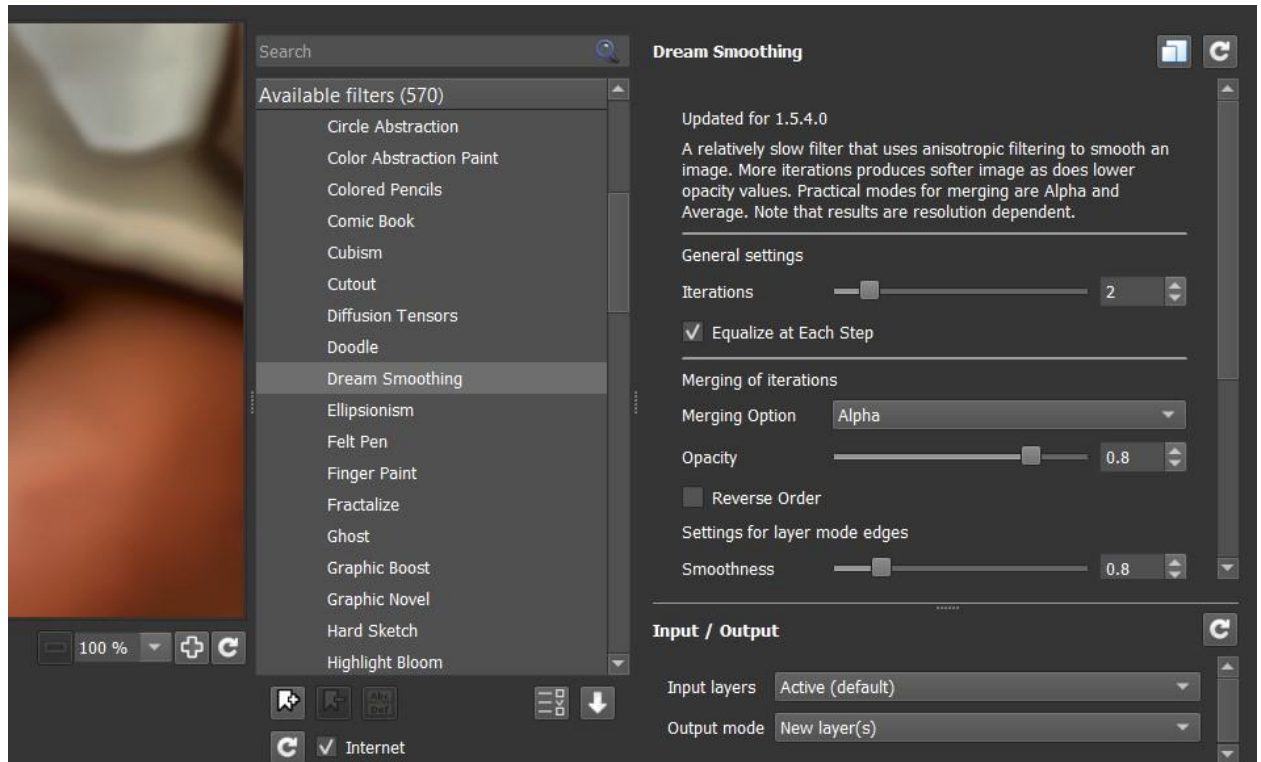
New from visible. Rename the Visible layer as Embossed.

Close eye to the gcd\_emboss layer.

Set Embossed layer at Linear Burn Mode and 80% opacity.

New from Visible

Go to Filters – Gmic – Artistic – Dreamsmooth



Set the new layer at Soft Light and 60% opacity.

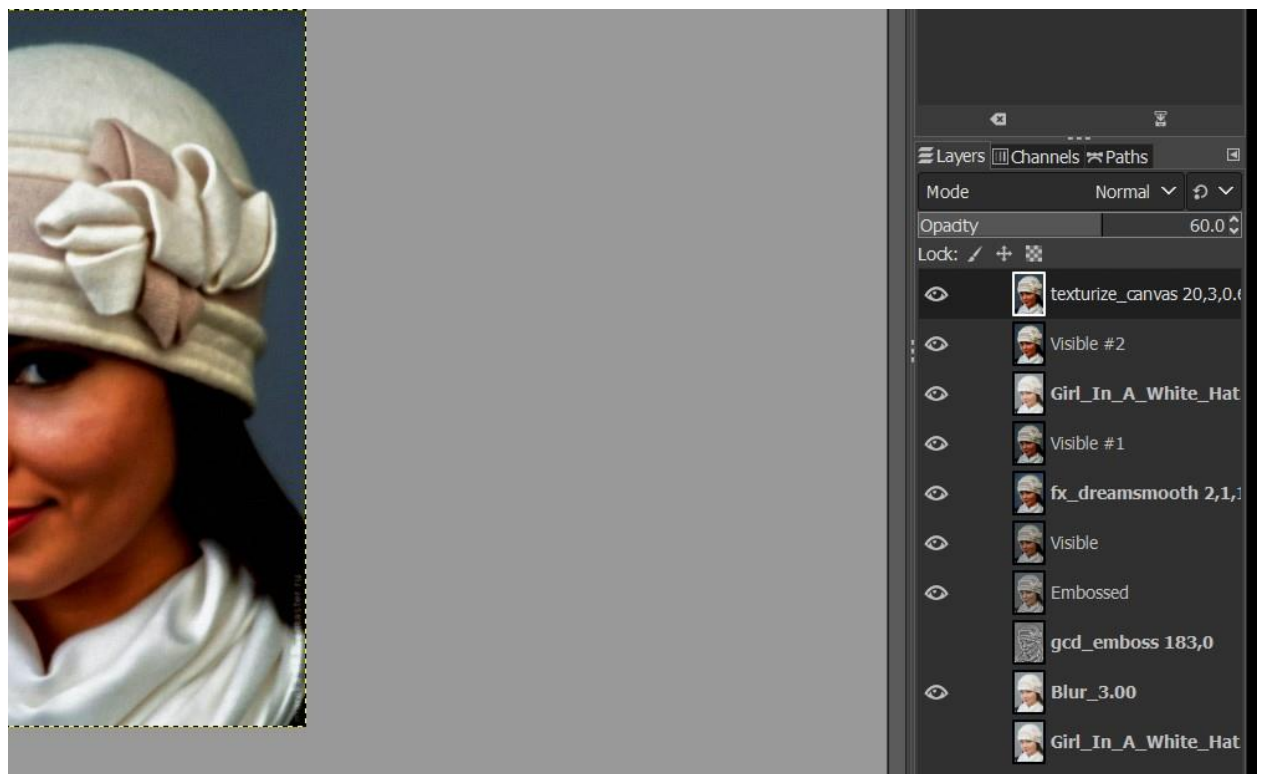
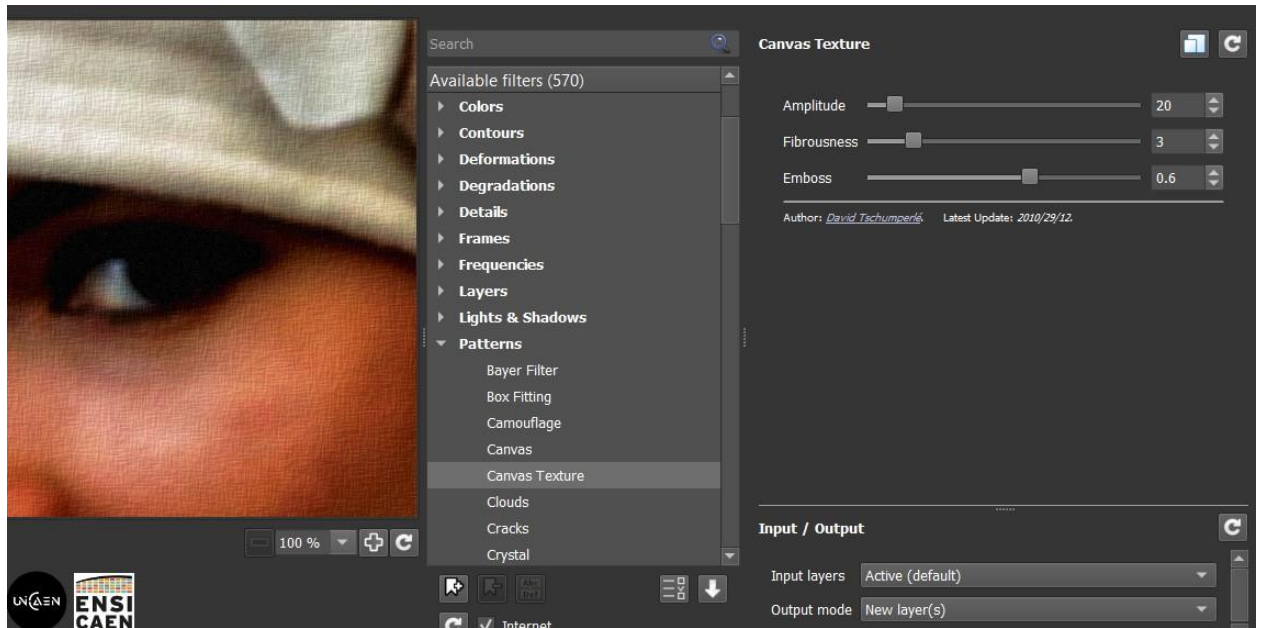
New from visible

Set a copy of your original image and put it above dreamsmooth layer and set it at Soft Light and 80% opacity

New from visible

Go to Gmic – Patterns – Canvas Texture

Set the new layer at 60% opacity.



Final Look



Original

Enjoy the process

Issa