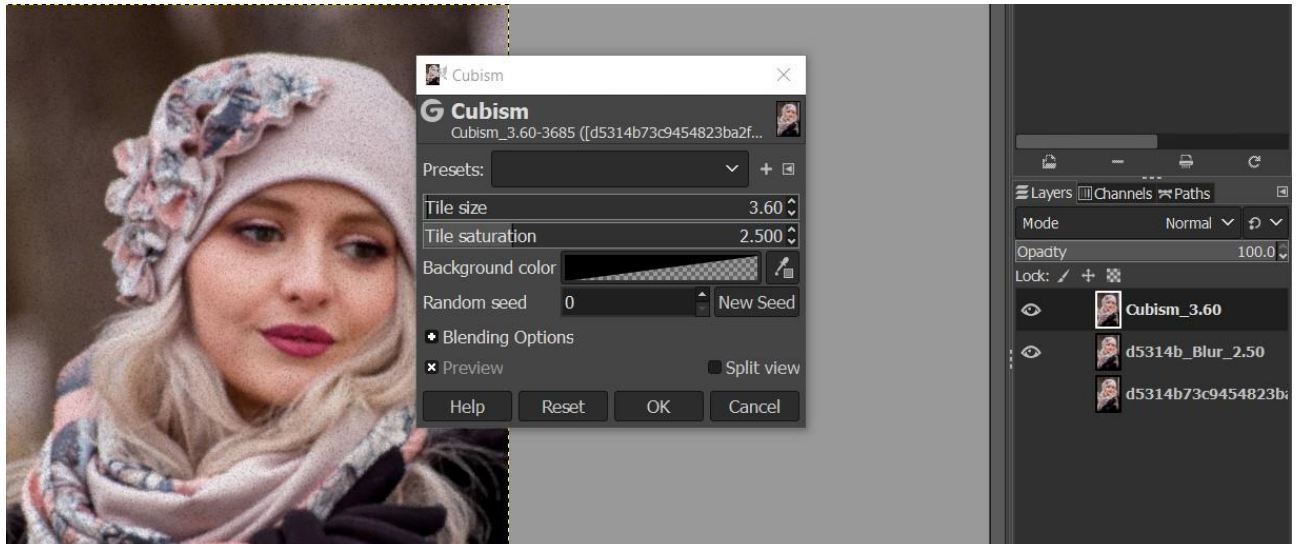


Graphic_Effect_Touch_Paint_Tutorial

Open your image and duplicate it

Go to Filters – Blur – Gaussian Blur. Apply 2.50

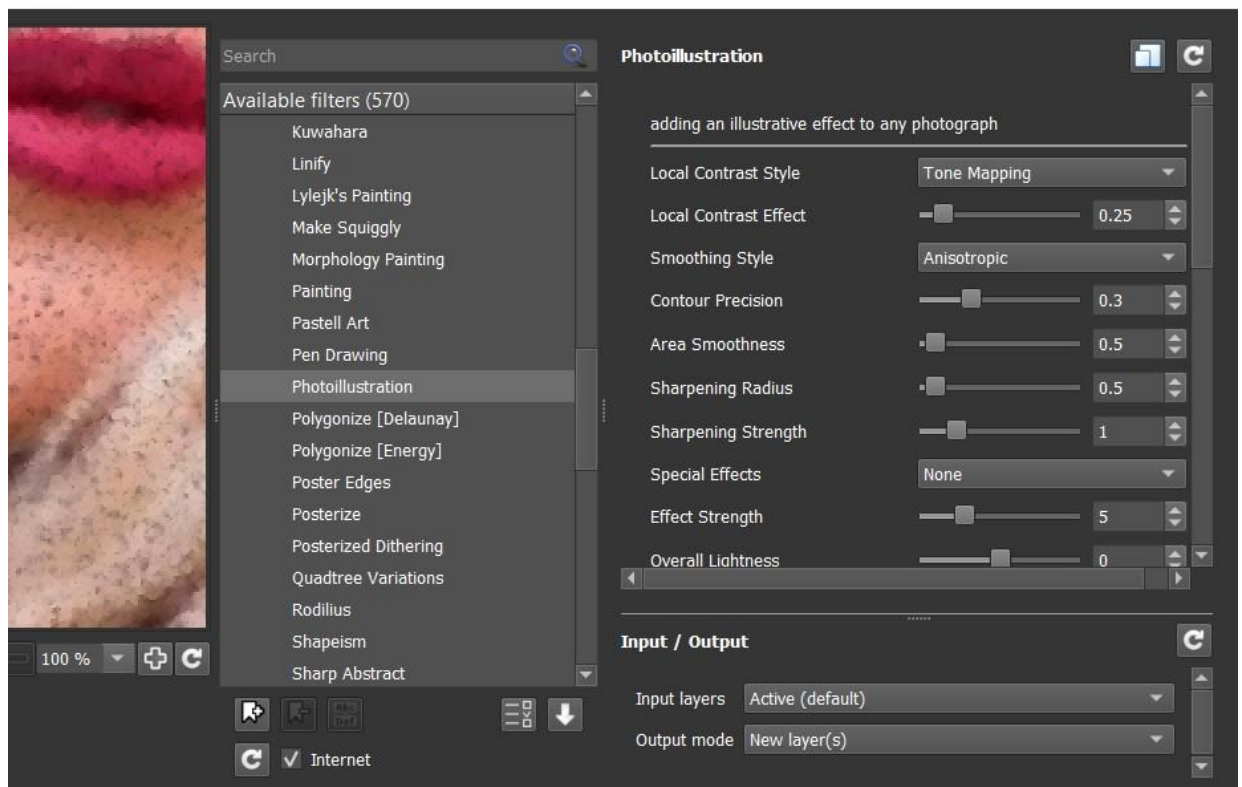
Go to Filters – Artistic – Cubism. Apply tile size 3.60 and accept.



Go to Filters – Gmic – Artistic – Photoillustration

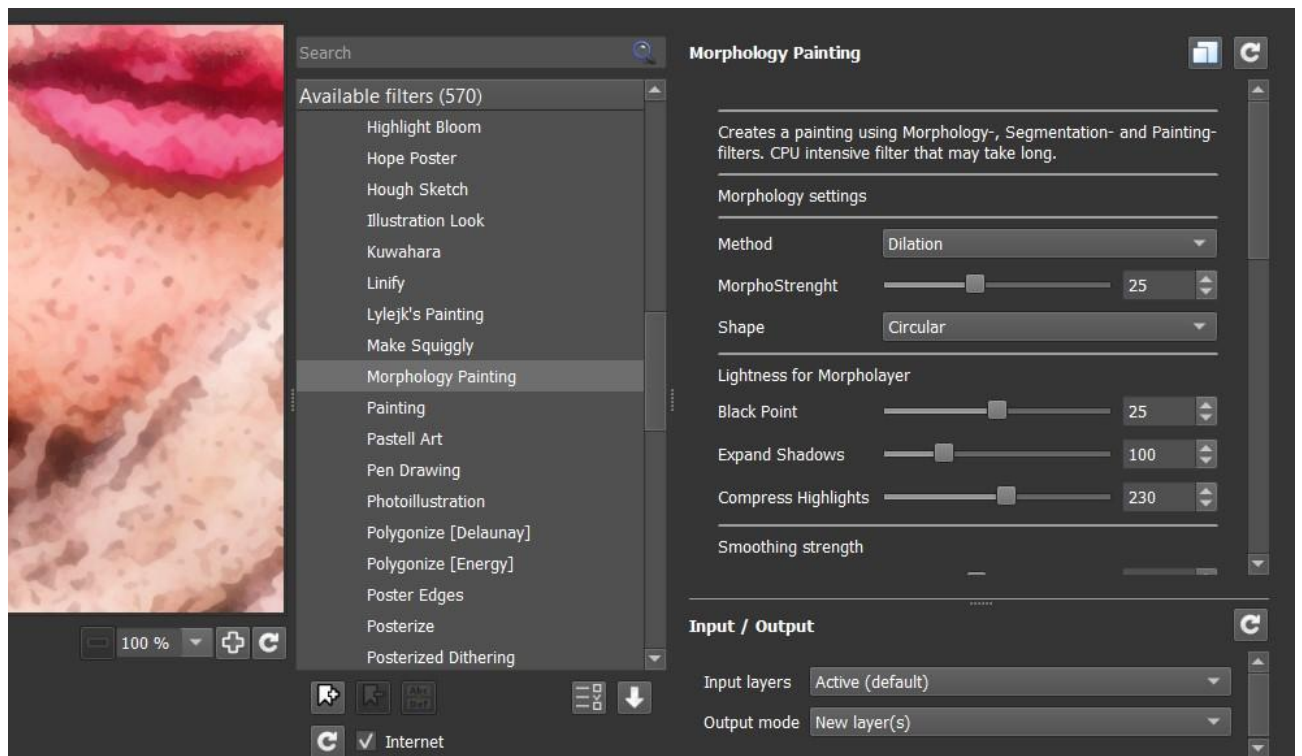
fx_tk_photoillustration

0,0.25,0,0.3,0.5,0.5,1,0.5,0,1,0,0,1,0,0,1.2,98.5,5,0.5,0,0,0,0,0,1,0



Go to Gmic – Artistic – Morphology Painting;

fx_MorphoPaint 1,25,2,25,100,230,8,3,4,0.5,2,0.5,200,1,1,1,1,1,1,1,0

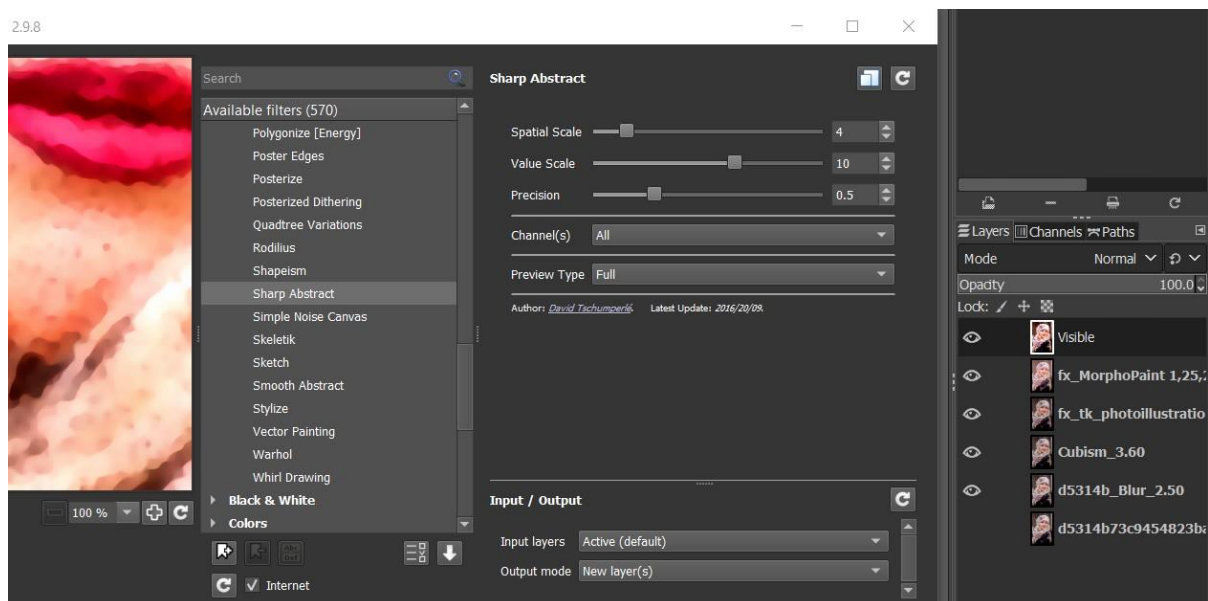


Set the new layer at Grain Merge and 75% opacity

New from Visible

Go to Gmic, again – Artistic – Sharp Abstract

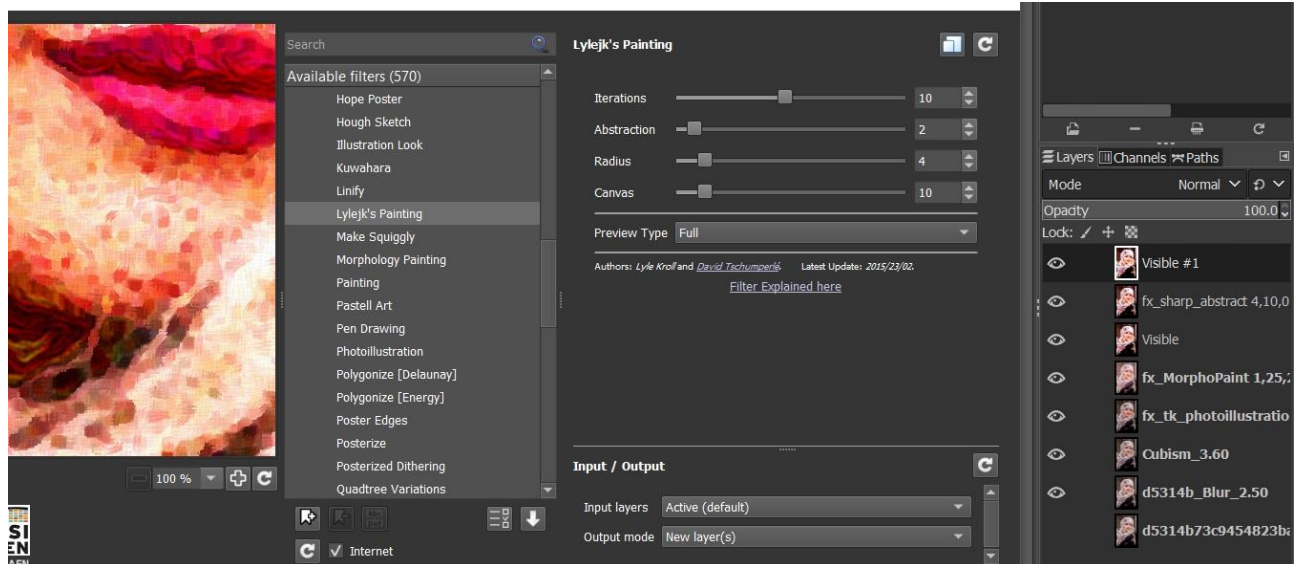
fx_sharp_abstract 4,10,0.5,0,0,50,50



Set the new layer at Soft Light and 80% opacity

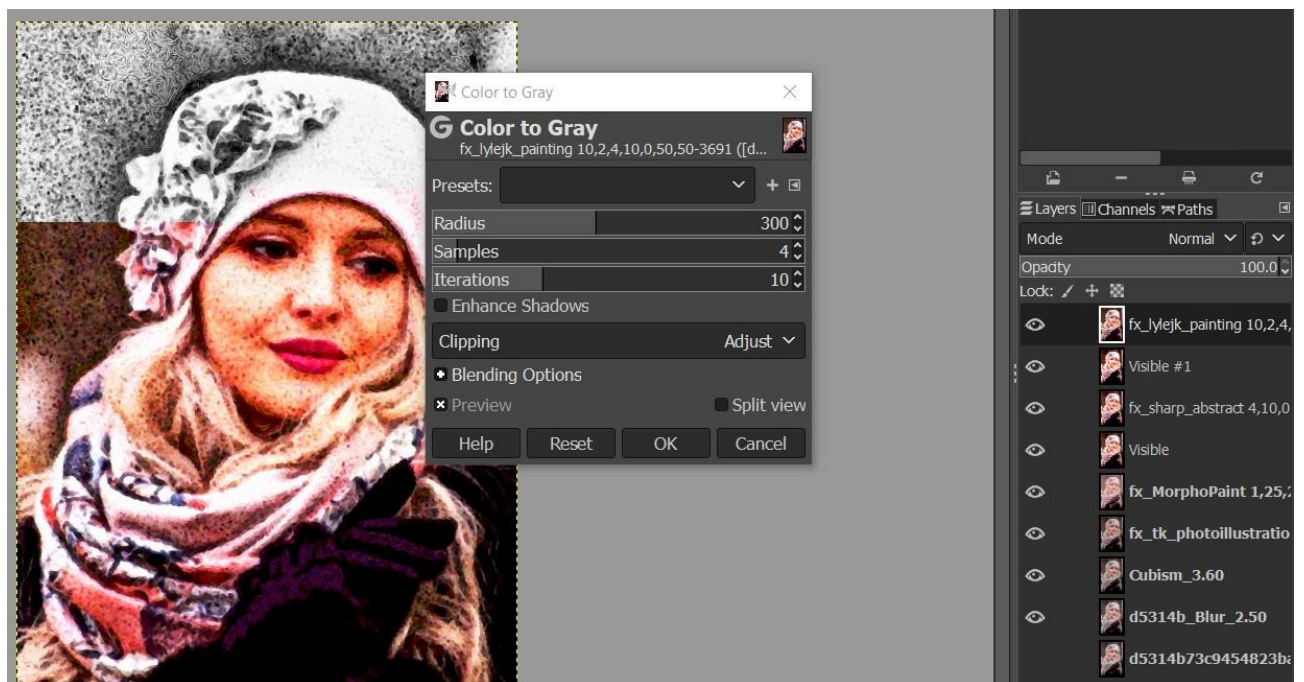
New from visible

Gmic – Artistic – Lyle’s Painting; fx_lylejk_painting 10,2,4,10,0,50,50



Go to Colors – Desaturate – Color to Gray

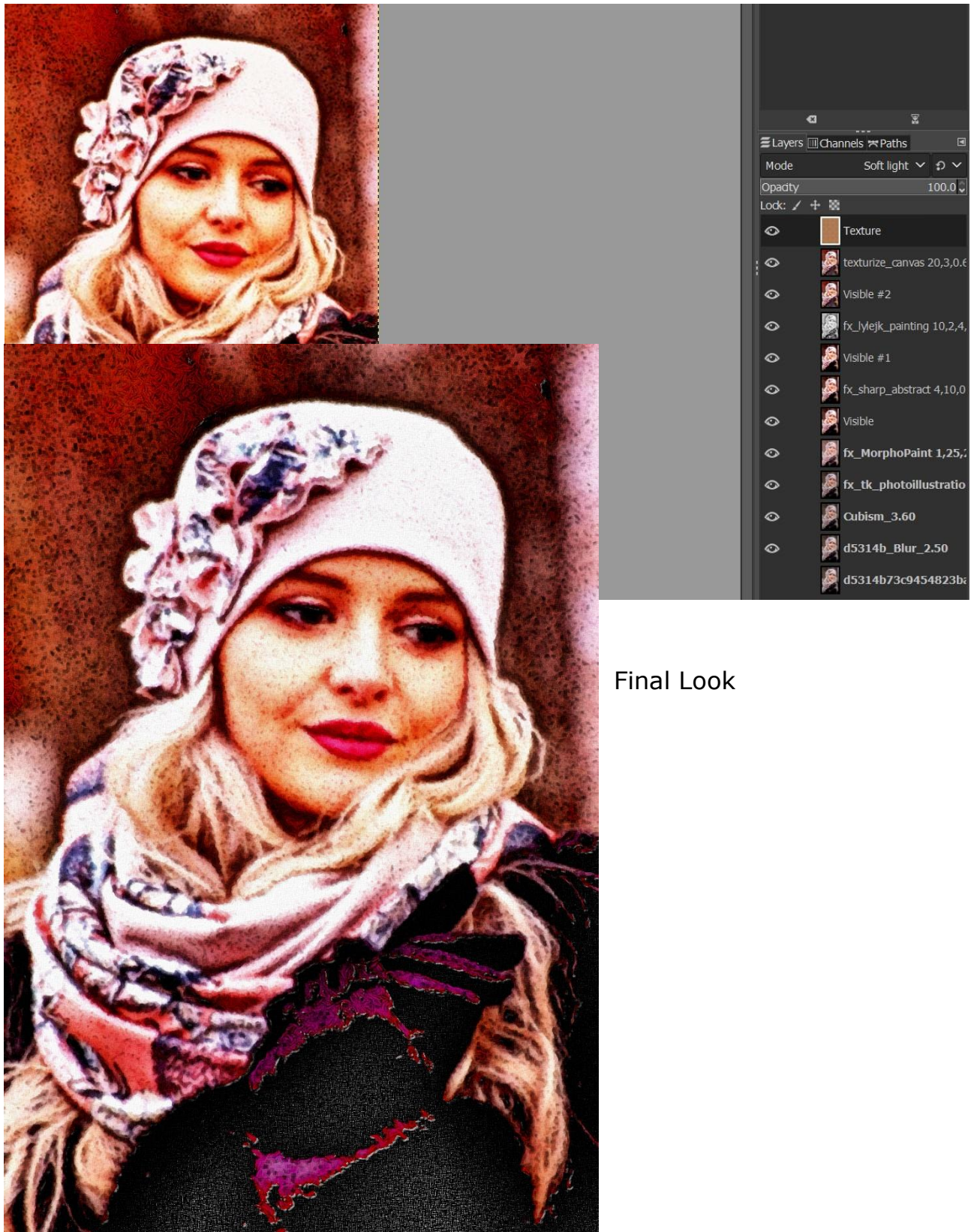
Set the new layer at HSV Value and set opacity at 50%.



New from Visible

Go to Filters – Gmic – Patterns – Canvas Texture (default values)

You can add an aged texture at the top layers. (DN created one which matches perfect to the effect) Set it at Grain Merge Mode and opacity 50%. Other modes are possible, Play with opacities, too.



Final Look

With texture at the upper layers





Original

Enjoy the process,
Issa