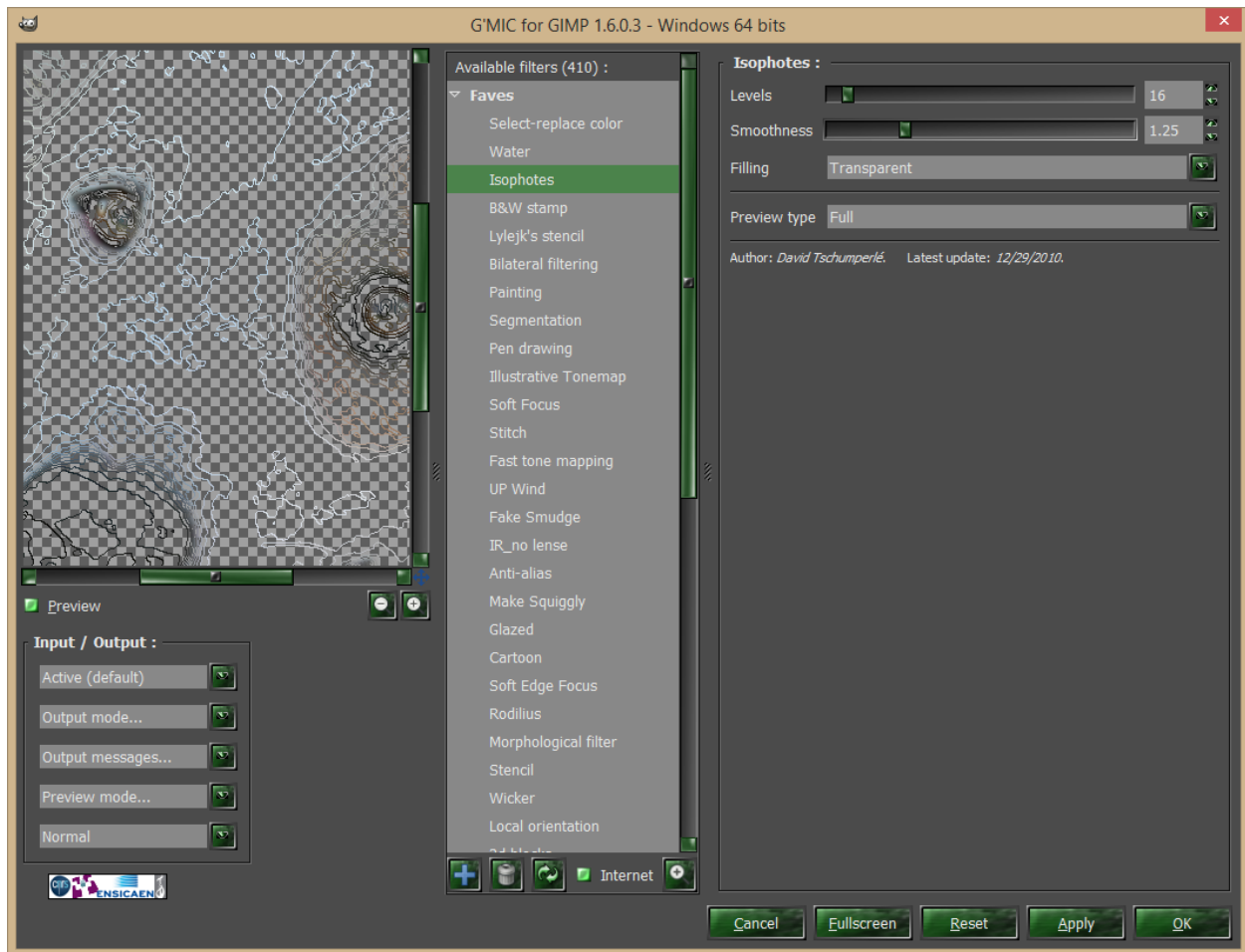


## Quick and Dirty Voronoi Stipple

1. Start with target image.

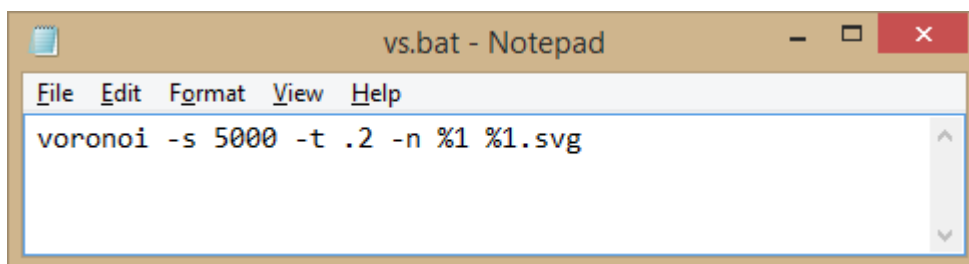


2. Do some edge adjustments to make it more friendly to Voronoi Stipple

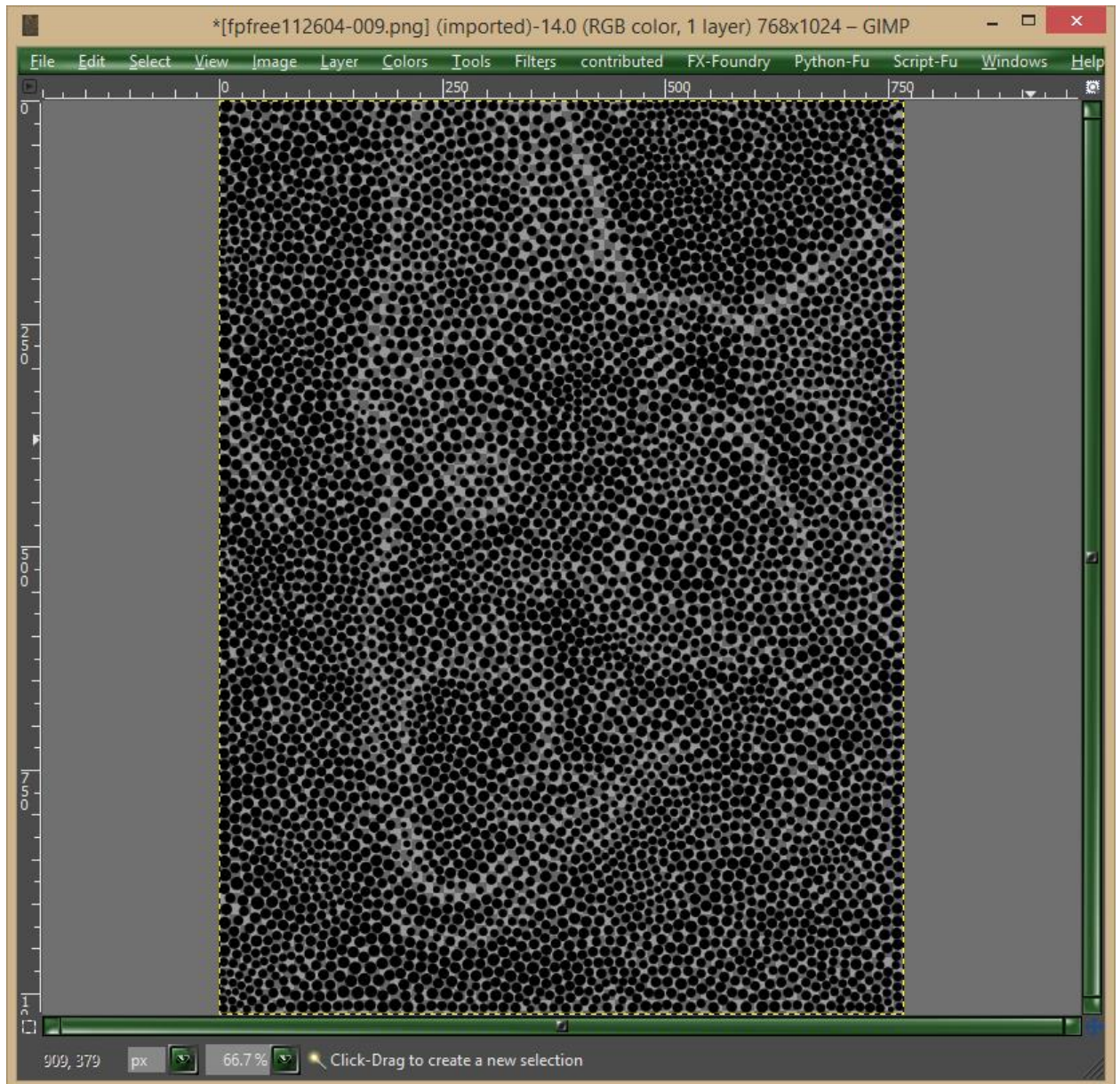


Flatten this result w/ black background

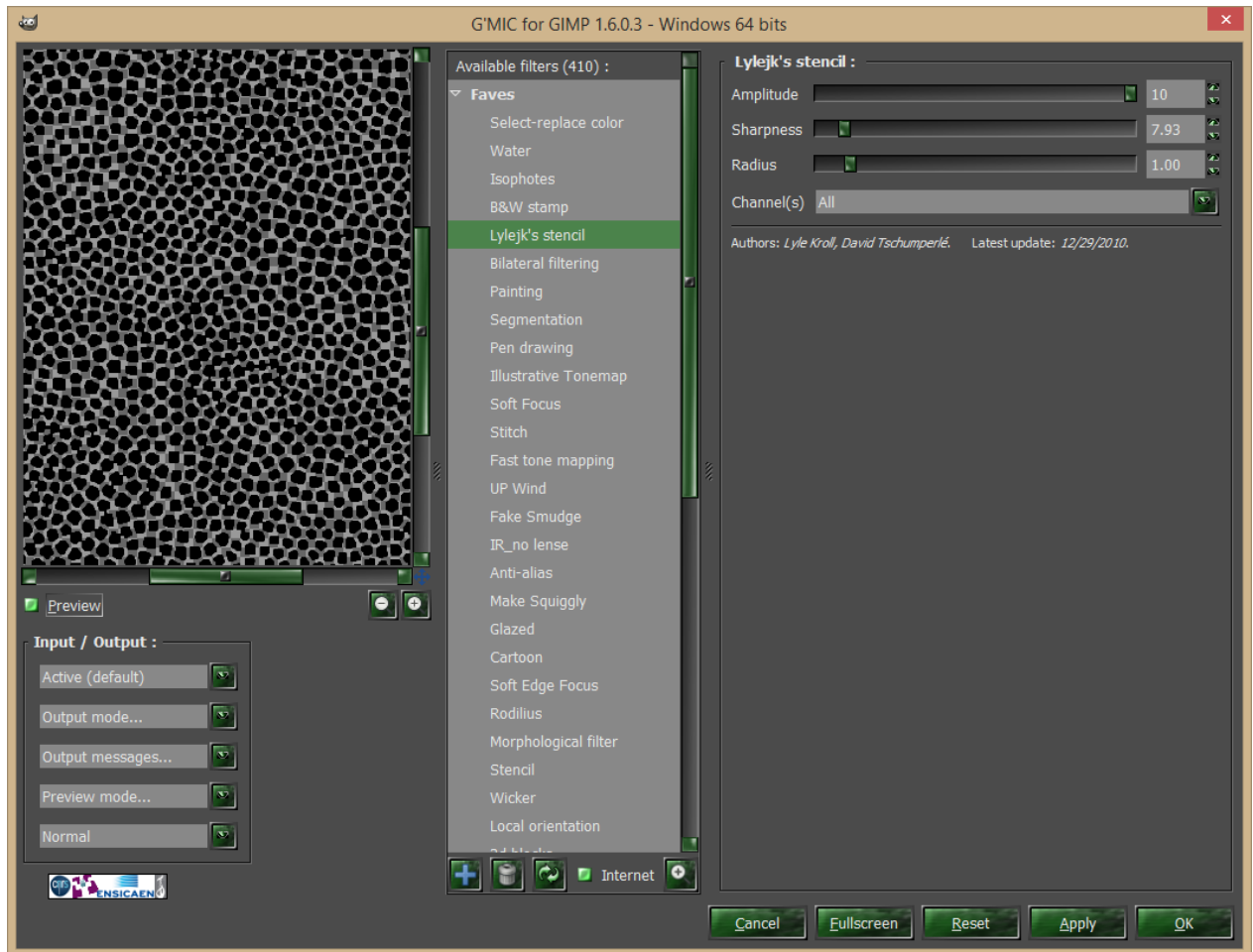
3. Run Voronoi Stipple script.



4. This is the result

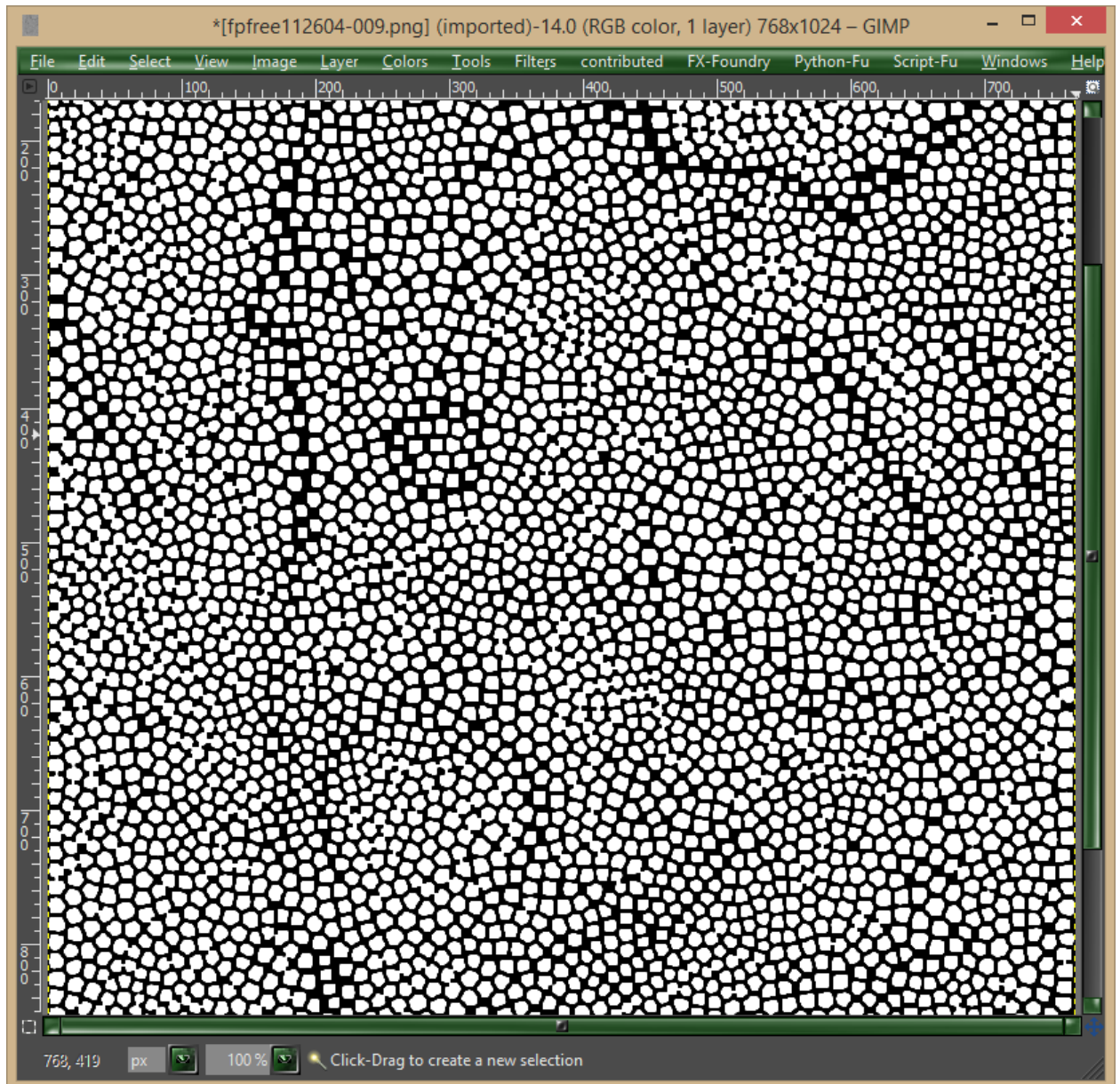


5. Distort using Lylejk Stencil (sometimes I run this two times; second with larger radius to smooth things out, but you don't want the dots to stick; only ran once for this example)

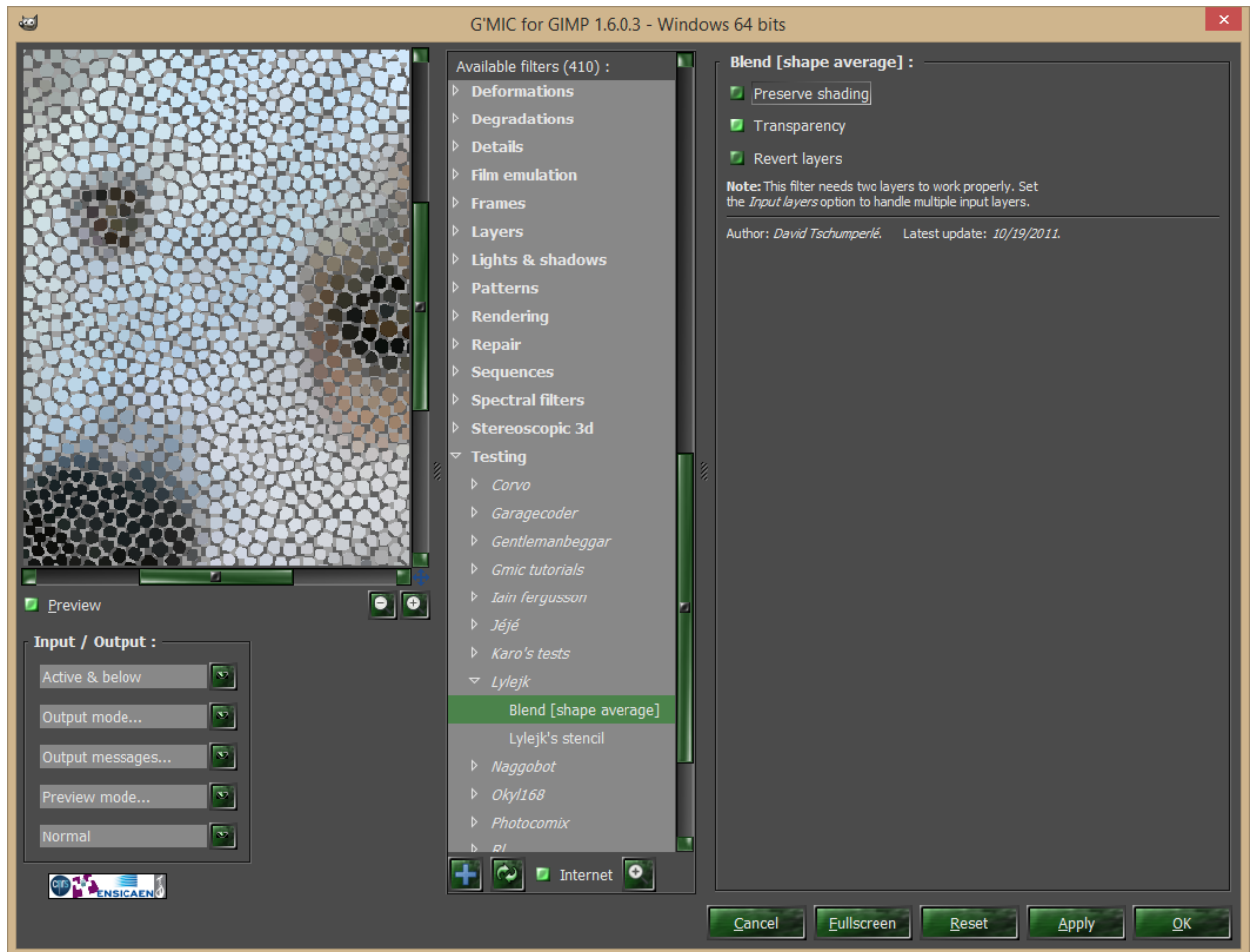




6. Remove Alpha and invert for mask.



- Copy Original image to base layer (make sure base layer does not have alpha channel) and use Blend (Shape Average):



Result (no additional effects; I usually use morphology preset to squeeze the mosaic together and a blending of G'MIC's Local Orientation (both are under Contours) to add some dimension, but this is just a quick and dirty tutorial so it is what it is):

