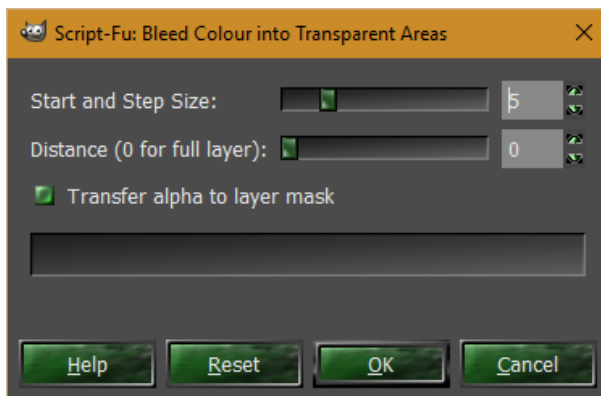


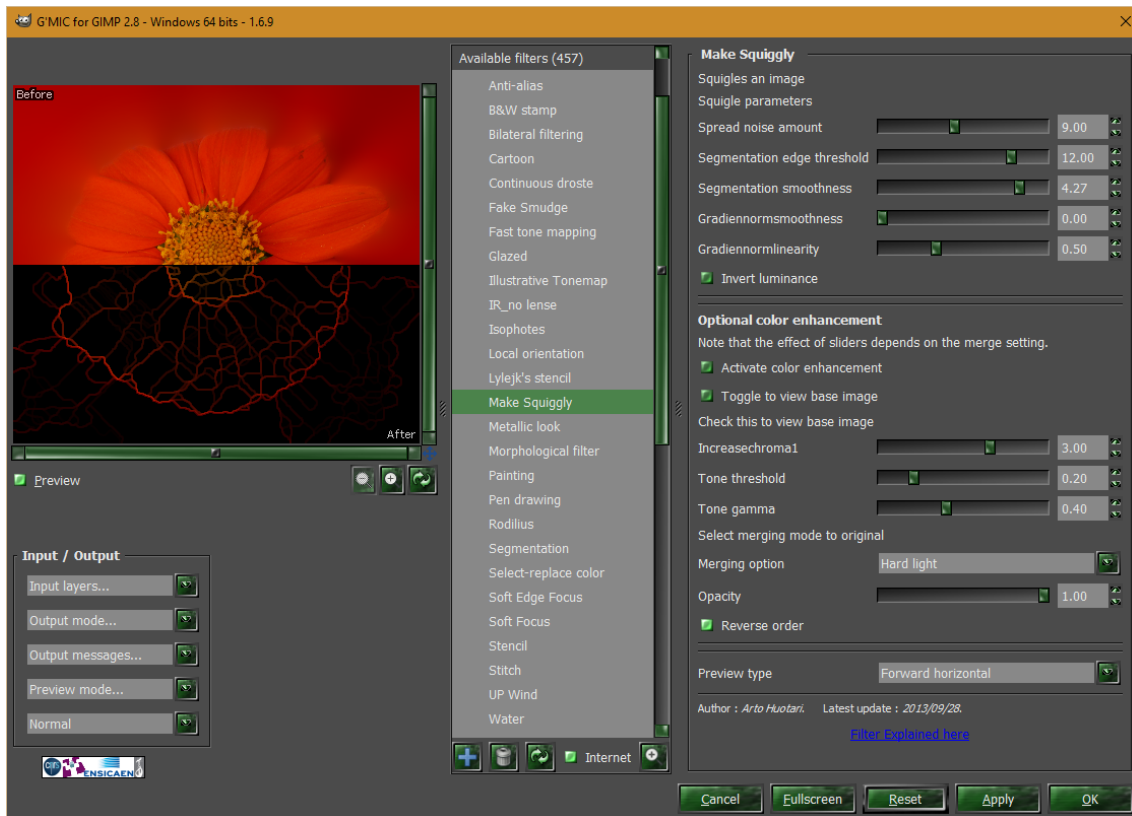
## Lyle's tutorial    How to do **Plasmic**



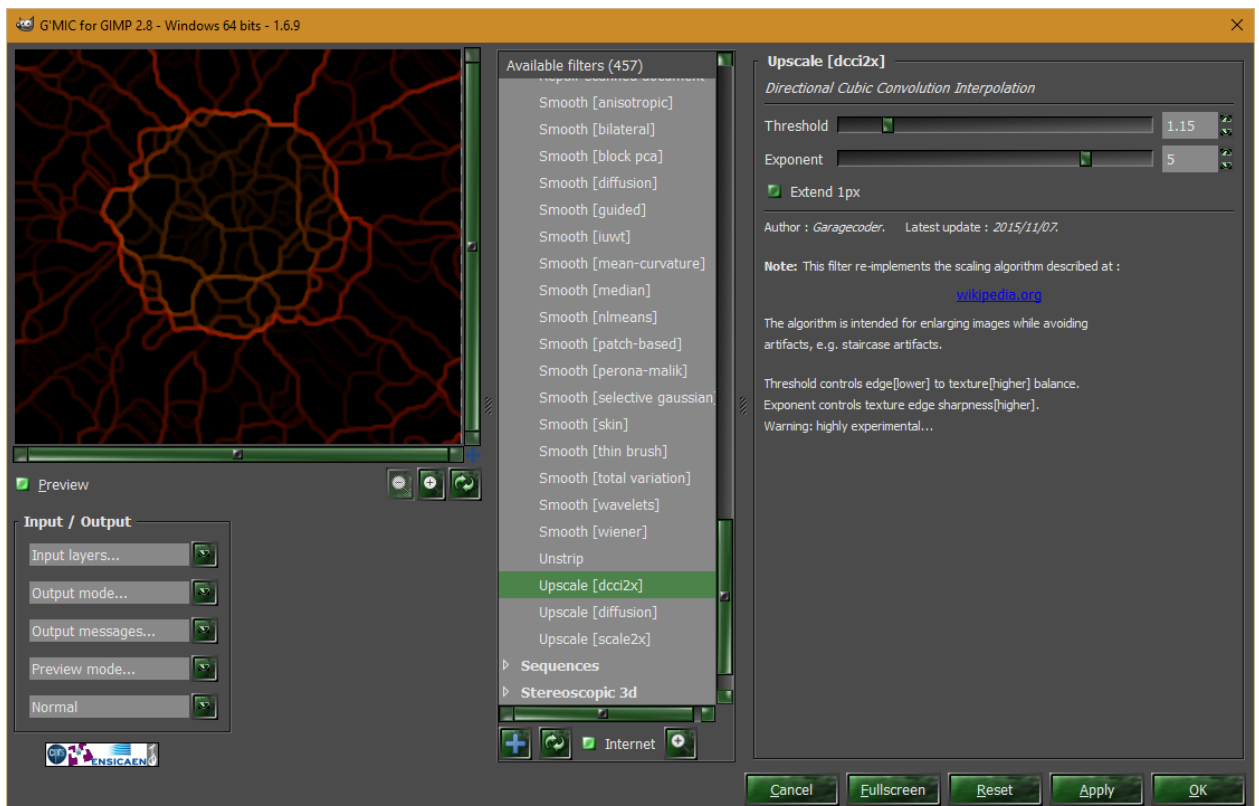
Now, you need to **bleed edges**. Used a Script-fu to do this



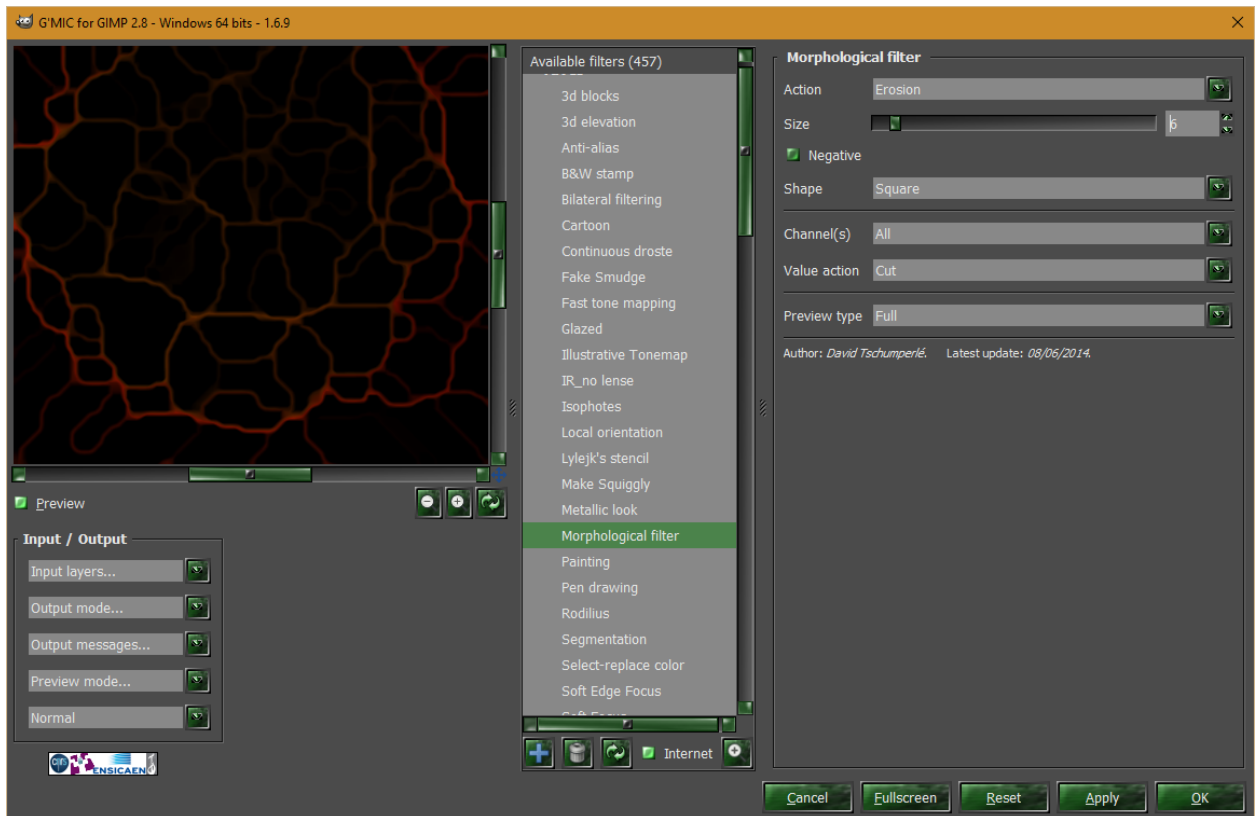
Need to copy this result and paste it into a new image. Then reduce the size 80% give or take. Now run Make Squiggly on this smaller result



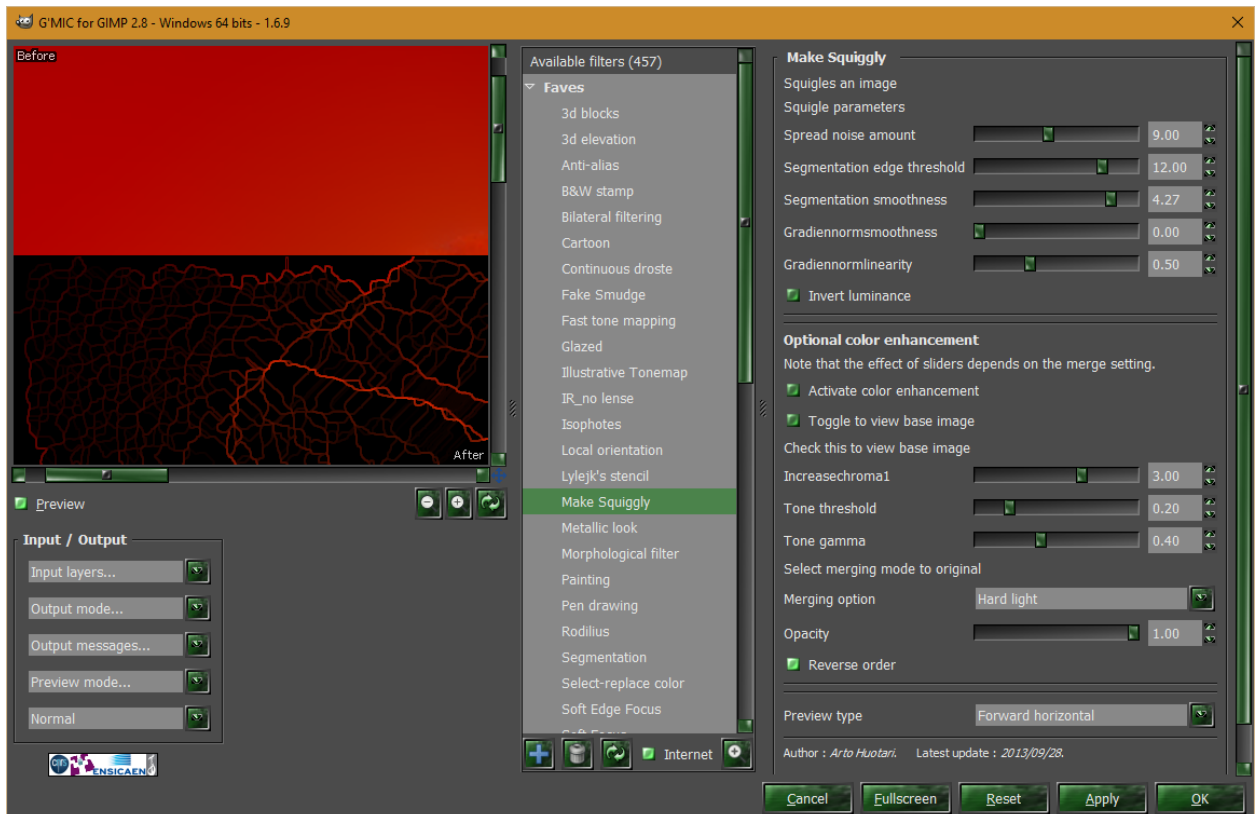
Now you need to uprez the result. I like using dcci2x preset for this (two passes).



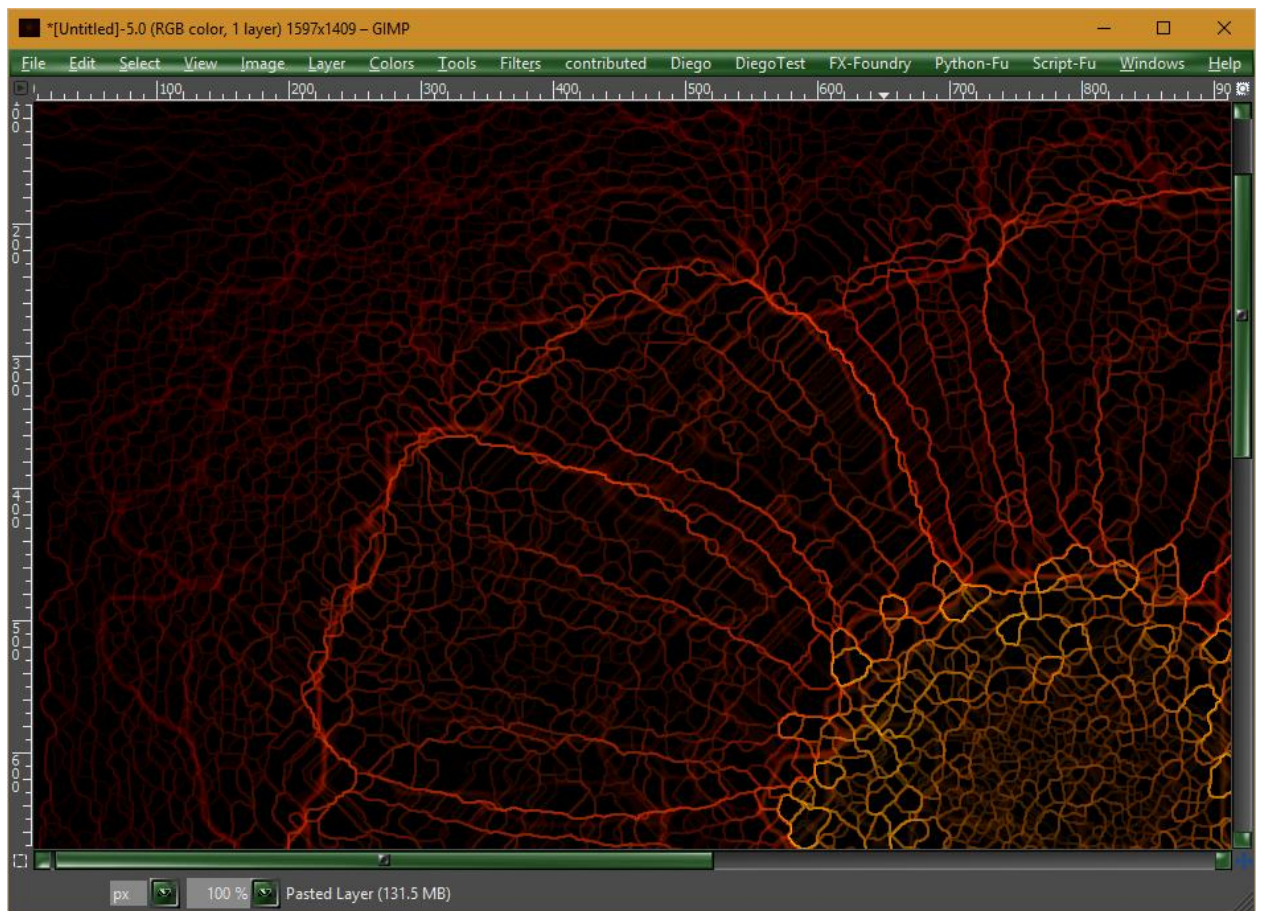
Now run Morphology preset to squeeze the width of the lines.



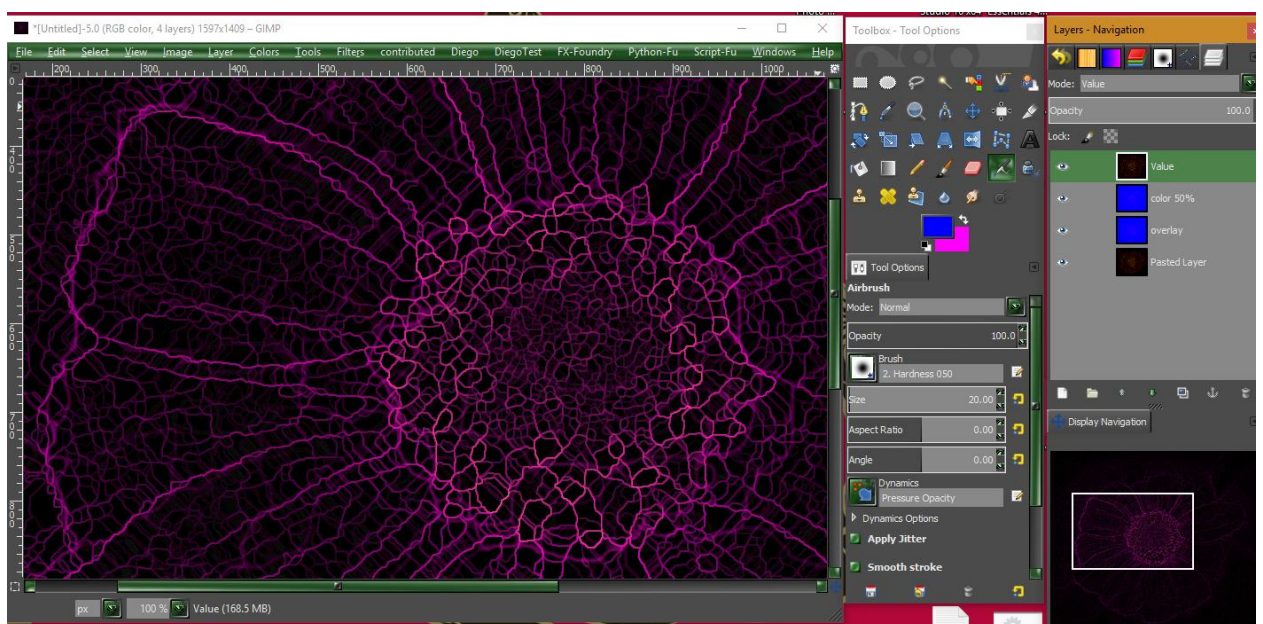
Now uprez the original (bleed edge result) to the same size as Make Squiggly result and then copy it on top of it. Now run Make Squiggly for this layer.



Now set this layer to Screen and dup multiple times. Result so far.



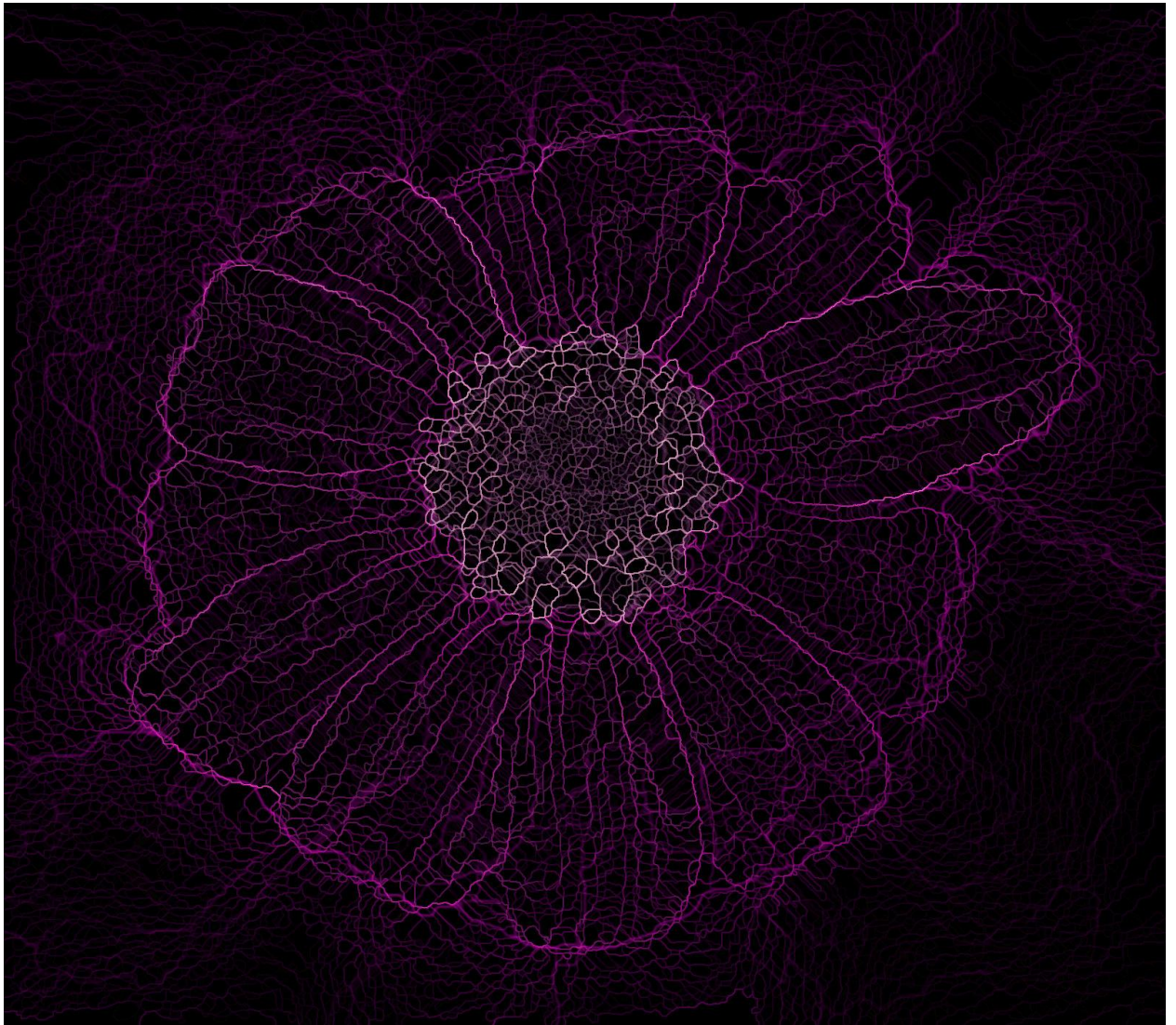
Now you need to do some adjustments to the color. Set foreground color to blue and background color to Magenta and map gradient on a duplicate layer, then follow the flow below.



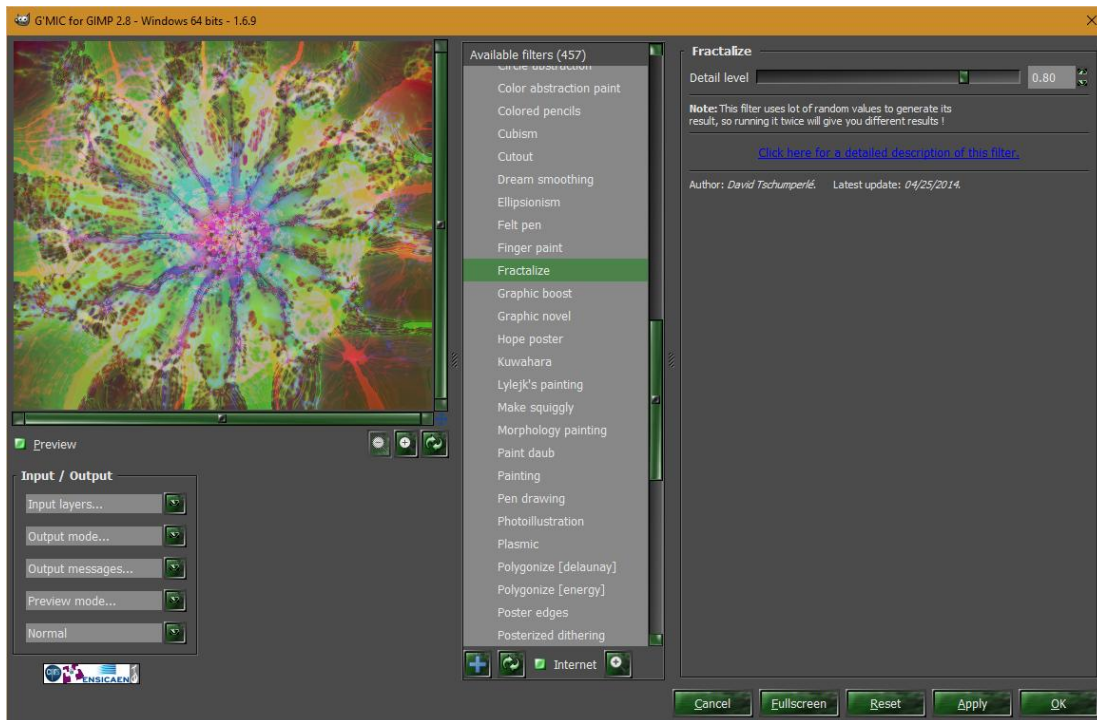


Flatten, then Dup this result and auto-level. Now reduce opacity to taste (I set to 65%) and set this layer to saturation. This step adds a hint of white (not showing this step).

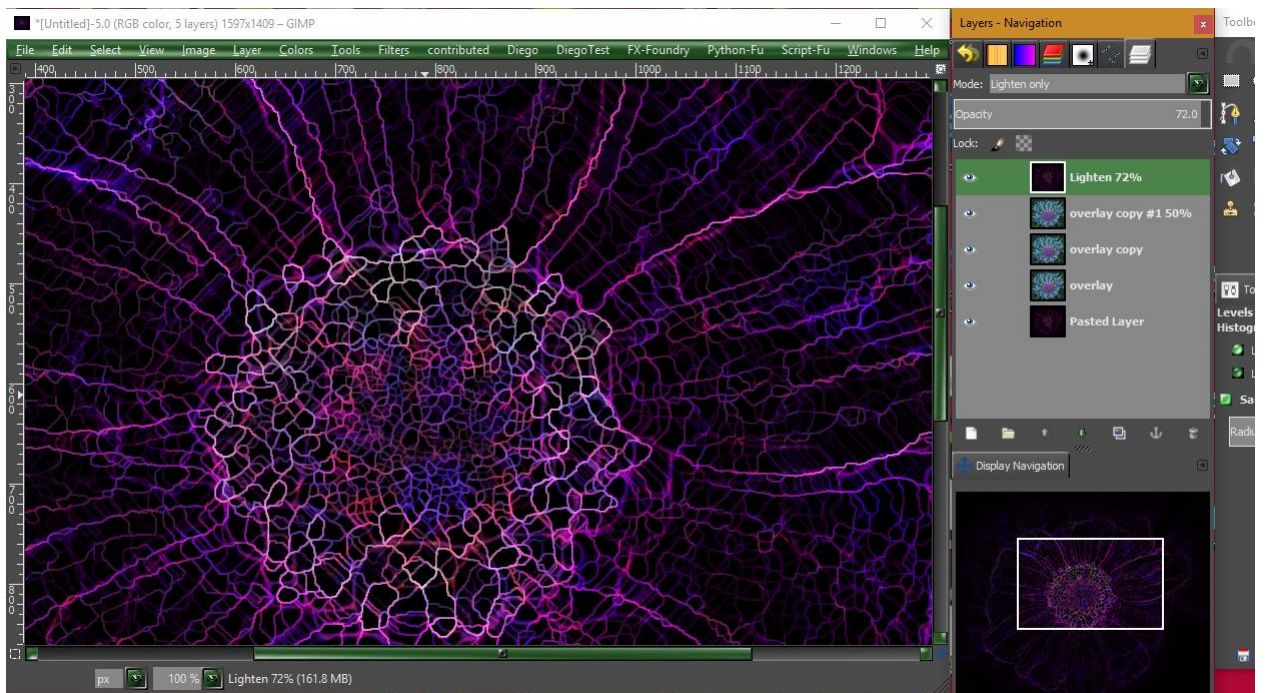
You are now done.



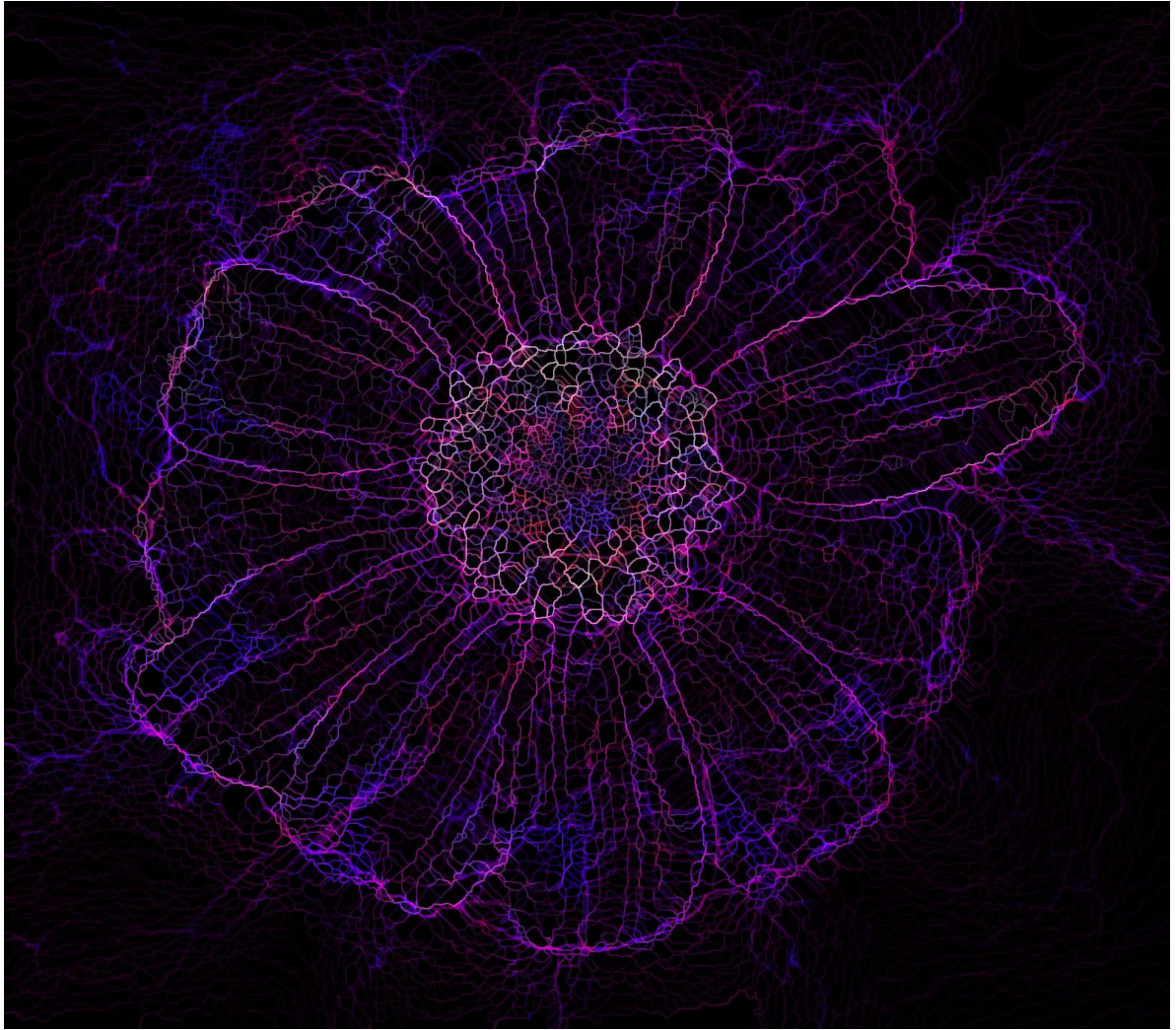
Still, why not add some embellishments. I dup and run Fractilize on top layer.



Do the following steps (see screen capture).







And voila. 😊