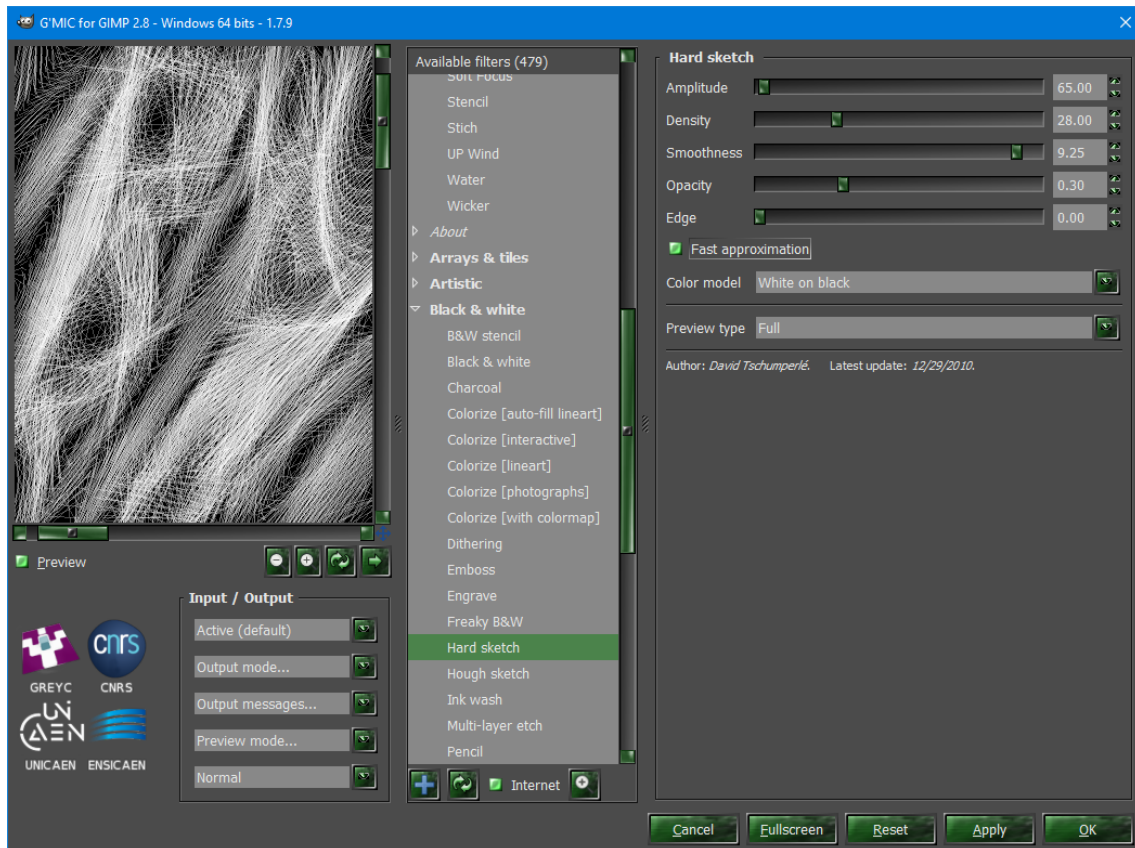


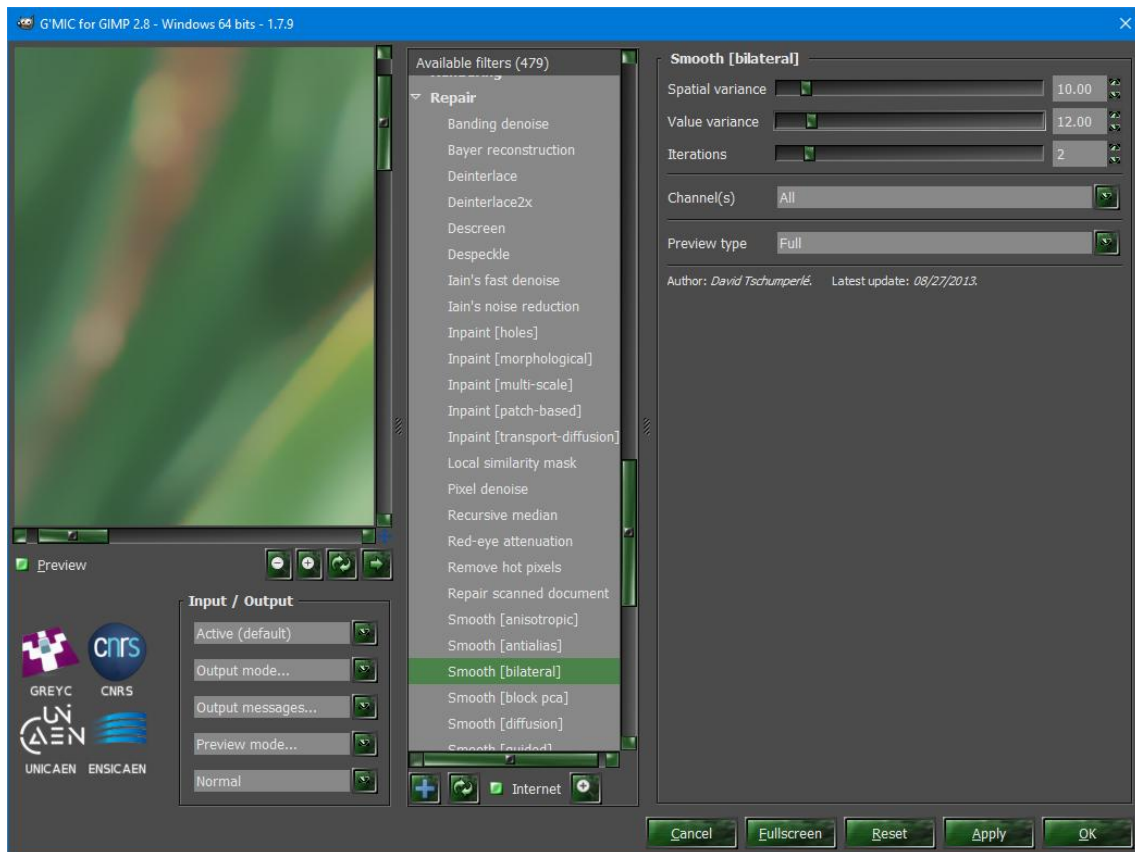
Lyle Effect "Flamboyance"

Open your target image:

First you dup the target image (again doubled in size already) and run Hard sketch:

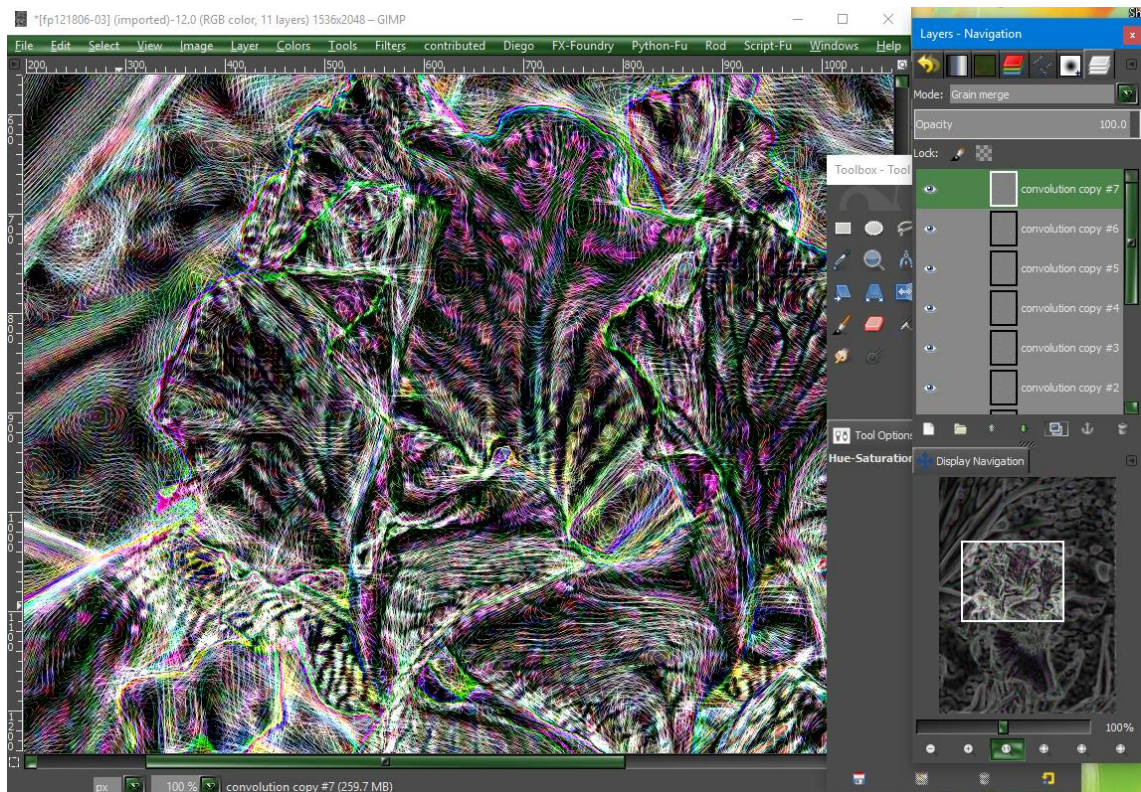


Then you copy your target image to top layer and then dup that layer. Now run Bilateral smoothing on top layer:



Now you set top layer to Grain extract and merge down; this is your convolution layer.

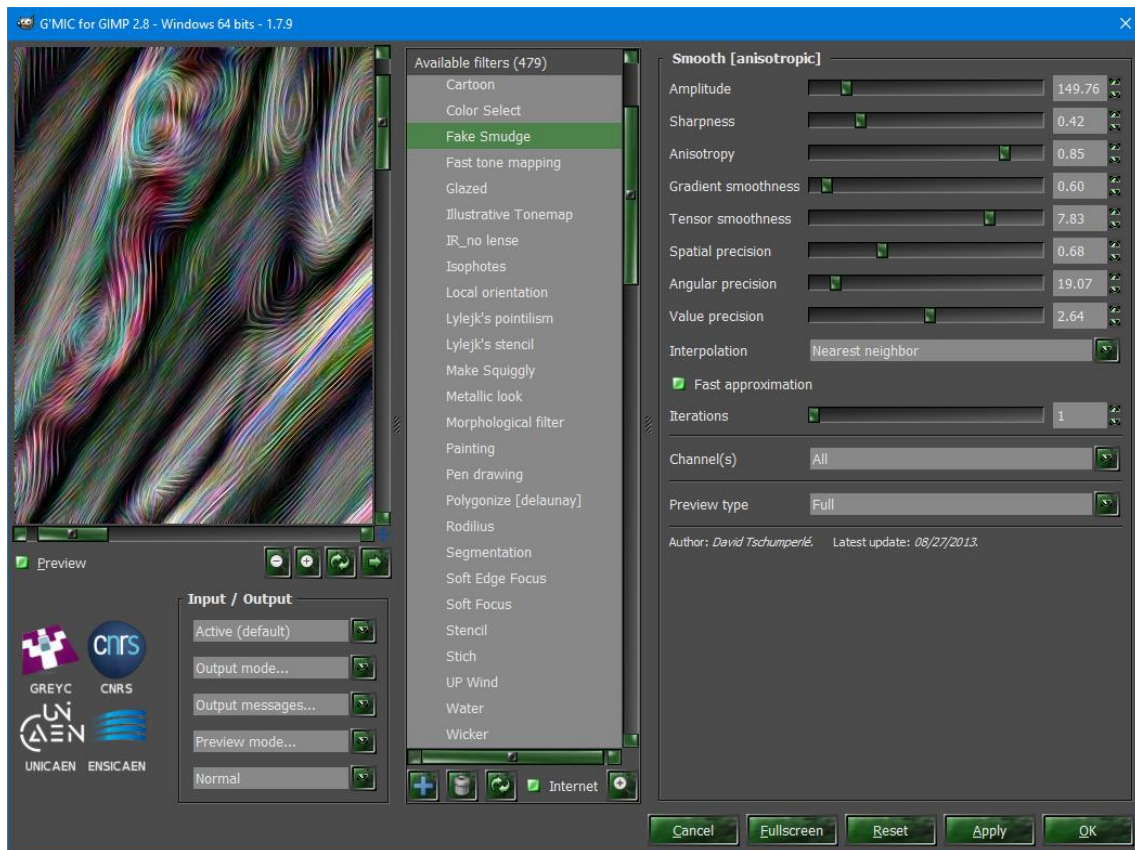
Now set the convolution layer to grain merge and dup 6 or 7 times:



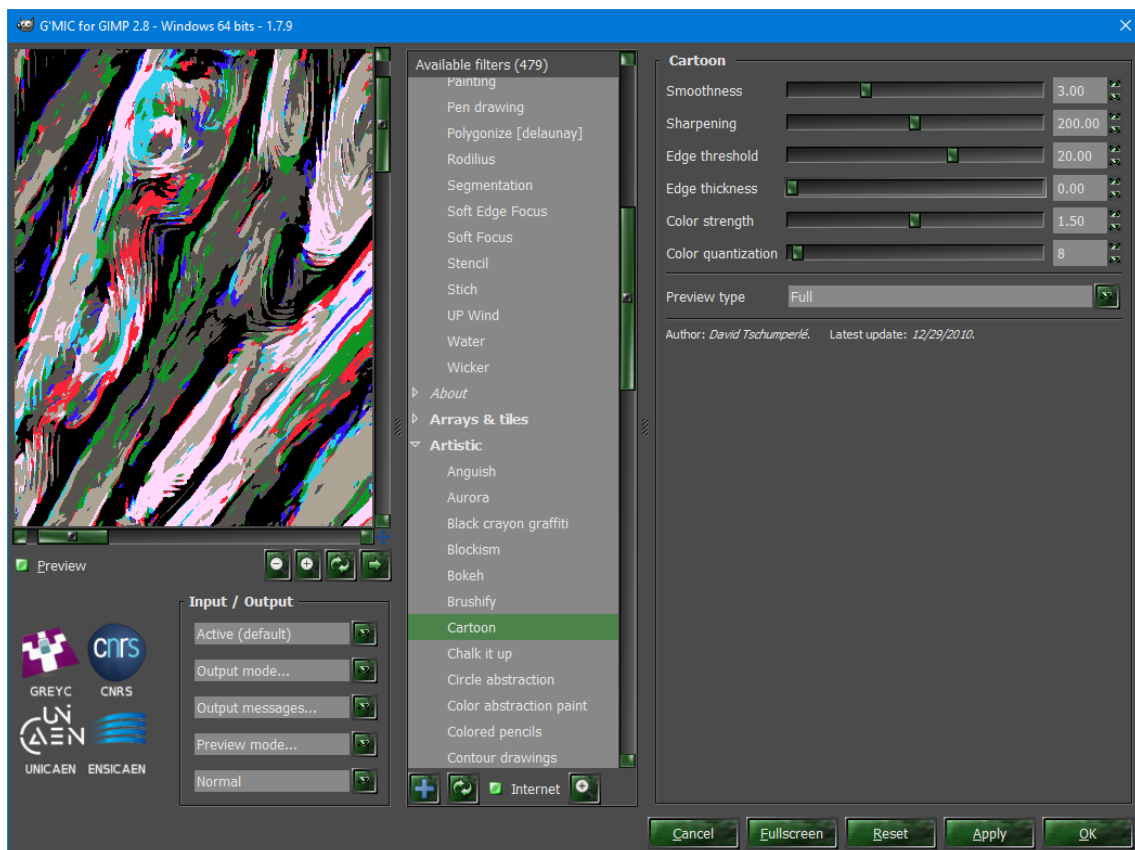
Now merge visible (did I not say to uncheck visible the reference? lol)

Now, on the multi-convoluted result, run anisotropic (fake smudge) setting: Anisotropic smoothing is located under Repair



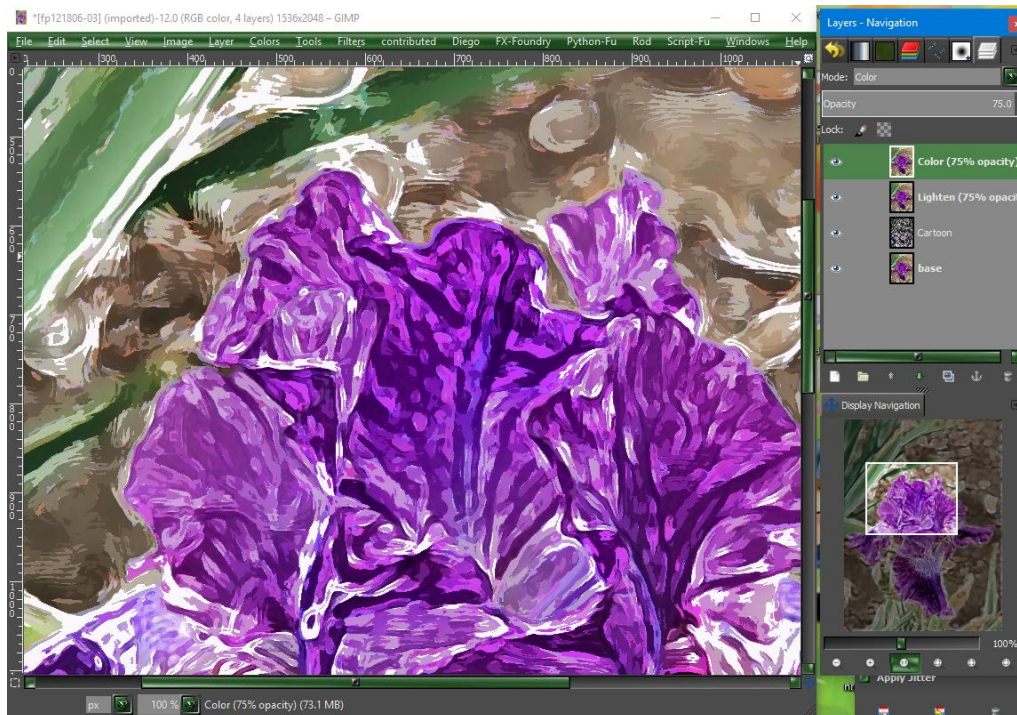


Now, run Cartoon preset on this result:



Now copy original on top layer and dup it.

Set Top layer to color and the lower layer to lighten and set opacity to taste:



The result (no extra nuances; I leave that to your liking):

**Tutorial written and realized by Lyle.**