

## Water colour Effect \_Gimp + GMIC

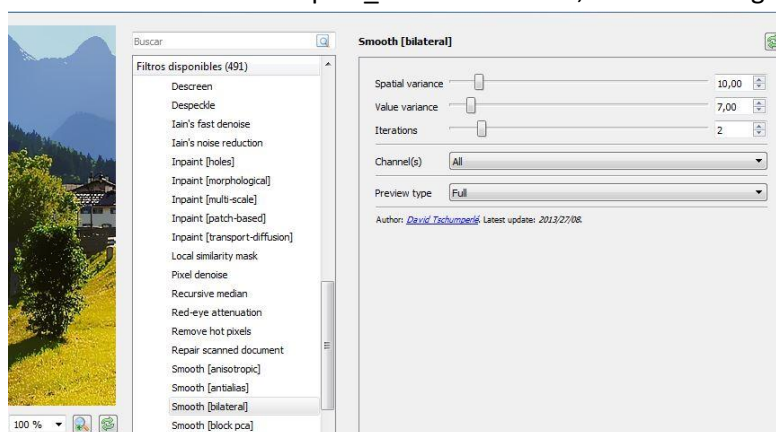
**Needed: Paper texture / Three water colour brushes/Splatter brushes**

**Dynamics: Pencil Shader**

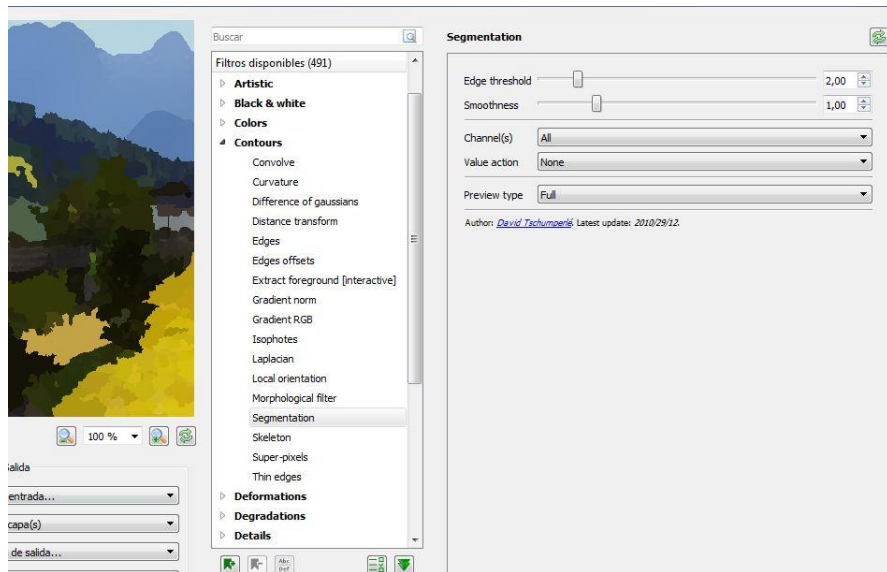
This is basically a guide to get this water colour effect. But you are who must let yourself act to get the best of this effect to your own taste.



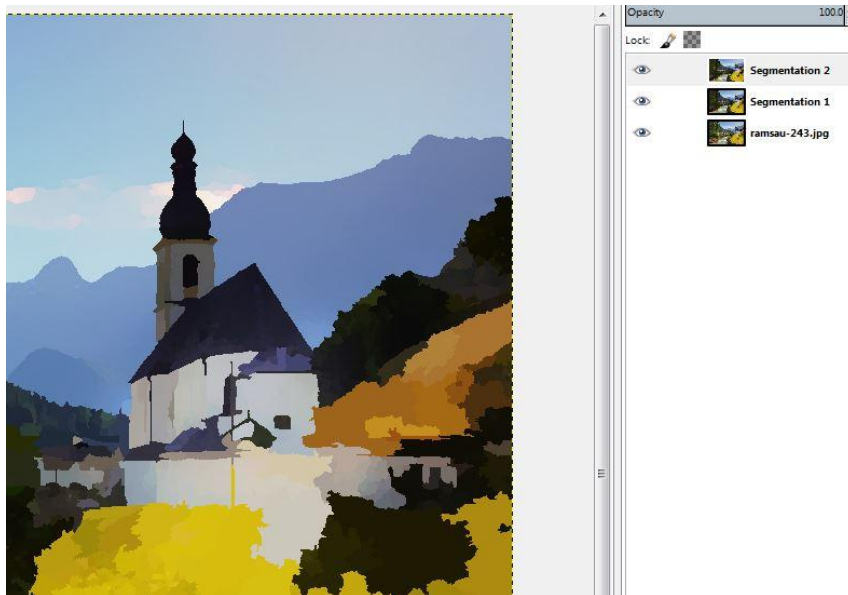
1. Open your photo.
2. Go to Filters – G’MIC – Repair \_Smooth bilateral; default settings OK



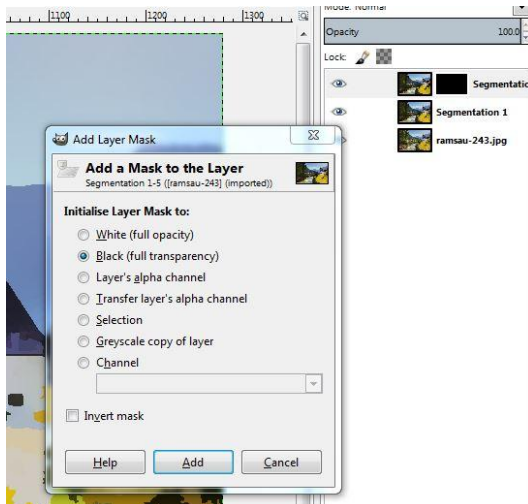
3. On the result layer \_Go to Gmic \_ Contours \_ Segmentation; Edge Threshold 2; Smoothness 1 (test the image to your taste with other settings) and on the left of the window, set the result to a new layer. Name this layer segmentation 1



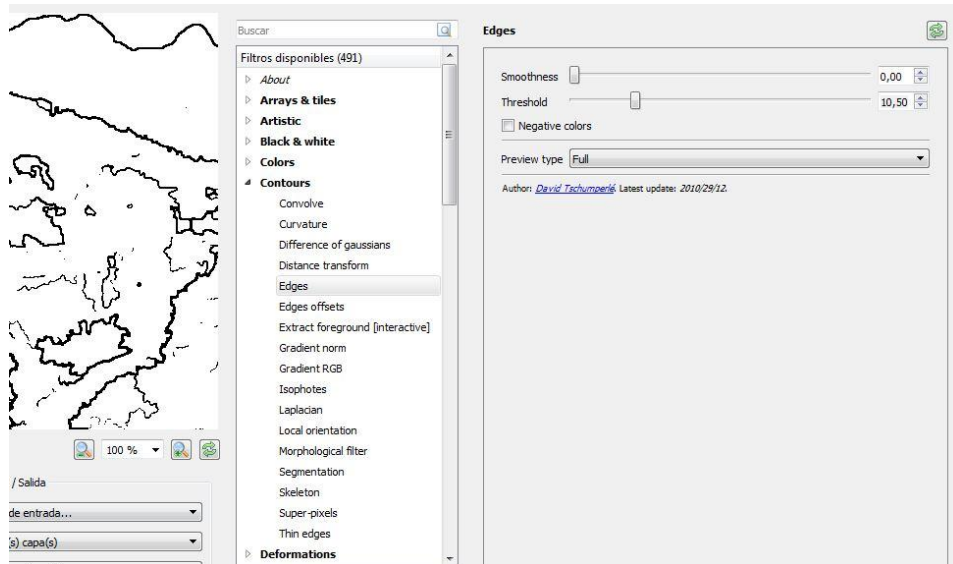
4. Close the eye to the upper layer and selection to the below layer. Go to GMIC \_ Segmentation, again and apply similar settings as you did before. Set the result to a new layer, too. Name this layer segmentation 2



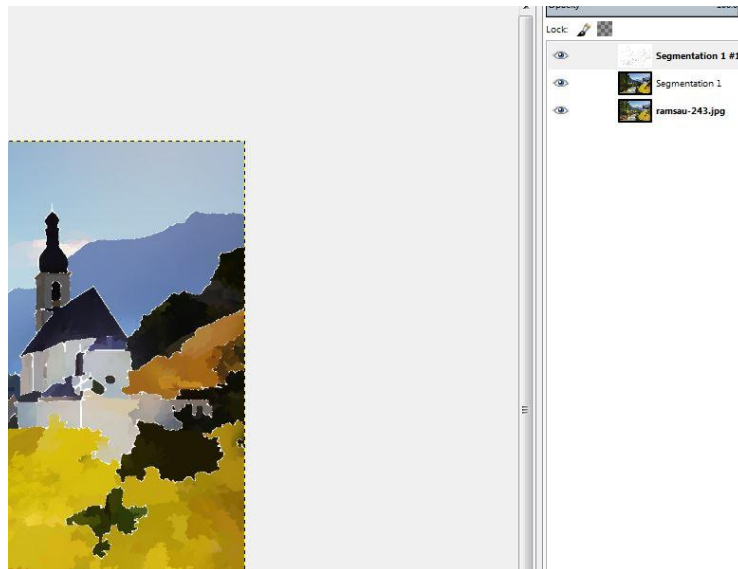
5. Select the upper layer (segmentation 2) and add a layer mask. Select the black mask.



6. Selected the mask, go to brushes and select brush 0.50. Also, set frontal colour to white. Size the brush about 110 and apply the brush with opacity 90% on the main parts of the photo. If it is a face, apply it on mouth, eyes, nose, and eyebrows. This smooths the shapes. Apply the mask and merge this layer with the below layer.
7. Select the upper layer (which we have merged) Go to GMIC \_ Contour – Edges; Smooth at 0 and threshold about 10 / or 12, to get thin lines, no thick. Set the result of GMIC to a new layer.

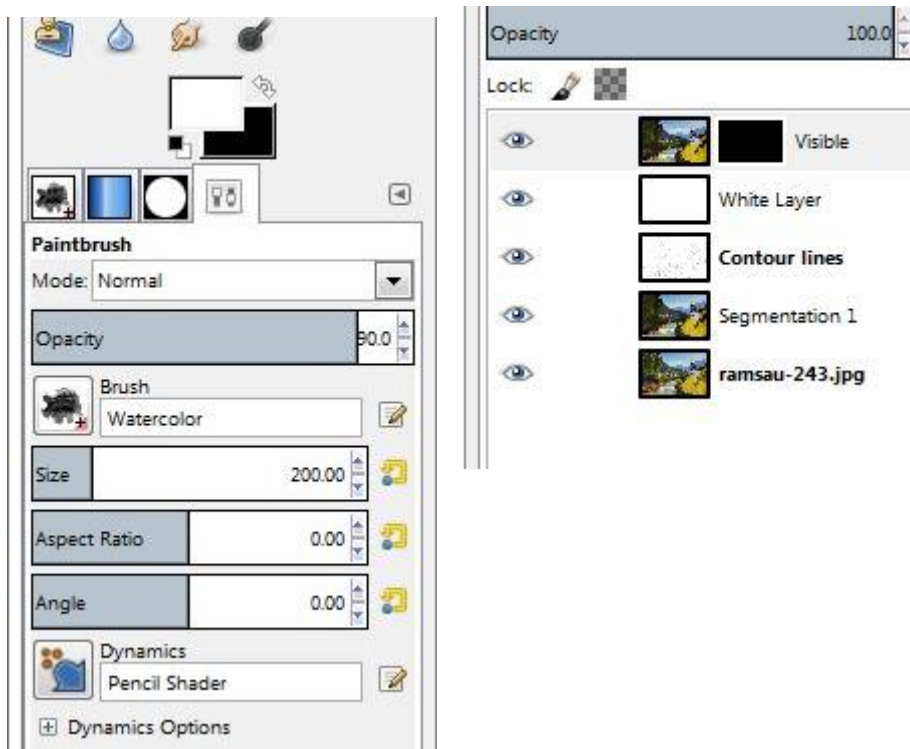


8. Set the new layer to Divide layer mode. Select smudge tool, opacity about 60%, brush 0.50 and size about 100. Apply the smudge tool on the white lines (not eliminate them completely, only we want them to be softer).

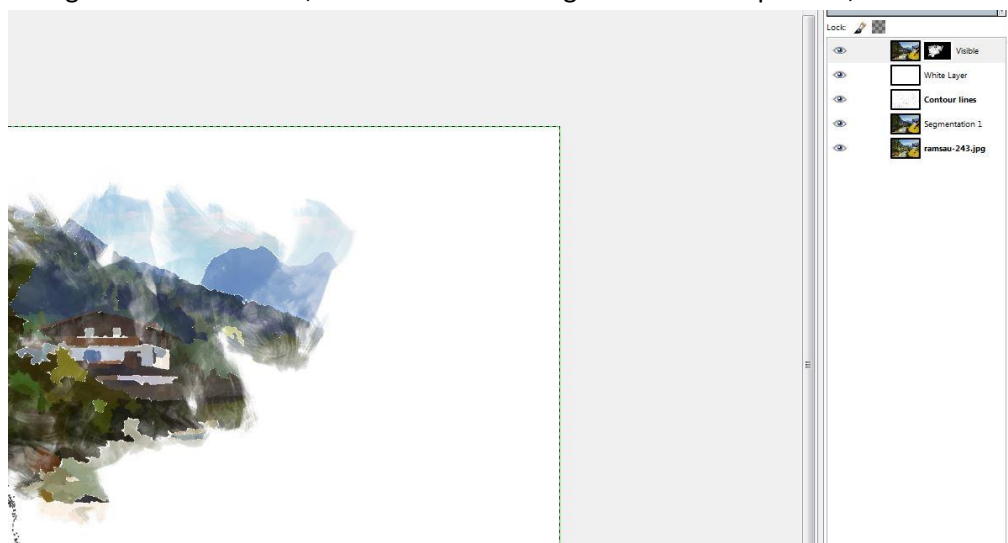


9. New from visible.

10. Create a new layer below visible layer and fill it of white colour.
11. Select the upper layer (visible), Add a layer mask in black option and select the mask.  
I've renamed the layers to make it clearer.



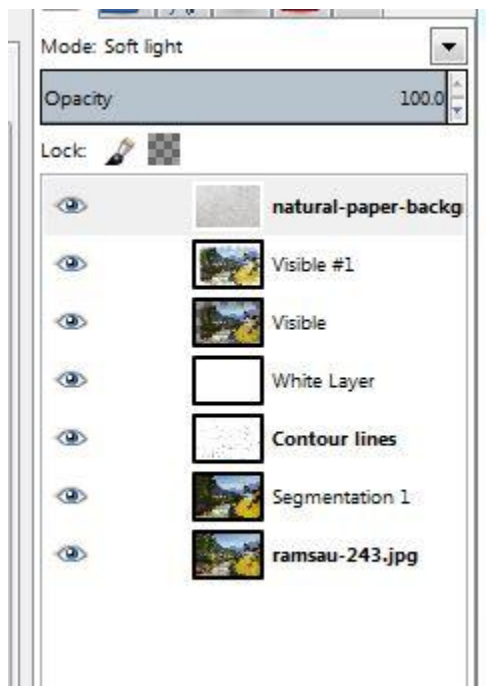
12. Go to brushes, and select Water colour brush. Size about 200, Set Dynamics to Pencil Shader. Opacity about 90%. Apply the brush on the mask, giving little touches in the centre which will reveal the main shape. Increase the size to 250, apply more about outside zones, change opacities and brushes. Change the brush to Water colour soft size 350, and change opacities. Change to water colour 3, size to 450 and change to different opacities, too.



13. Select Smudge with water colour soft brush and apply it on hard lines if any.
14. When satisfied, apply the mask and new from visible.



15. Create a new layer above upper visible Layer, Set on this layer your water colour paper and set this new layer to Multiply layer mode. (sometimes Soft light it's better). Adjust the opacity to the layer to your personal taste. (see the texture got so far on the image)



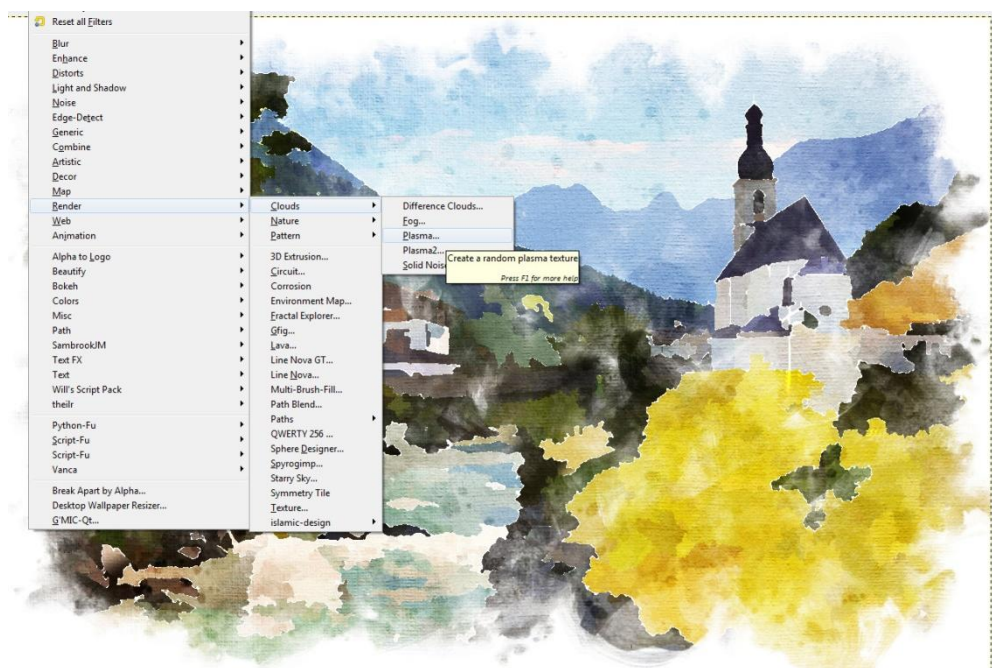
16. Create a new layer in transparent option, on paper layer.
17. Set frontal colour to black. Select water colour soft, set the size about 340 and opacity about 70%. Set layer mode at overlay before applying the brush. So you can value the progress of intensity. Play with the right opacity. Apply a few touches. (not overdo)



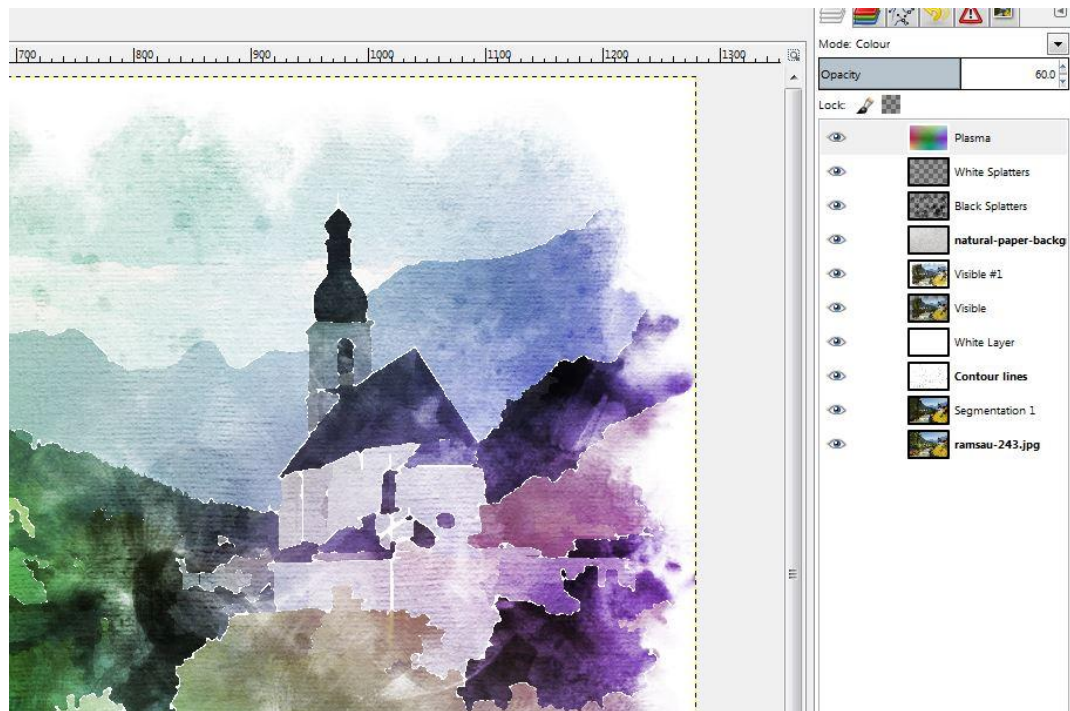
18. Change the brush to Splatter brush and apply a few touches, too not in the centre, but around of the shape. Change opacities. Not overdo.
19. Create a new layer in transparency upper stack of layers. Set it at overlay layer mode.
20. Change the front colour to white.



21. Apply on this layer a few more touches with opacity and size like before. Not overdo.
22. With eraser tool correct if necessary some dots of splatters given on both upper layers.
23. Create a new transparent layer, just on both splatter layers. Go to filters – Render – Clouds – Plasma: 1871165051; turbulence 0.3 and accept. Set the layer at colour layer mode and low the opacity to your taste. (Change the option in plasma to get the right colours you prefer)



24. With eraser tool, water colour brush at about 280 size and opacity about 30 or 50% opacity to remove excessive colour on face or important shape if necessary.



Keep your result.

You're done.

Special thanks many artists who have posted videos about this nice effect. I have followed mainly these videos:

<https://www.youtube.com/watch?v=zxDHR-cwy5k>

Chris Fiedler

<https://www.youtube.com/watch?v=spOG7-VWHtY>

Irfan Prastiyanto

Issa.