

Steps to get an effect

Open the image and Duplicate it twice. Close the eye layer at background

Select the upper layer and go to Colours – Desaturate.

Continue with this layer and go to Filters – Detect Edges – Edge

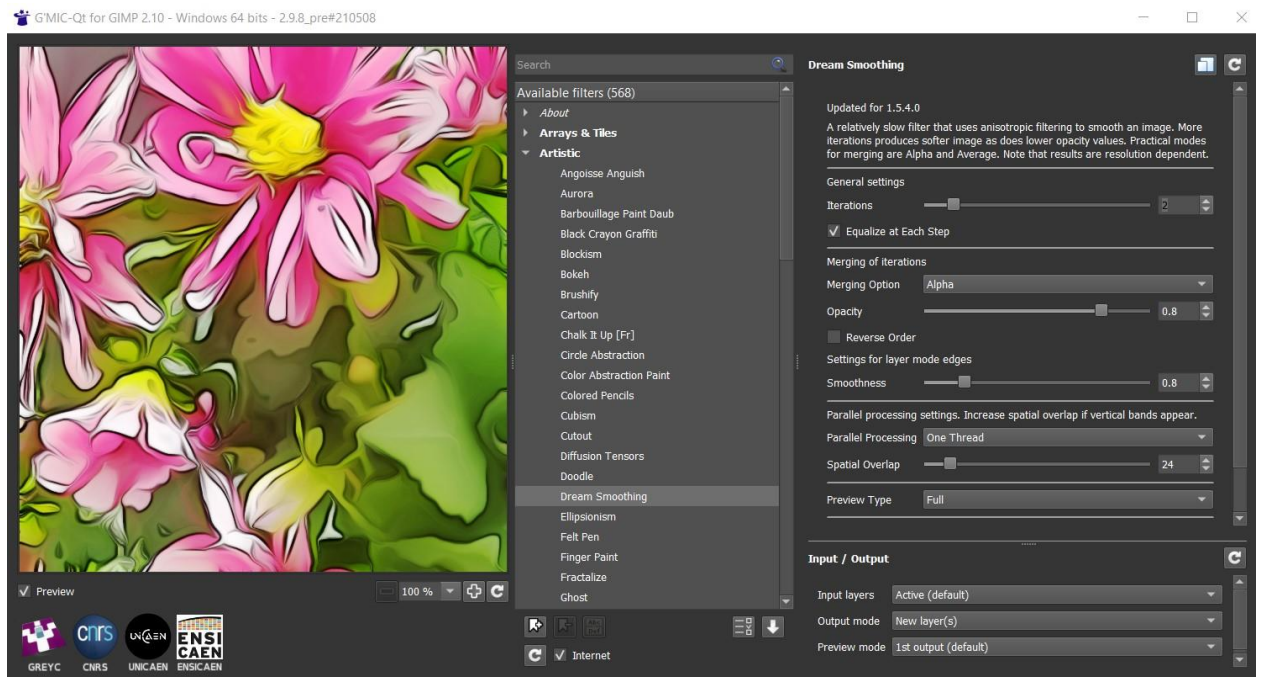
Colours -Invert

Colours – Threshold – adjust to get nice lines. And Colours Color to Alpha

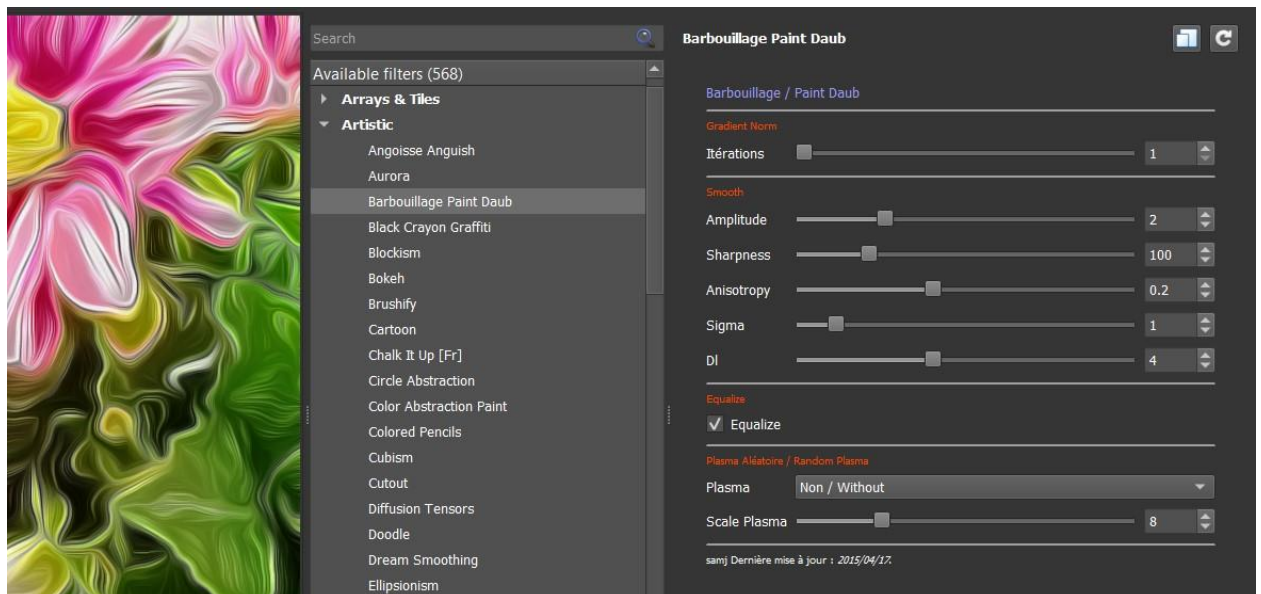
New from visible



Go to GMIC – Artistic – Dreamsmooth (Accept the default values) - result to new layer.

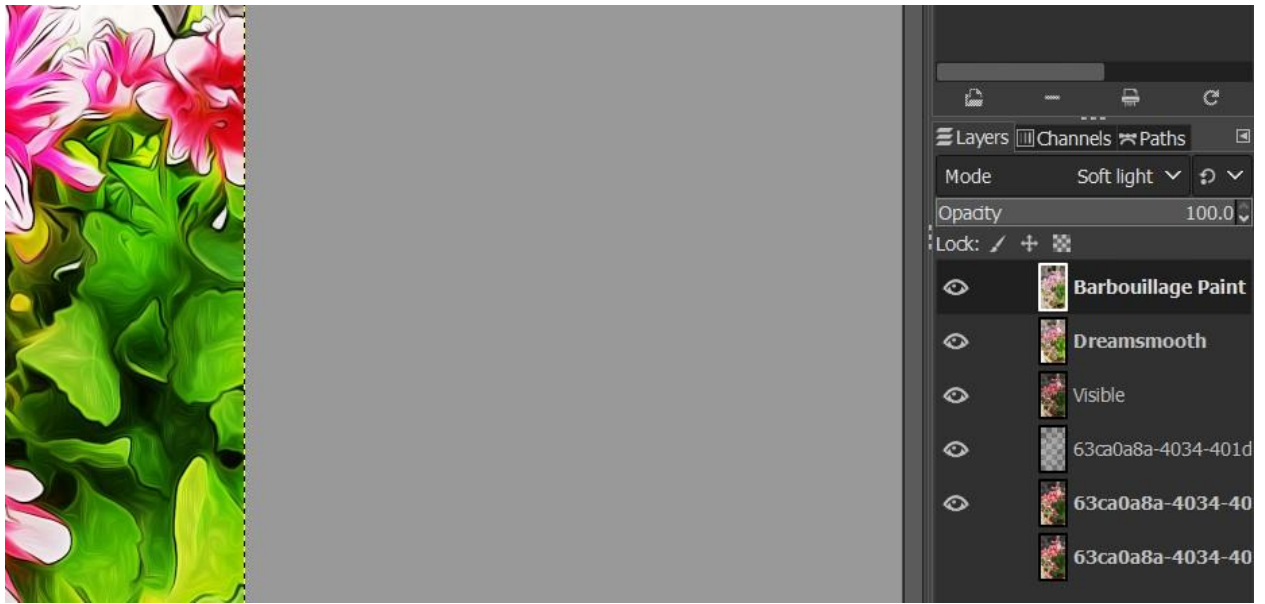


Then, GMIC_ Artistic –Barbouillage Pain Interactions 1 Output Mode to New Layer

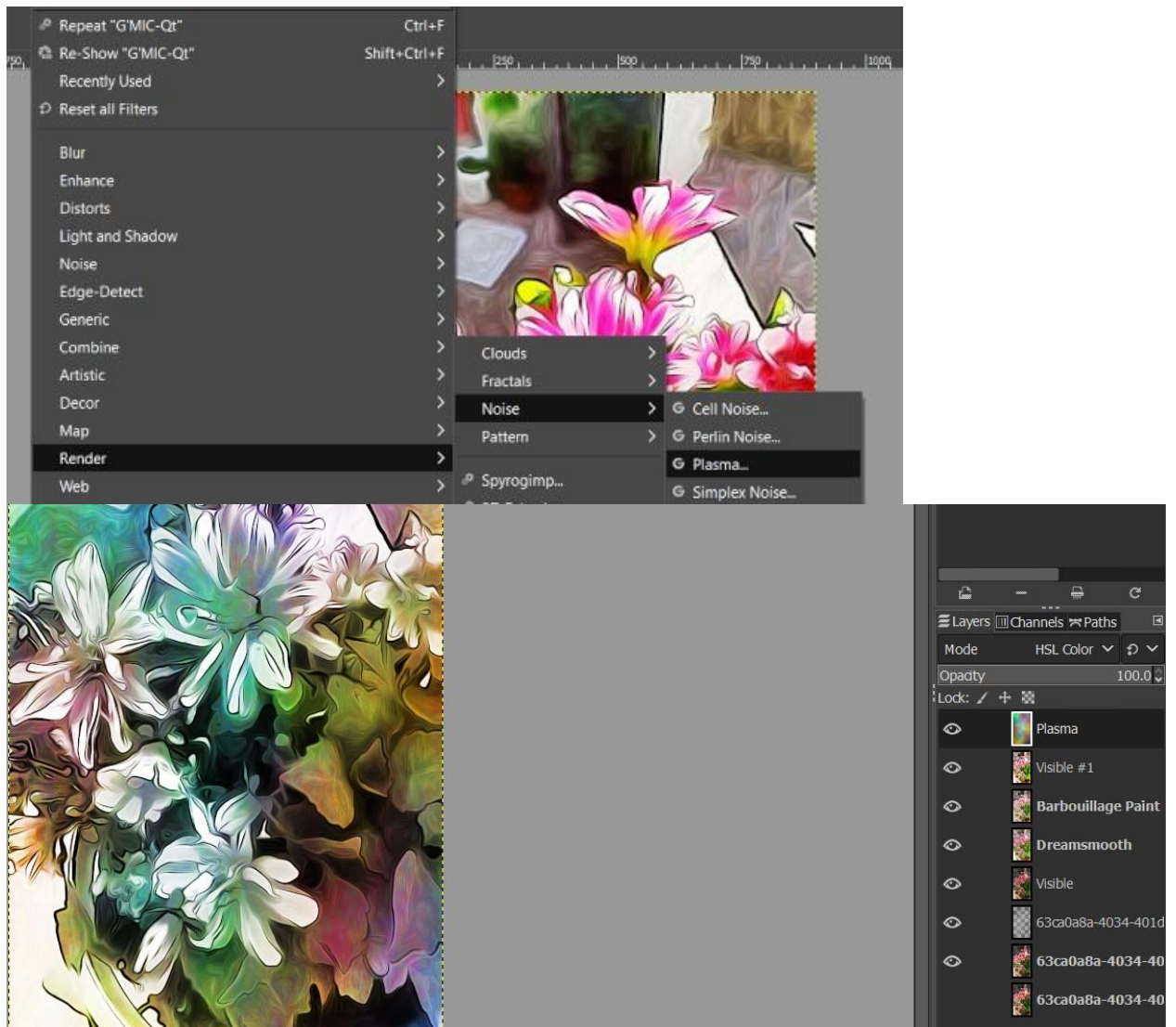


Set Barbouillage Paint Layer to Soft Light

This one could be a First result.



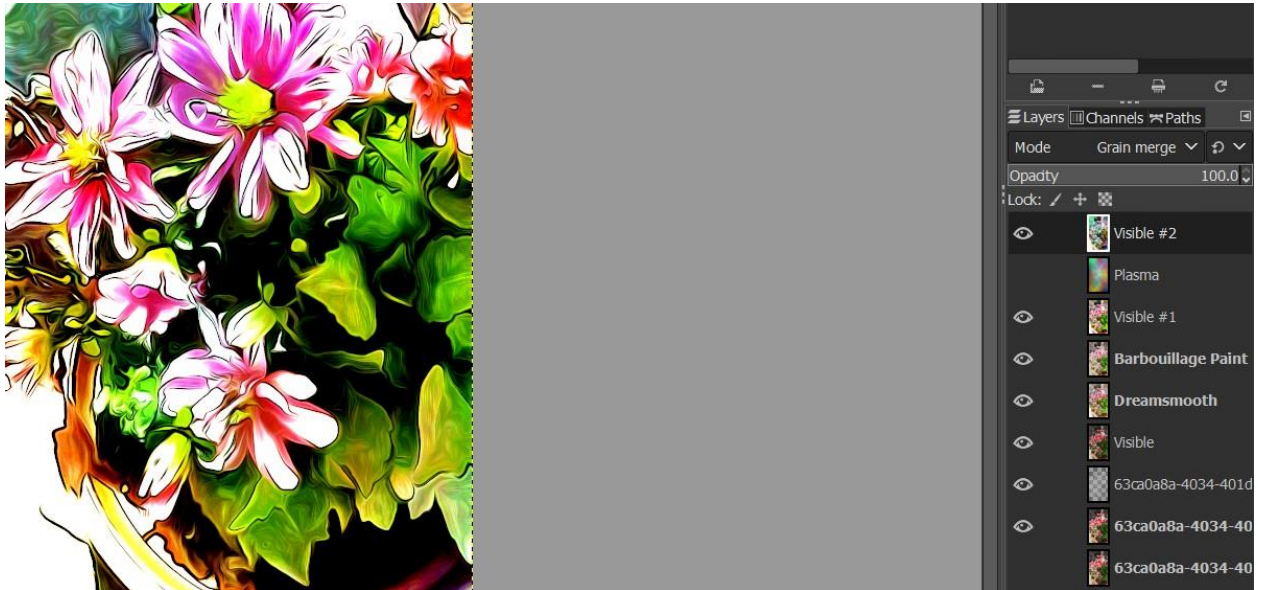
New from Visible. Create a new layer on and go to Filters – Render _ Noise - Plasma



Set layer HSL Color and New from visible.

Close eye to Plasma layer

Set Visible layer upper at Grain Merge



This one could be a Second Result.