

This PDF is a small orientation guide to achieve many different and creative abstract outcomes.

Dinasset created this Ababstract Plus Filter with plenty of different options. No easy to get that each option had an own identity. I didn't make it easy for him either, because I put some "buts..." in some options.

So with this filter you can get many different outcomes even using a same image. You will see that your outcomes will be surprising, innovative, shocking sometimes but always abstract and artistic.

Get your filter from Diego here:

The foro is GimpChat

<http://gimpchat.com/viewtopic.php?f=9&t=20590&p=284457&sid=28241afd48ed9486b49ef31bc47216db#p284457>

[📎 DIEGO SIMPLEFILTERS AbstractPlus.7z](#) [5.22 KiB]

Install the filter in your plug-in folder in GIMP program. Also you must have G'MIC program installed.

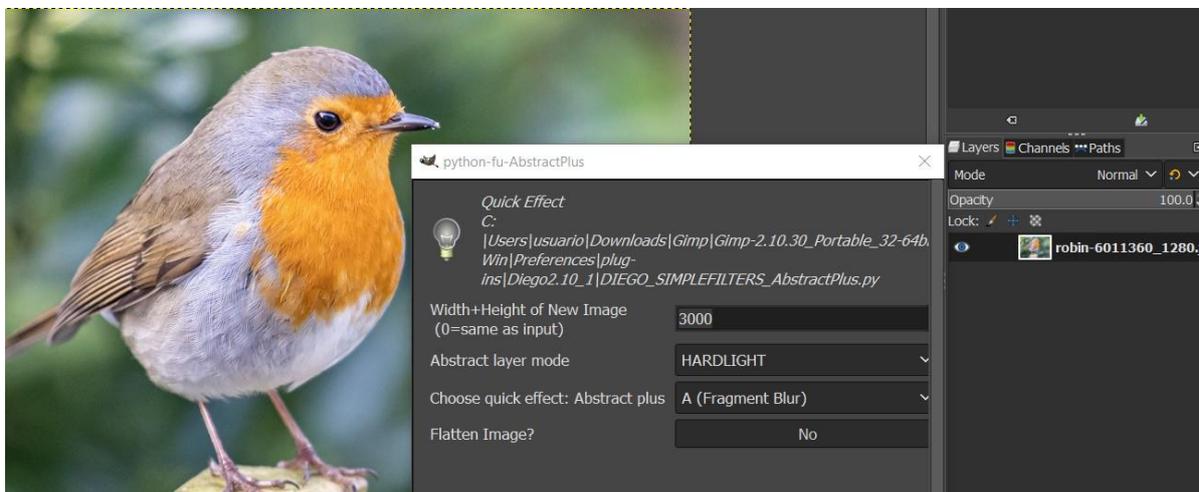
When you open Gimp, you will find the filter in the upper directory

Diego / Simple Filters / Abstract Plus.

I start with an image from Pixabay (free download)



When you open the filter, a window opens with the different options to apply.



As you see in the shot, can choose the size you want to get in your outcome. If set it at "0" the size won't change in your outcome.

Abstract Layer Mode;

This option is to choose from the drop-down menu the layer mode you want to use in your Abstract Outcome.

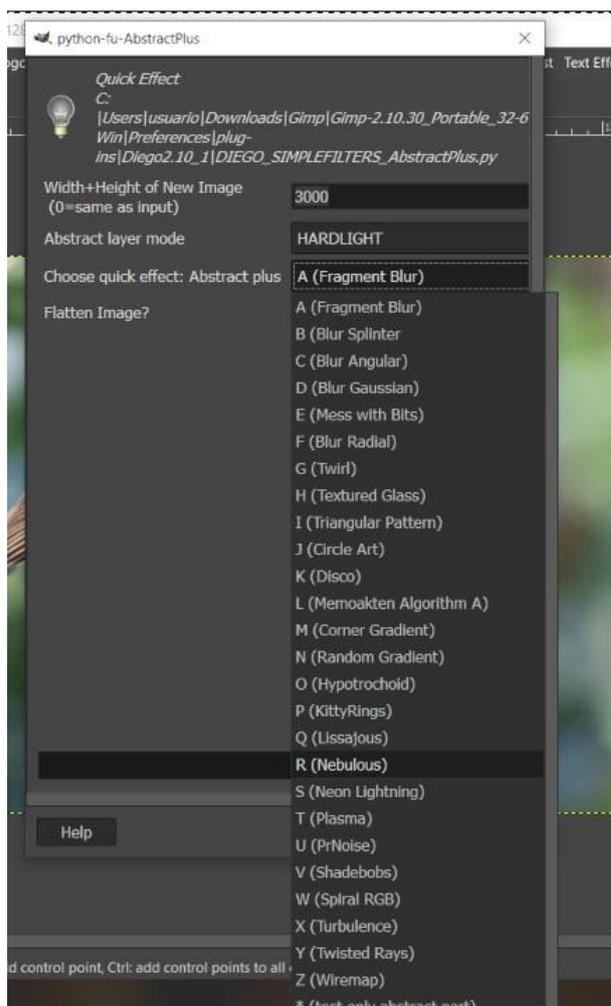
If your image is dark, better use; Screen, Hardlight, or Dodge Mode

If your image has a medium light, you can use any option from the list. (Diego Nasseti worked the filter to get an average Light at the end of the process.) Don't forget to use Dissolve as many times can surprise you.

Choose quick effect; Abstract Plus

You will find a long list to choose from the drop-down menu

(All of them provide an abstract outcome) Playing with different kind of Blur, other ones using patterns, or different graphic looks.



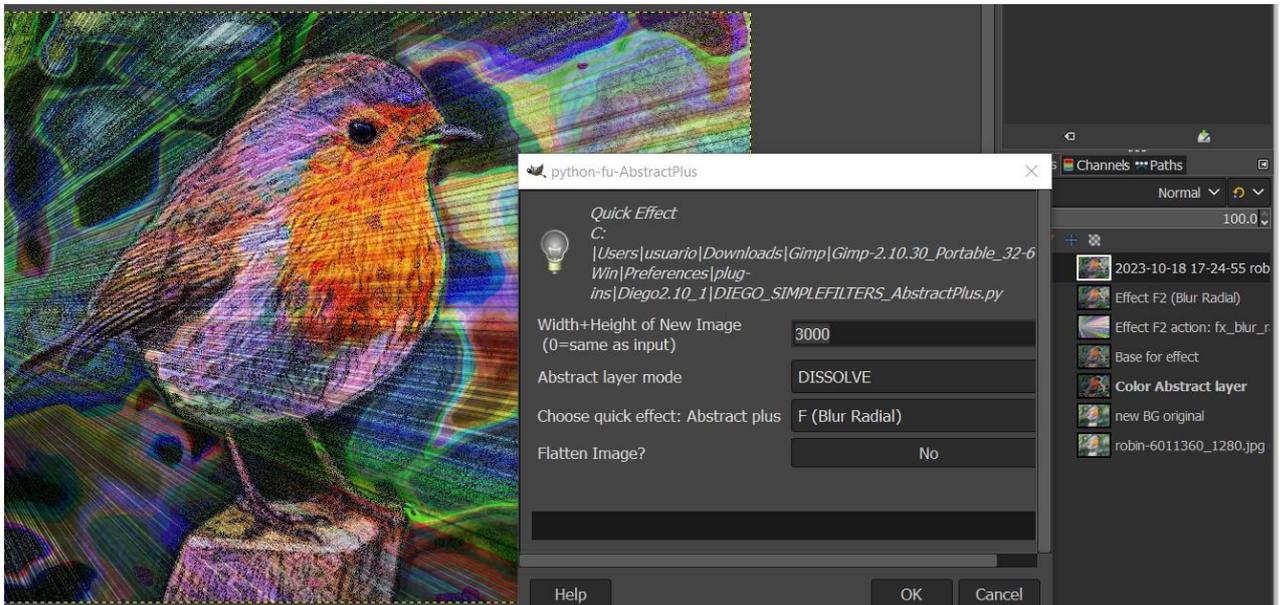
From A to F Blur options

The outcomes are blurred with more or less intensity and applied in different ways.

A sample using a F blur radial with dissolve layer mode.

(see below)

For instance:



But using other layer mode the outcome comes different:

Below, I have used Screen as layer mode



Option G Twirl; this option was really difficult to get. Thanks Dinasset's hard working and many tests, it was possible.



Here I used PinLight as layer mode.

H (textured glass)

This option is a safe bet.

Normally the outcomes come nice.

Below, I used screen as layer mode.

But using H option with Merge layer mode, the image comes with un lovely dark look, too.

Screen

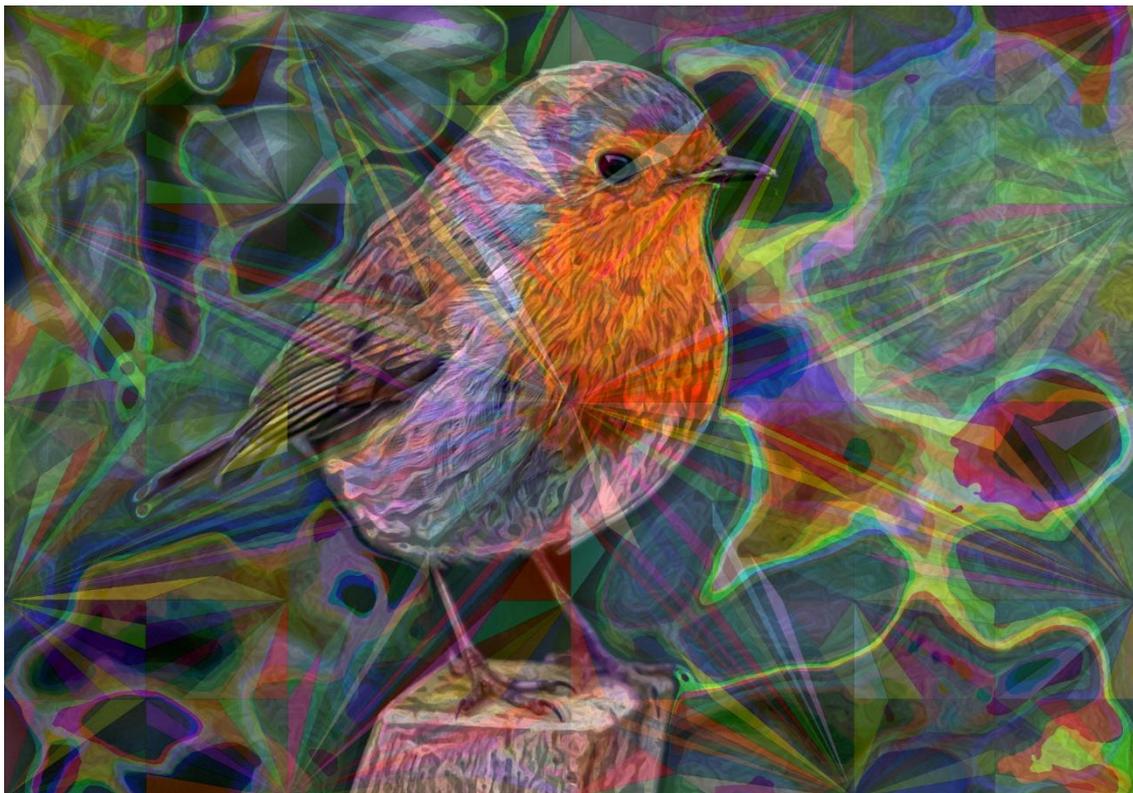


Merge



I option Triangular Pattern

This option is very interesting. You will see the lovely sharp inserted in your image. I usually set this option with grain merge or merge as layer mode because the result is better a bit dark (IMO)



J Option

Circle Art

This option normally tend to be a bit dark in the outcome, so I usually set as layer mode Screen or Dodge. So the colors are lovely

I used Dodge with the below image.



Tip; when the result comes too dark, you always can use other layer mode applied to base for effect layer. (Close the eye to the upper layer) Test K (Disco) Option. This option comes with a colourful shape on the image. I used normal layer mode



L (Memoakten) Option

I like this option as it is always innovative with that abstract look.

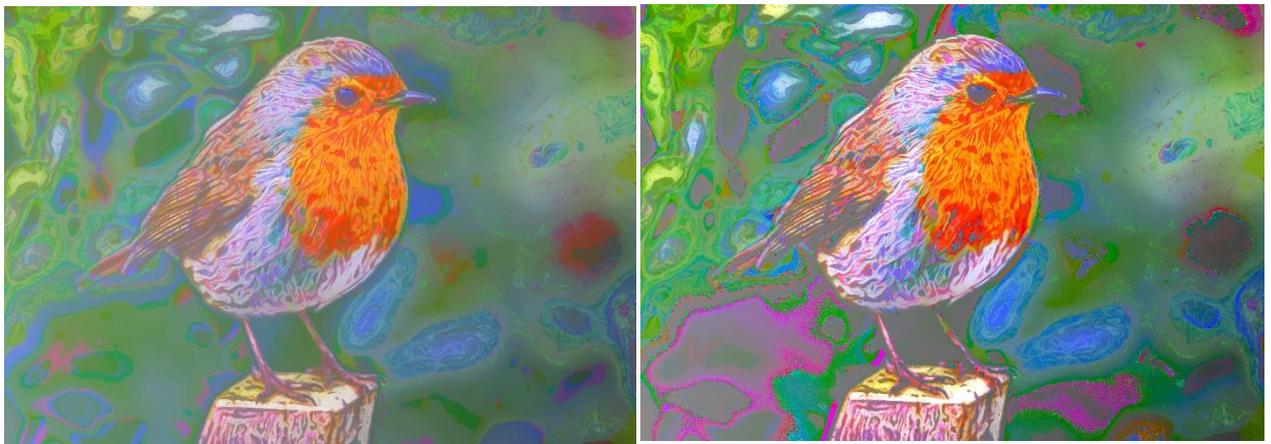
I used Pin_Light as layer mode.



M (Corner Gradient)

The outcome comes with soft colours. As you can see in the below left image.

But if you want to intensify them a bit, set the Base for effect layer at Grain Merge (on the right)



N (Random Gradient) option. Comes with lovely colours.
I used with N option, Pin Light layer mode.



O (Hipotrochoid) option. The outcomes comes with a lovely graphic shape.
I used HSL colour as layer mode.



P (Kitty Rings) Other lovely graphic shape very attractive. I used LCH layer mode



Q (Lissajous) option. A different graphic shape.



R (Nebulous)
(Outcome on the right)
Vibrant colours



S (Neon Lightning)

It comes with an innovative graphic design.



T Plasma option. I used Soft Light as layer mode.



U PrNoise option. I used Hard Light as layer mode.



V (Shadebobs Option)



W (Spiral RGB option) It comes with gorgeous colours.



X (Turbulence) Option) I used Hard Light as layer mode.



Y Twisted Rays. With very vibrant colours, too.



Z WireMap) option

It comes with a soft net design.

(see below)



I hope you find this guide as a bit indicative to choose the best option to your images.

I did this little Robin Bird a bit famous.

Issa,