

ANZI OKITA (WATERCOLOR)



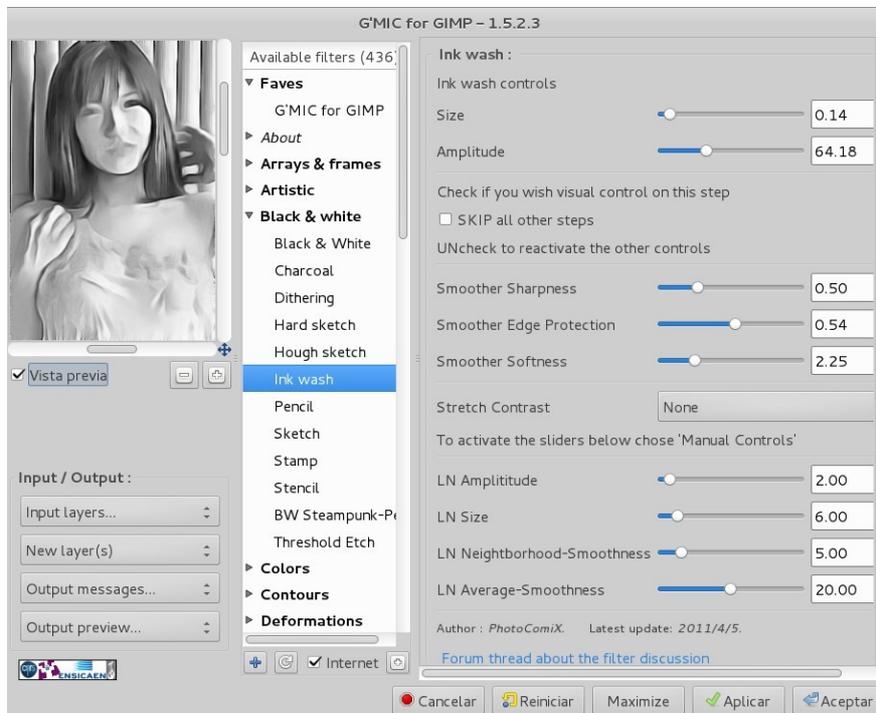
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We start with this pic:



that you can download from [here](#).

Duplicate the layer and in G'mic, with Output mode: **New layer (s)** , select Black & White and we apply Ink Wash with the following settings:



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Then set this layer Ink Wash in mode: **value** .

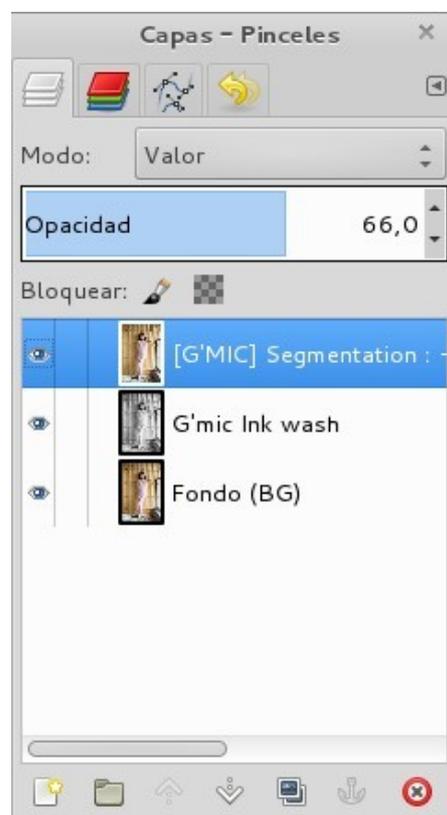
Select Fondo - BG layer (although it should be selected) and go on to Contours G'mic where Segmentation must be selected and apply the following settings:

- Edge Threshold : 1.4
- Smoothness: 1.6

We let the rest of parameters in default.

Put this layer in mode **Value** and Opacity to **66 %**.

We'll apply, then, Gaussian Blur with a setting of **3 px** in **x** and **y**.



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And we have to obtain an image like this:



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Now, we would need some kind of texture to watercolor paper.

Duplicate this same layer, leaving the opacity as it is, and we will go to

filters> artistic> oil painting

where we give the value **18** to the radius of the mask ,

Otherwise let it at all its default settings.

This layer we've obtained must be set in mode **Normal** , that comes with the opacity (66%), and then

colors> desaturate> luminosity

Select Segmentation layer and apply bump map , with the previous layer as map:

