

AMANDA SEYFRIED: PAT DAVID'S FREAKY DETAILS, GEEBILATERAL & C26, ELSAMUKOŚ CALCULATE SATURATION.



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To achieve this effect we need to have installed in our Gimp:  
G'mic  
elsamuko's [Calculate Saturation](#)

We start from the following image:



Duplicate the layer and apply the method using Pat David in his tutorial Freaky Details, but here we will use GEGL Bilateral filter, instead of other possibilities that Pat mentions David. thus:  
Colors → InvertTools → GEGL → Bilateral filter (Blur radius: 12, Edge presevation: 10)

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G'mic:

Selected in Input mode: Activate and bottom, in Output mode: new layer.

Layers → Blend Layers (standard) → Vivid light

Apply.

The G'mic layer that we got is setting in overlay mode (and hide the inverted layer which we applied the Bilateral filter)

Duplicate the original layer and move it to the top of layers stack.

Tools → GEGL → c2g (Radius: 480 Samples: 10 Iterations: 20) and set this layer in Value blend mode and opacity value to 75%.

We New from visible → Visible:



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Duplicate Visible layer and apply it Calculate saturation:

Colors → Components → Calc saturation → (max - min).

Now let's color this layer:

Colors → Color → Hue (40), saturation (25) and luminosity (17), to getting a layer like this:



Set this layer in Color mode and opacity to 50%.

We New from visible → Visible # 1.

Duplicate Visible # 1 and we apply Unsharp mask: Radius (30), amount (65) and threshold (0). We set this new layer in Color mode and opacity to 30%. You can set it in another blend mode that you like better.

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Now, selecting Visible # 1 and select the Dodge / Burn Tool with the rate on the 12 ÷ 15%, soft-edged brush, light (and darken) some details such as the eyes, strands of hair, lights and shadows in general .

We New from visible → Visible # 3.

The background of the image has not been very nice due c2g marking pixelated. We will correct this as follows:

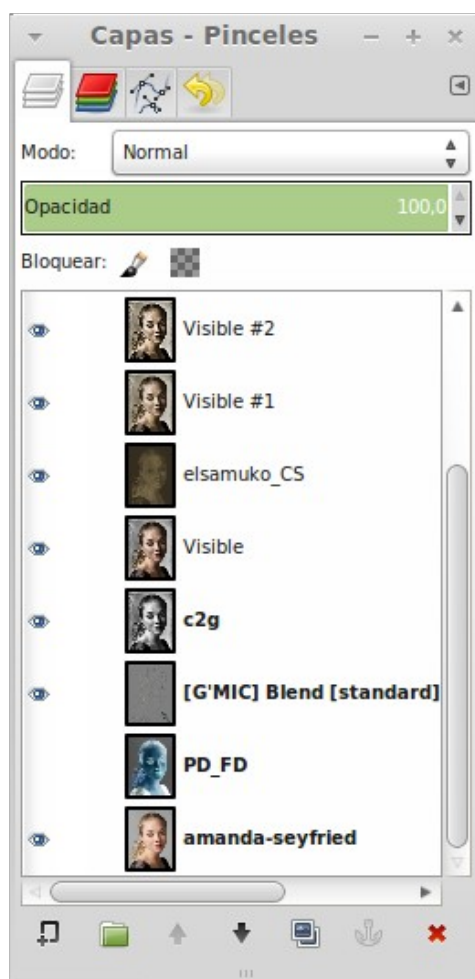
With PD\_FD layer created by applying method Pat David, we build a layer mask: Duplicate, move it to the top or not, make a selection with color selected tool by selecting the gray background, invert this selection, paint it with black, invert the selection, painted it with white. Doesn't need be very accurate selection. Hide it.

Duplicate Visible # 3. Apply a Gaussian Blur about 25 px, or as you think best, but with reference to the background pixel of the image.

We add full Transparente layer mask (black). Copy and paste the layer mask.

With soft brush and black color selected managed all that is blurred in the silhouette of Amanda Seyfried, is killing the background but preserving the image.

### Layers



With this method were obtained:

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