

EFFECT (I DON'T KNOW HOW TO NAME IT)



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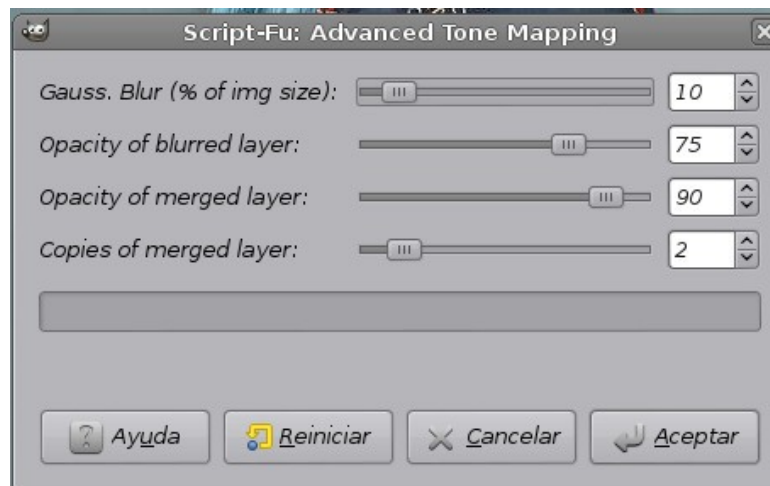
For this effect I'll use [this pic](#) belongs to [MissSouls](#)

Open the pic in Gimp (named it Image)

Duplicate Image. (L1)

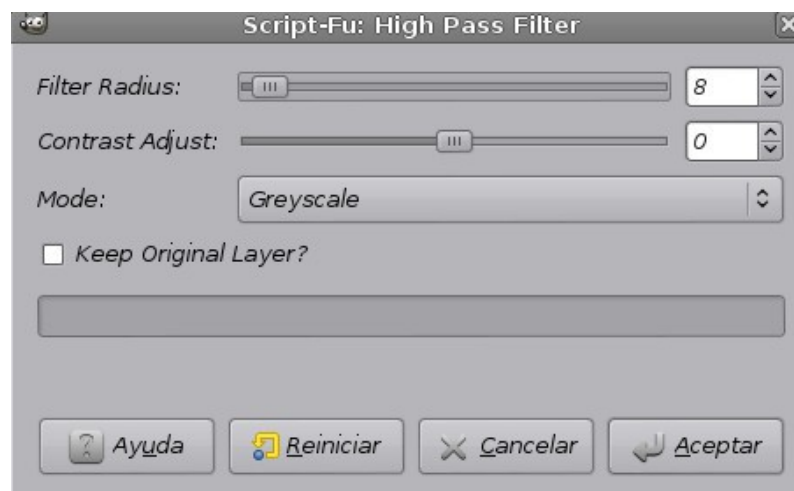
Now I'll work with image copy **L1**. Image will be preserved for failures.

With **L1** selected apply (Filters → Enhance → Advance tone mapping) and set the values as are showing in the following capture:



Then duplicate this layer **tmapd**.

Now we must apply **High Pass Filter**. (Filters → Generic → High Pass Filter). Set the following values:



and set this **HiPass_tmapd** layer in **soft light** (or **overlay**) blend mode.

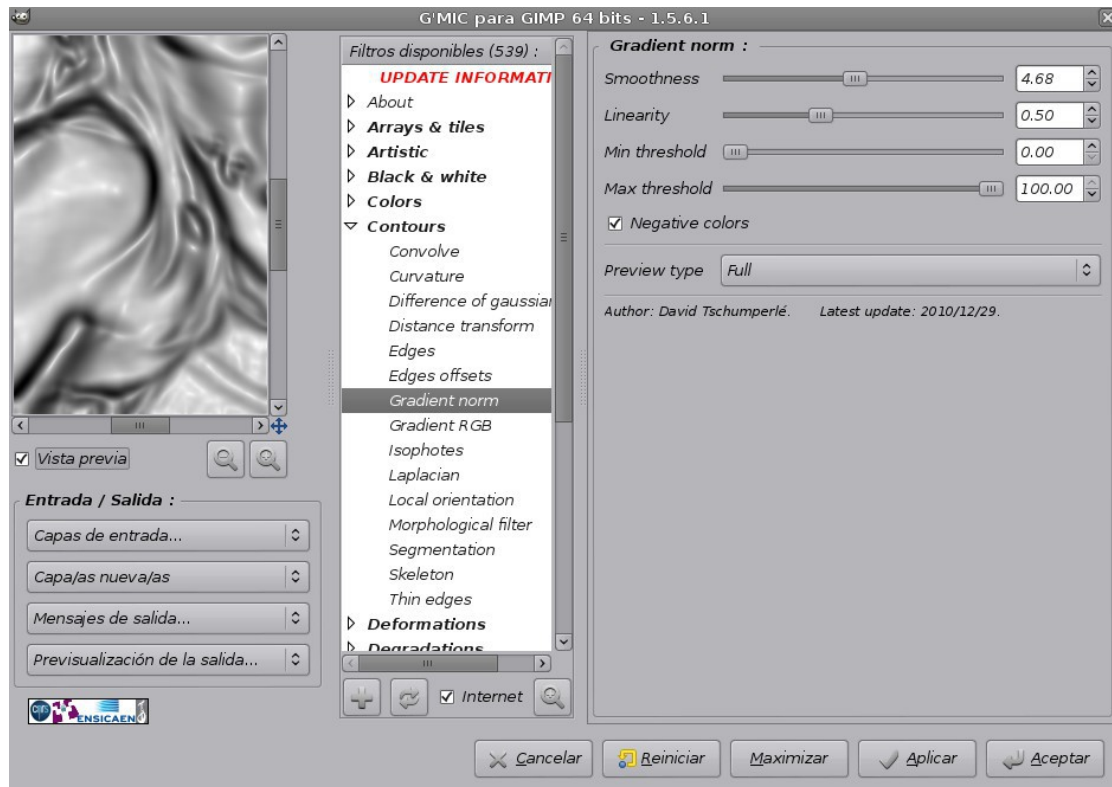
Select L1 layer.

Go to **G'mic**.

Set the **output mode** as **New layer(s)**

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And now, Contours → Gradient norm and set values as follow:



Apply a gaussian blur around 12 px to this G'mic layer and set the blend mode as **overlay** and the opacity around 84 %.

At this point your image must be some likes this:



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Now is time to apply lights and shadows. You can use your favorite method. I'll use FxFoundry.

FxFoundry → Light and Shadow → Paint with Light (two layers)

We have two new layers: Paint Dark (white) and Paint Light (black). I'll work with the airbrush tool, with the tool opacity between 8 – 20 % and several sizes as I'll need. Painting with black in Paint Dark and with white in Paint Light.

When we decide that pic is right according our artistic taste, we can do it as finished. But I don't like a dark halo around the girl's silhouette. So I'll make a layer mask.

New from visible (top of layers stack). Add layer mask (black). Hide all layers bellow except L1. Then paint with white over girl's silhouette for let the image with the L1 background.

