Tutorial to get wood image by Diego

OK, fan-girls (and thanks a lot for your kind expressions).

My std flow is this:

1-open a suitable RGB photo
("suitable" can't be defined: try and see whether the result is good)
2-duplicate the layer and smooth it (I use G'MIC anisotropic)
3-convert image to indexed, choosing a number of colours 8 to 24
(it depends on your ..."patience" level...
for this last one I chose 24, due to the many details)
4-convert back to RGB
5-for each colour-area:
5a-fill it with a wood pattern
5b-apply script-fu-**chisel**
(for big areas I use these values:
- filter mode = chisel
- azimuth = 135
- elevation and depth both at 15
for small areas I use these values:
- filter mode = carve
- azimuth = 315
- elevation and depth both at 5
addtl info to complete the "chisel" parameters:
- width = 10
- softness = 5
- roundness = 1
- bevel power = 2

6-set the resulting wood layer to GRAIN-MERGE
(over the smoothed layer)
7-new layer from vibible, SOFTLIGHT, opacity 45%
This is the **base outcome**, but normally I take the BG
and raise it on top, then set it to HARDLIGHT at 75%
That's it.
Try, but start with 8-10 colours....it's easier
(obviously it depends from the source photo, in this case I couldn't stay on my std 9 colours)