Tutorial to get wood image by Dinasset

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

Note that: the values used for chisel are related to images having a **Width+Height value of 2400 pixels**
(e.g. 1600x800), otherwise -**with smaller images**- they have to **be reduced** to find the best ones.

5b-apply script-fu-**chisel**
for **big areas** I use these values:
- width = 10; softness = 5; roundness = 1; bevel power = 2; azimuth = 135; filter mode = chisel ; elevation and depth both at 15

for **small areas** I use these values:
- width = 10; softness = 5; roundness = 1; bevel power = 2; azimuth = 315; filter mode = carve ; elevation and depth both at 5

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)