

Watercolor Effect created by Dinasset (Tutorial)

This tutorial explains step by step the process to get this realistic effect you can apply on any picture.



Dinasset is who has recreated this effect so similar to a real watercolour painting.

I can assure you, that if you do this tutorial, you will enjoy it a lot and you will get a beautiful result you will be proud of.

Also, I want add that my explanations aren't techniques, but I will try that they can be understandable and clear.

Tutorial:

STEP 1: Open your image. Go to **Filters – Blur _ Gaussian Blur**. The blur is applied to avoid segmented borders when the image is posterized later.

The original image is 1280*853. Then we divide 1280 by 300 it gives 4.2 (value to apply to horizontal blur) and 853 divide by 300 it gives 2.8 (value to apply to vertical blur)

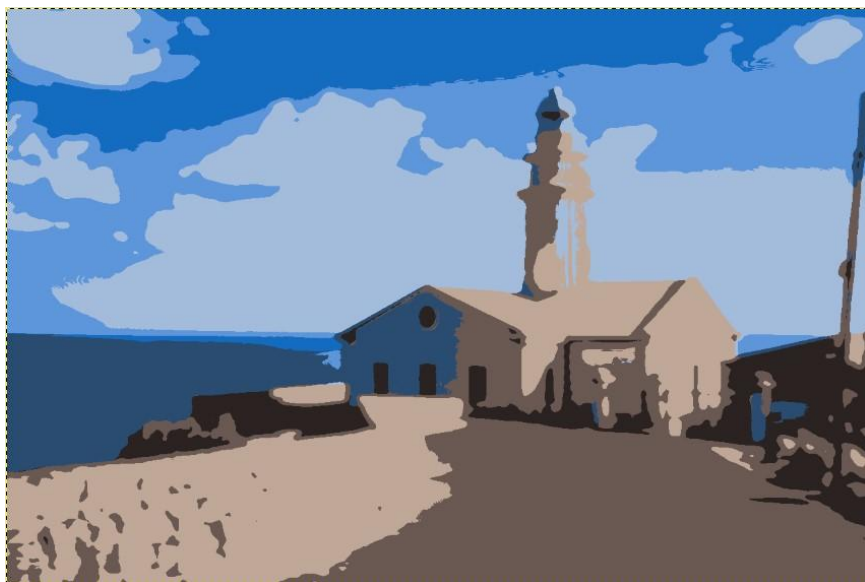
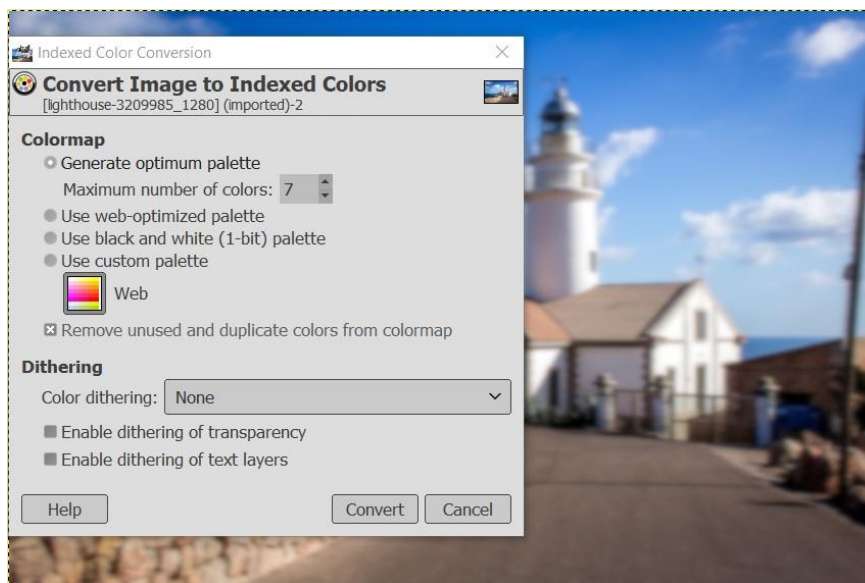
STEP 2: We posterize the image by converting its mode to INDEXED

Go to **Image – Mode – Indexed**. Better to choose a few areas. When starting with your experiments. We choose 7 areas. (Also select 10 areas and affect the 6 largest areas) Not select, white or very bright zones because they can't be seen with the effect.

STEP 3: Bring back image to the RGB mode. Go to Image – Mode – RGB.

Call the image layer "**posterized_layer**"

(look below the image blurred with indexed colors)



STEP 4: duplicate the "posterized_layer" and call it "**gradient_layer**"

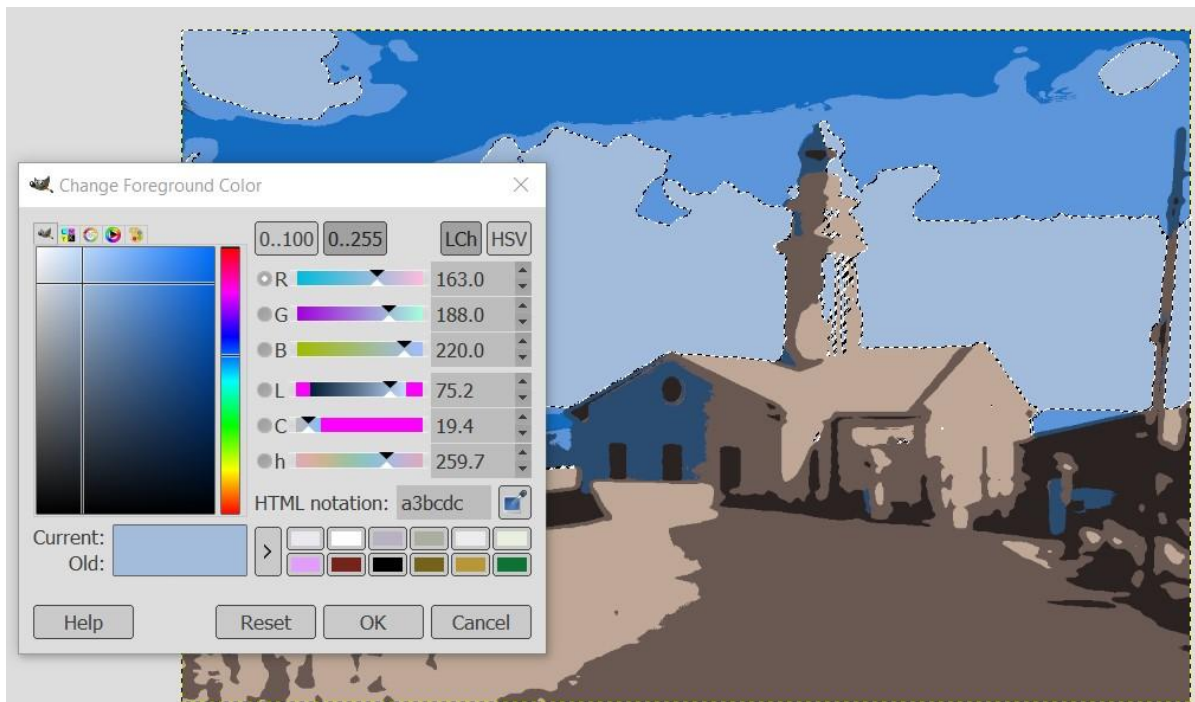
STEP 5 this step is Repetitive FOR EACH COLOUR AREA:

We will fill each area with a "self" gradient ("self" means auto generated by FG/BG entered values). The gradient to be used is "myFGtoBG" (It was created by Dinasset and attached with the patterns)

We will do the same action for each area:

Take select by Color Tool, choose one color, then, with Pick Color Tool, click in the centre of the selection to get the colour and it will set in the foreground. Flip the color to send it at the Background and Pick again in the color so that it sets in the Foreground, too. (Both have the same color)

Click on the foreground color to open the little window. You will see at the upper of the window two different values. We need the one 0..255 in darker grey to know the values that the chosen color has, in RED, GREEN and BLUE. Click on the 0..255 in the grey color rectangle.

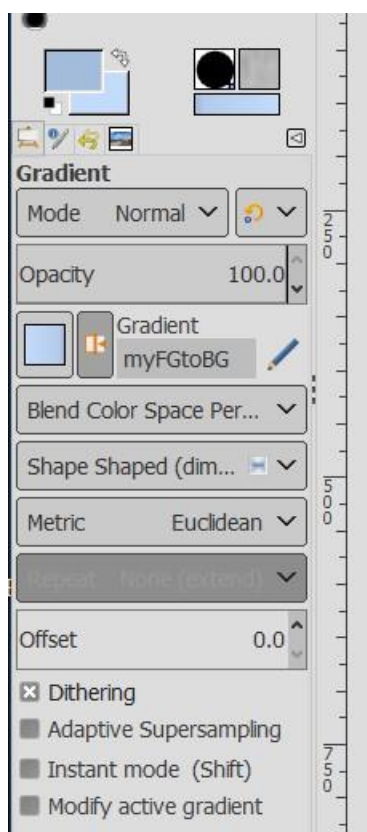
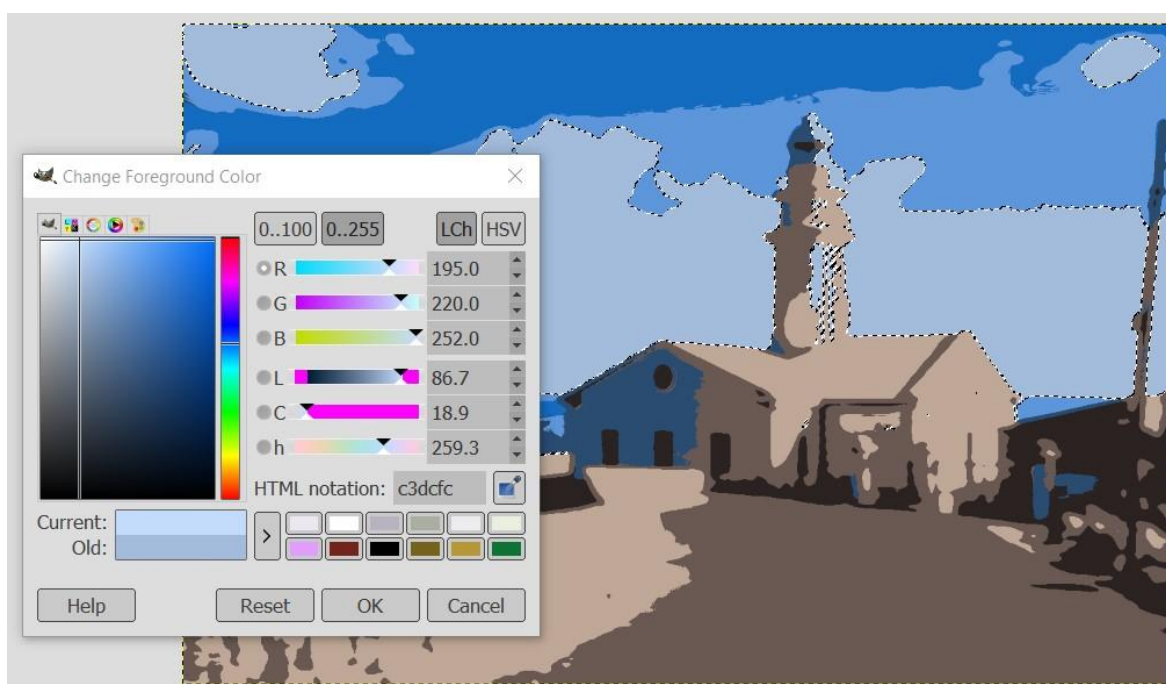


Take those values to do the transformation to get the right gradient to apply. In our sample, you see that Red is 163; Green is 188; Blue is 220.

To get the adjusted value to the color which we have selected, we add to those values (32). Do your calculations and intrude the new values manually. Having the mode set to **0..255**, we will add **32** to create the correct BG value to be used in the gradient.

So, the adjusted color in our sample will be; $163 + 32$; $188 + 32$; $220 + 32$;

Values to introduce: R= 195, G= 220, B= 252 accept.



Flip the new color to the Background. So the original color is now in Foreground.

Set the gradient "**myFGtoBG**" as the active gradient.

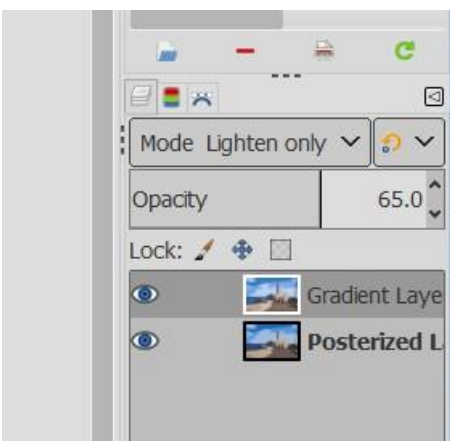
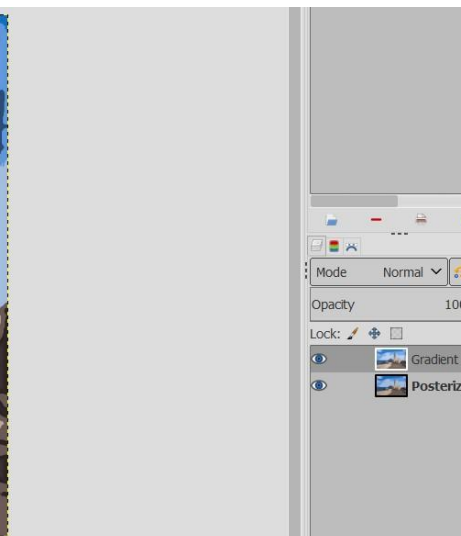
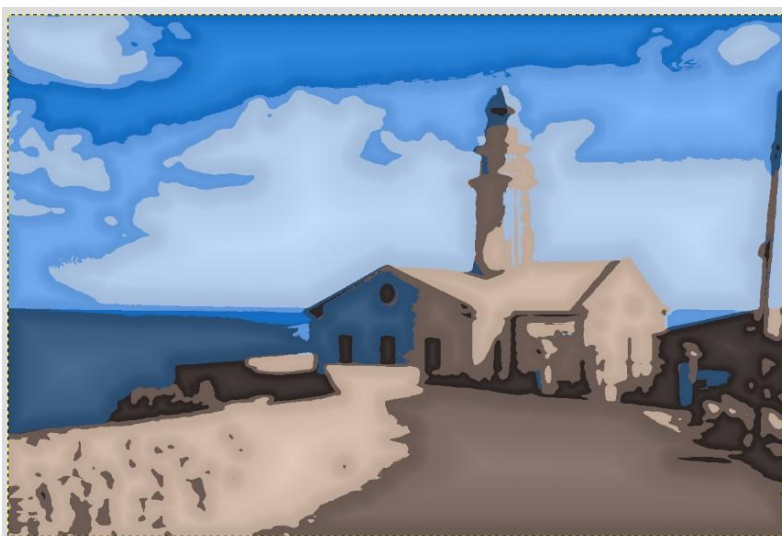
Set its mode to **Shape Shaped (Dimpled)**

Apply it into the selection **from the centre to the bottom_right end.**

Also, Check to have the gradient set in "reversed"

This is applied in the same way until we get the seven areas filled (each one in a different color).

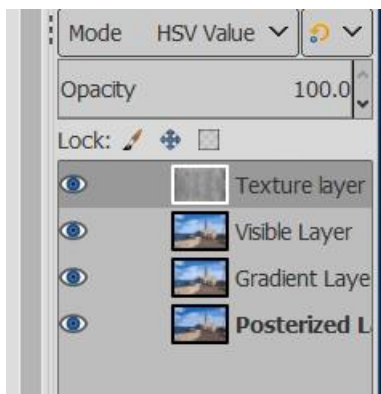
Note that the darker colour will be just in the border of the area.



STEP 6: (all areas have been filled-blended)
Finished the process, set the gradient_layer at
opacity 65 %

Set the gradient_layer at mode
LIGHTEN_ONLY.

STEP 7: Create a new layer from visible, call it "Visible Layer"



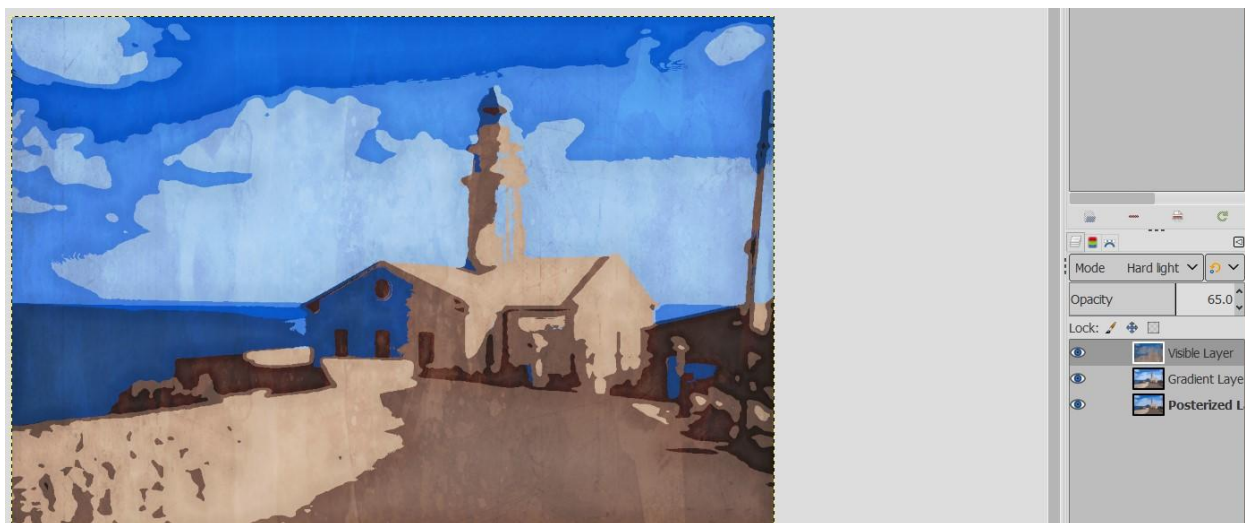
STEP 8: Choose a pattern among those available for an "aquarel" look.

Open that pattern as an image and re-scale the pattern image to the source image size, copy and paste as new layer on top of the "visible_layer" and call the new layer "texture_layer"

set its mode to **LAYER_MODE_HSV_VALUE**

STEP 9: merge down "texture_layer" onto "visible_layer" call it "textured_layer"

Set its mode: LAYER_MODE at **HARDLIGHT** and set its **opacity at 65 %**



STEP 10: Copy the image source and set it at the top of the stack layers.

Set its mode at **LAYER_MODE_HSL_COLOR**



STEP 11: New layer from visible ("final_layer") ; this is the watercolour effect before applying the border.



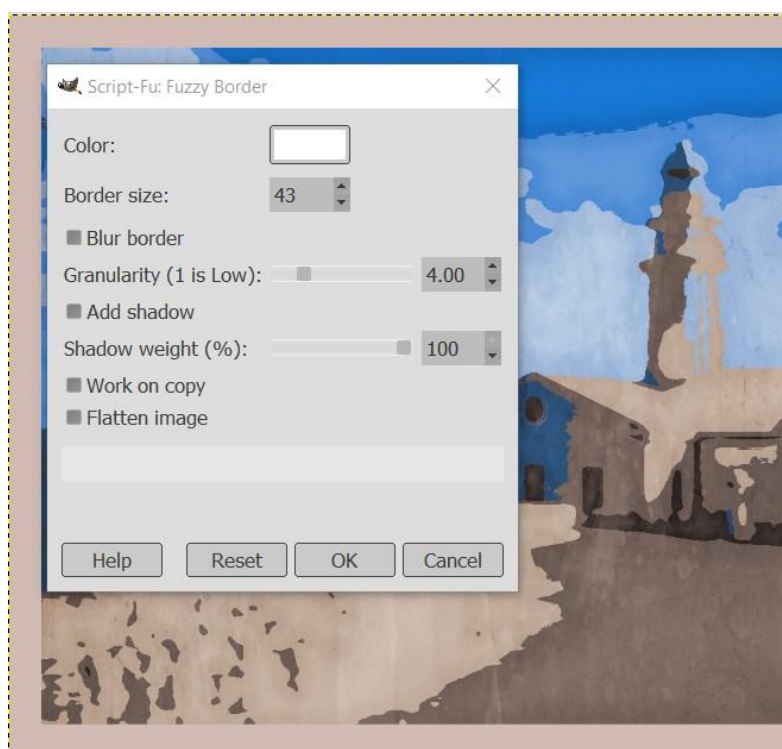
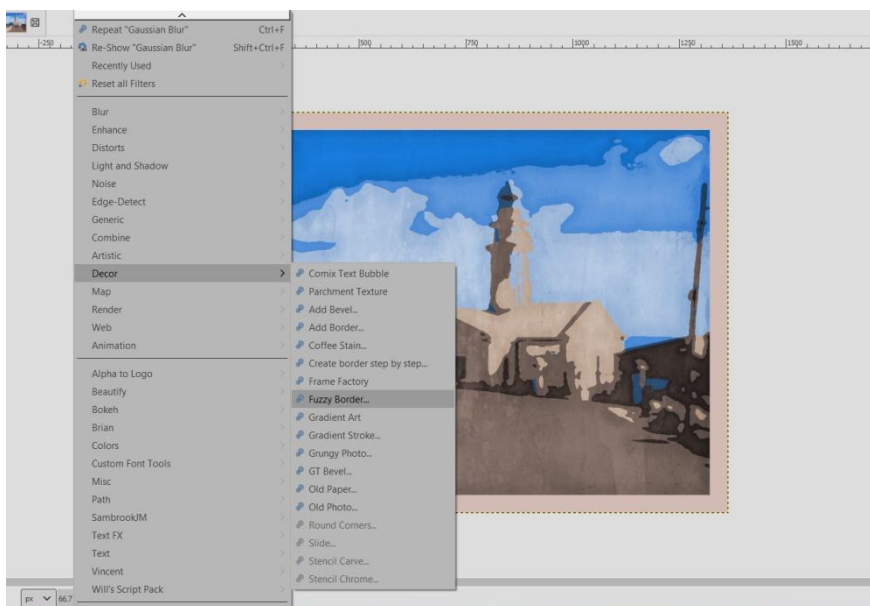
STEP 12: Now, we will use the script "fuzzy border" to create a nice border to the image.

First, we have to calculate the canvas size to get room for the border size.

image width + image height and we divide the result by 50; Our example is $(1280 + 853) / 50 = 42.6$ size for the border.

Resize the new canvas, Using: **width + border*2**; and original **height + border*2**. This will give us the new canvas size to the image with room for the border. Our sample is: $1280+85$ and $853+85$: New canvas: 1365×938 . Set the image in the centre and set the layer to image size.

Go to Image-Filters_Decor- and Run the script_fu_ **fuzzy_border**

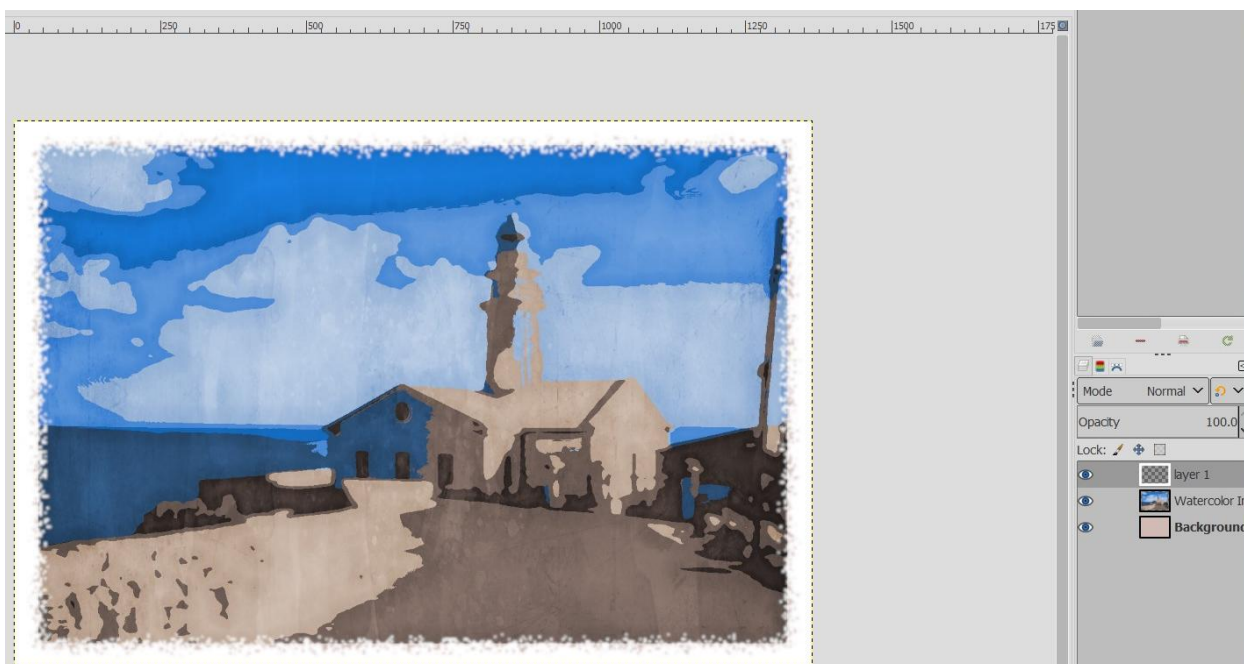


Use the border value; the before calculated border * 1.5

(our sample it is 43)

Choose an almost white colour.

Set off all options (it should create a new layer on top of the all layers) Call the new layer "**border_layer**"



STEP 13:

Now, we apply a paper texture, choose one among those available.

Open it as image and again resize it to the source image size. Copy and paste as a new layer on top of the border_layer

Call the new layer "**Paper_Layer**"

set its mode to LAYER_MODE_**GRAIN_MERGE** and set its **opacity to 40%**





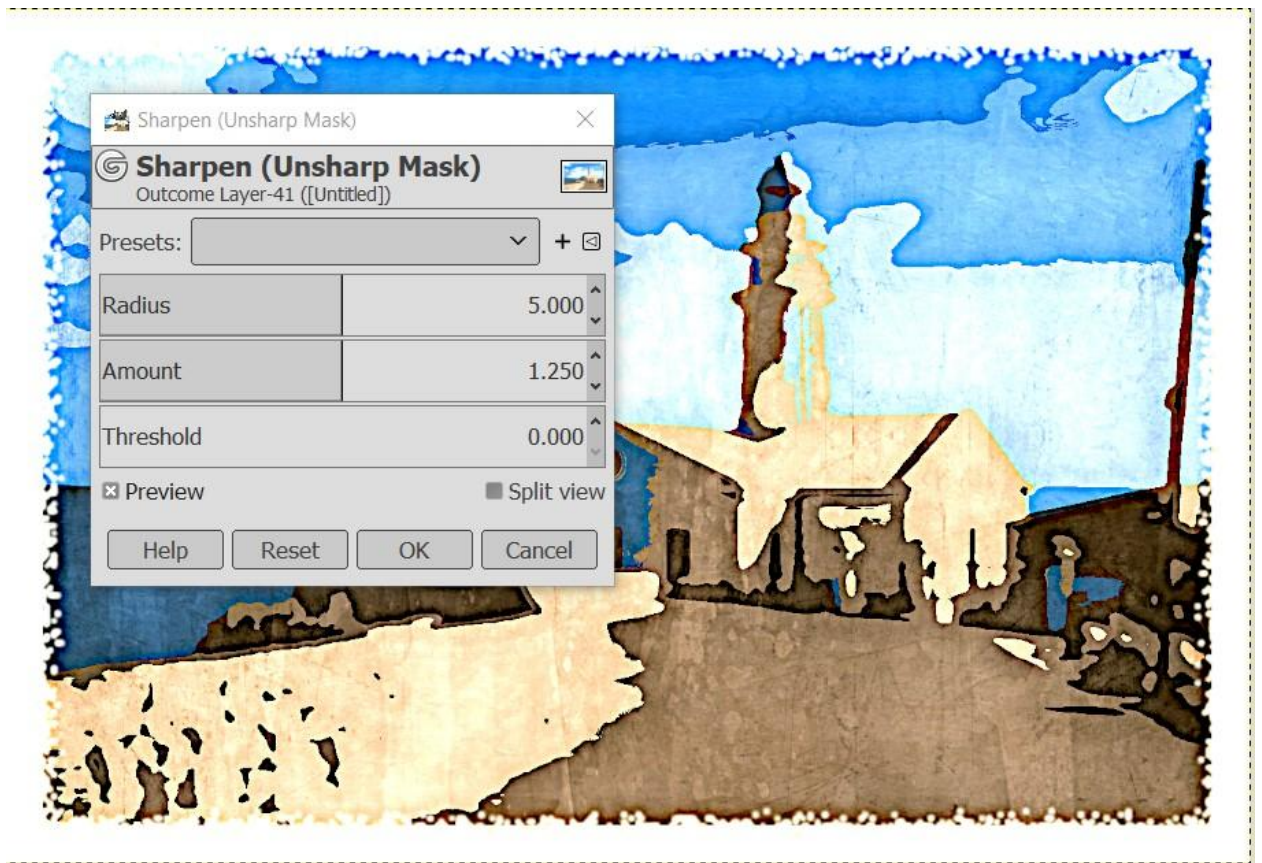
STEP 14: (you should have the outcome complete)

Merge all the layers (flatten the image) call the merged layer "**outcome_layer**"



Go to Colors – Brightness-**Contrast** and increase the contrast a bit (**about 32**)

Go to Filters – Enhance – **Sharpen (Unsharp Mask)** using these values:
5.0, 1.25, 0



You got it!

Thanks for following and doing this tutorial.

Issa.

PS: When you feel comfortable with the technique, try using more colours areas (very often you get the best outcome with around 15 areas); not to be too bothered with the "gradient" step, you may limit it to the most relevant areas (omit the smallest ones, as well as omit the too light -close to white areas)