

Golden Effect Applied on an Image. Diego's Style

Diego Nasseti was inspired by OMG (Tony) and his golden scenery.

Tutorial

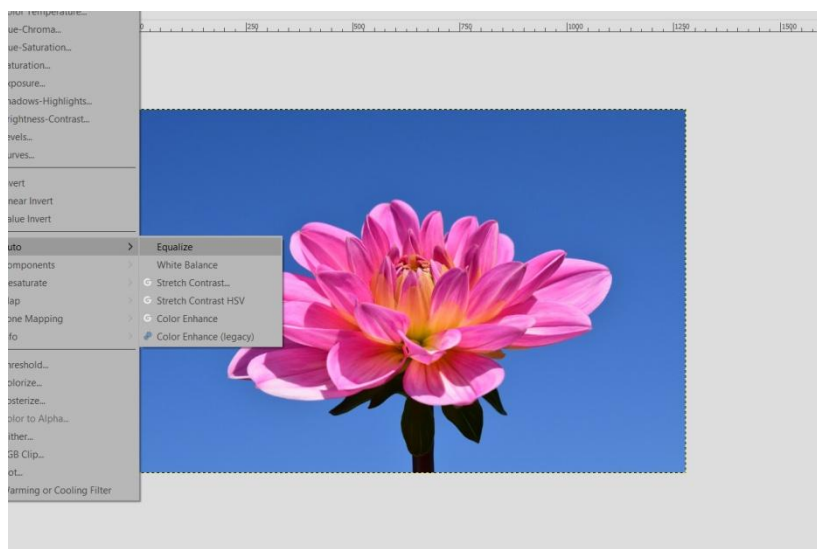
From this

to

that

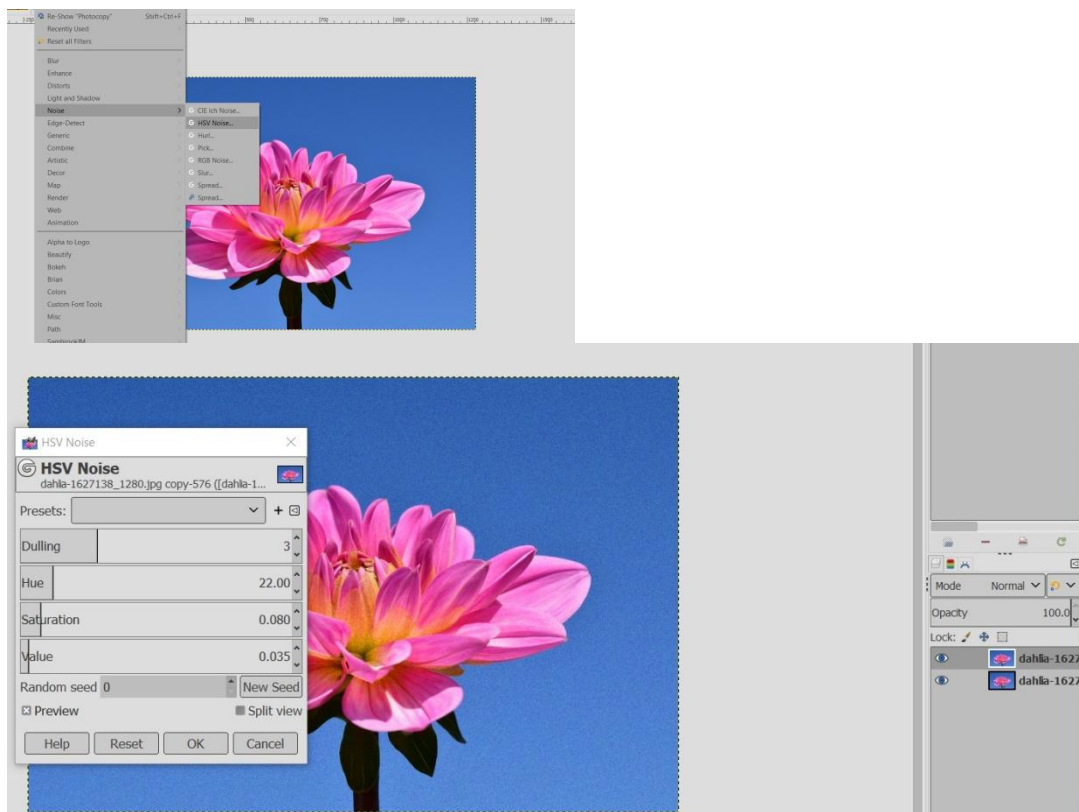


1. Open the image. Duplicate the image, to keep the original for evaluating the rendering.
2. If the image is not well balanced or it has too dark areas, apply "Equalize". **Colors – Auto – Equalize**. Don't care about the colours, as after applying the golden emboss texture it covers everything in gold.



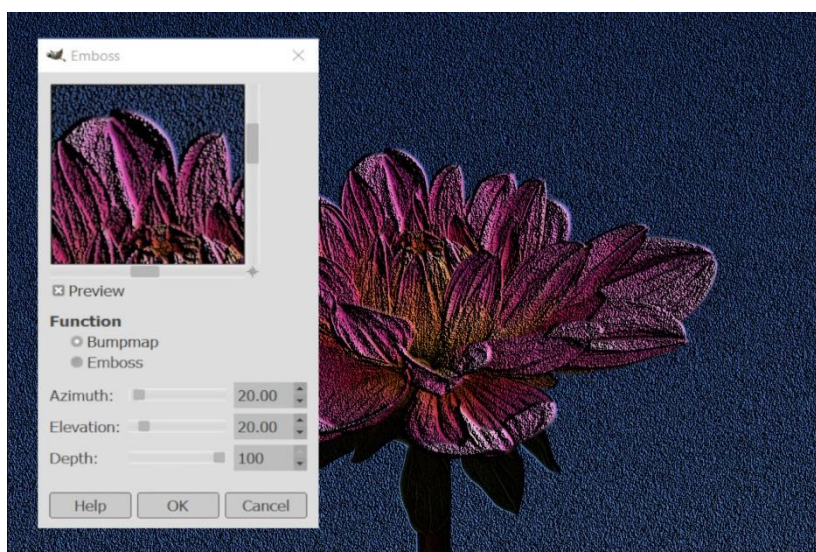
3. Add some noise, Go to **Filters – Noise - HSV Noise** with these parameters: **3, 22.0, 0.08, 0.35**

Name the layer Noise Layer.

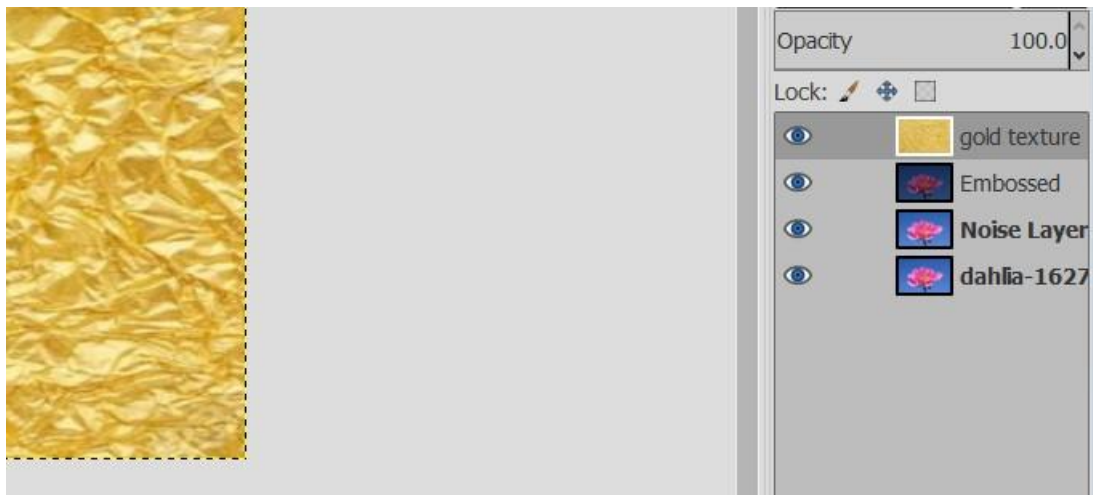


4. **Duplicate the Noise layer** and call the duplicated layer "**Embossed**"

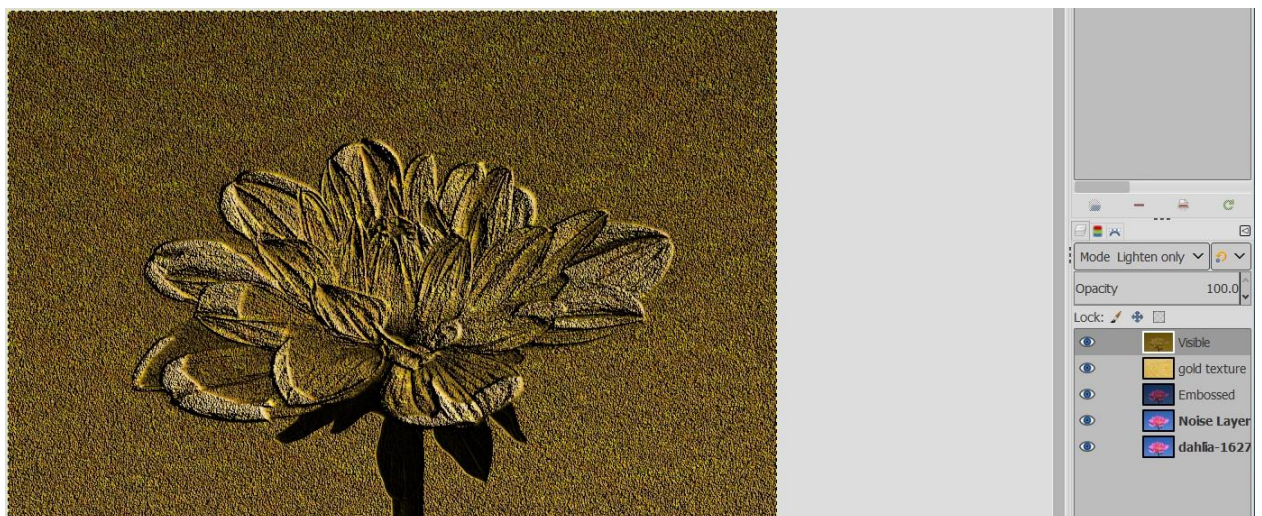
5. Select Emboss layer, Go to **Filters – Distorts _ Bumpmap**. Choose Emboss (legacy) with these parameters: **Bumpmap 20.0, 20.0, 100**



6. Open as image the chosen Gold Pattern, I suggest to use:
"MyGold_102.jpg (posted in the attachment with the tutorial)
7. Rescale the gold pattern to the image size.
8. Copy and Paste it to a new layer created. Call it "Gold texture". Set the layer to HSL Color as layer mode.

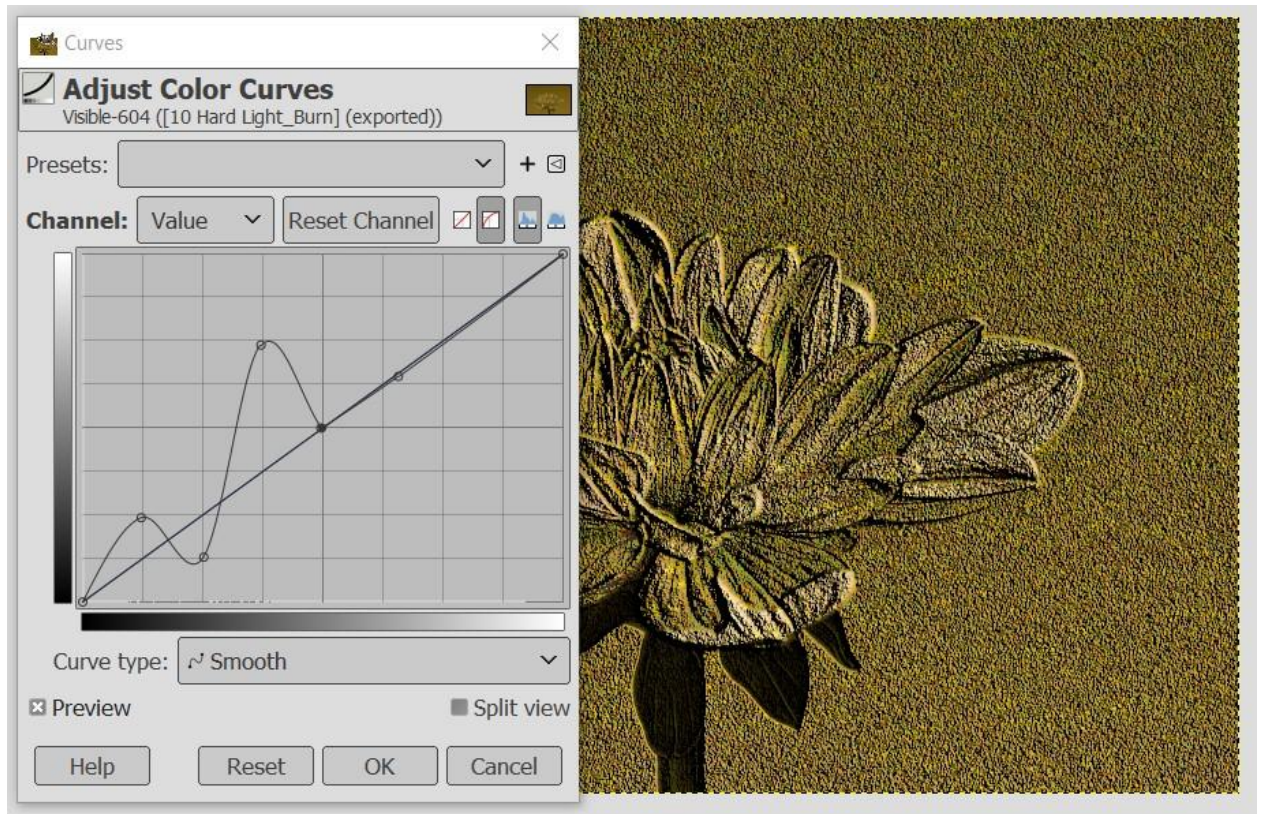


9. New layer from visible and Set Visible layer to Dodge, Lighten Only, Burn or Grain Merge. Each image has its best look in those layer modes. Test it and choose the best at your own taste.



10. Go to Colors – Curves - Apply a color curve at your taste to improve visibility, suggest to use:

0 to 0.125; 0.125 to 0.5; 0.25 to 0.25; 0.375 to 0.75; 0.5 to 0.5; 1.0 to 1.0



Other layer modes: Hard Light. I hope you enjoy the process. Issa.

