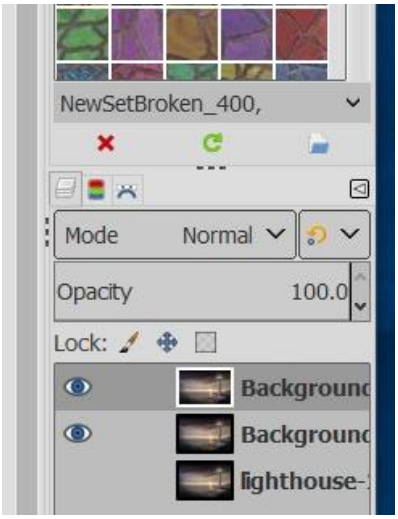
New Mosaic Effect Created by Diego Nassetti

PRELIMINARY STEP

Choose the mosaic patterns group (see attachment NewMosaic_Broken_1KB (attached with the tutorial)

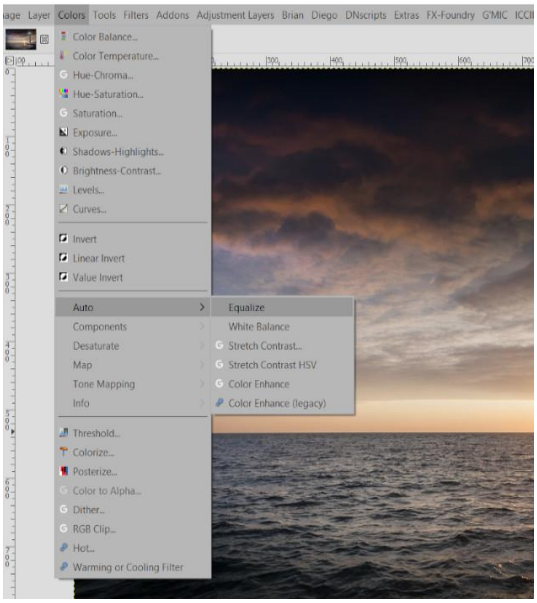


Check if you have the patterns group active in your patterns sets. Choose between 200, 300, 400 and 500 size patterns, according the size to fill up in the image.

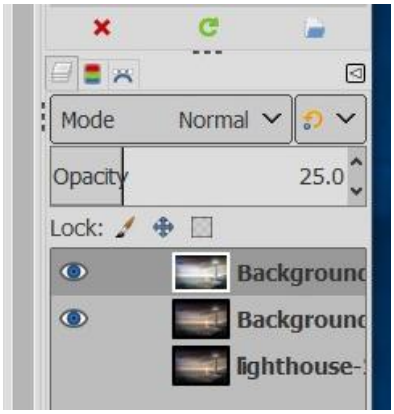
STEP 1 – Open the image.

Duplicate the image. Close eye to the original layer. Name the duplicate layer as Background

STEP 2 -



Duplicate the BG layer again, Go to **Colors- Auto- Equalize** set the **opacity to about 25**%, **New from visible** and **merge** it down with the **duplicate BG Layer**. (**equalize layer**)



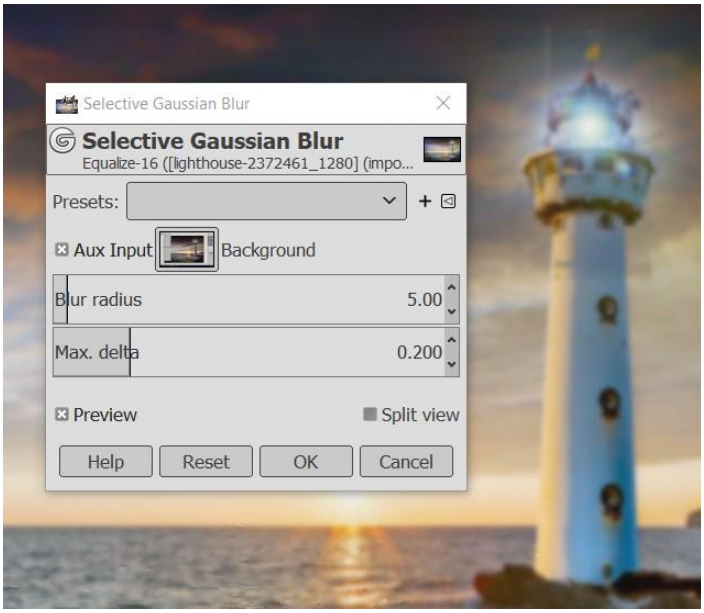
STEP 3 - Add some colour enhance.

Select **Duplicate BG** (Equalize layer) and Go to **Colors-Auto-Color-Enhance**. Set **opacity at about 50**%

STEP 4 - Remove black pixels and white pixels.

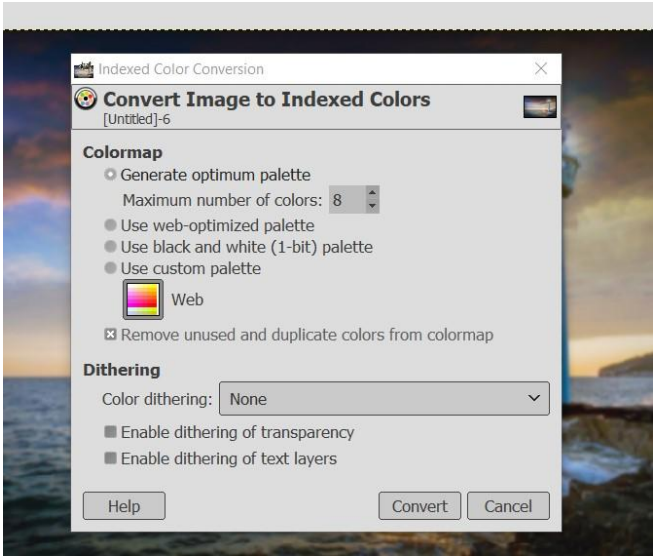
Go to Colors- Levels. And set in output, these values: set left size at 9 and 254 on the right side.

STEP 5 – Apply Blur and Quantize the colours of the image.



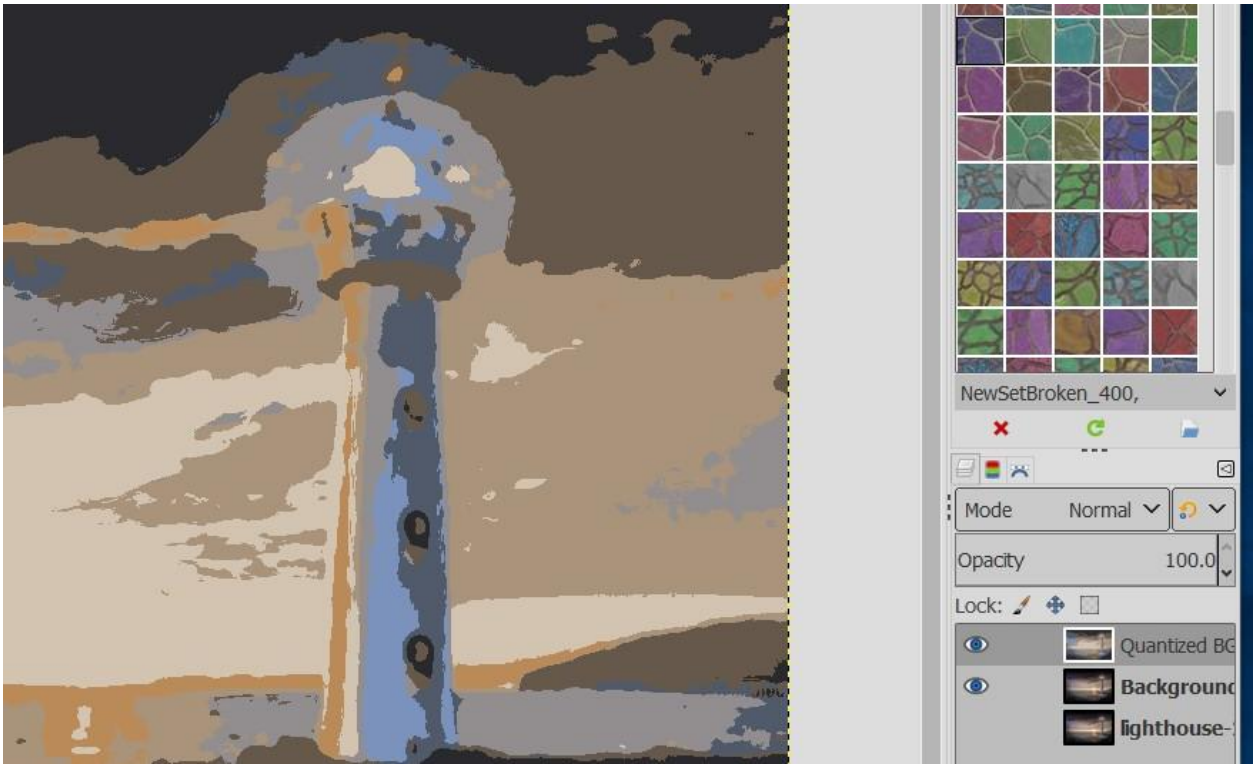
Select the Equalize layer and go to **Filters – Blur - Selective Gaussian Blur pointing to the Background Layer.**

Copy the whole Equalize layer and open a new canvas/Image, paste the layer on the new layer. Name the layer: Quantize BG



"**Quantized BG layer**") **Go to Image – Mode_ change image mode to indexed**. (this produces a cartoonized image, use **8 colors**). Bring back **the work indexed image mode to RGB** again. (**it's worked out of process because indexed action affects on below layers**).

STEP 6 – Take the result indexed to the previous project.



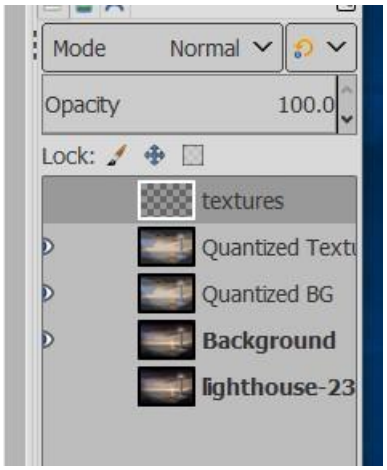
Copy the indexed layer and bring it to the previous project. Paste the layer on the previous Equalize Layer.

Change the name to the layer. Name the layer "Quantized BG".

Duplicate Quantized BG Layer and rename it "Quantized Textures"

the previous WORK image is no more needed.

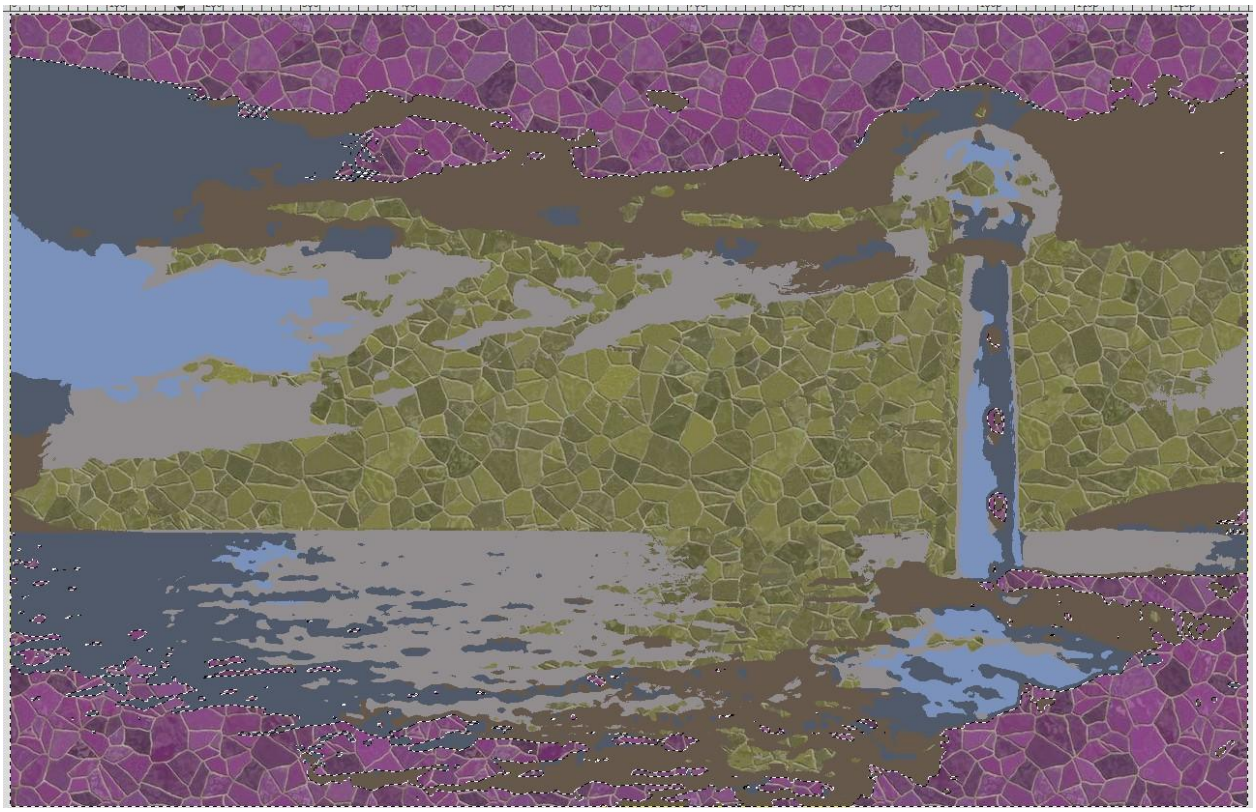
STEP 7 - fill each colour area with the most appropriate pattern.



Select **Quantized Texturized Layer**. Fill with appropriate patterns **each one from the 8 colour areas**: Select with Select by color tool one area, go to patterns and choose:

Choose the pattern with the best size for the area. Choose among (200; 300; 400; 500) Depending on the area amplitude. And the color most close to the real one.

I create a new provisional layer until complete each area with the different patterns. Then Merge the provisional layer with Quantized Texturize Layer.

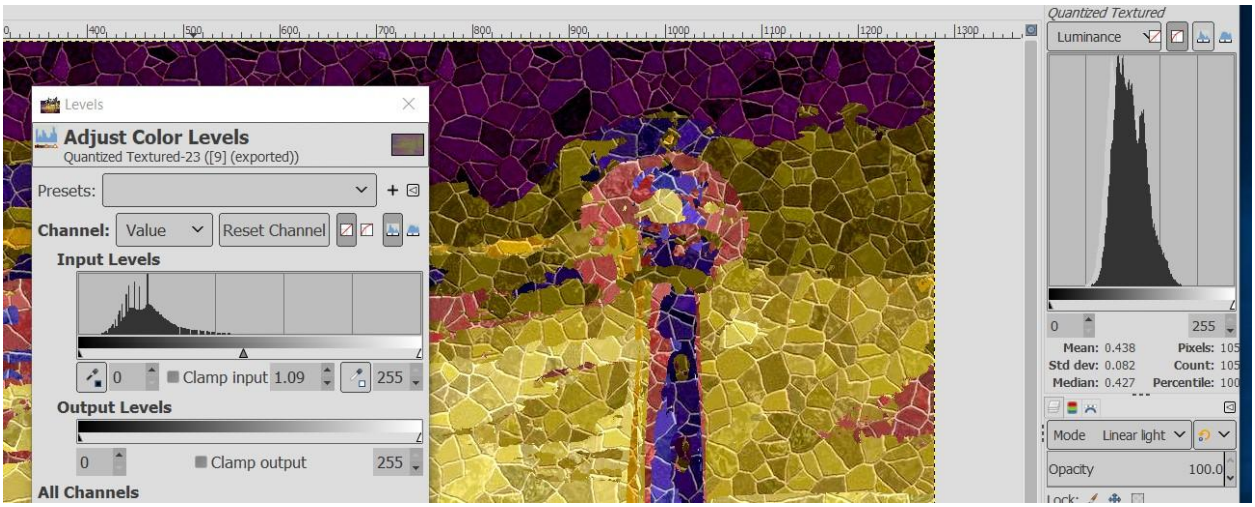


STEP 8 - finishing the loop.

When completed of the process, **set Quantized Textured layer at Linear Light Mode.**

STEP 9 - do some colours adjustment

Check the luminosity of the fully "**Quantized Texturized Layer**" and apply some adjustment using Gimp levels, if necessary, evaluate the histogram (Mean Value and the luminosity, too) About Luminosity:



if the mean Luminosity Value is **between 0.43 and 0.625,** if so, no action is needed

Otherwise, let histogram graph open and seeing luminosity, move slowly the central arrow.

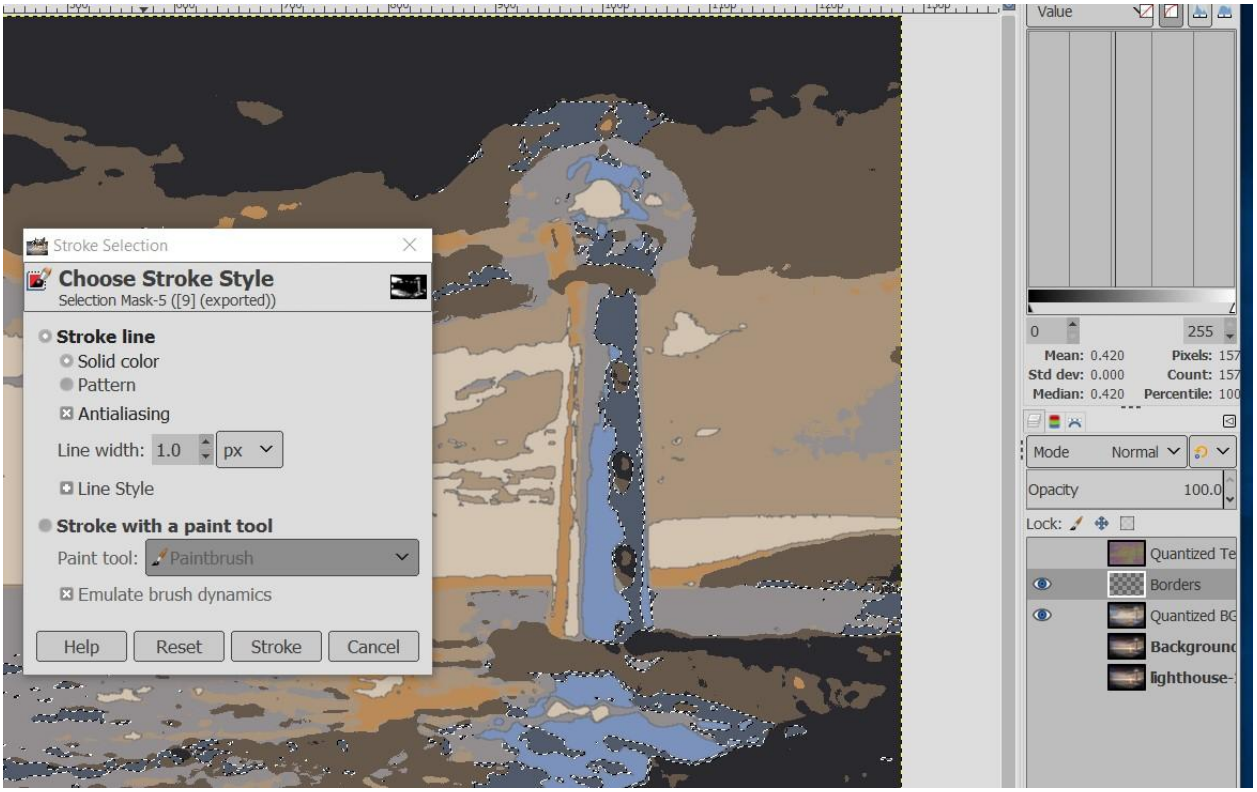
if **< 0.43**: apply Gimp levels moving the mid arrow (input) to the left until you see a good luminosity value on the histogram.

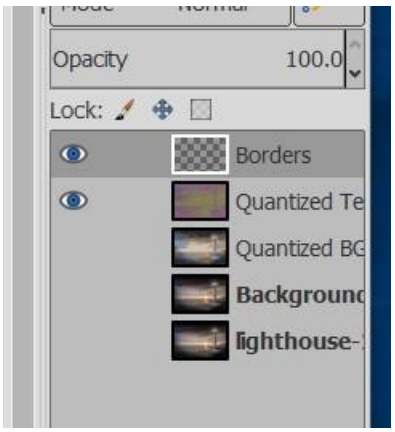
if **> 0.625**: apply Gimp levels moving the mid arrow (input) to the right until you see a good luminosity value on the histogram.

STEP 10 - check again whether there are black pixels

Check (still on the histogram) whether there are values very close to 0 if so, apply Gimp levels moving the 0 arrow (left) **on the output to 25** (follow the effect on the luminosity in histogram)

STEP 11 - Add the area contours.





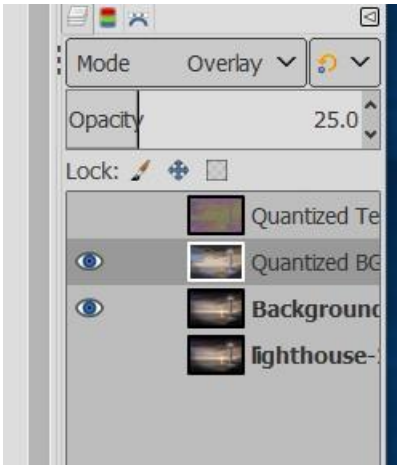
Draw areas borders, **selecting from Quantized BG**, each area border (**1 pixel**) and stroke the area with **a mid gray**, on a new provisional layer.

When finished**, merge the provisional Border layer with Quantized Texture Layer and set it at Mode Linear Light again.**

STEP 12 - apply some overall look adjustment.

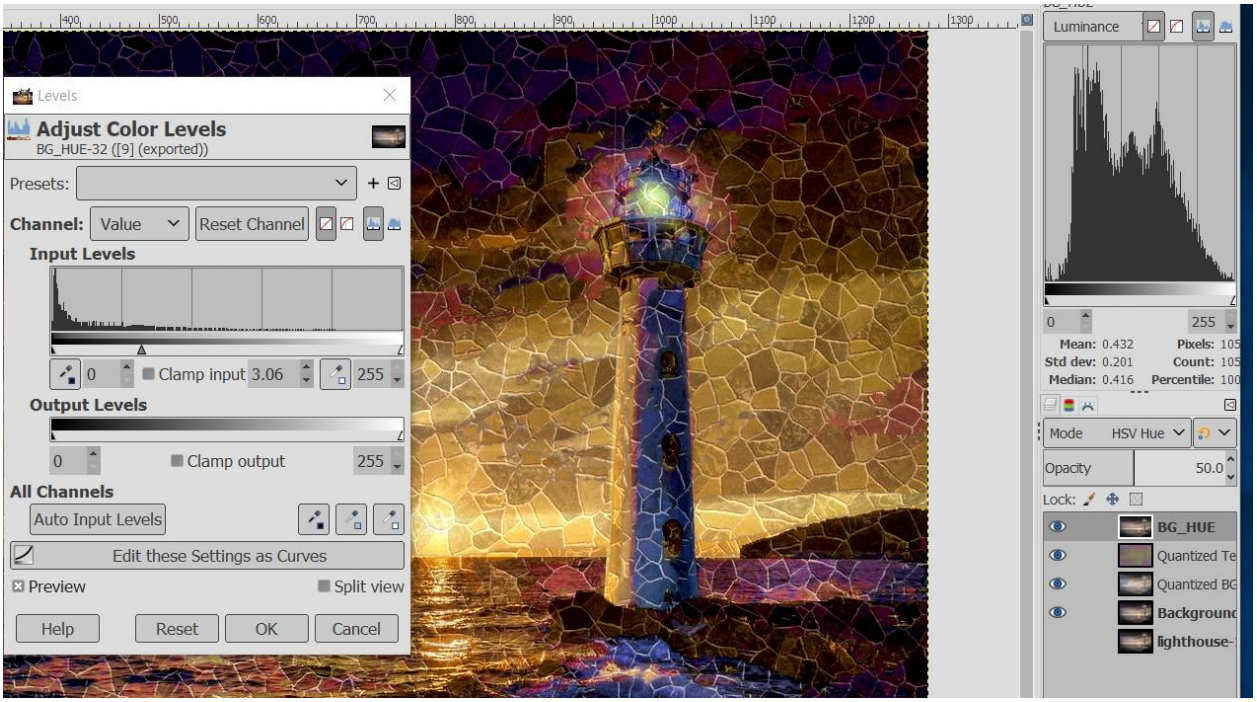
Increase a bit the colours saturation (only if needed); reduce a bit the brightness using Gimp curve (e.g. moving the mid centre from 127 to 102)

STEP 13 - finalize modes and opacities of the layers.



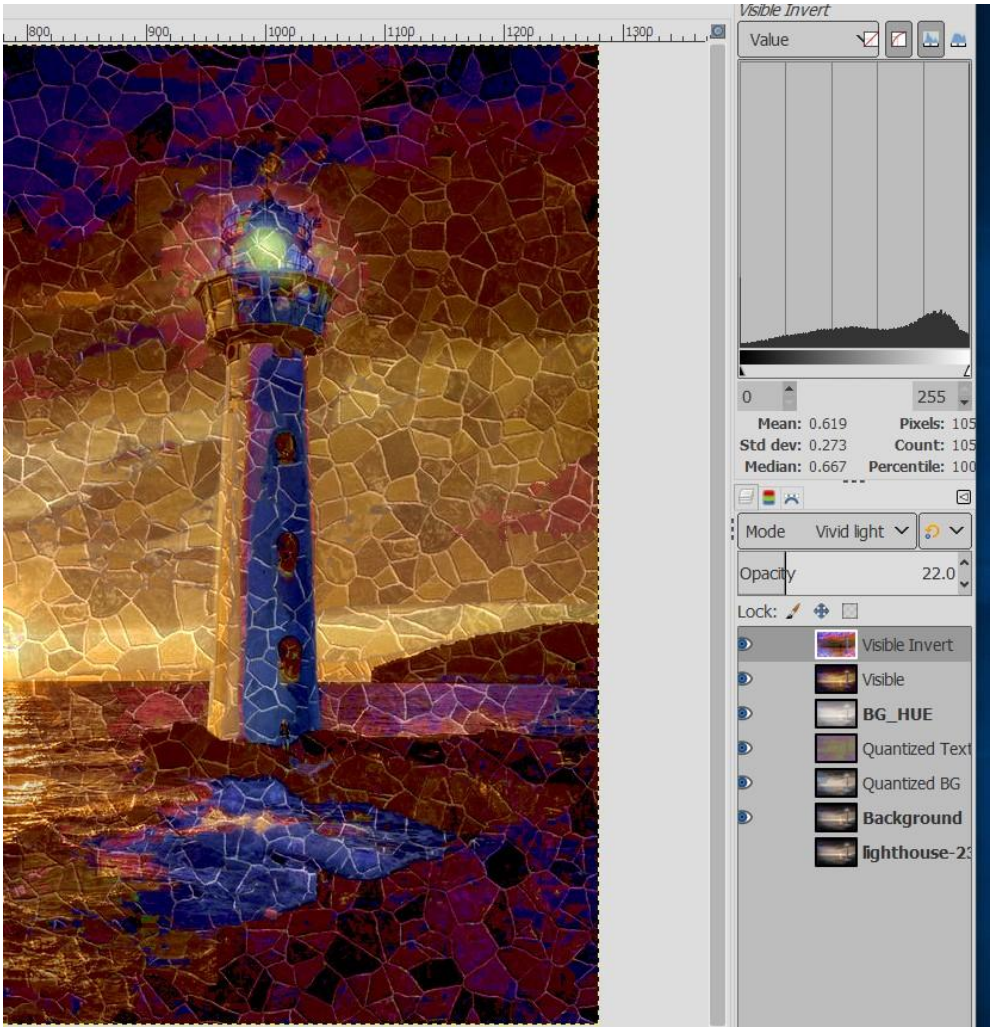
Set the **opacity** of **the Quantized BG layer** about **25%** and set it's mode to **OVERLAY**.

Set the opacity of the **Quantized Textured with borders Layer about 85%** and set it's mode **to LINEAR_LIGHT**



STEP 14 - get back some hue adjustment

Copy the BG layer, set it upper layers. Name it BG _ HUE and set its **opacity to 50%**. Also, set its mode to **HSV_HUE**.



STEP 15 - create the "new from visible" layer. Name it Visible

Create a layer from visible and set its opacity to 33.0. Check again the **luminosity** again.

If the image mean value is outside the range of **0.255-0.625** :

We may decide to change the NORMAL layer mode

If the mean value is **less than 0.255** (image is dark), use **SCREEN**

If the mean value is **between 0.625** and **0.780** (image is moderately light), use **SOFTLIGHT**

If the mean value is **greater than 0.780** (image is very light), use **MULTIPLY**.

STEP 16 -

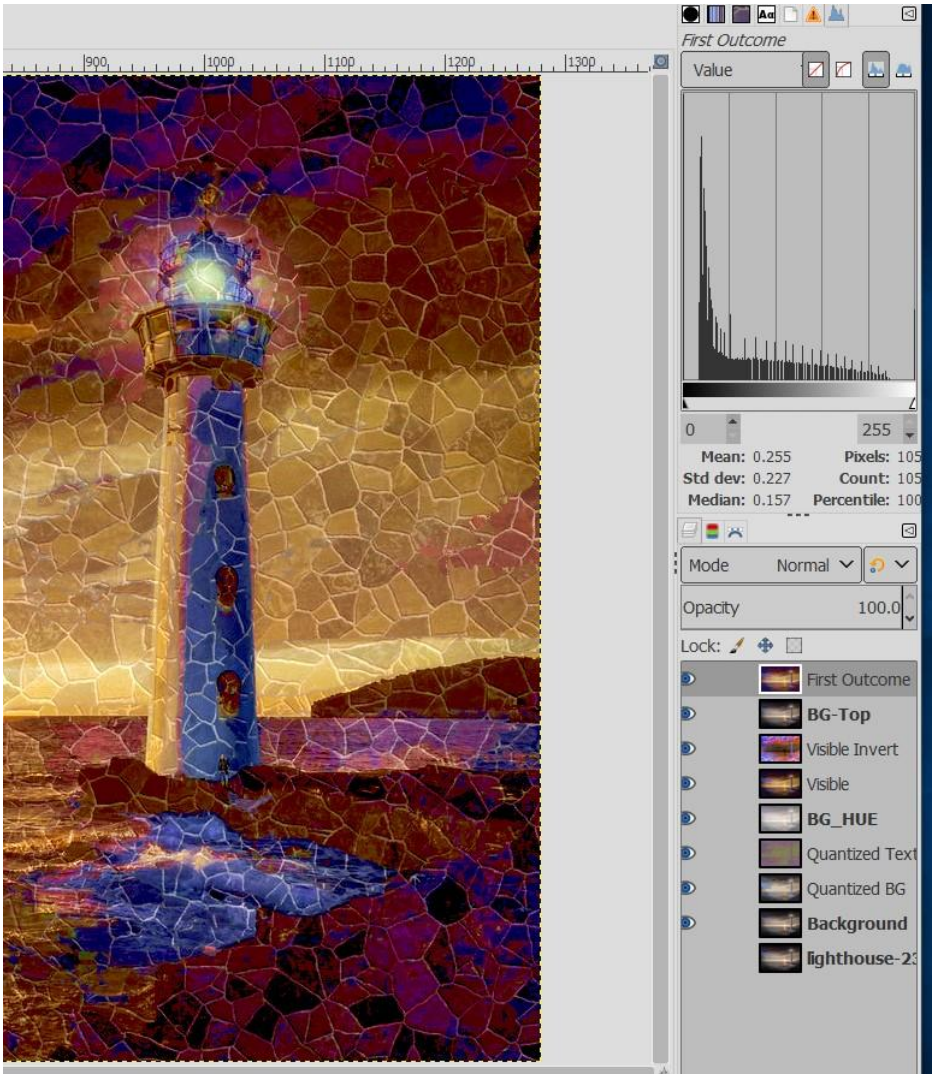
Duplicate the visible layer, Go – Colors _ Value Invert. Name the layer: Visible Invert, set opacity around **22%**, set mode to **VIVID LIGHT**.

STEP 17 - check image saturation (at your taste)

Likely the overall aspect is still too saturated, in this case reduce strongly also the saturation of the **previously created "visible" layer**.

STEP 18 - again add some influence from the New Image BG.

Duplicate the Background layer, set **opacity around 25%**, set mode to **OVERLAY. Name it BG on Top**



STEP 19 - finalizing the outcome

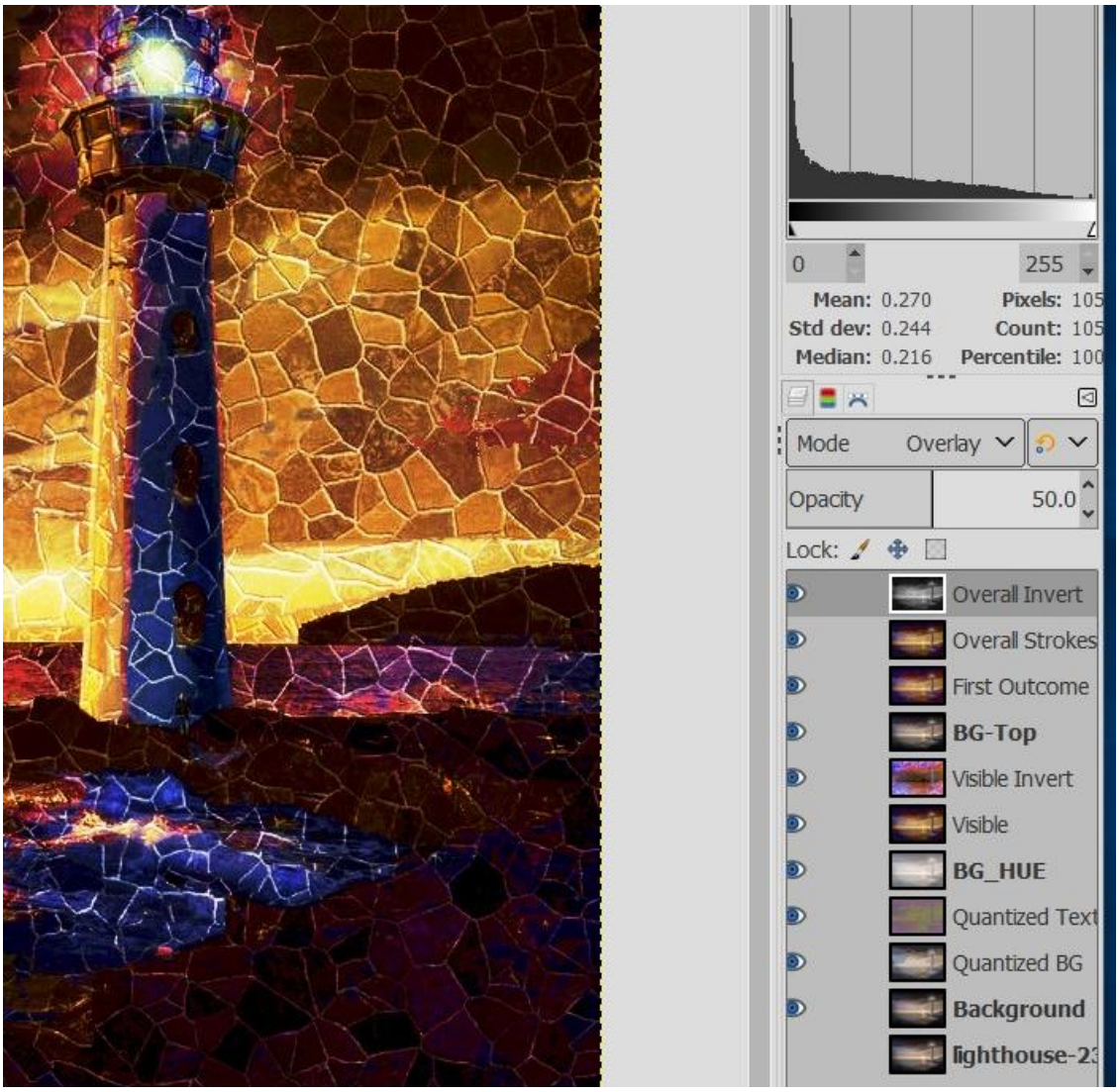
Create a new layer: New from Visible. Name it as First Outcome Layer. Using histogram, compare its mean value with the mean value of the saved original

Apply a curve moving the centre value from 153 down to 102 if the ratio is > 1.25

Apply a curve moving the centre value from 102 up to 153 if the ratio is < 0.80

STEP 20 - add some clarity at your taste

Duplicate the visible layer (not the inverted one), set **opacity** to around **50%**, set mode to **VIVID_LIGHT Name the layer: Overall Strokes**



Duplicate again Visible layer, Go Colors – Desaturate - Desaturate. Set opacity to around **50%**, set mode to **Overlay** and name the layer as **OVERALL Inverted**.

Using again your own taste, evaluate the resulting outcome saturation and -if the case- reduce it.

Enjoy the process.

Issa,