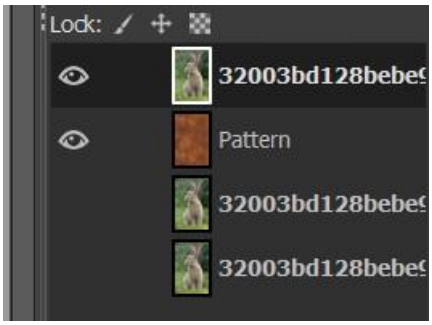
Steps to get this engrave effect

Open your image.

Copy original image layer twice. Close eyes the copies layers placed below.

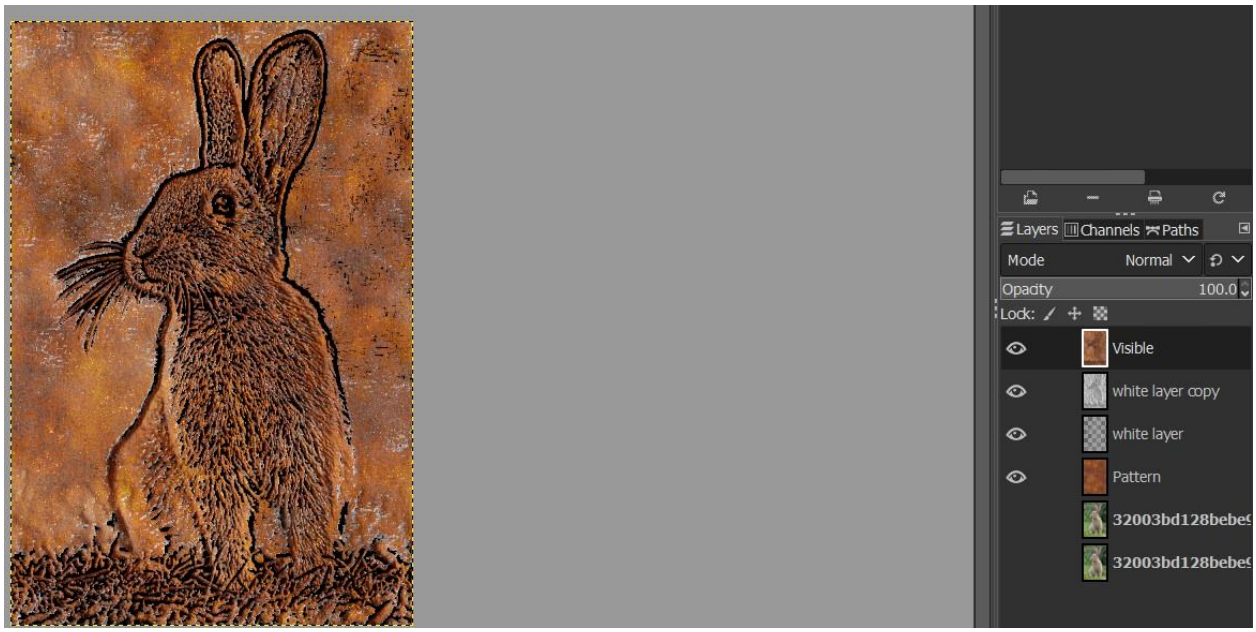


Create a new layer and fill it with a dark pattern (wood, or rusty metal are good textures)

Set dark texture layer below your image layer

Select image layer – Go to Python-Fu – GT Engrave and run the plug-in.

It creates three layers, throw bumpmap layer away.



New from Visible

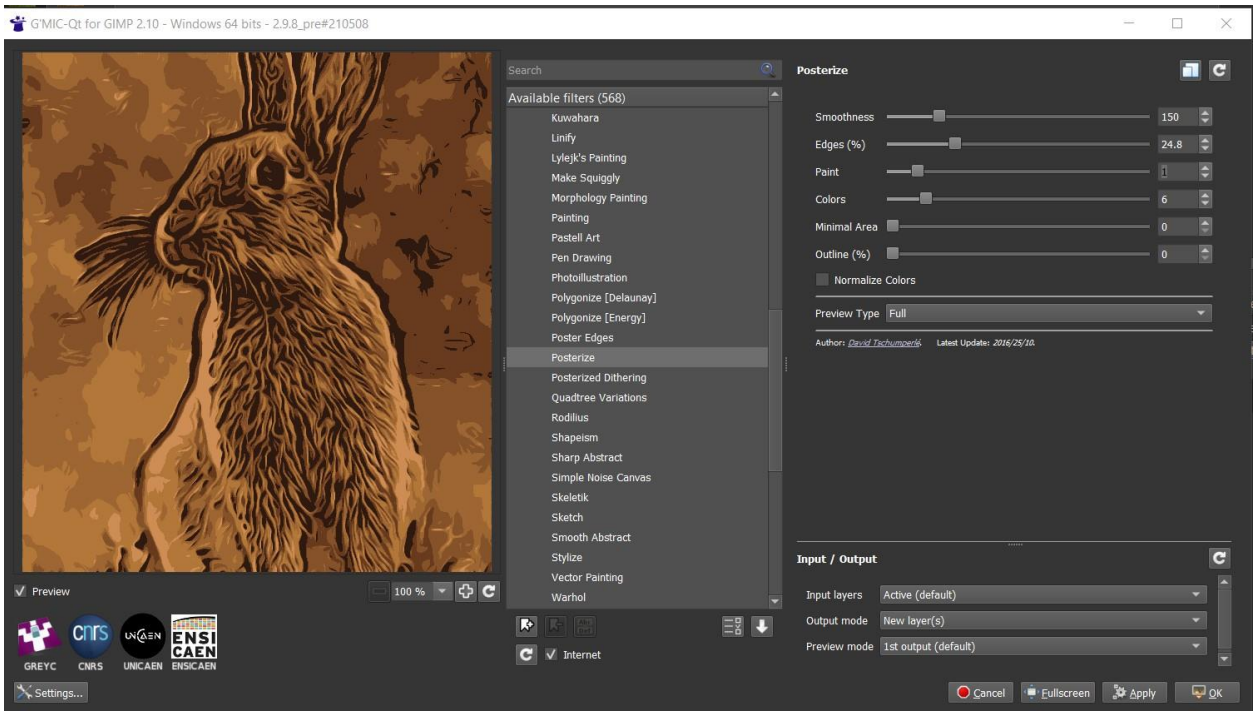
Set the second original copy upper the layers and set it as layer mode at Soft Light

(see below shot)



And New from Visible again

Go to Filters _ GMIC _Artistic – Posterize



Set the values and output to a new layer

Finally, set the third original copy upper the layers and set the layer at LCh Color or LCh Hue

Sometimes Grain Merge, adjust opacity 75 or 80% if needed. The user decides which one is better.





Final Result

Issa