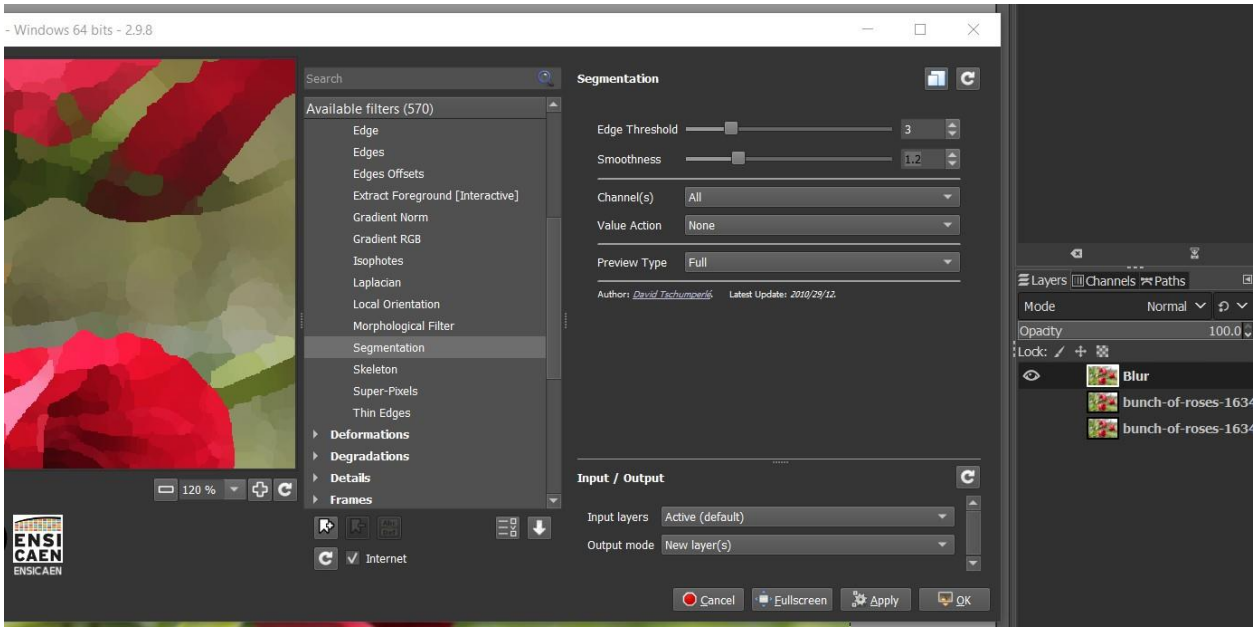
Graphic Emboss Effect

Open your image, duplicate it twice.

Apply Gaussian Blur to the upper copy layer. (2.5 value)

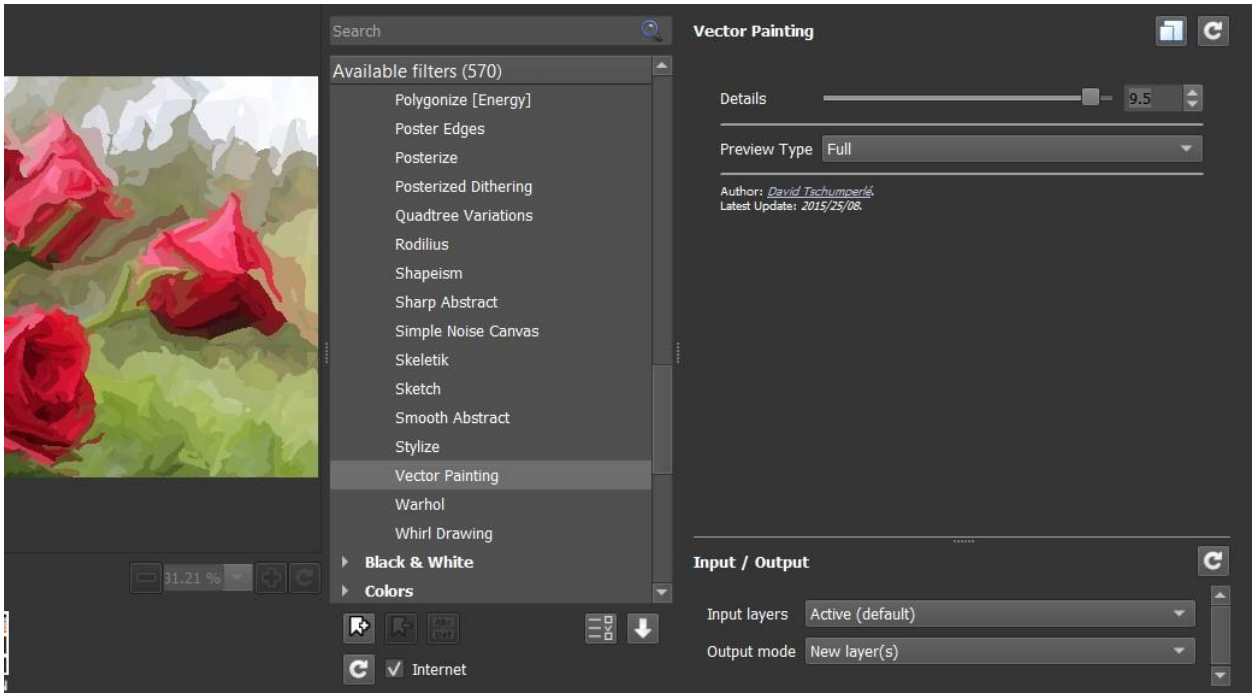
Select Blurred Layer and go to Filters – Gmic – Contours - Segmentation

fx_segment_watershed 3,1.2,0,0,0,50,50. Set Edge Threshold high for people. 4 or 5



Select the new layer created, Go Gmic – Artistic – Vector Painting

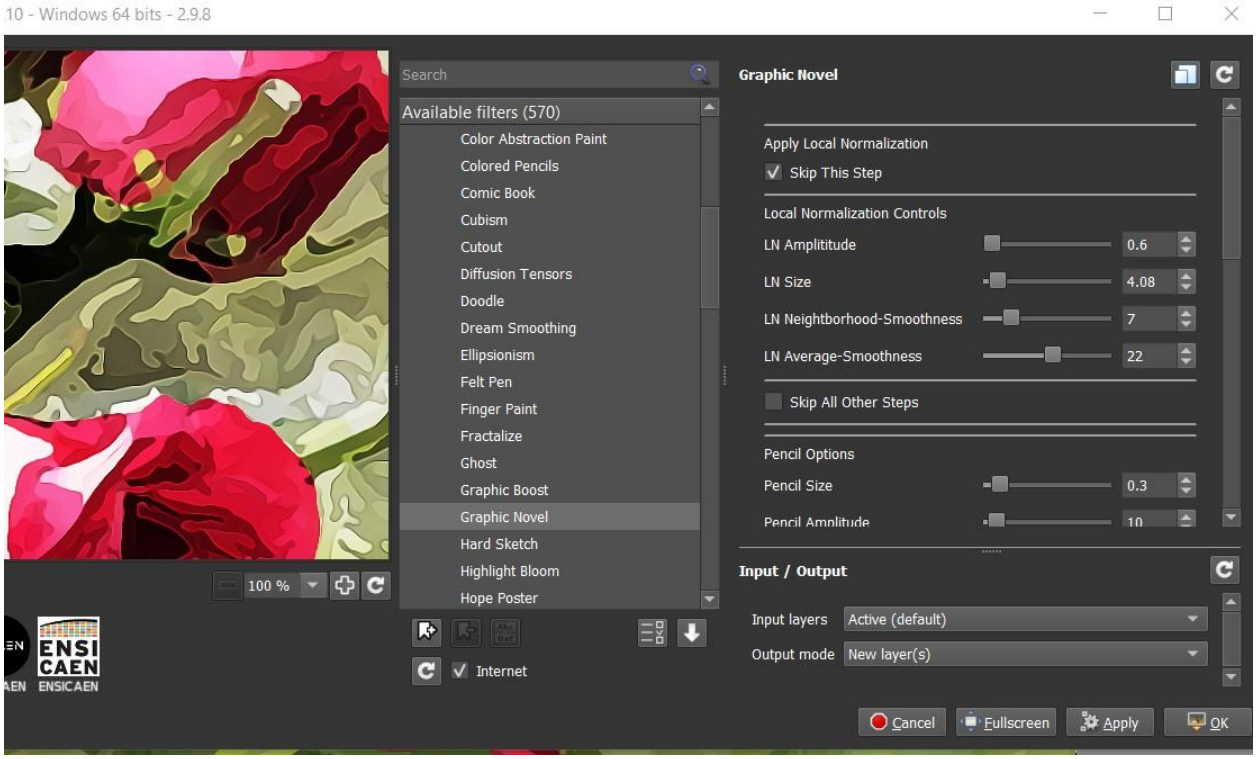
fx_vector_painting 9.5,0,50,50. But if your image is a portrait set at 98.5



Select the new layer and set the layer at HSV Value as Layer Mode.

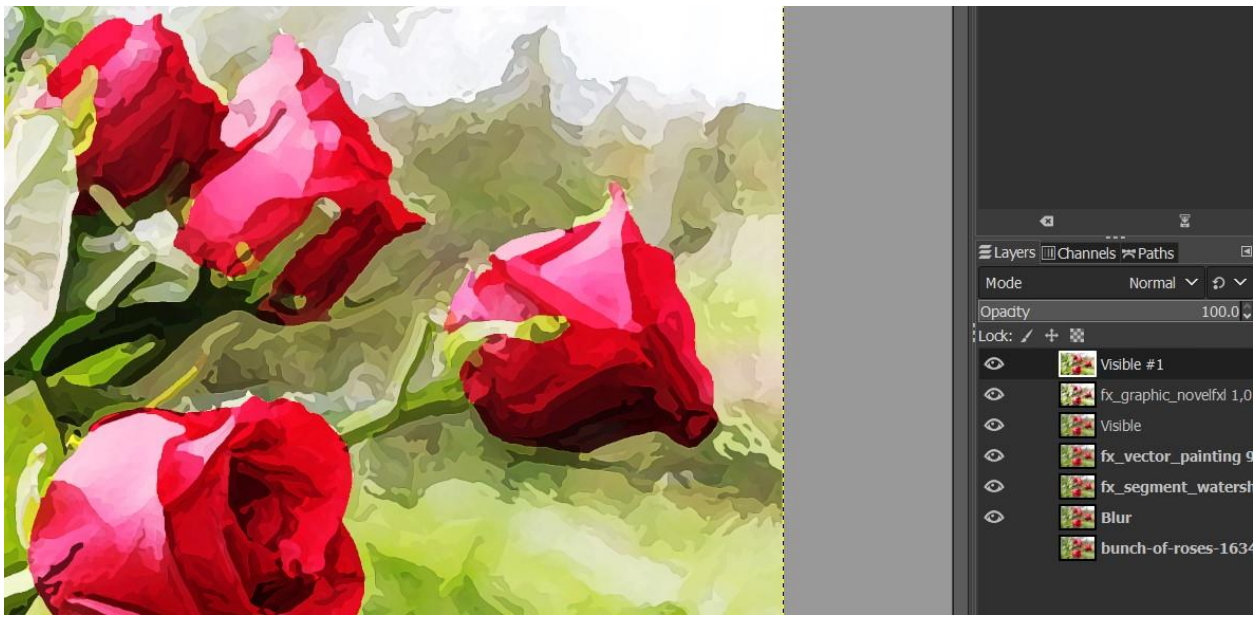
New from visible

Go to Gmic – Artistic – Graphic Novel; fx_graphic_novelfxl 1,0.6,4.08,7,22,0,0.3,10,0,1,0.5,0.78,1.92,0,0,0,1,1,1,0.5,0.8,1.28

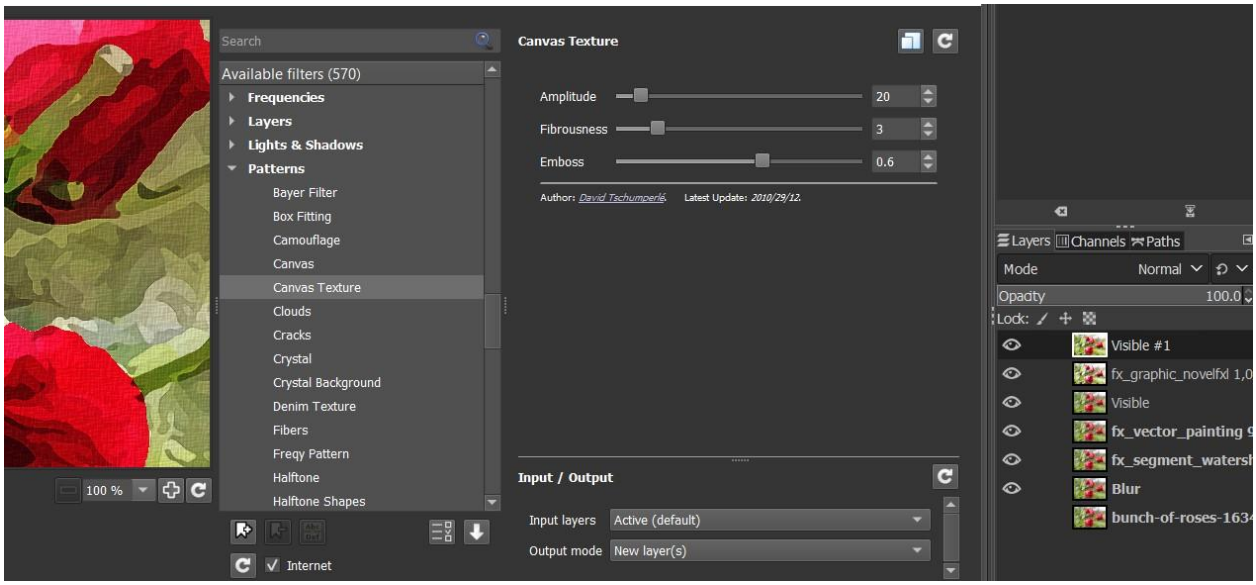


Set the new layer at Soft Light Mode and 75 % opacity

New from visible

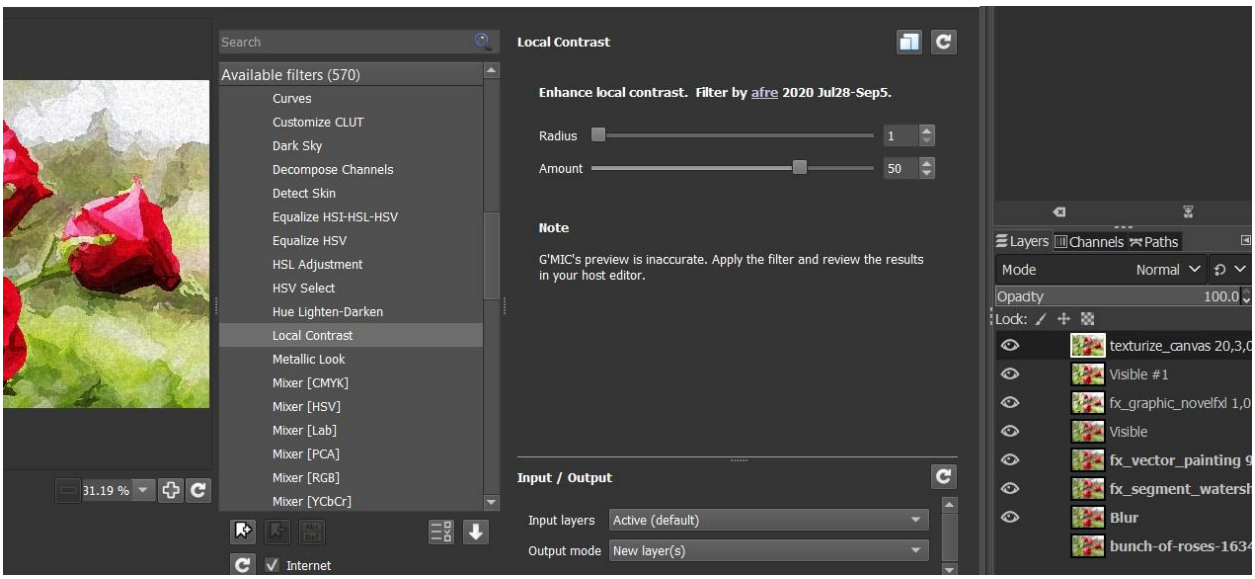


Go to Gmic – Patterns – Texture Canvas; texturize_canvas 20,3,0.6

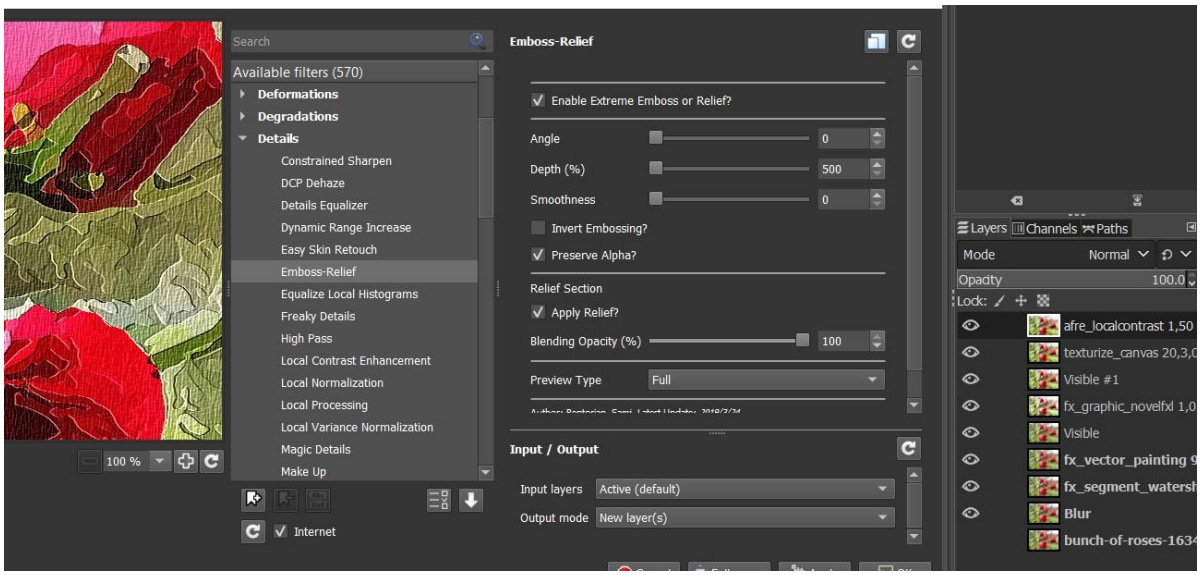


We continue to get a very nice texture, This beautiful texture effect has been created by Diego Nassetti (Dinasset). He taught me how to do it. Thanks a lot, Diego

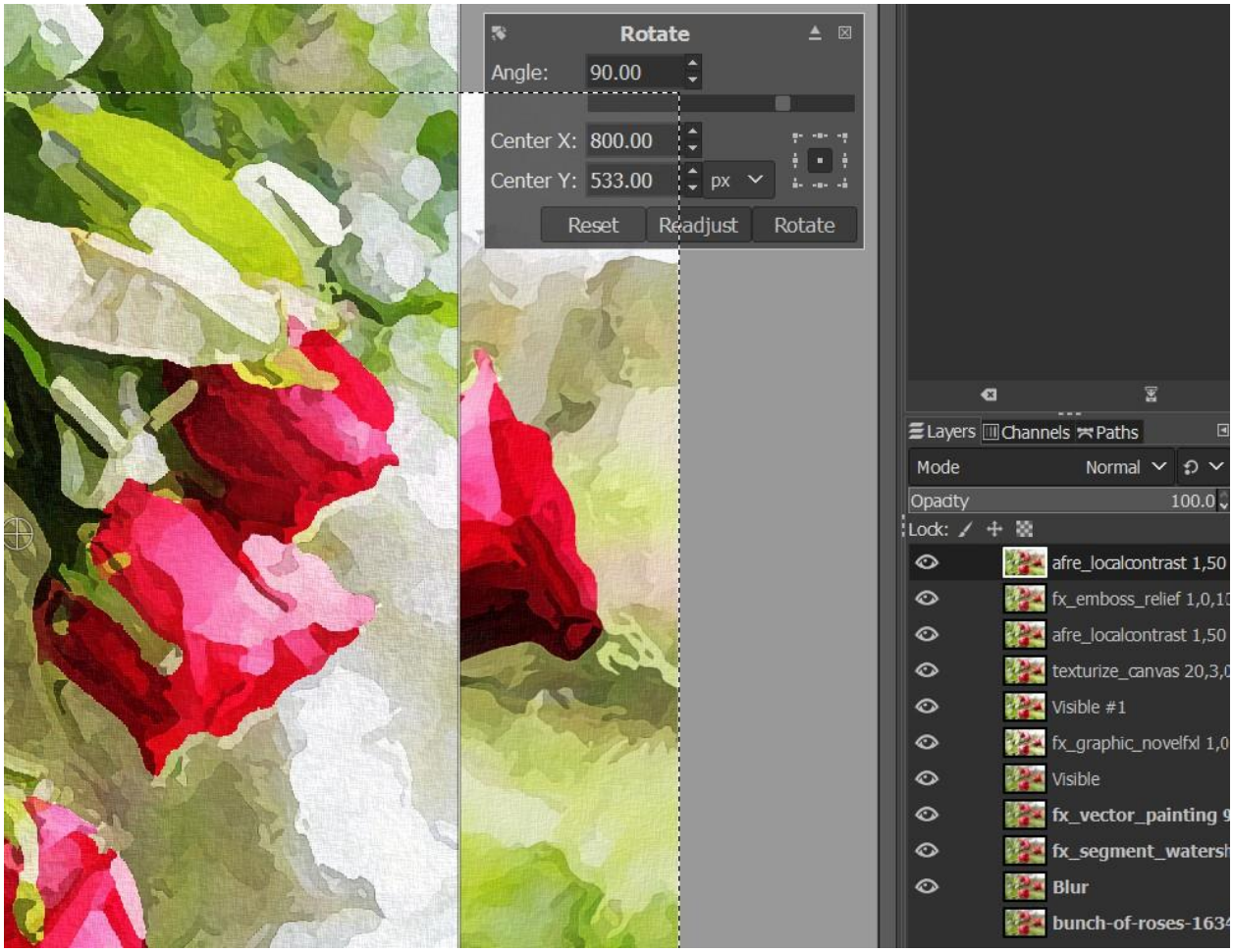
Go to Gmic – Colours – Local Contrast; afre_localcontrast 1,50



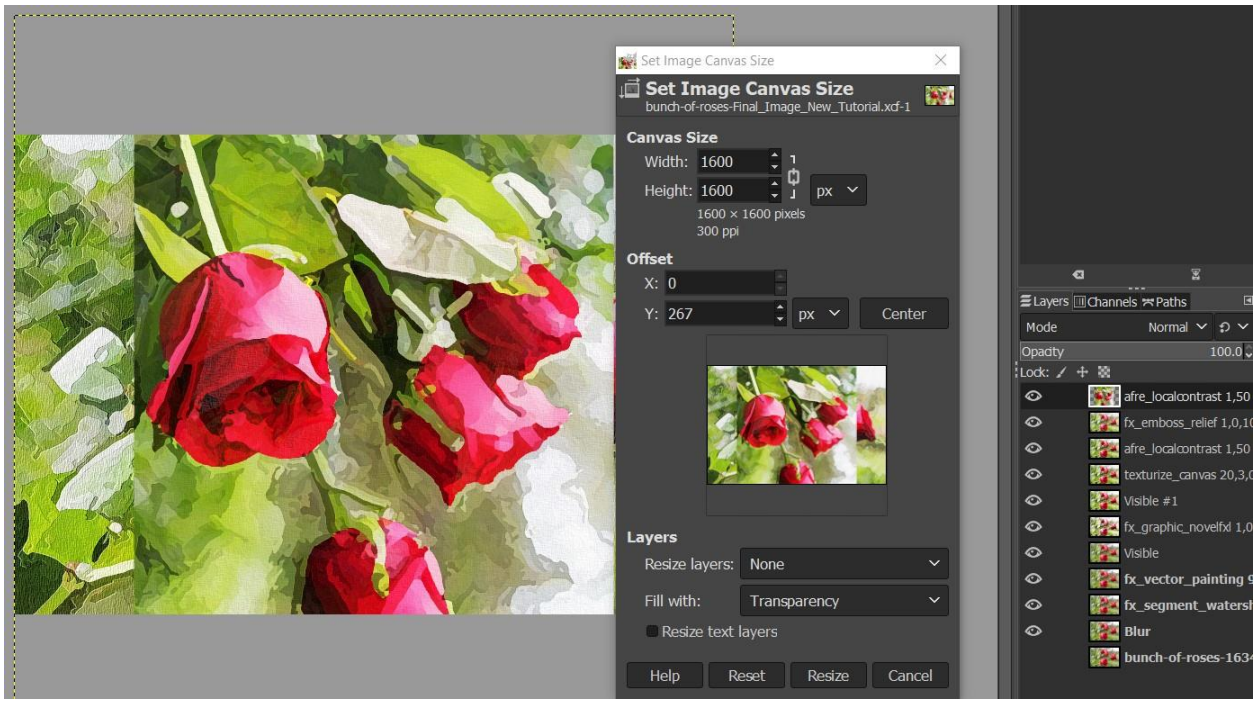
Go to Gmic – Details – Emboss Relief; fx_emboss_relief 1,0,100,500,0,0,1,1,100,0,50,50



Duplicate afre_localcontrast layer and set it upper emboss relief.

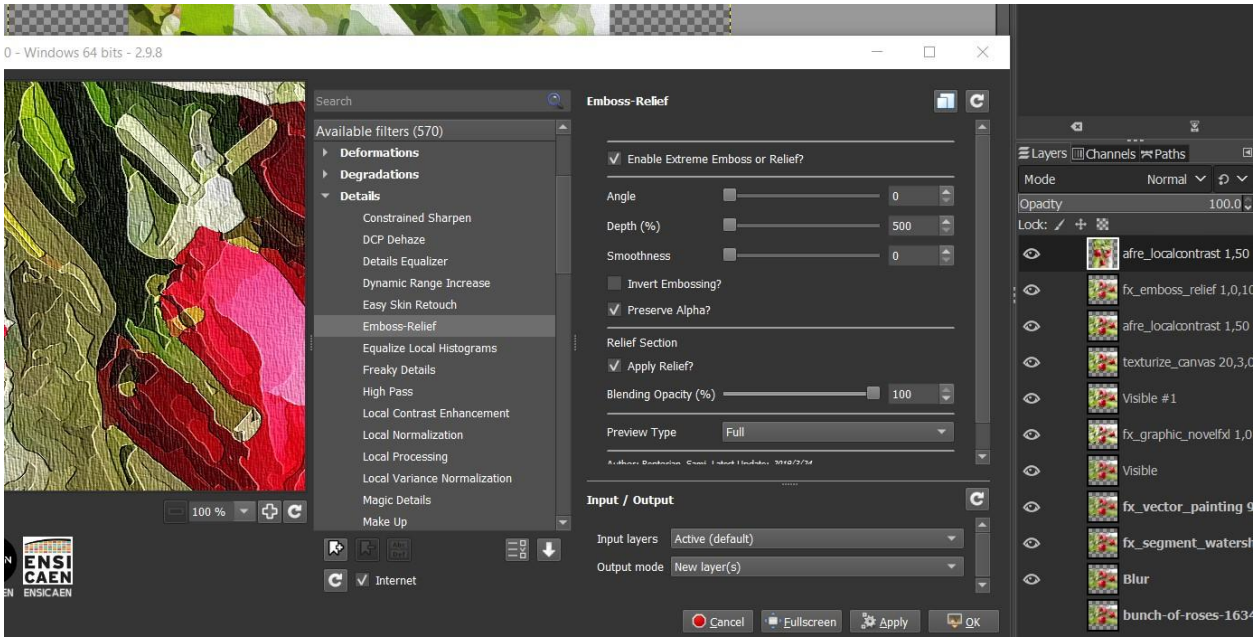


Rotate this layer 90º. If your image isn't square, Go Image Canvas Size (set it at the same size width and height) and centre it. Resize



Set zoom as needed to make it easier.

On rotated layer go to Gmic – Details – Emboss Relief and apply the same values like before. fx_emboss_relief 1,0,100,500,0,0,1,1,100,0,50,50



Now, rotate this last embossed layer to its previous orientation.

Set the bottom embossed layer at HSV Value Mode and the upper embossed layer at Pin Light. Crop the final image result at its original size.





Enjoy the process,

Issa