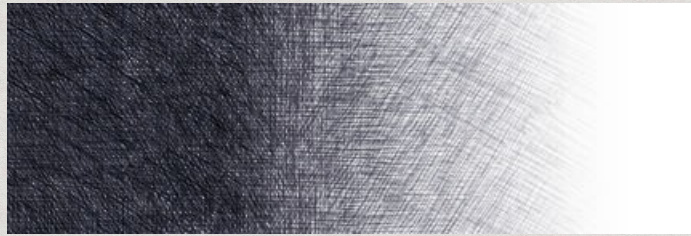


Basic Cross Hatch Sketch Effect v2.0

By: TeaMouse with Gimp 3.2.4



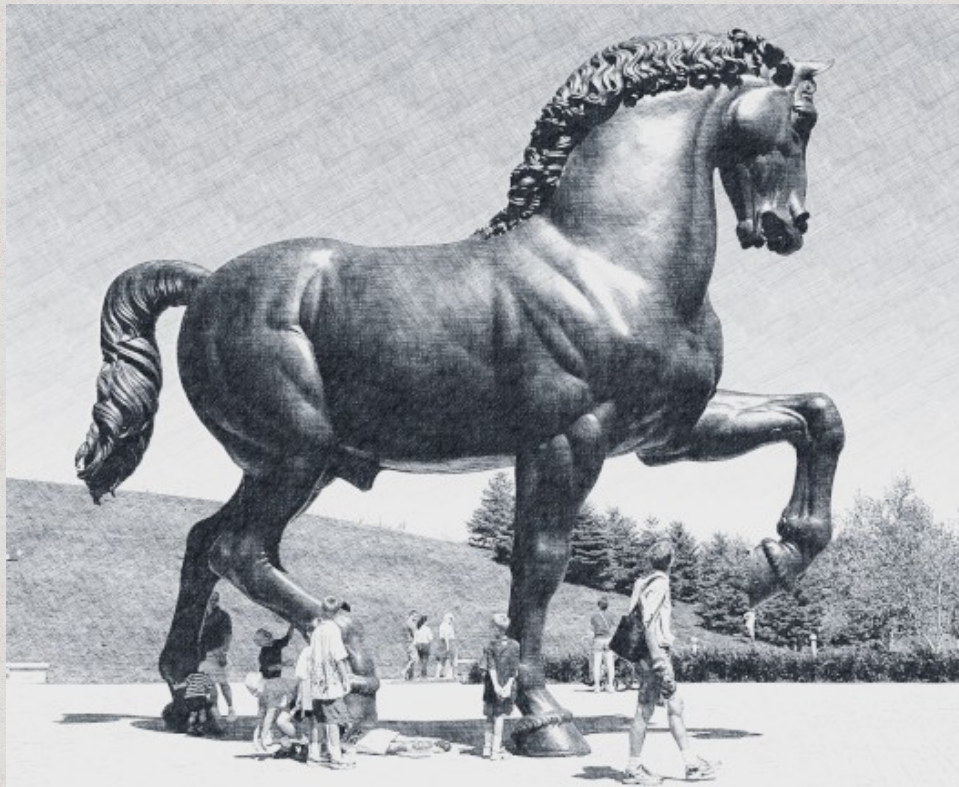
To begin with, after you have unzip the “*.PAT” files, you’ll need to copy them to your location where Gimp looks for the Pattern files it can use. You should only have 8 patterns and 1 PDF and the example file to work with. For this Cross Hatch to work for you, all the Images that you use must have minimum of 300Ppi, and as far as a size of the image, will, that’s up to. The example image is 10” x 16” at 300Ppi. When you try one of your own images you made want to complete the process first and then go back and tweak some settings on a second try, if your not happy with the outcome. It is also important that you label each layer as described for them, this will make it easier for you not to make any mistakes and it will make the process easier to master after a few images. It is quite easy to do.



For best results on creating this effect, you want to use any image with 300Ppi and a minimum 4” x 6” or larger. The Image size does determent the scale of how the cross hatching will appear.

When selecting an image of your own, you want to select one with either no background like the example here, or one with soft blurred backgrounds. Or, the image has good contrast from the dark to light. Another words, nothing that will distract the focus and make the sketch to hard to tell what everything should look like.

Selecting an image for this effect takes a little skill, but not much. You my want to try desaturating the image first if your not for sure what will work and what will not work. Look at the monotone, see what your working with. That is the bases of this effect, working with no color. Here are few more examples...



Try not to use images with a lot of small objects, too many of them and you forfeit the effect of the sketch and it becomes unbalanced. The other thing to remember is, how do the shadows compare to the edge of the lighter area, is the contrast smooth or is harsh. Too much softness in those areas and it will not create the desired effect. Looking at the next 2 images you can see it really easily.



Looking at the left side of his face here in this image its washed out and the right side of his face is to soft in light. It's saying, not going to work. But the blurred background and is jacket is great. Under his hat is questionable also. These are some of the things to look for in selecting and image to work with.

Here is one with a lot of small objects, it still looks somewhat okay, but the sky is the only place saying I'm a cross hatch effect. Now if your looking for that kind of drawing it can be achieved by this process, but you'll need different set of patterns to work with. So think like this when you select an image to work with. See colors as shades of cross hatching.



Step 1

Once you have the Columbo DVD Cover open to work with, you want to...

Press: Shift + CTRL + D, to duplicate the open image.

Rename this Layer to: Black & White Template

Then Press CTRL + Shift + J to fit image to window

Step 2

Main tool Bar > Colors > Desaturate > Mode: Value (HSV)

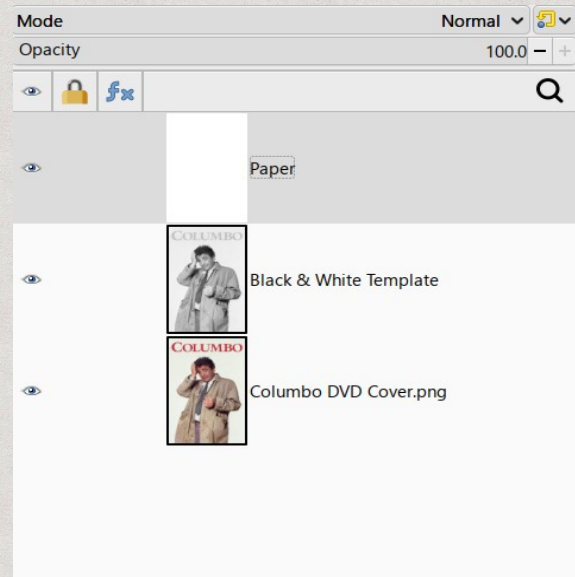
Preview Checked, Merge Filter Checked and say Okay.

Step 3

Main tool Bar > Colors > Value Invert. Next Press Ctrl + C to copy the top layer to the Clipboard. Then Press Ctrl + Z to undo the value Invert.

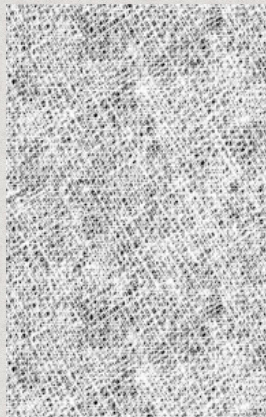
Step 4

Now Press Shift + Ctrl + N to create a new layer. Give this layer a name of "Paper". Make sure the opacity is 100% and the Blending Mode to: "Normal". And fill this layer with the color of "White" and say Okay



Step 5 Creating the 1st sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of "Layer Sketch #1", also make sure the opacity is 100% and Blending Mode this time is set to; "Multiply" and fill with to: "Transparency" and say Okay.



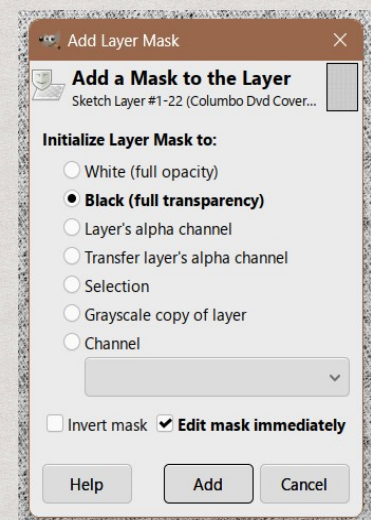
[A] Adding a sketch pattern

Now Press Shift + B for the Bucket Fill Tool
Use only the following settings
Fill Type: Pattern Fill - "Pencil Sketch Style #1"
Affected Area: Fill Similar Area is checked
Finding Similar Colors: Transparency is checked
The rest set to default, the threshold, and fill by.
Next left click in your work area to fill it with this pattern.

[B] Creating a Mask to work with

Layer > Mask > Add Layer Masks and set the Initialize Layer Mask to: Black Full Transparency and also have Edit Mask Immediately Checked and say Add, and your work area should be all white now.

Now in this next step, you'll see how the magic happens. The power of masking and what it can do. Before you do this, it will help if you understand what your doing here before you do it. What we want to do is target a range of the monochromatic scheme here to work with. In this case, the first layer, we want to isolate all the darkest

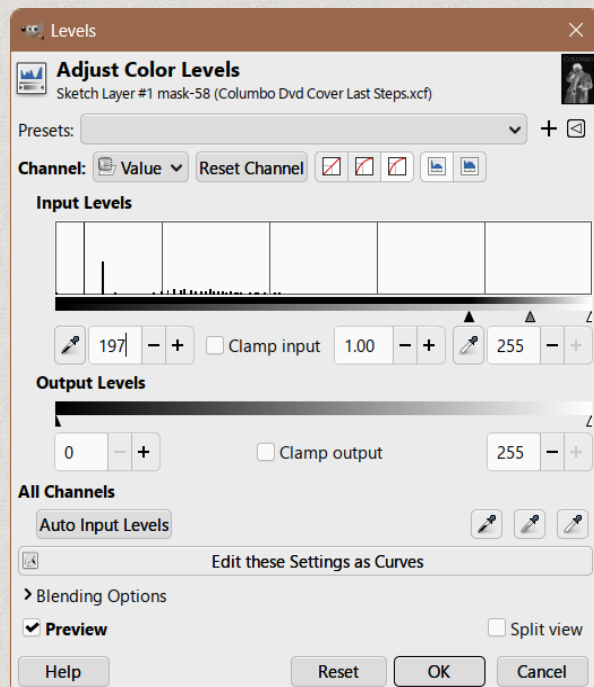
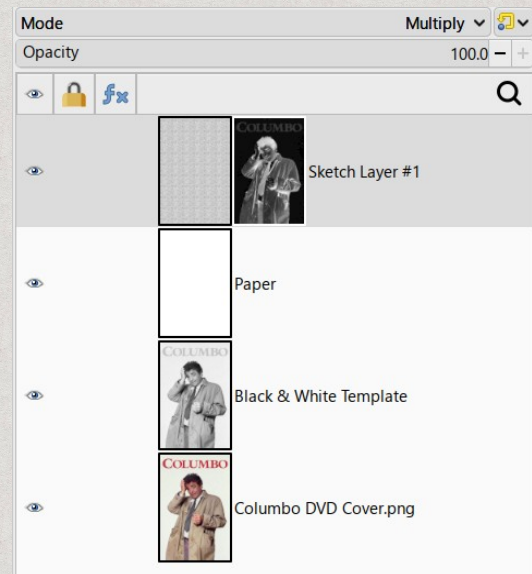


area to work with first, leaving all the other areas unchanged. The second thing that is also important to understand, is how you are working with these levels right now, normally you see the levels as, Black, Mid-tones, White, from left to right in the adjustment window. Which is still the same no matter what we do, but because we are using a mask with a reversed image like fashion. It makes all of our white adjustment areas now become black and our black areas now become white in the level adjustment window. And if this doesn't make sense right now don't worry, you'll get it once your done. Okay on we go.

(C) Isolating Areas

Next, press Ctrl + Alt + V to “paste in place” our image from the clipboard in to our masking layer we created, so we get a floating channel.

Now we need to apply that channel to our mask we created by going to the main menu Tool Bar > Layer > and select Anchor Floating Layer to Mask, merging that top layer down in to the masking layer, and now your layers palette should look like this now.

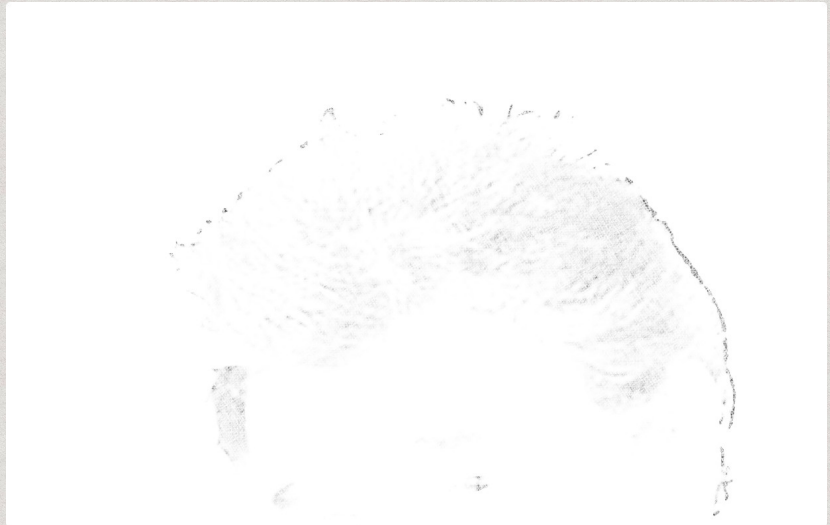


Step 6 Targeting A specific Tonal Range

From the main Tool Bar go to Colors > Levels and change the input levels to: “197”, “1.00”, “255”, with preview: Checked. As shown here on the left and say Okay.

As you can see here, and from the image in your work area, we are controlling the darker input levels with the brighter or whites control point in the Adjust Color Levels. **(A)** Now, Layer > Mask > Apply Layer Masks

Now we can go to the next layer and build on what we had done already slowly adding more new layers, multiplying and overlapping each layer with a different set of ranges and patterns to create our cross hatch effect. At the end you will find a cheat chart of all the Level settings used. From this point you will create 6 more layers doing the same thing, but with different angle of hand drawn hatching and levels to complete your sketch. Again make sure you are labeling your layers to match your patterns needed to be applied. That way if you get confused or lost, it will be a lot easier to figure out what went wrong. At this point your image should look like this. Shown here on the right. Very faint looking.



Step 7 Creating the 2nd sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of “Layer Sketch #2”, and use the same setting as before, changing nothing, and say Okay.

[A]

Now change the Fill Type Pattern to: “Pencil Sketch Style #2”
And leave everything as before for the Bucket Fill Tool,
Left click in your work area to fill it with this pattern.

[B]

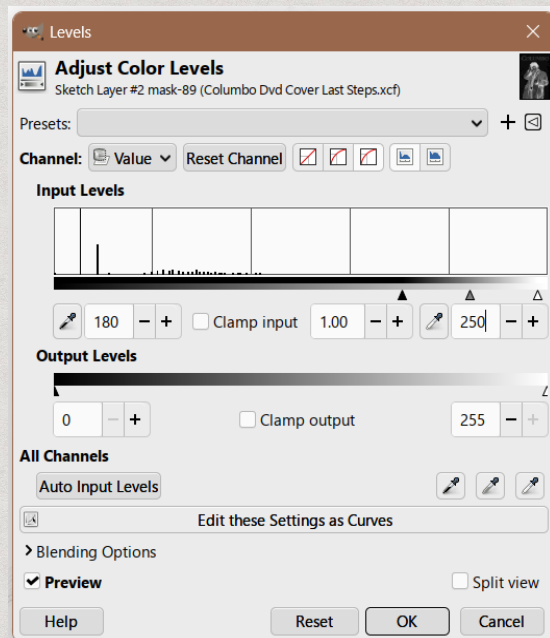
Go to Layer > Mask > Add Layer Masks,
And leave all the setting as before and say, Add.

[C]

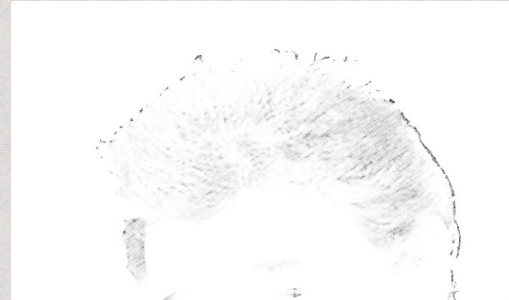
Next, Press Ctrl + Alt + V to paste in place.
From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.

Step 8

Main Tool Bar go to Colors > Levels and change the input levels this time to: “180”, “1.00”, “250” with everything set as before and say Okay.



As you can see now from your image in your work area, that more details and lines are developing and its getting easier to see your what your working on. You should have this now.



[A] Now, Layer > Mask > Apply Layer Masks.

Step 9 Creating the 3rd sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of “Layer Sketch #3”, and use the same setting as before, changing nothing, and say Okay.

[A]

Now change the Fill Type Pattern to: “Pencil Sketch Style #3”

And leave everything as before for the Bucket Fill Tool,
Left click in your work area to fill it with this pattern.

[B]

Go to Layer > Mask > Add Layer Masks,
And leave all the setting as before and say, Add.

[C]

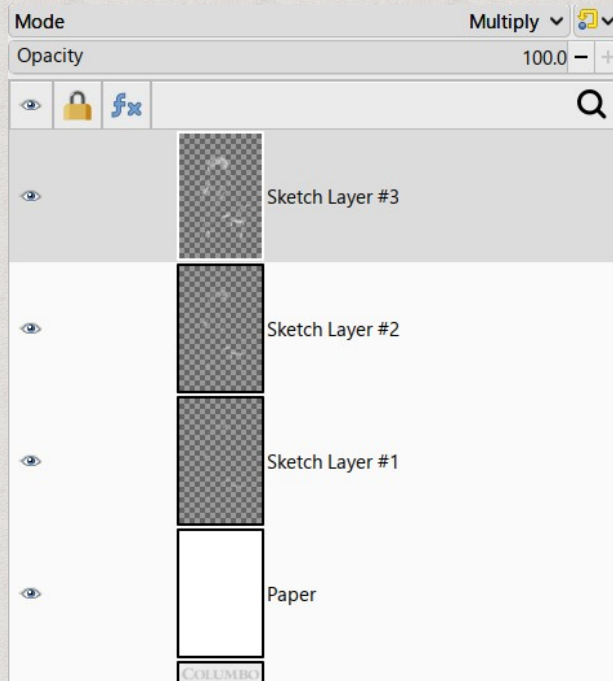
Next, press Ctrl + Alt + V to paste in place.

From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.

Step 10

Main Tool Bar go to Colors > Levels and change the input levels this time to: “155”, “1.00”, “225” with everything set as before and say Okay.

[A] Now, Layer > Mask > Apply Layer Masks.



Your Layer palette should look like this now and your image like this.



Step 11 Creating the 4th sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of "Layer Sketch #4", and use the same setting as before, changing nothing, and say Okay.

[A]

Now change the Fill Type Pattern to: "Pencil Sketch Style #4".

And leave everything as before for the Bucket Fill Tool, Left click in your work area to fill it with this pattern.

[B]

Go to Layer > Mask > Add Layer Masks

And leave all the setting as before and say, Add.

[C]

Next, press Ctrl + Alt + V to paste in place,

From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.

Step 12

Main Tool Bar go to Colors > Levels and change the input levels this time to: "125", "1.00", "195" with everything set as before and say Okay.

[A] Now, Layer > Mask > Apply Layer Masks.

Step 13 Creating the 5th sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of “Layer Sketch #5”, and use the same setting as before, changing nothing, and say Okay.

[A]

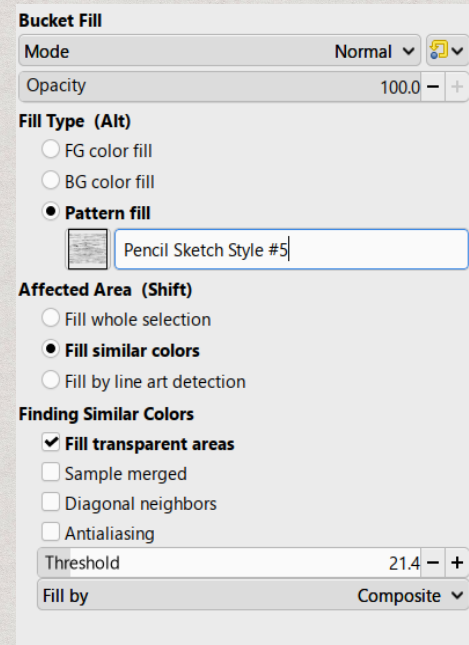
Now change the Fill Type Pattern to: “Pencil Sketch Style #5”, And leave everything as before for the Bucket Fill Tool, left click in your work area to fill it with this pattern.

[B]

Go to Layer > Mask > Add Layer Masks,
And leave all the setting as before and say, Add.

[C]

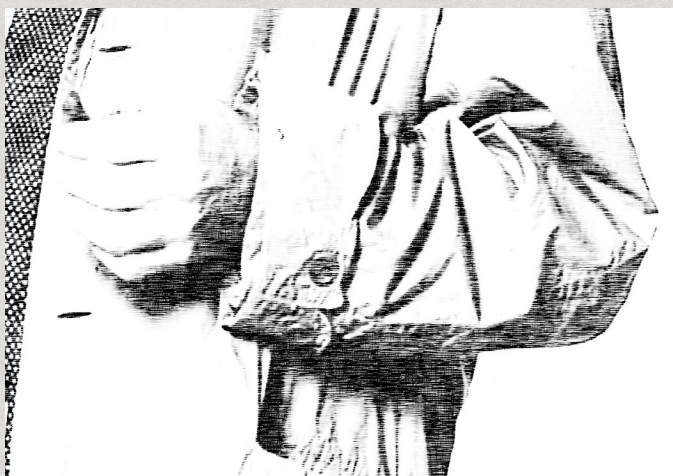
Next, press Ctrl + Alt + V to paste in place.
From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.



Step 14

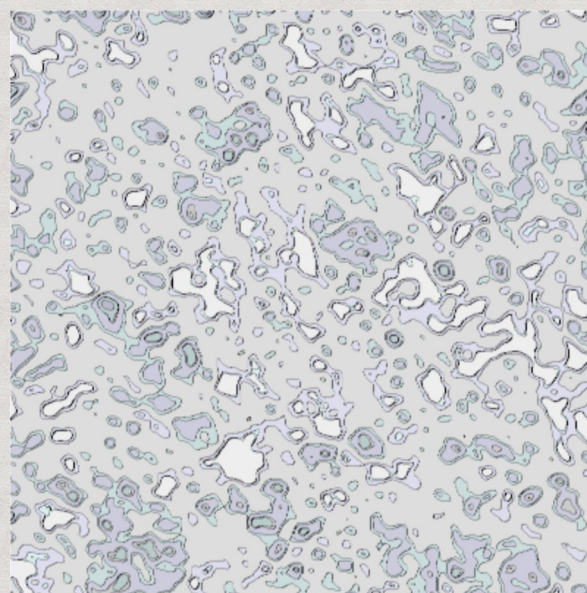
Main Tool Bar go to Colors > Levels and change the input levels this time to: “90”, “1.00”, “150” with everything set as before and say Okay.

[A] Now, Layer > Mask > Apply Layer Masks.



As you can see now, and how this effect is applied. The doors are open to a hold lot of other ideals and things you can and do with this process. If you don't like the appearance of the lines, lets say, I want a little more less prediction in them. After applying the patterns, use a small amount of randomness with the wave filter, before creating the mask layer.

Or maybe you want to do a drawing with nothing but dithering patterns. Maybe creating different set of pattern using a solid black layer control with the dissolve blending at different capacities. Or maybe you want an image made of nothing but squiggly lines like this pattern here on the right, turned in to a black and white line pattern rotate in different directions for each layer. You could create, lets say 10 layers, and create your own custom color scheme with the layers set to a different blending mode and Level controls.



Step 15 Creating the 6th sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of “Layer Sketch #6”, and use the same setting as before, changing nothing, and say Okay.

[A]

Now change the Fill Type Pattern to: “Pencil Sketch Style #6”, And leave everything as before for the Bucket Fill Tool, left click in your work area to fill it with this pattern.

[B]

Go to Layer > Mask > Add Layer Masks,
And leave all the setting as before and say, Add.

[C]

Next, press Ctrl + Alt + V to paste in place.

From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.



Step 16

Main Tool Bar go to Colors > Levels and change the input levels this time to: “60”, “1.00”, “130” with everything set as before and say Okay.

[A] Now, Layer > Mask > Apply Layer Masks.

Step 16 Creating the 7th sketch layer.

Next Press Shift + Ctrl + N to create a new layer. Give this layer a name of "Layer Sketch #7", and use the same setting as before, changing nothing, and say Okay.

(A)

Now change the Fill Type Pattern to: "Pencil Sketch Style #7", And leave everything as before for the Bucket Fill Tool, left click in your work area to fill it with this pattern.

(B)

Go to Layer > Mask > Add Layer Masks,
And leave all the setting as before and say, Add.

(C)

Next, press Ctrl + Alt + V to paste in place.

From main Tool Bar > Layer > and select Anchor Floating Layer to Mask.

Step 16

Main Tool Bar go to Colors > Levels and change the input levels this time to: "30", "1.00", "100" with everything set as before and say Okay.

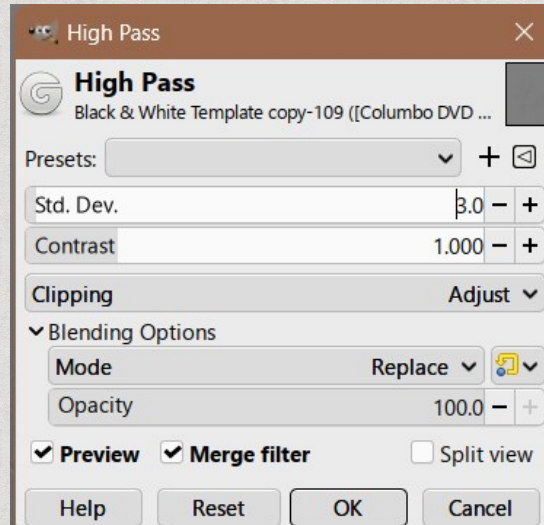
(A) Now, Layer > Mask > Apply Layer Masks.

Now this is what you should have now.



Step 17 Creating even more lines

Now scroll down to the “Black & White Template” Layer and select it to work with and copy it to the clipboard by pressing, Ctrl + C. Now go to the top layer of the stack and select that layer to work with and paste what is on the clipboard to create a new layer at the top of the stack by press, Ctrl + Alt + V.



[A] Next go to > Filters > Enhance > High Pass... and change the Std. Dev. to “3” and the Contrast set to “1.000”, with Merge Filter Checked, and say Okay.

[B] Now go to > colors > Threshold > Change the left input to “119” and leave the right side input to “255” with Merge Filter checked, and say Okay. Then change this layer blending mode to Multiply.

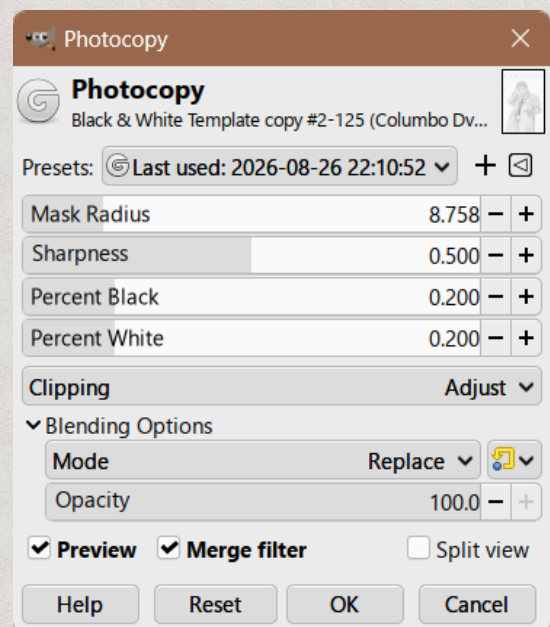
Step 18 Widening some lines

While your still working with the top layer, Press CTRL + Alt + V to paste another copy of that layer to the top of the stack to work with.

[A] Next go to > Filters > Artistic > Photocopy and use the setting shown here on the right. Then change this layer blending mode to “Multiply” also.

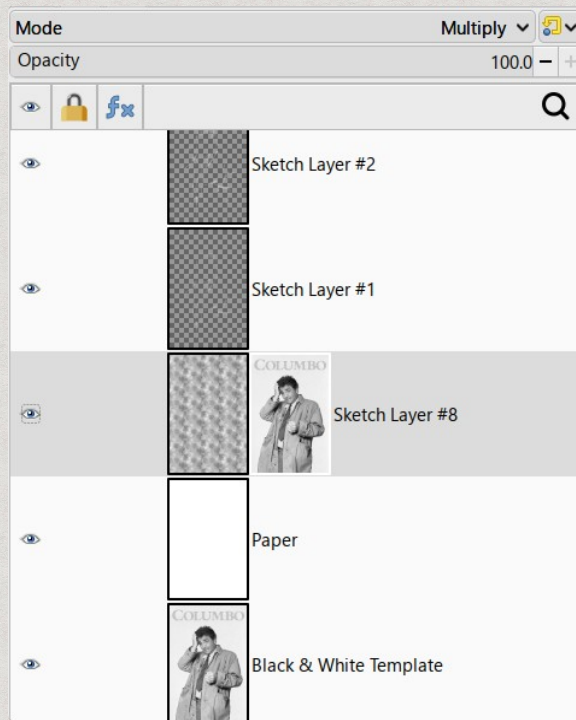
Step 19 Styling our white areas

Now select the Paper layer to work with and create new layer by pressing, Ctrl + Shift + N and name this layer to “Sketch Layer #8.”



[A] Now change the Fill Type Pattern to: “Pencil Sketch Style #8”, And leave everything as before for the Bucket Fill Tool, left click in your work area to fill it with this pattern.

[B] Go to Layer > Mask > Add Layer Masks,



And leave all the setting as before and say, Add.

[C] Next, press Ctrl + Alt + V to paste in place. This time your image you pasted should be normal and not the reversed image.

From main Tool Bar > Layer > and select Anchor Floating Layer to Mask,

This time our adjustment will be to isolate the white areas, as not to be over lapping the whole image. No Fuzzy Tool Required.

Main Tool Bar go to Colors > Levels and change the input levels this time to: “185”, “1.00”, “255” with everything set as before

and say Okay. Now, Layer > Mask > Apply Layer Masks.

Step 19 Changing background look

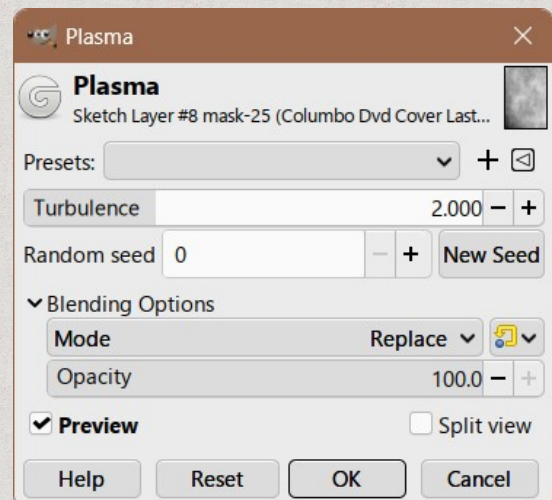
With the same layer selected to work with.

Go to Layer > Mask > Add Layer Masks, And leave all the setting as before and say, Add. Next, go to Filters > Render > Noise > Plasma, and us the setting on the right, and say Okay. Now, Layer > Mask > Apply Layer Masks

Step 20 Adjusting Image

Now from this point you can select the original layer and use the Fuzzy Selection Tool and select all the darkest areas and create a new top layer and fill those areas with black and Blur them with a setting of “14”, and change the opacity to add more human touch to it by change the blending mode to Multiply set to 87%

Same with the title, selected the lettering and created new top layer and fill it with a dark cross hatch pattern and applied a default drop shadow setting. With this setup you can adjust everything to better suit your image needs, more easily. Here is my finished Image..



COLUMBO



Quick Chart Original

		Blacks	Mid-Tones	Whites	
	Layer #1	197	1.00	255	
	Layer #2	180	1.00	250	
	Layer #3	155	1.00	225	
	Layer #4	125	1.00	195	
	Layer #5	90	1.00	150	
	Layer #6	60	1.00	130	
	Layer #7	30	1.00	100	

Note: by adjusting the Mid-Tone from “1.00” will effect how your layer sketch is visible in the process, which is a very good place to start learning. It will give you more control over how your sketch looks as its being put together. I highly recommend it. Try the glowing set of setting on the same image and see how it effects it. Again this is just tips and suggestions. There is no one golden rule or a one all setting for every image, and you don ‘t have to use these setting at all if you don’t want to. You can make up your own.

Quick #2 Chart

		Blacks	Mid-Tones	Whites	
	Layer #1	197	0.47	255	
	Layer #2	180	0.51	250	
	Layer #3	155	0.54	225	
	Layer #4	125	0.45	195	
	Layer #5	90	0.47	150	
	Layer #6	60	0.50	130	
	Layer #7	30	0.47	100	