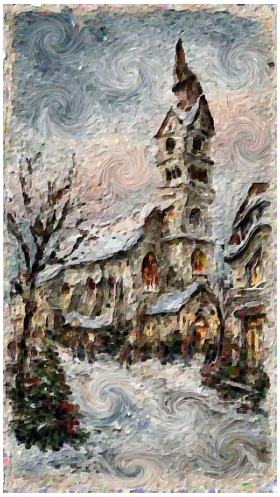
Looking for VanGogh's Style (my way)

Original



Outcome



Try starting with an image, better if it has trees, or towers to get a nice effect.

Duplicate the image, and add a very nice effect. G'MIC – Artistic – Lylejk Painting. Default values. It makes that your image gets a painting stroked look.

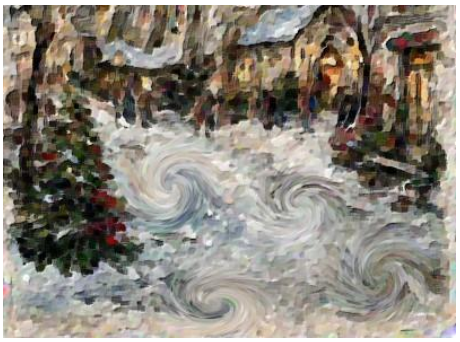
Duplicate the image to apply a new effect.

Gimp – Artistic – Oilify, apply it with default values, too

Duplicate Oilify layer. Make sure your image has alpha channel.

Time to start to deform part of the image. We start selecting one part of the image, not too large but a relevant part. Select – feather about 10, go Filters – Deform _ Whirl and Pinch to the selection in a soft way.

Make little selections to apply whirl and pinch in different directions.

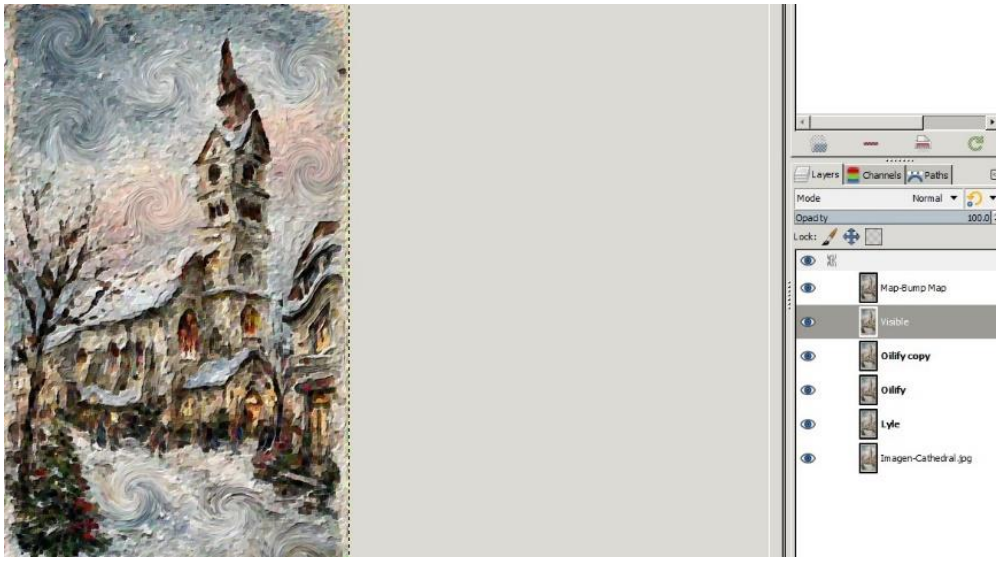


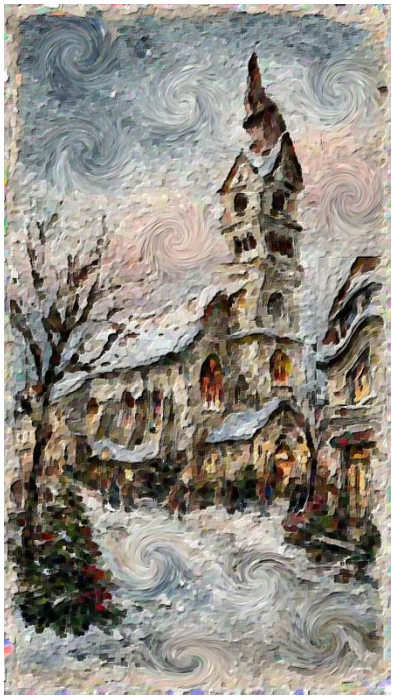


When you get your different deformations.

We finish applying a Bump Map effect.

Filters – Map – Bump Map – and open the top layer in Aux Input. Set a nice value in Depth to get a more realistic painting effect.





The final outcome;

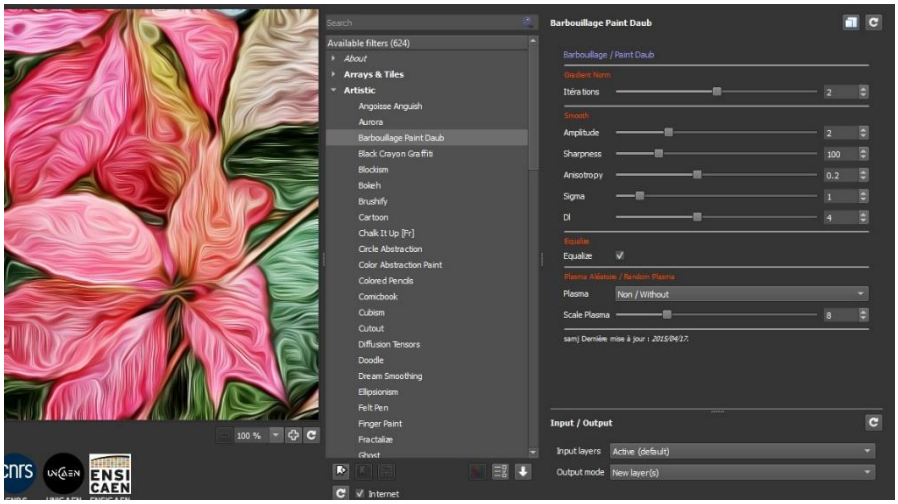
Issa,

Other way to make this effect;

New steps with other texture

Steps

1) Duplicate the original layer to work on it.
2) Correct colours, Colors – Auto - white balance / color
3) Go to GMIC – Artistic – Baubouillage Paint Daub (default Values)

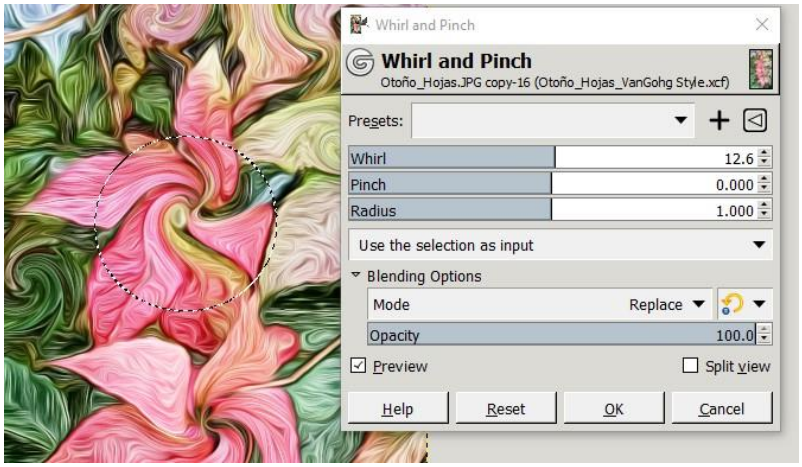


4) Now we will make little selections on the layer choosing relevant parts of the image to deform them one by one. Make it like that: Feather is important to avoid sharp cuts.

Make the selection Select – Feather – choose the value



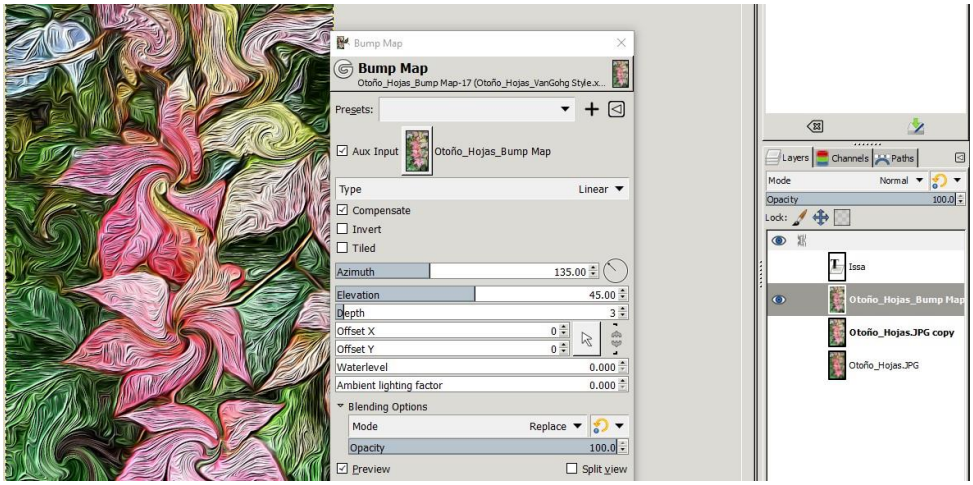
5) Filters Deform Whirl and Pinch. Deform carefully whirl (+ or – whirl)



Make so many deformations as you like. But not too many.

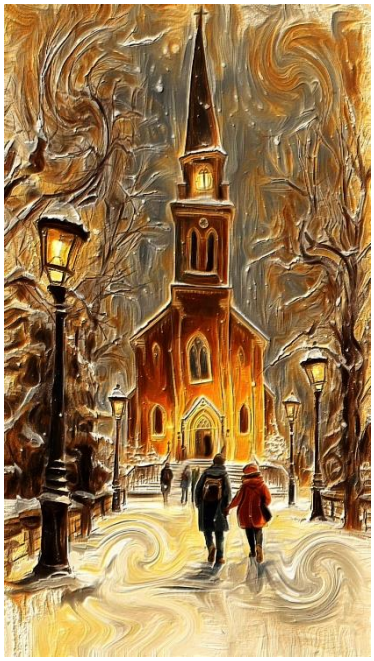
When you are satisfied about your deformations

6) Filters – Map – Bump Map



Final outcome





Issa,