Another look for our pics.

This effect is easy to do.

I use two enhance methods.

The first is using a layer obtained with **GEGL c2g**.

The second one is apply the Pat David's Freaky Details tut, using selective gaussian blur. You, also, can use GEGL bilateral filter, so is slow with big pics.

To finish the pic I like adjust a bit the light and shadows with a non destructive adjust layer using a brush and paint in low opacity (no more than 30 %). Instead of it, you can use dodge and burn tool with low exposure

We start openning in Gimp our picture:

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Step 1:

Duplicate this layer and edit as **c2g**

Tools → GEGL → c2g and set this values in box:

- radius: 384
- samples: 10
- iterations: 20

Set the c2g layer in Overlay mode

Now we create a layer: New from visible → **Visible**.

Step 2:

Duplicate Visible and edit as **Invert-gauss** (or what you wish). Now we'll apply Pat David's method from his freaky Details tutorial. I'll use, in this tut selective gaussian blur althought you can use GEGL bilateral filter.

Invert the layer

Apply selective gaussian blur with:

- radius. 13
- Delta máx: 50

Now we have to apply G'mic → Layers → Blend (standar) → Vivid light, but first we have to set the input and output mode:

- input mode: Active and below
- output: New layers

Apply the filter.

Set the G'mic layer obtained in Overlay or Softlight mode, but first hidden invert-gauss layer.

Step 3:

New from visible → **Visible 2**.

Create a new layer filled of gray #828282, set in overlay (or soft light) mode and edit as **adjust L&S**.

Choose a soft brush.

Now we'll paint lights and shadows with white and black, several, or different, brush radius and opacity values as our creative sense tell us.

When we was agree with the result...

Step 4:

Create a layer: New from visible → **Visible 3**

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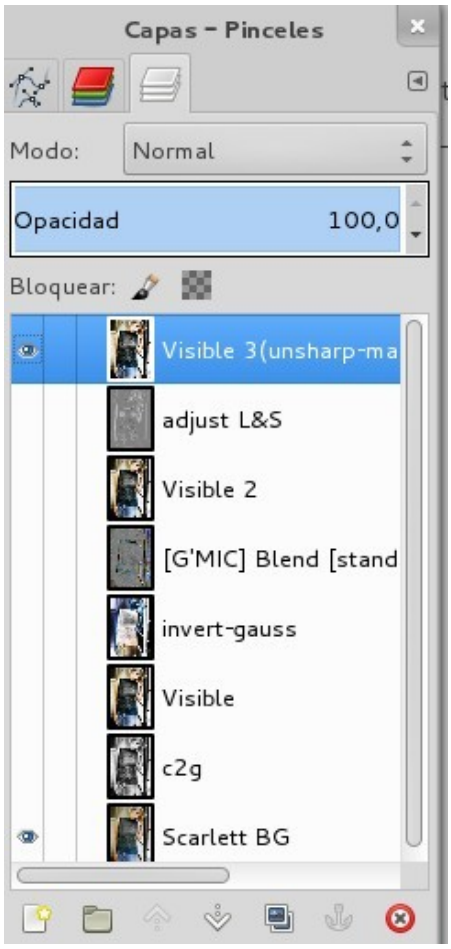
Filters → Enhance → Unsharp mask and set these values:

- radius: 18
- amount: 0,25



The result:

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