

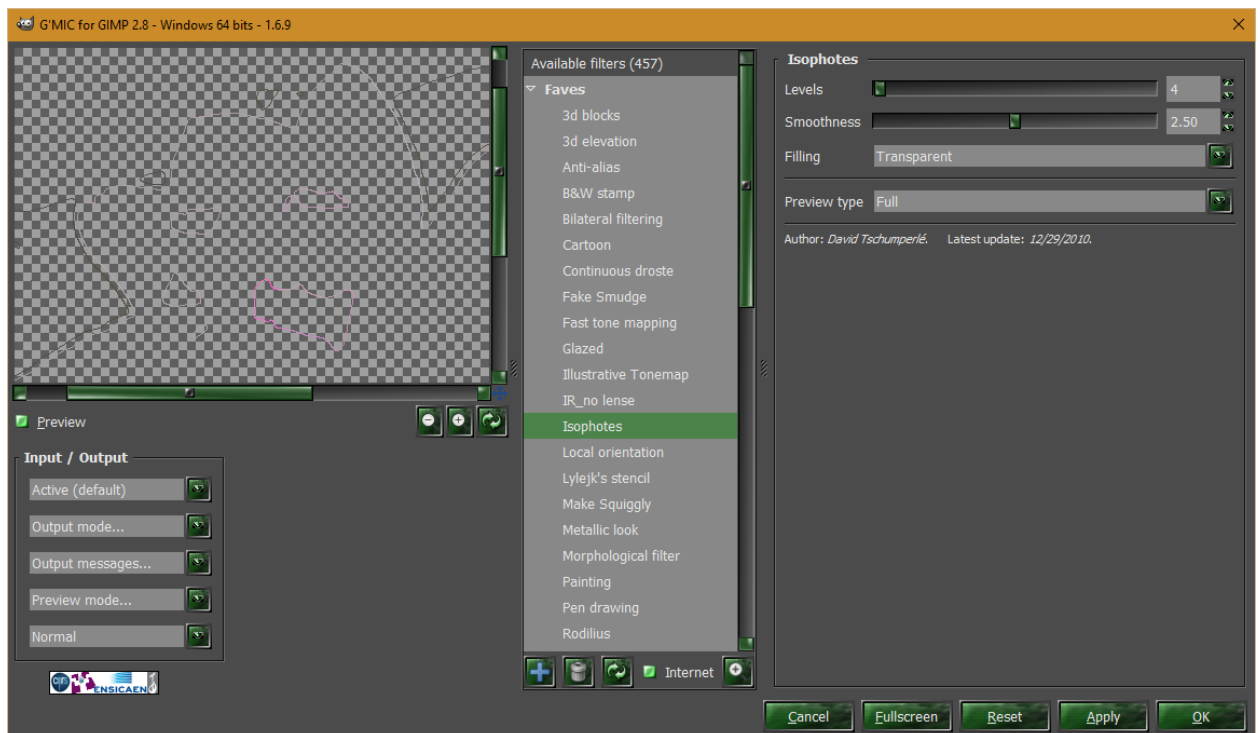
Lyle's tutorial (mosaic method for mosaic)

OK; this one's for Diego. You folks know I hate doing these. lolol

Step one: your target (picture of a Christmas cactus flower I took a few years back).

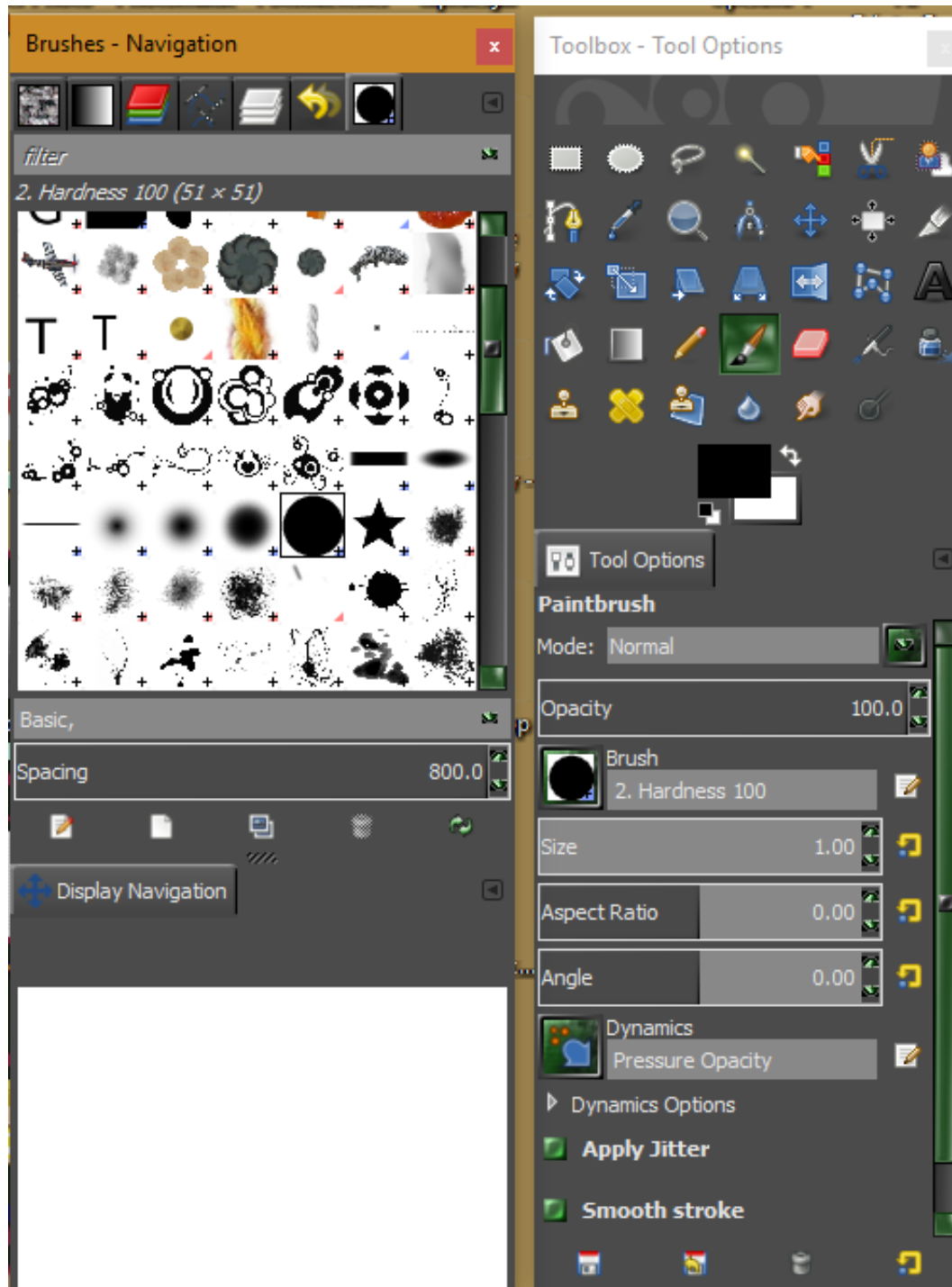


Step two: Run Isophotes:

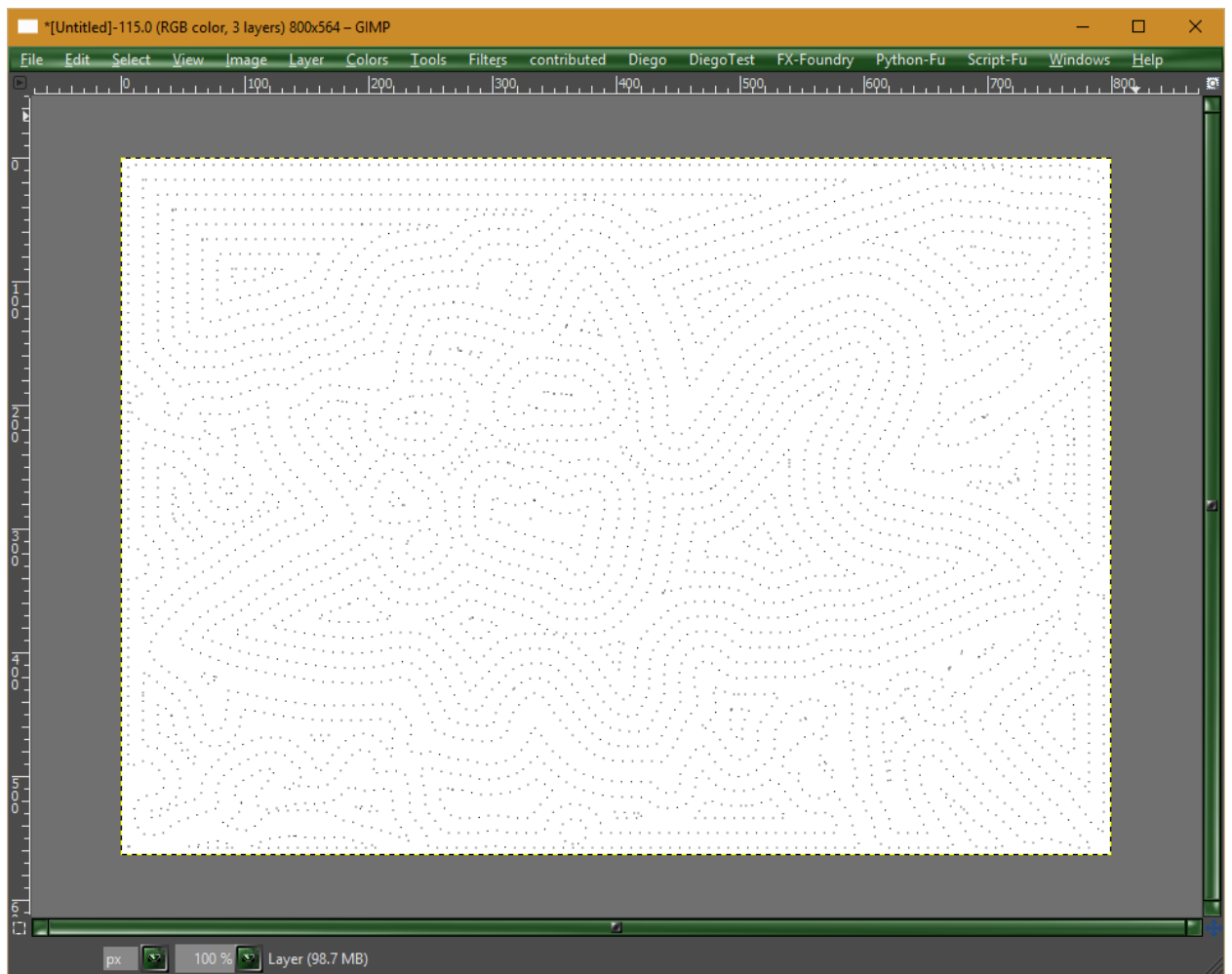


Now run Mosaic Helper (not showing screen shot)

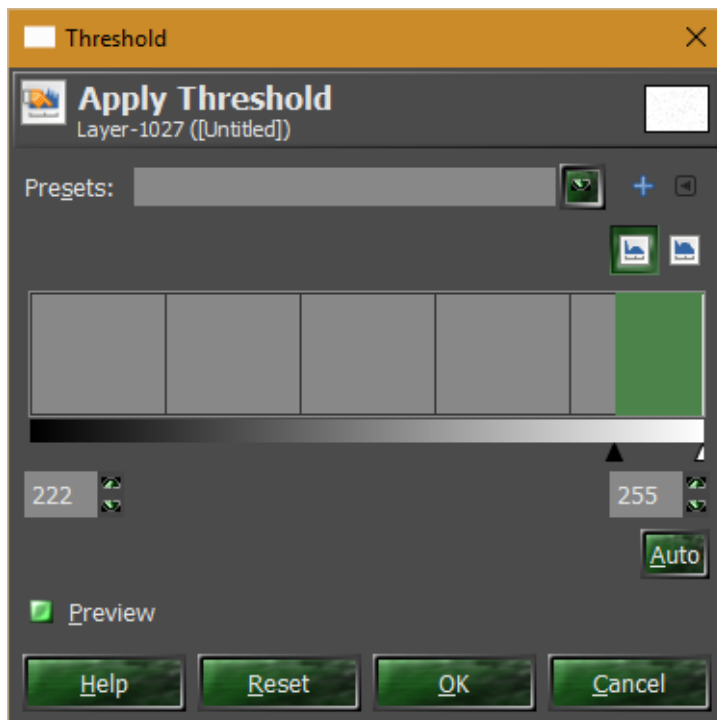
Now stroke the resulting path with a dot.



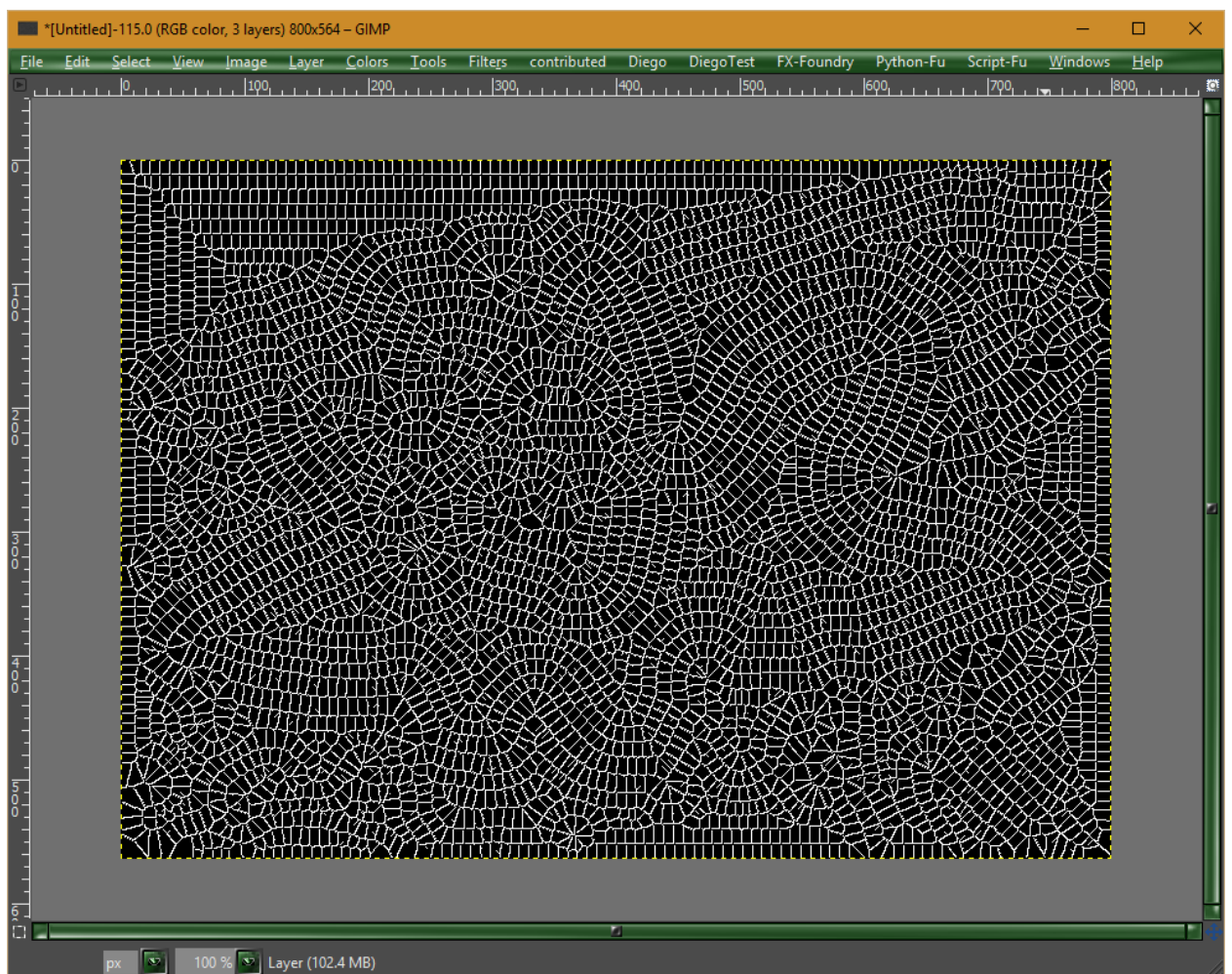
Result of the stroke:



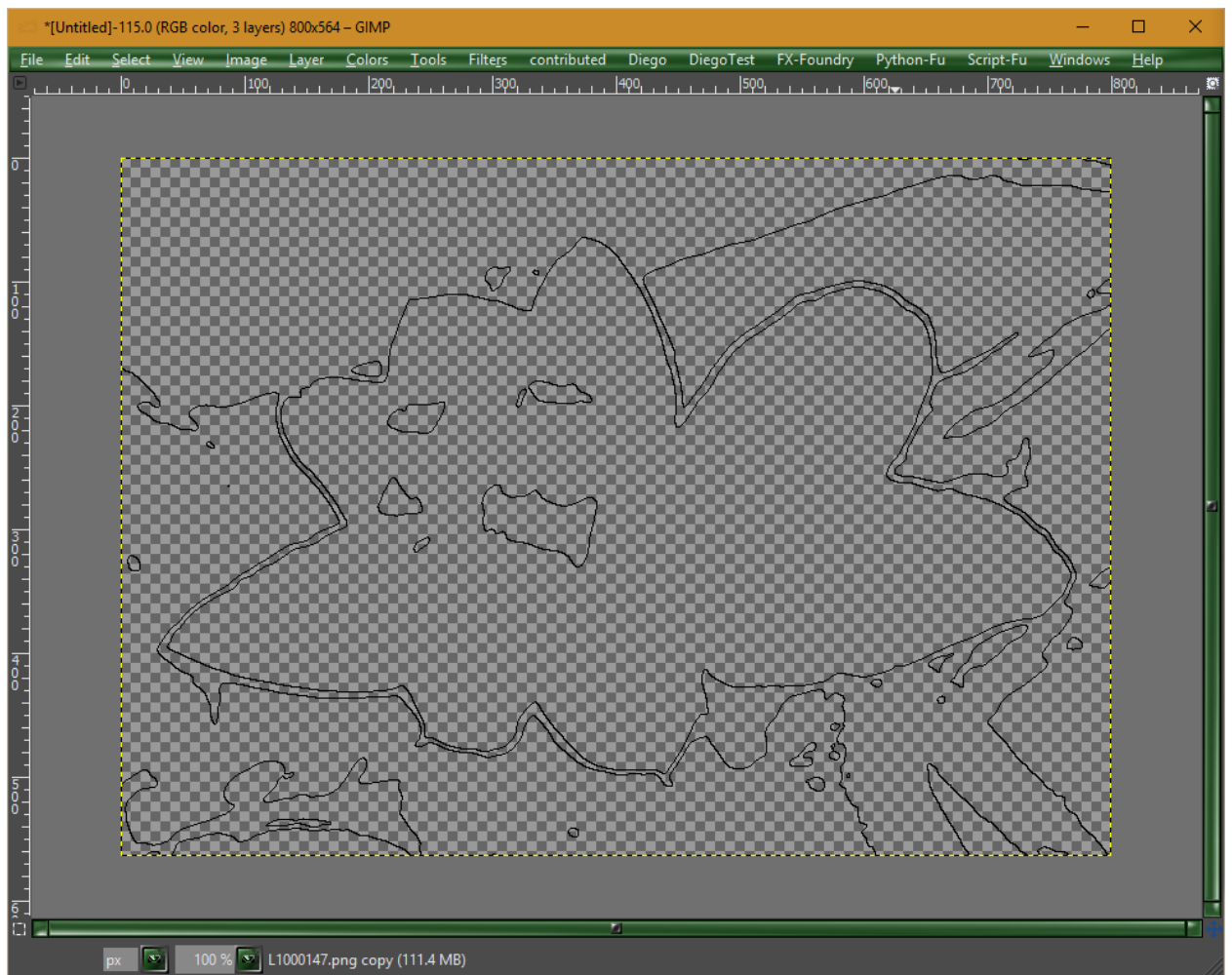
Threshold the dots (turns out you can do this; I didn't play with this when I tried when I first started rendering these as I should; tried to convert to 2-bit but that didn't work. Saving as PBM and then using the result does work, but apparently Threshold works too so this is the better way of doing this):



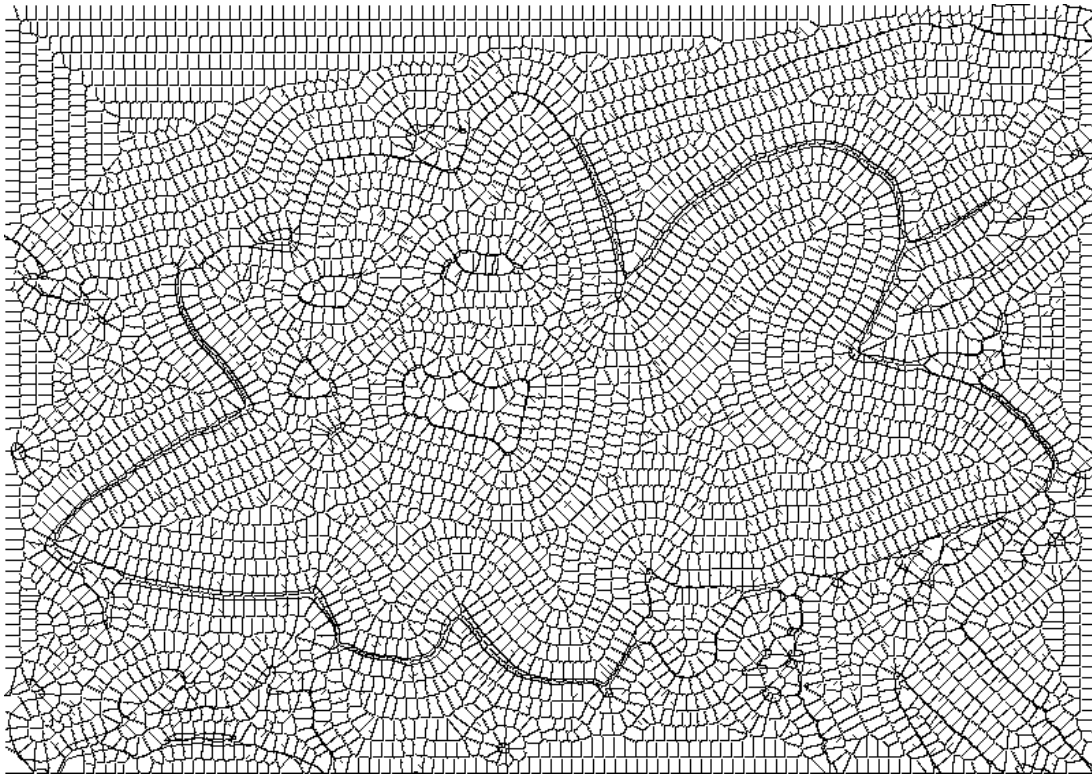
Once you do this, run Skeleton (quick):



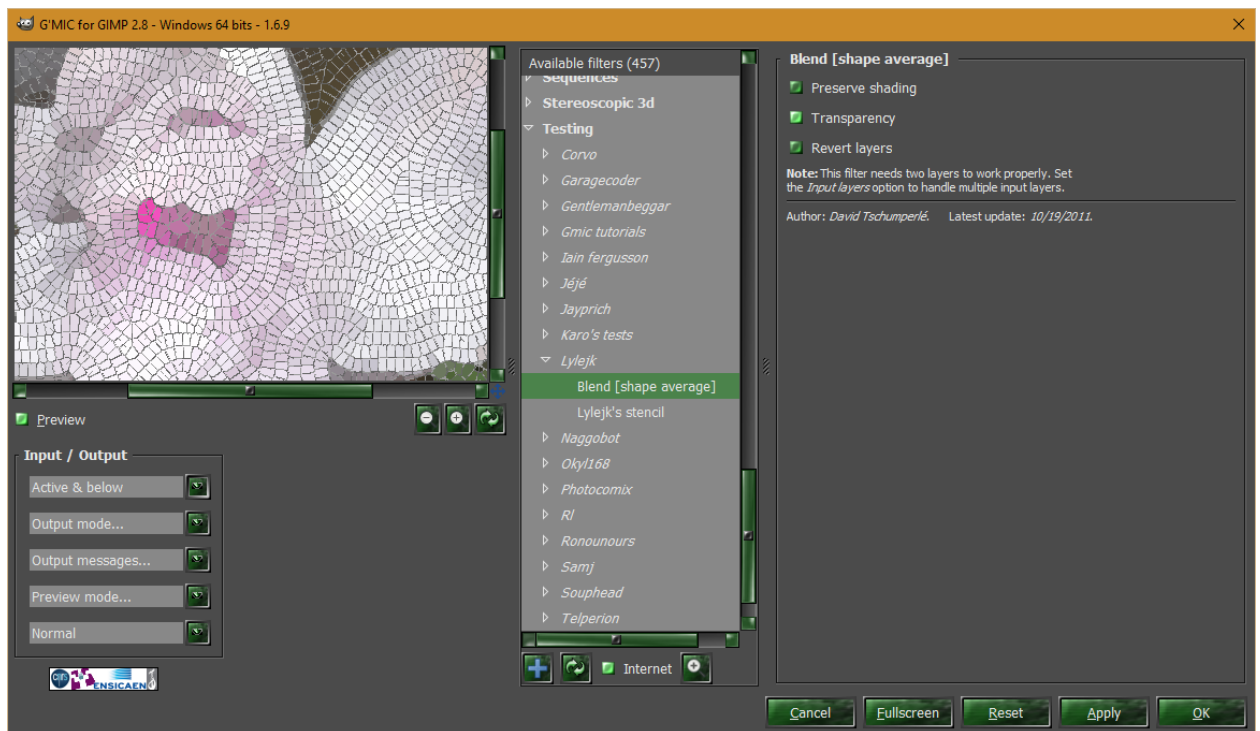
Now convert the result of your Isophotes to all black (dup, top layer set to darken and merge down):



Invert the Skeleton result and merge the Isophotes black to create the mask:



Now colorize the cells (mask on top; target on bottom):



OK; the result (resized and embellished; not going to do a tut on that). 😊



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