

A tutorial to produce a mosaic effect (yes, again ! ...) on a limestone texture. (By Dinasset)

Block 1

Choose an image with few colours (SOURCE)

example



Choose a Limestone pattern
like this one from OMG (thanks!)

 [omg_limestone_pink18.pat](#) [4 MiB]

Grain Merge Limestone over Image (OUT 1)



Each block has to be done separate.

Block 2

Take a copy of the SOURCE

Image-Mode-Indexed and Convert to Indexed (3 or 5 colours)

The, Go back to Image - Mode – and set it at RGB (It is OUT 2)

Block 3

Take a copy of OUT 2

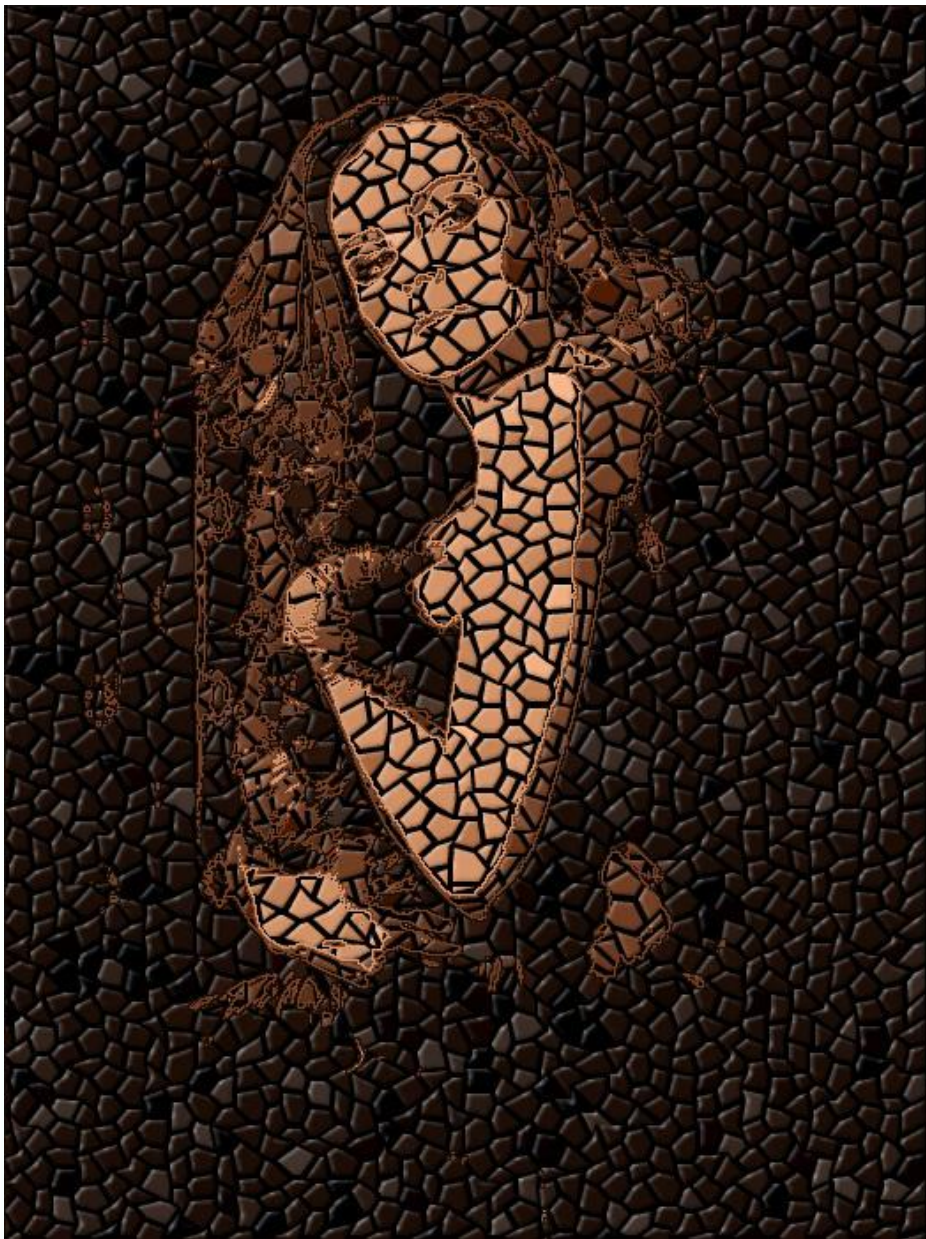
On each Colour:

- select by colour

- shrink 1

- Filters-Distorts-Mosaic-apply (15, 3, 3, 0.3, 135, 0.3)

At end: you created a mosaic effect (OUT 3)



Block 4

- Take a copy of OUT 2
- filters-Edge-Detect-Run Difference Of Gaussian using default values
- Run Colour/Threshold (values 247-255)
- Filters-Generic-Erode and Run Erode
- At end: you get a Edge Layer (OUT 4)



Block 5

Take a copy of OUT 3 : *this is a single layer, it becomes the BG*

Add as a layer a copy of OUT 4: *this goes on top (now image has BG + 1 layer)*

Run Color White to Alpha (only black edges remain): *this applies to the top layer (copy of OUT4)*

Merge down: edges with mosaic layer (OUT 5)" : *so now you have an image with a single layer.*



continue

Block 6

Take a copy of OUT 1

Add as a layer a copy of OUT 5

Set mode = GRAIN MERGE, opacity to 50% and Merge both layers.

Then go to Filter – Noise – Spread; Run Spread (with value 2)

You may add an **optional** post-step, because ***a mosaic on limestone is by definition dark.***
Something like: duplicate the layer and set to screen at various opacities)

YOU GOT IT



Dinasset