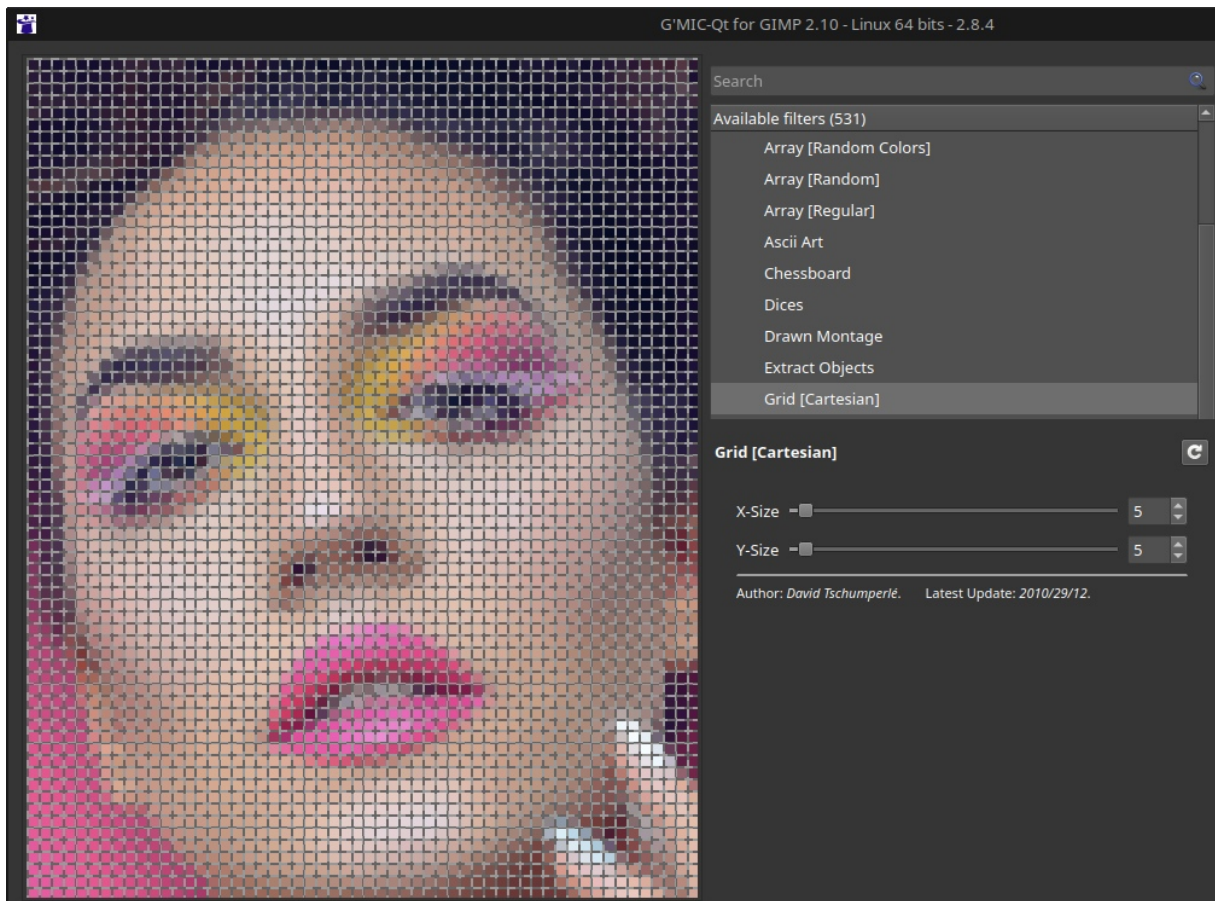


Rubikubism Tutorial for Gimp (V.2)

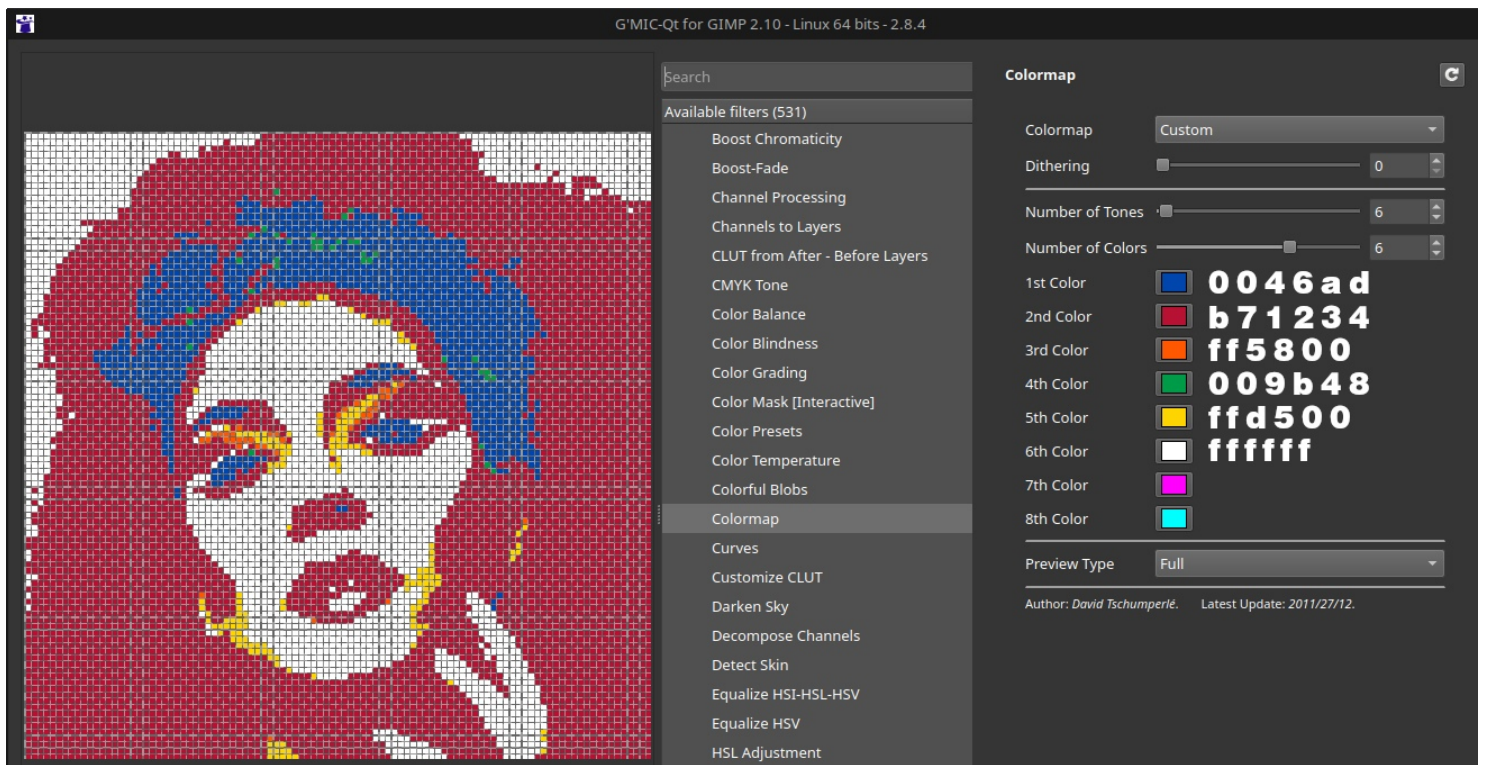
Tools: Gimp, G'mic-Qt 2.8.4.

1. Open your image. Crop it to 505x505 square.
2. **Filters: G'mic-Qt...Arrays & tiles, Grid [Cartesian]**. Use same figure for both, the X-size and the Y-size. I choose 5.



3. Click Apply, and you don't have to launch G'mic again.

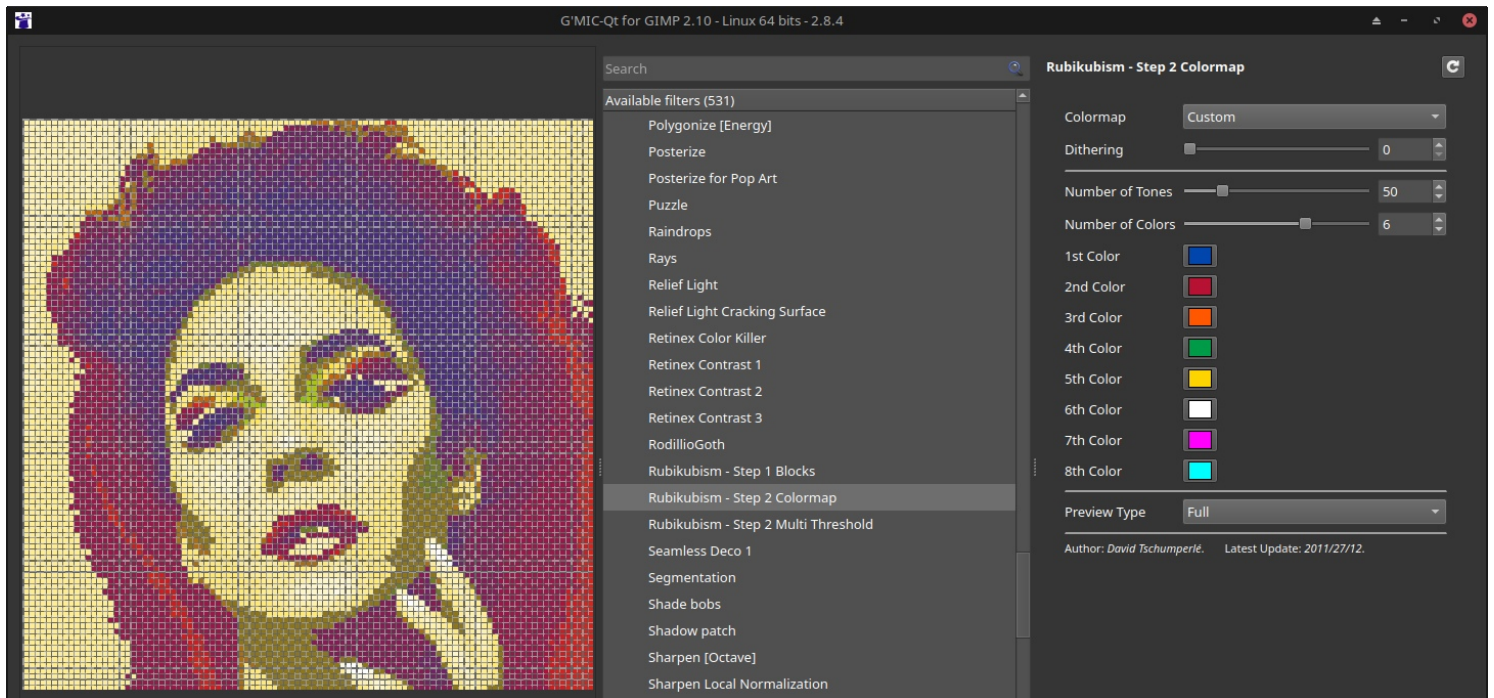
4. Inside G'mic, browse to **Colors: Colormap**.
Colormap: custom, Dithering: 0, Tones: 6, Colors: 6.
Use the color codes in the image below to create the 6-colored rubikubism color map, and save the preset. Click OK.



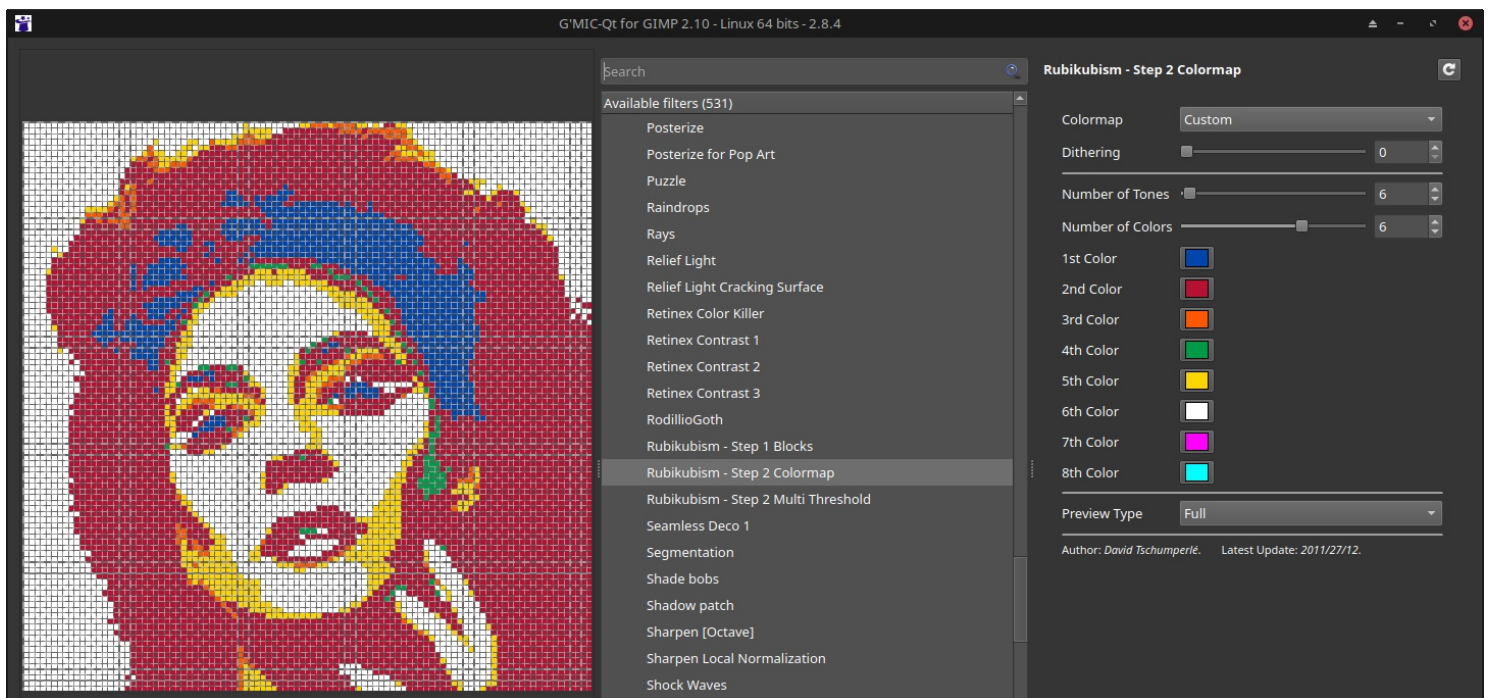
5. Add a black layer below the working layer to create the grid.



If you don't like how the colors are distributed, try this in step 4.
All the other settings are same, except number of tones. Pick a high value, that looks good, and click APPLY.



Then, change the number of tones back to 6, to get the rubikubism colors, and click OK.



It looks different than the first result. Long live the fake rubikubism!

If you've googled "rubikubism" images you may notice they often have a pattern background. It's because they are generated using the online application. This quick method won't delight you with that kind of effect, but you can also do some preprocessing on the image before the tutorial to make it look little better.

Anyway, thanks for having time to test. If you think this was waste of your time, you can take me to the Gimp court for pixel spoof or something ;)

