

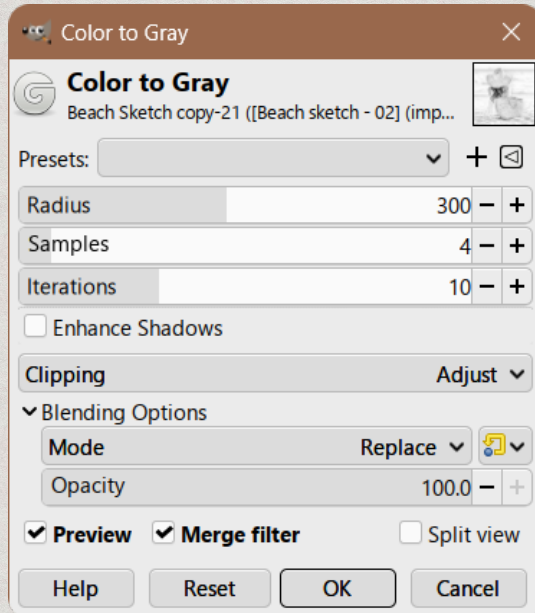
Filter Sketching With G'MIC-QT

By: TeaMouse with GIMP 3.2.6



Filtering sketching refers to applying a group of filters to transform your image into a hand-drawn or pencil-style looking sketch. Instead of seeing the original image, you'll see a stylized version of it where colors are replaced with outlines, shading, or textured lines to mimic a drawing in some form. One of the common problems with most filter sketching tutorials is they don't address those areas where you get those washed out looking areas where there are no details. Or you can only use certain types of images, because of the incomplete process.

In this study I will show you how to fix that problem. Plus, we'll add some G'MIC-QT effects to make that filter sketch stand out over the others. Even though this isn't perfect; it will give you a very good starting place for creating some great art work. The Image I included is a Public Domain Image. 10" x 10" at 300 PPI.



Step 1 › Open the Image

First, open the image you want to use with 300 Ppi for best results. (Or the one I included)

Step 2 › Duplicate Layer

Press: Ctrl + C

To copy the image to the clipboard.

Step 3

Press: Ctrl + V

To create a new layer of the same image.

Step 4 › Grayscale

Now from the main menu bar, go to Colors

> Desaturate > Color to Gray... Use default settings and Merge Filter checked and say okay.

Step 5 › Duplicate Layer

Next Press: Ctrl + Shift + D

To create a new layer of the same gray scale layer.

Step 6 › Invert

Once that's done, go to the main menu bar > Colors > and select Invert, then change this layer blending mode to dodge.

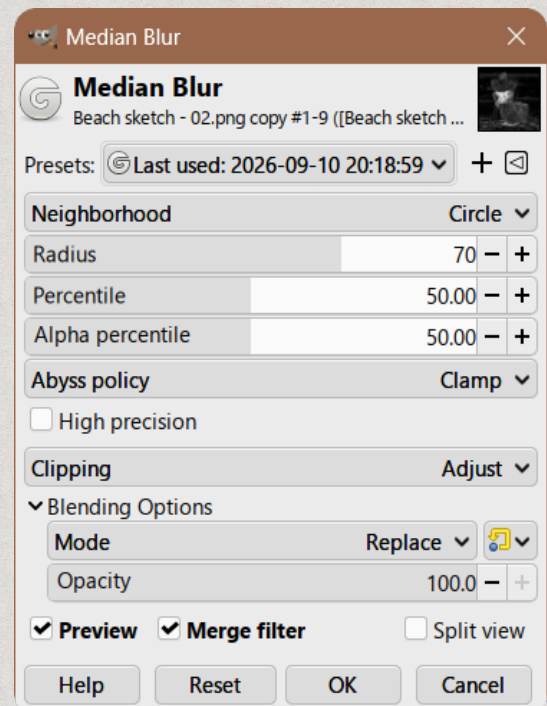
Step 7 › Blur

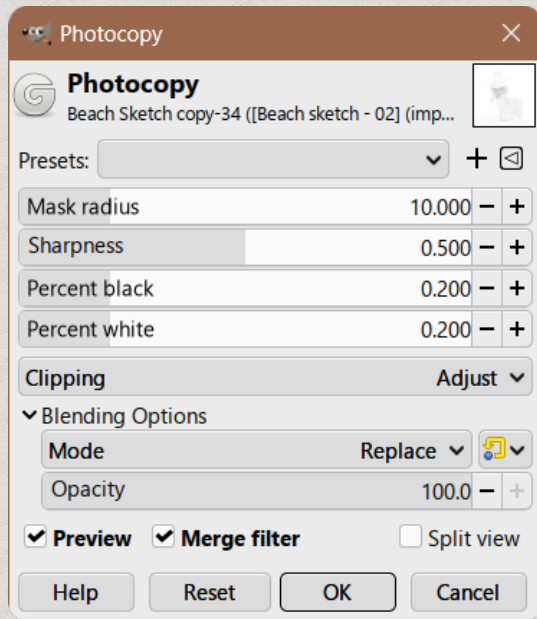
Now from the main menu bar, go to Filters > Blur > Medium Blur and use the setting shown here on the right. Then merge down this layer.

Step 8 › Create Another Layer

Press: Ctrl + V

To create a new layer of the original image.





Step 9 › Sketch Lines 1

Next go to main menu bar > Filters > artistic > Photocopy... And use the settings shown here next on the left and then change the blending mode to multiply and merge down.

Step 10 › Sketch Lines 2

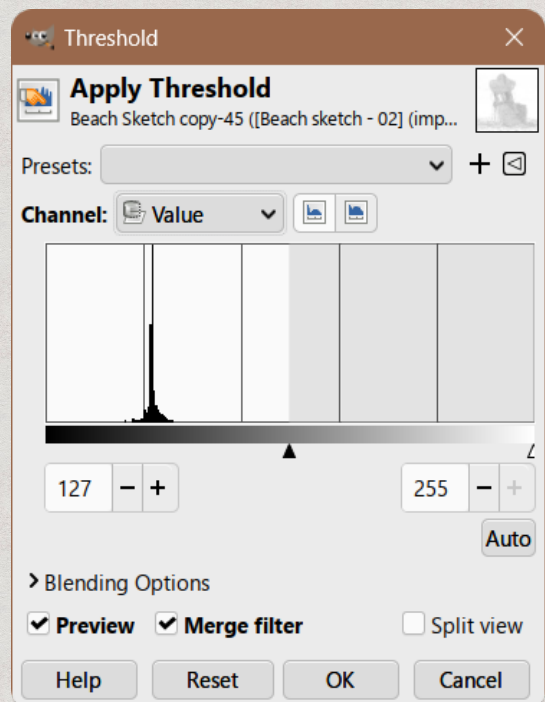
Then press: Ctrl + V again to create another layer of the original image. Next from the main menu bar go to Filters > Enhance > High Pass... Use the settings of Standard Deviation of 4 and Contrast of 1.00 with Merge Filter checked and no change to the rest of the settings and click OK.

[A] Once that's done, select Colors from the main menu bar and select Threshold from the drop down menu apply the setting shown here on the right to the layer you're working with.

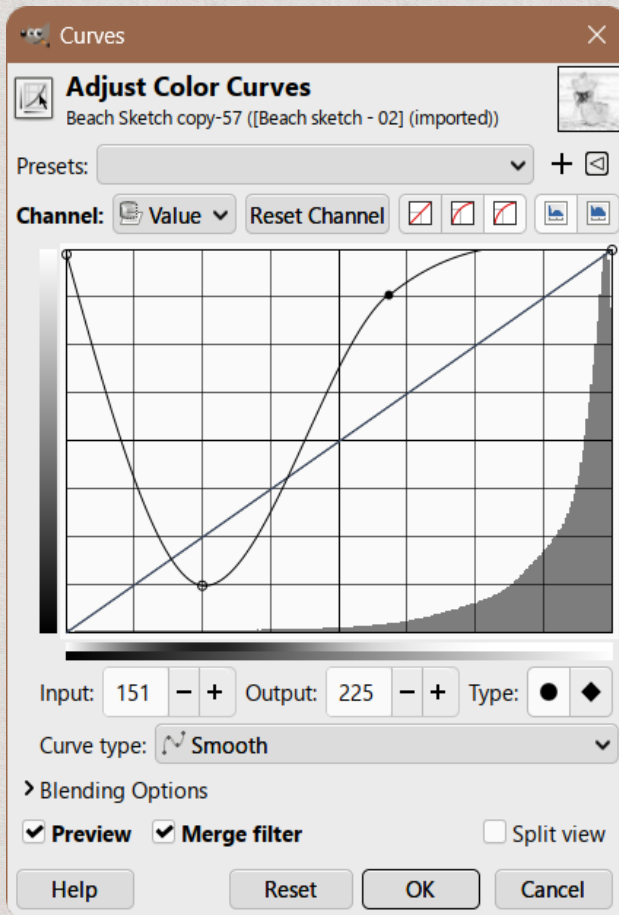
Then change the top layer blending mode to multiply and merge down.

Step 11 › Improvement of lines

Next press: Ctrl + V. To create a new layer of the original image again. Now from the main menu bar, go to Colors > Desaturate > Color to Gray... and use the same settings as before, default settings and Merge Filter checked and say okay.



The next step is where a lot of people fail to fix or understand how to fix the problem of lost details and contrast, or to say washed out areas of their image as they go through the process of creating a filter sketch. Most of them will stop here, and say it's done. But there's more that can be done to fix some of those problems by simply applying another filter.



[A] Now go to main menu and select Colors and from the drop-down menu, select Curves... and apply the settings shown on the left.

This will cover a lot of different images in the process and not just this image only. After you do a few images of your own, you'll see how this process works, and click OK.

Next change the blending mode to Burn and merge down.

Step 12 › Adding Style

Press: **Ctrl + Shift + D** to duplicate the top layer and then from the main menu, go to Filters and select G'MIC-QT from the drop down list. Once open, select the Artistic collection and look for Dream Smoothing and select that from the sub menu there. You won't need to change any of the

settings here, just click okay. Now your image should look something like this.

This is a very easy fix to correct and not too worry to much about it. Press **CTRL + SHIFT + D** to duplicate the top layer and change this layer blending mode to Screen.

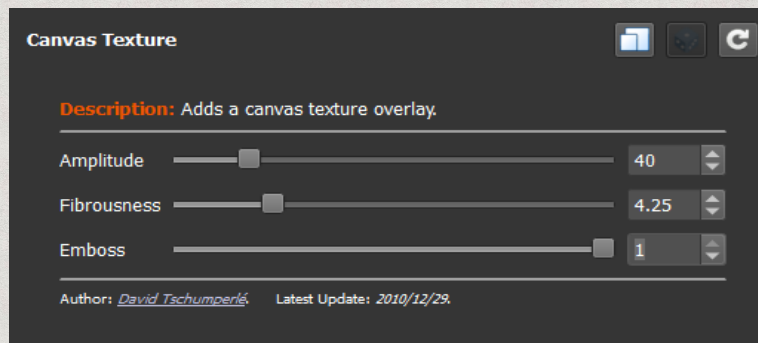
Now repeat pressing **CTRL + SHIFT + D**, 2 more times, to create 2 more of the same layer and merge visible.

Step 13

Press: **Ctrl + Shift + D** again to duplicate the top layer and then from the main menu, go to Filters and select G'MIC-QT from the drop down list again. From the same category select Sketch this time and use only the default settings as well and say



OK. Once you're back to GIMP, change the blending mode of the top layer to Multiply and Merge down.



Step 14 › Adding texture

Now go to Filters and select G'MIC-QT again from the drop down menu. Once open, change the category to pattern and select Canvas Texture and use the setting shown here on the left, and say OK.

Step 15 › Adding Color

Next change your foreground color to #c5a073 and the background to #20264f, leaving the dark blue as your foreground color, Press Ctrl + SHIFT + N for a new layer. Using the defaults here, change only the blending Mode to Lighten only and fill with foreground color, and click OK.

Now press Ctrl + SHIFT + N again to create a new layer, this time change the blending mode to LCh Color with the opacity set to 18% and fill with the background Color and click OK.

Then the last step, merge visible, and apply a Sharpen (Unsharp Mask) with a radius of 3 and the amount set to 3 also with the threshold set to zero.

