Watercolor Tutorial

1. Apply *Blur/Smart Blur* to create large uniform color areas.
2. Apply *Noise/Median* to remove small details and obtain “roundy” shapes. A morphological filter (sequence of increasing Opening and Closing) with a disk-shaped structuring element would be better.

![Image](image1.png)

3. Duplicate the layer and apply *Stylise/Find Edges*.

4. Make the resulting layer a gray level image (*Image/Adjustments/Hue Saturation*: saturation -100), and decrease its brightness and contrast.

![Image](image2.png)
5. Set the layer mode to *overlay*. The edges will be darkened while the uniform areas will be lightened.

6. Create a new layer and fill it with a gray level paper/pigment texture. Set the layer mode to *overlay*.
I found that a nice result can be achieved by adding a white border mask to the initial image.