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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.

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.
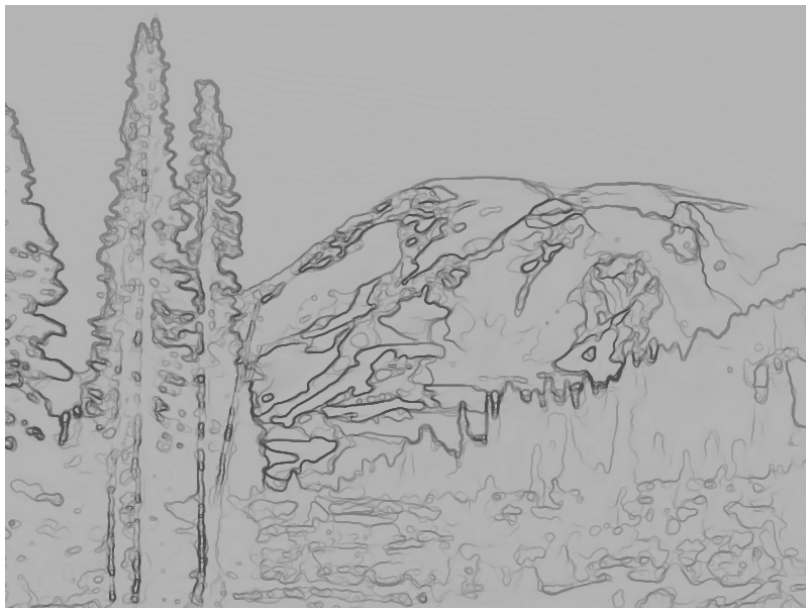
5. Set the layer mode to *overlay*. The edges will be darkened while the uniform areas will be lightened.

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.