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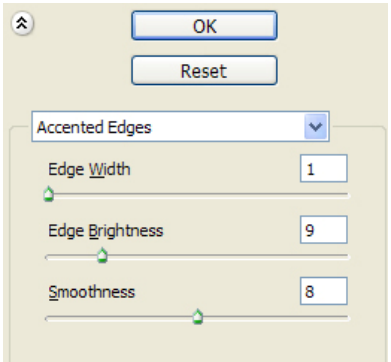
Watercolor Tutorial, using Filter Gallery

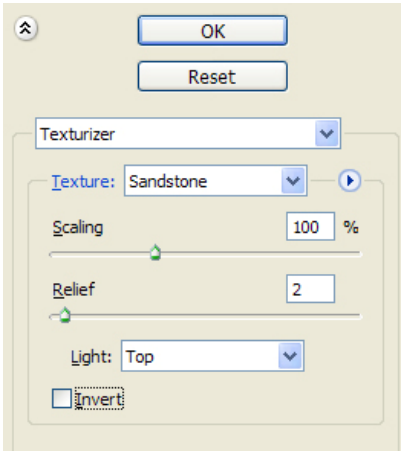
Input image (800*600):

1) Apply “Brush strokes / Accented edges” to remove details and darken the edges:

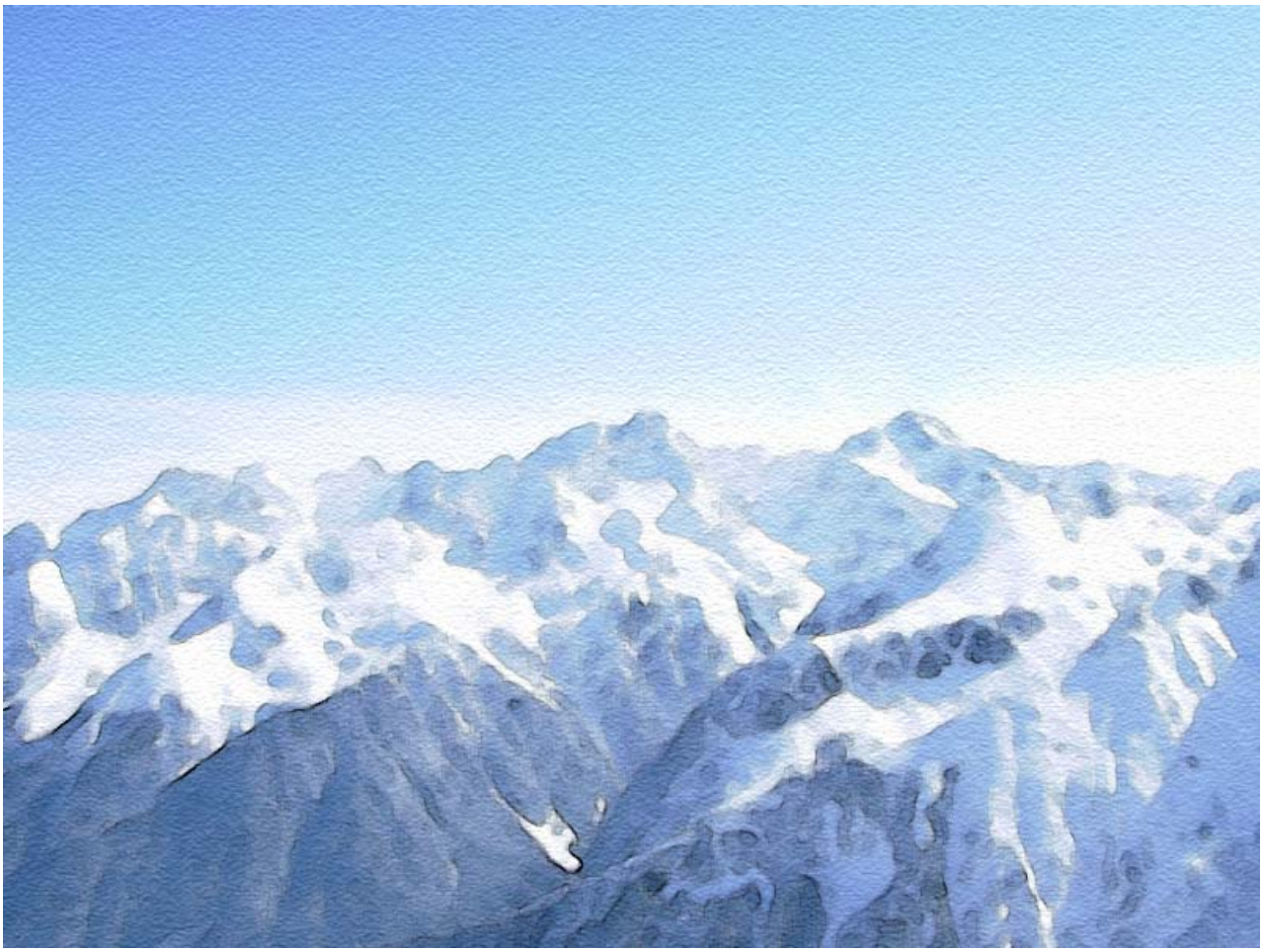


The Edge Brightness parameter offers a control on the amount of edge darkening, and the Smoothness parameter offers a control on the amount of detail removal. The edge width can be increased for high resolution images.

2) Apply “Texture / Texturizer” to mimic the granulation of pigments over the paper:



The user can chose the texture she wants to apply (canvas, sandstone…). The texture can be scaled for high resolution images, and the amount of darkening can be controlled by the “relief” parameter.



Results on a bigger image (1600*1200):
To process a bigger image the user can adapt the parameters (smoothness = 15, texture scaling = 200%)

However for even bigger images (3072*2304), we reach the parameters upper bounds (smoothness = 15, texture scaling = 200%)