

GEMMS

## Hermine

November 2016

Emmanuel



I acquired on the web Photoshops scripts that make up a watercolor from a photo.

Nice opportunity to compete between digital and brushes!

The story in pictures on [YouTube](#).

## Watercolour on Photoshop



Hermine, created by Photoshop.

**I**mage editing software can do a lot of things. As a standard, the effects gallery in Photoshop generates a watercolor effect, among many other effects.

But we can go further, with 'Action' scripts which in a few minutes, with a hundred steps, chain orders and generate a real composition.

I bought for a few dollars one of these scripts. You have to switch Photoshop in English, check the version compatibility to have a code that works, and here is the result!

Super proud of this workflow that takes 5 minutes of composition per image, I explained the procedure to Gabrielle.

To demonstrate the effectiveness of realization, I proposed to him to send me 5 photos of his pet. It took me less than an hour to make the pictures hereafter.

Each generated file has 20 layers, with which you can improve the result.

As an icing on the cake, these layers can be used on AfterEffects to produce an animation that includes a hundred layers, created from the first 20.



Laika, 1st tru



Green tones



Beige tones



In the wood



Bue tones

## The paint



Here we have a nice subject for a competition between the virtuist of the computer (understand the crowd of programmers who carried out all these functions) and the little painter with these brushes.

As an official event, I also took the idea to film the action live. This is not Speed-Painting, the painting took 6 hours, spread over more than 4 different sessions.

When video editing, I compressed the painting down to 3 minutes. It is not easy to paint while managing the angles of cameras. For the next time, I will use a special support to have the camera in vertical.

The story in pictures on [YouTube](#).



Beginning the paint



Last amendments





Digital version



Watercolour version



