

# Creating an Oil Painting from a Photograph in Photoshop

By Robert Snary

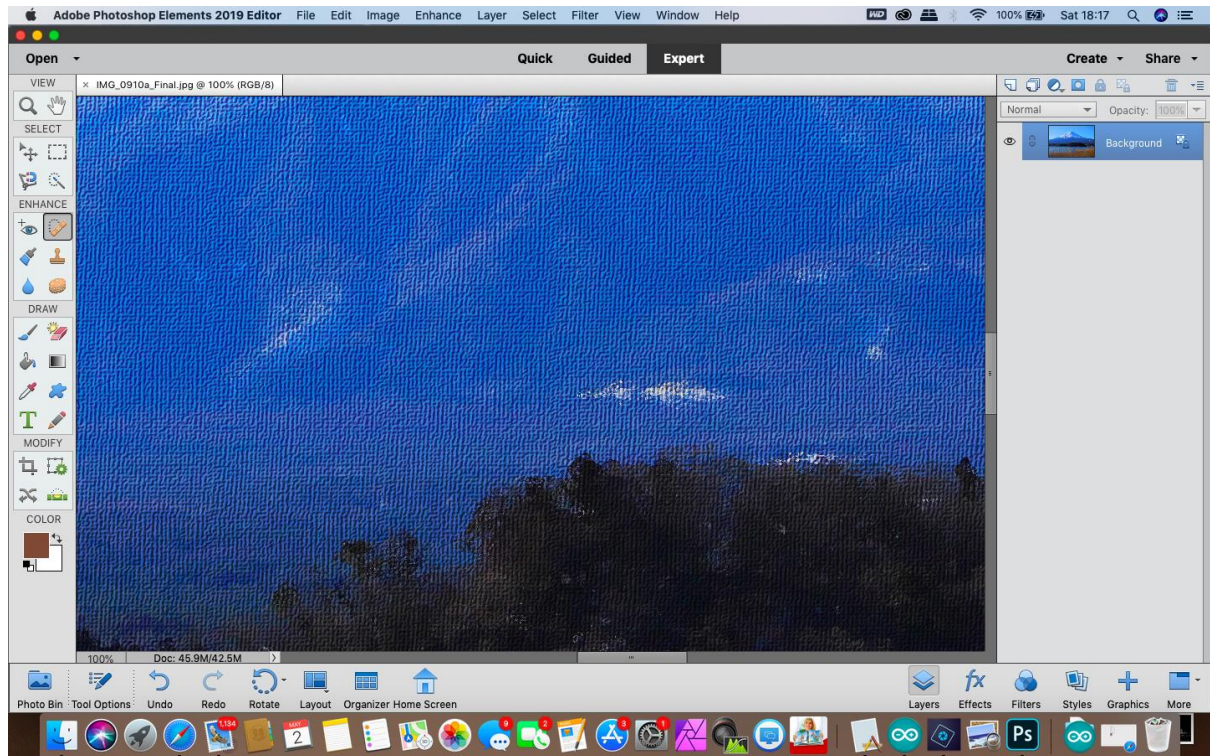
From This



To This



The image needs to be seen full size to see the real effect as below is part of a zoom of the final image where the texture and brush stroke effects can be seen more clearly.



I claim no originality in the effects and this was done to keep my mind active during lock down and learn some new tools as well as giving me a chance to relax and not think of work. Although I have used a landscape this could also be applied to a portrait or still life of say a vase of flowers.

The effect works in Photoshop and Photoshop Elements, I am using Elements on a MAC but it is equally applicable to a windows machine.

I am using the <ctrl> or <cmd> to indicate the “Control Key” for Windows or “Command Key” for MAC, so <ctrl>J means pressing the control and J key together.

Also by convention “Filter>Blur>Radial Blur” indicates access to one of the commands from the menu options at the top of the screen.

## Steps

First open the original photograph in PS.

You will need to start in Expert Mode and have the layers window open

I did cheat slightly and modified the image by straightening the horizon and getting rid of the bamboo fencing.



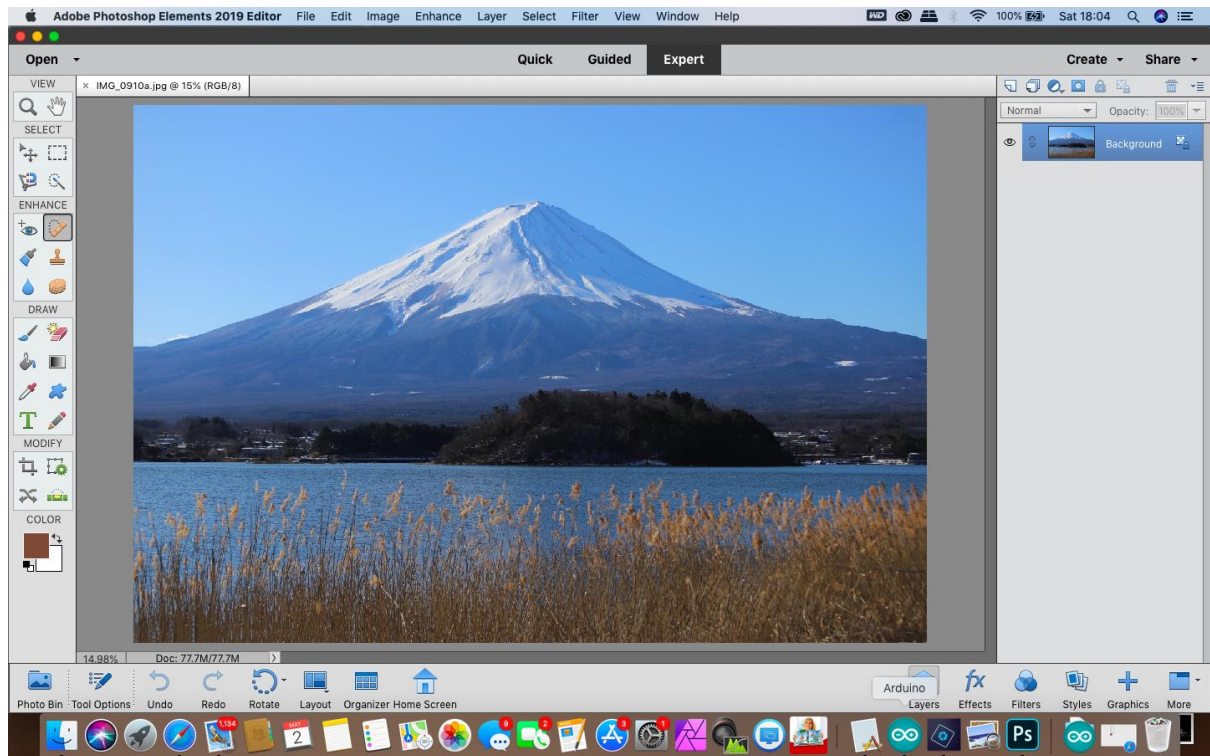


Diagram 1 Opening original image

First step is to resize the image, I set this for A3 Size 11.7 x 16.5 inches (I actually went slightly smaller to allow for a border) and set the quality as 300 DPI, this was using the

< Image>Resize>Image Size > menu option.

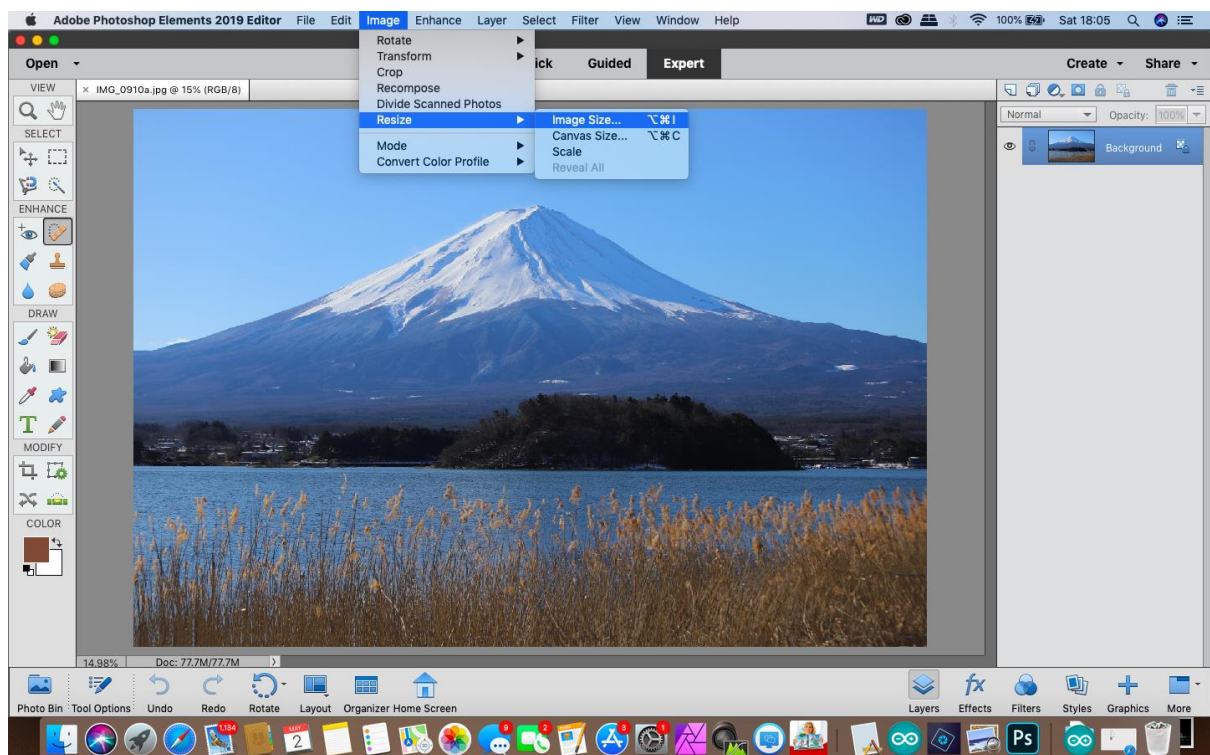


Diagram 2 resizing image

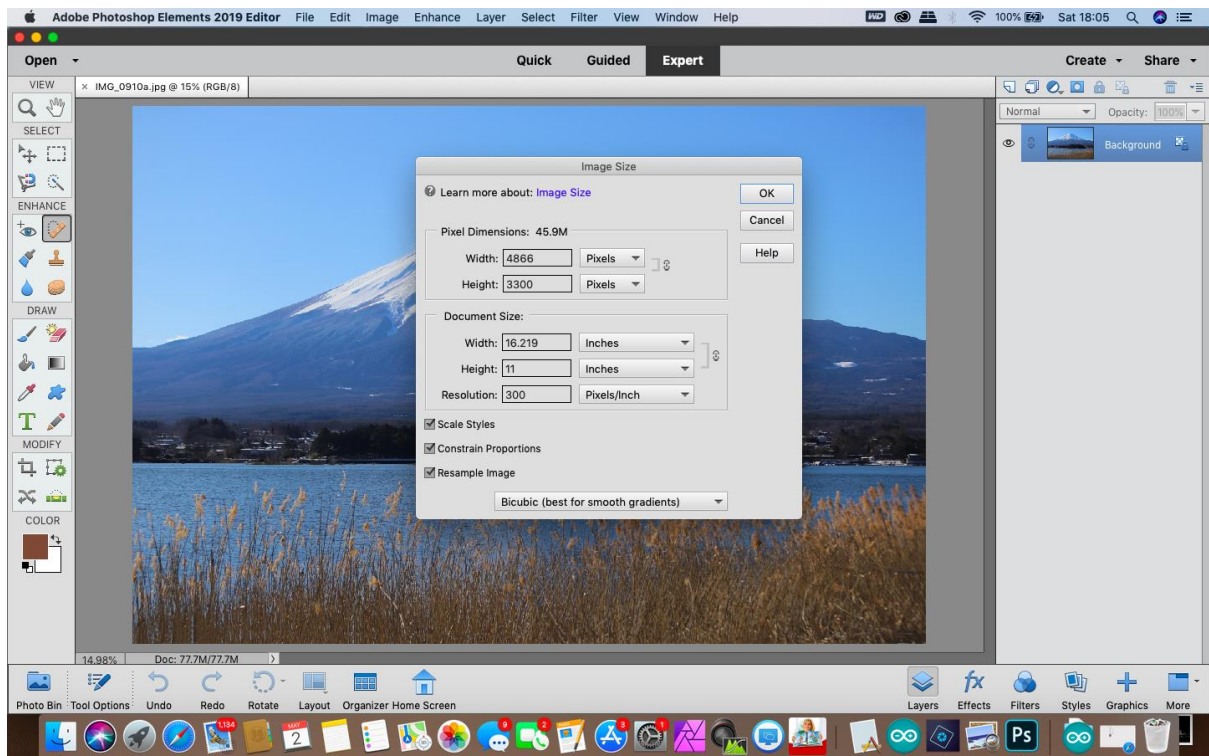


Diagram 3 image resized

The next step is to adjust the image saturation by using < Enhance > Adjust Colour > Adjust Hue/saturation > The effect I used was to adjust the saturation by +40

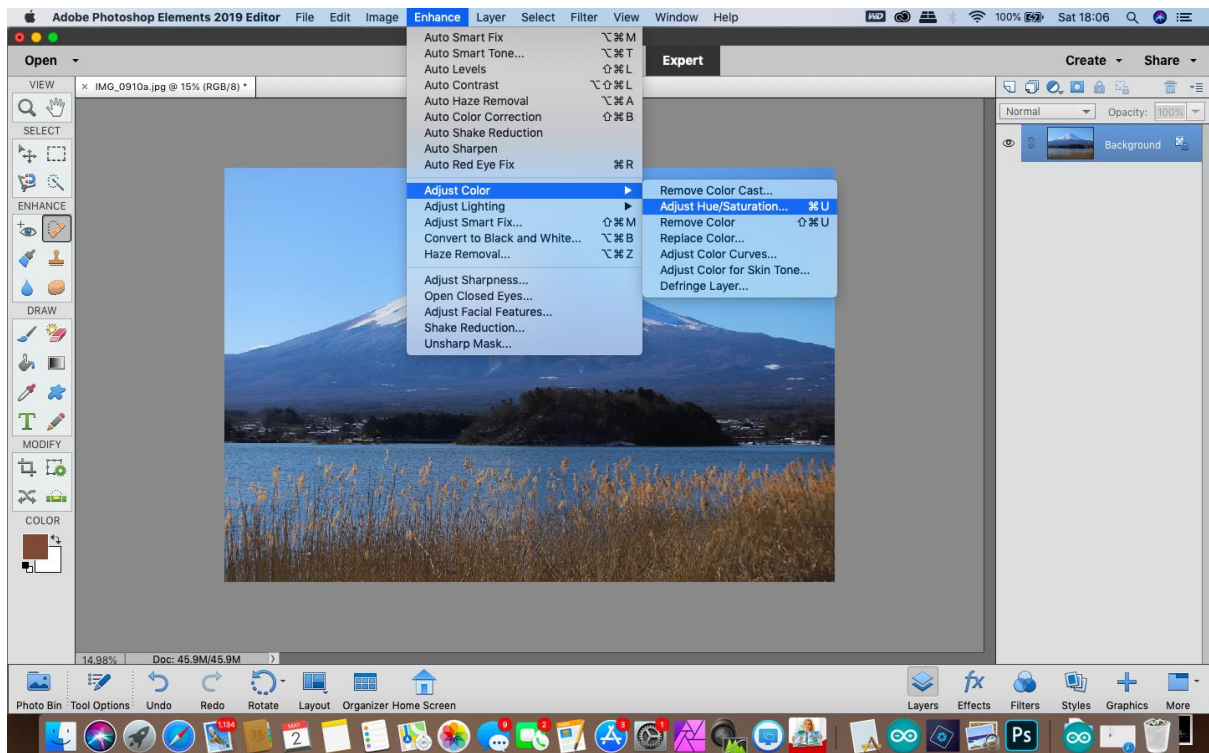


Diagram 4 Adjust Saturation



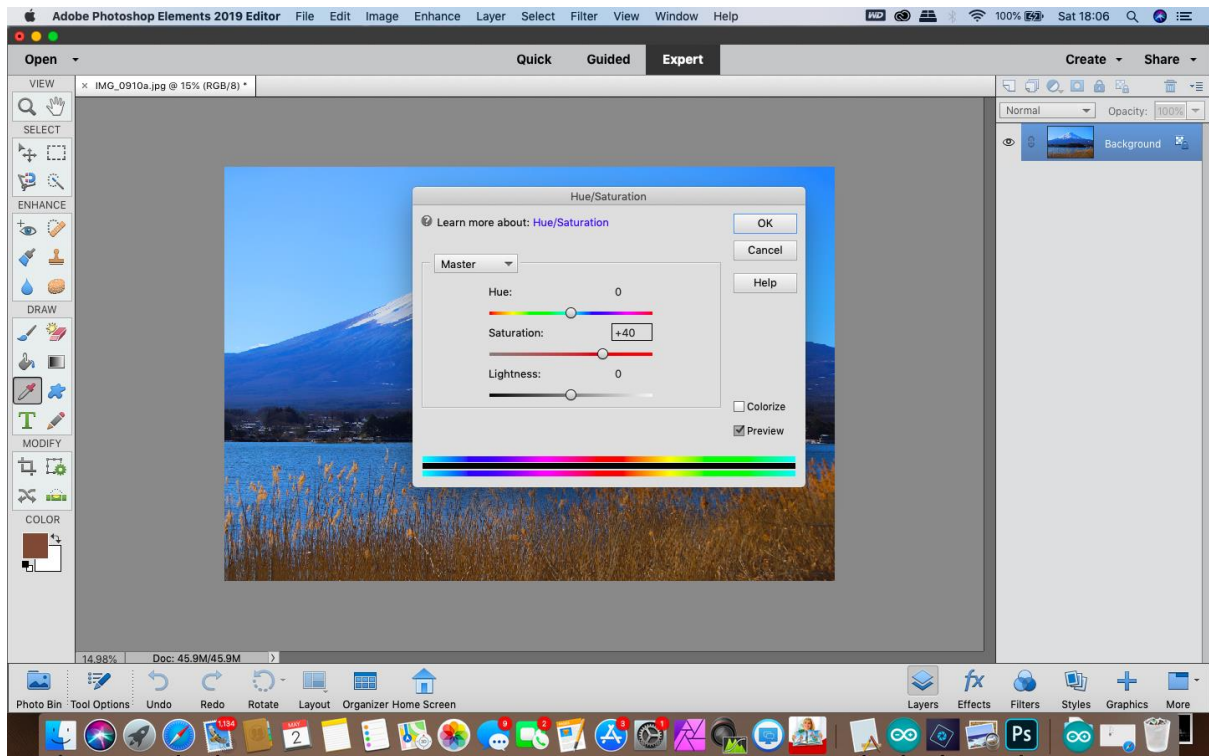


Diagram 5 Saturation adjustment

We now need to start distorting the image and this uses one of the many filters provided in Photoshop from the top menu select < Filter > Distort > Glass >

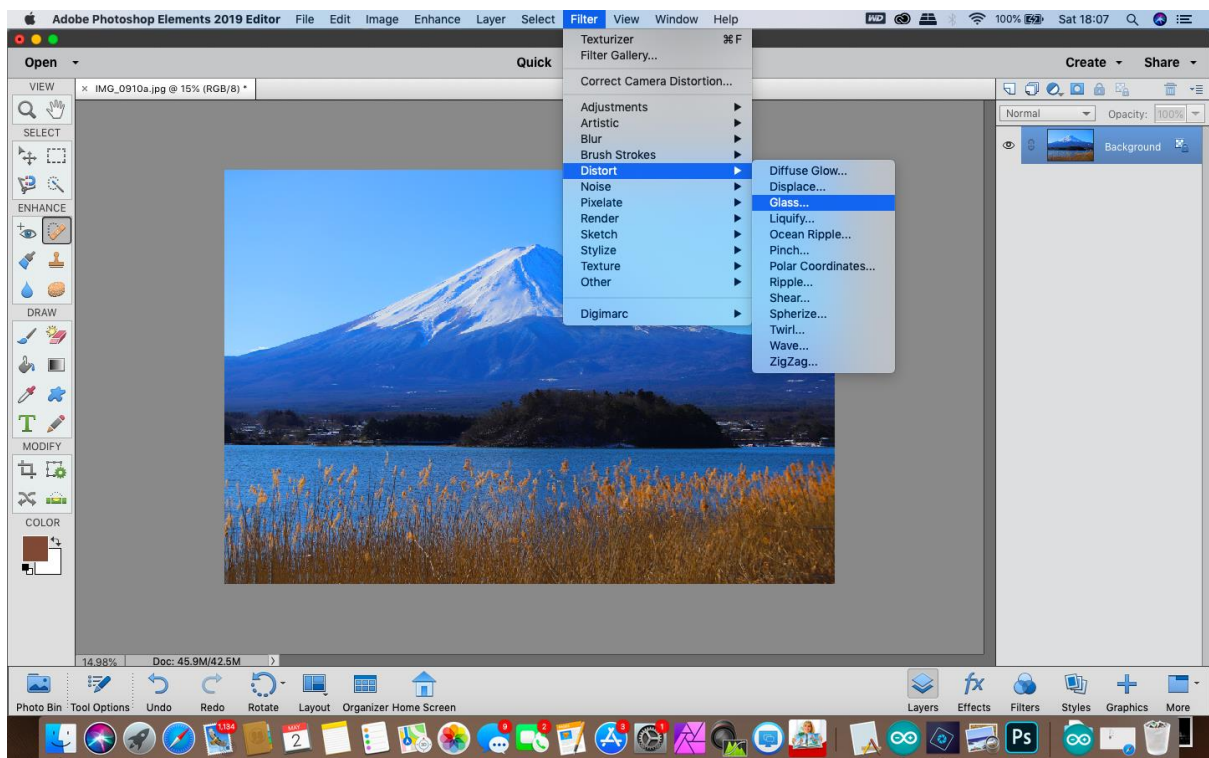


Diagram 6 selecting Glass Filter

In the filter options the following selections should be made: -

**Filter type Glass      Distortion 5      Smoothness 3      Texture Canvas Scaling 60 %**

**and click OK to apply**

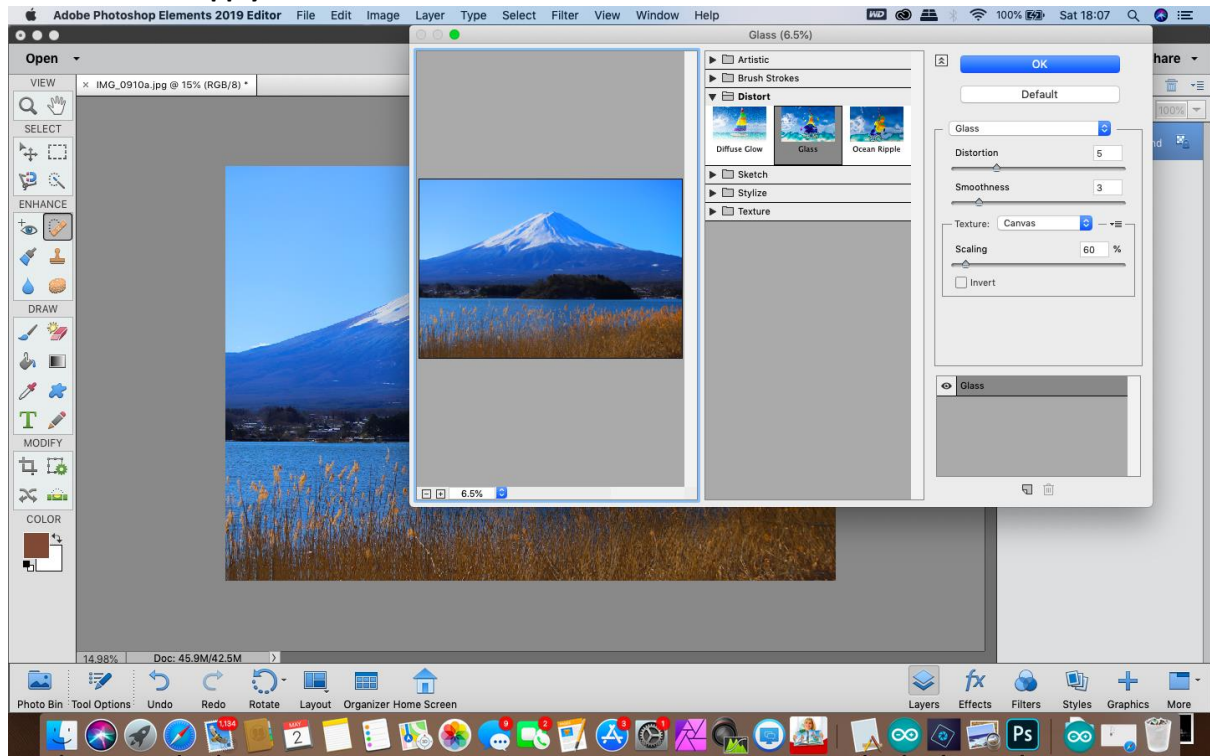


Diagram 7 Filter distortion

Create a Duplicate layer by selecting < Layer > Duplicate Layer > name this "Background Copy"

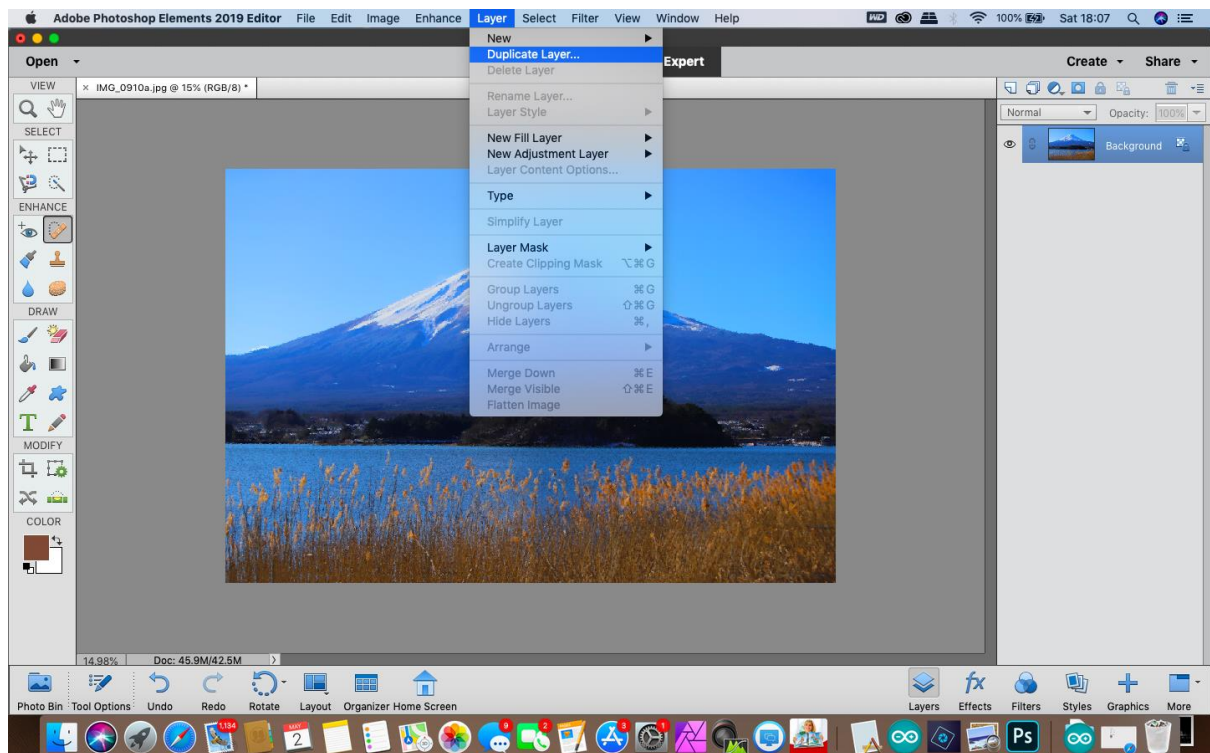


Diagram 8 Duplicate Layer

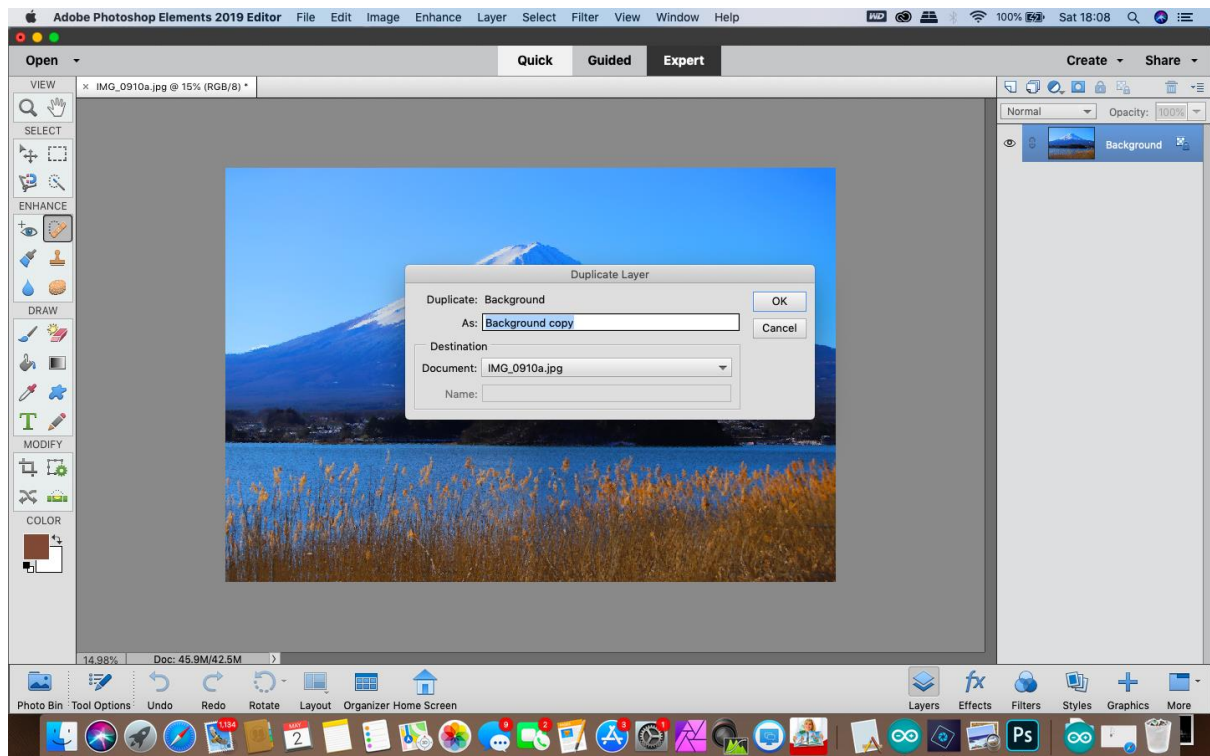


Diagram 9 Name Layer



On the Duplicate Layer we now want to start creating the effects of the painting using another filter by selecting < Filer > Artistic > Palette Knife >

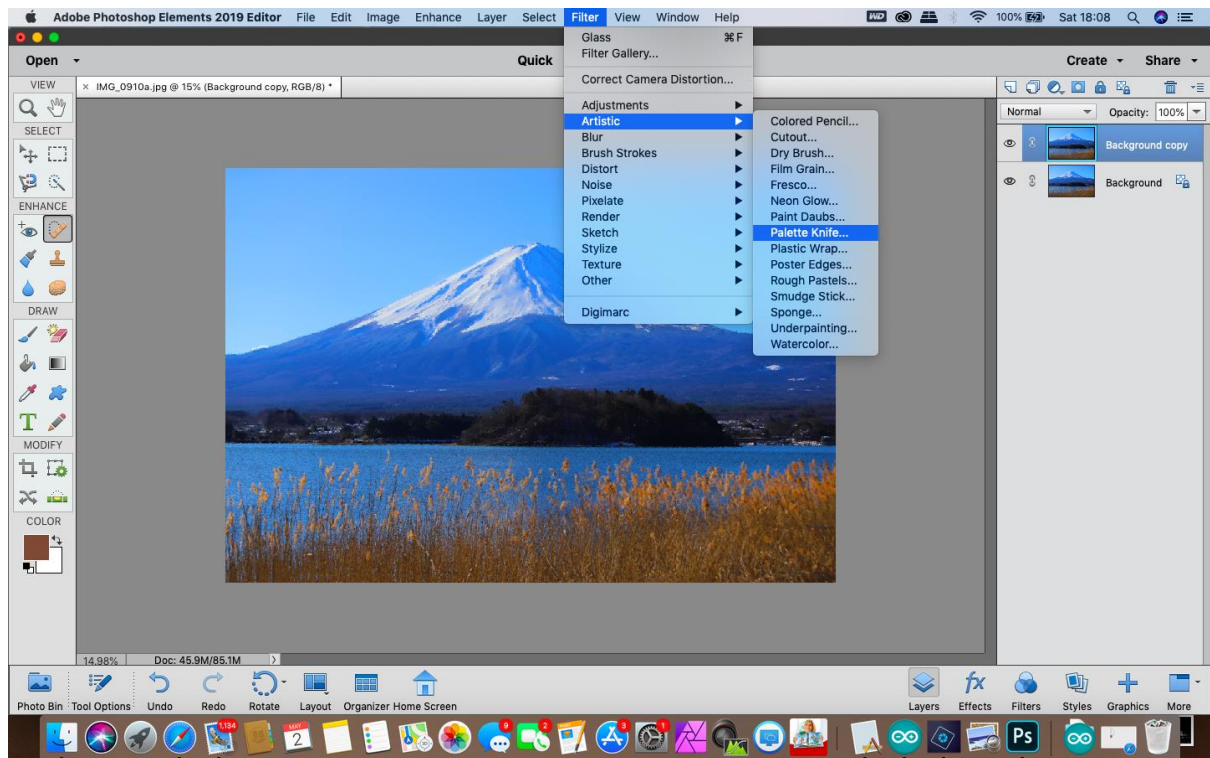


Diagram 10 Select Palette Knife

The settings I used in the Palette Knife were: **Stroke Size 30**      **Stroke Detail 3**   **Softness 0**  
and click “OK” to apply.

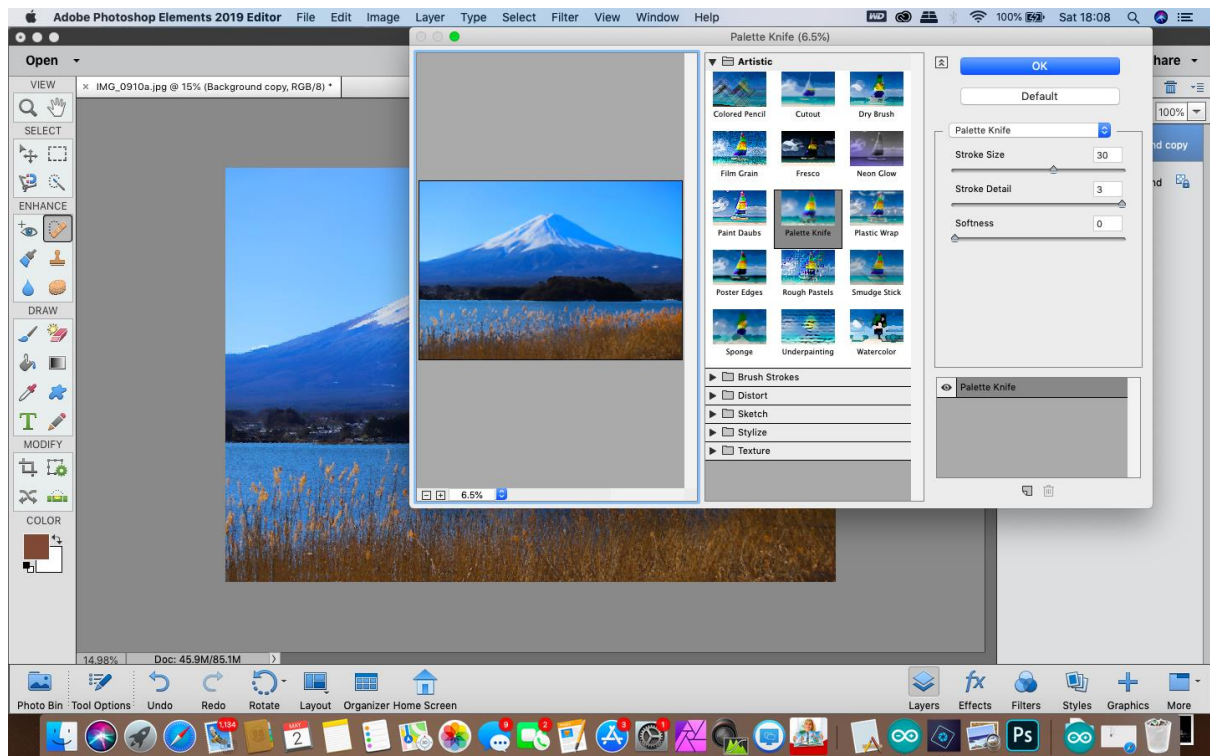


Diagram 11 Palette Knife Options



Next Step is to create another layer using the steps as before (a short cut is **<ctrl>J** for windows or **<cmd>j** for Mac)

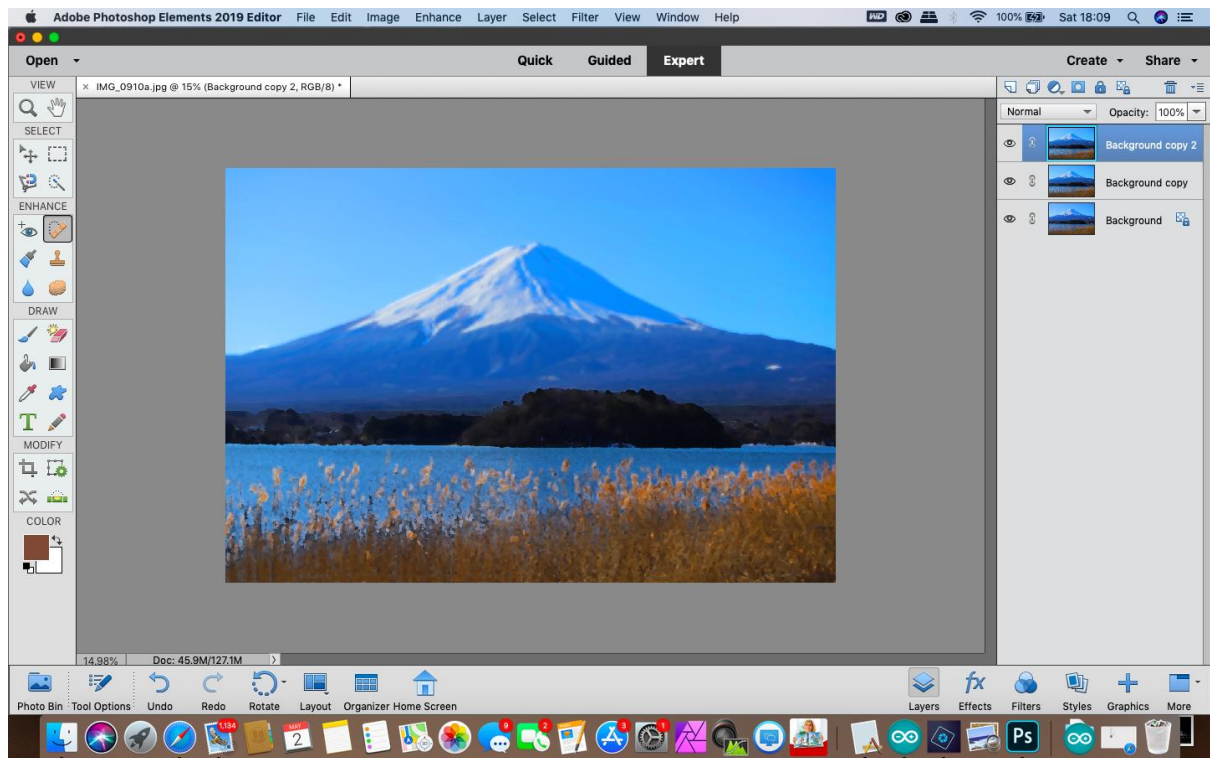


Diagram 12 Background copy 2

We are now going to add the brush stroke effects using a different filter from the Brush Strokes Option **< Brush Strokes > Angled Strokes >**

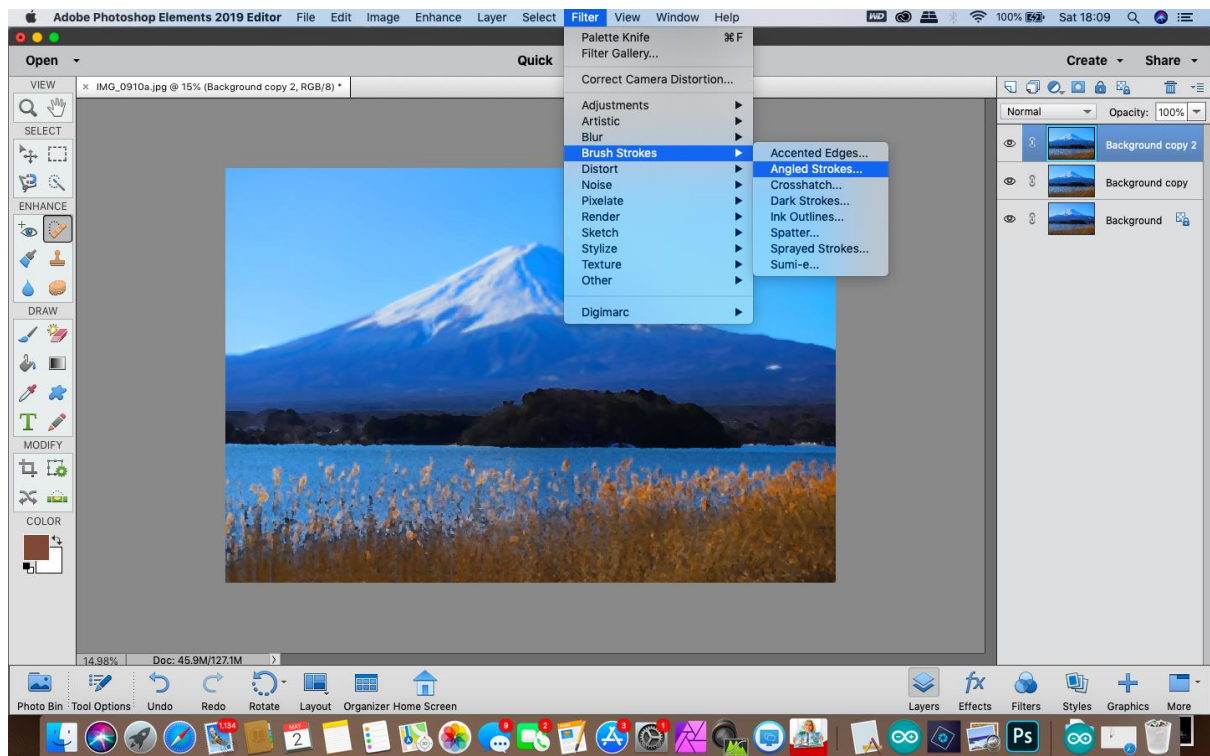


Diagram 13 Brush Strokes Filter

The brush strokes options that need to be selected are:

**Direction Balance 50    Stroke Length 6    sharpness 1 then OK to accept**

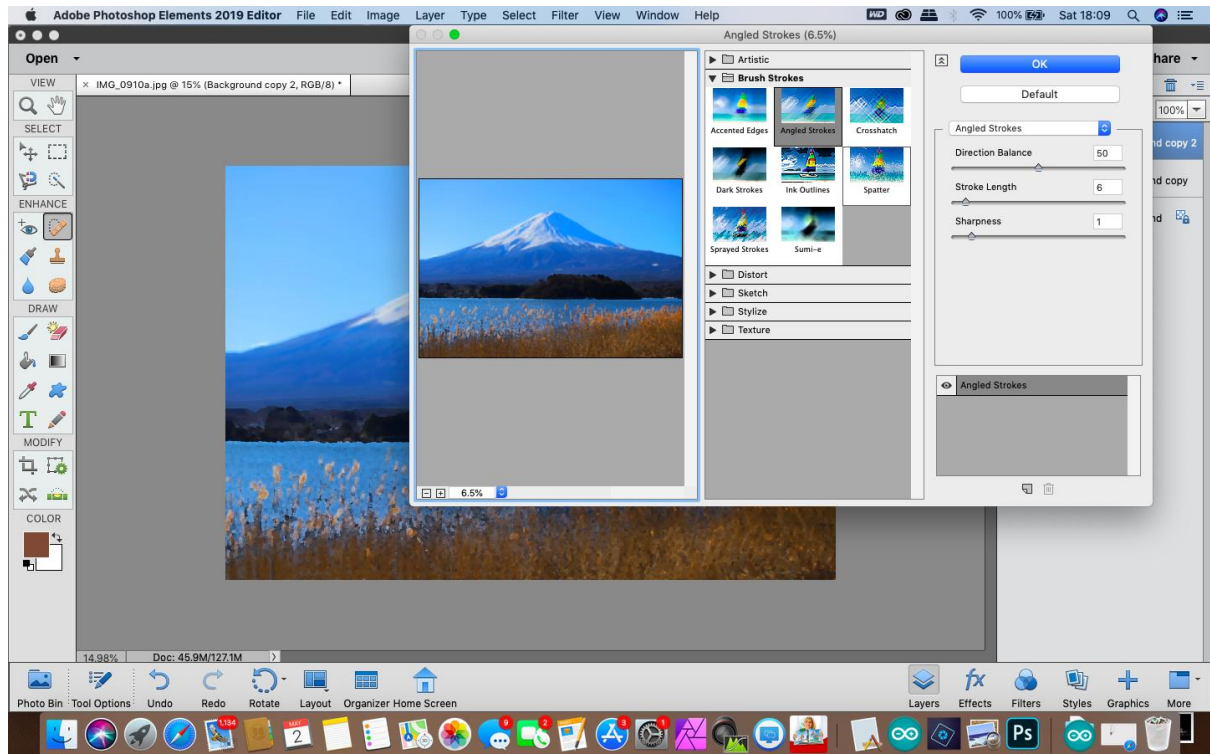


Diagram 14 Brush Stroke Settings

Create another duplicate layer, this is the layer that we will apply the canvas texture to using the <ctrl>j or <cmd>j options

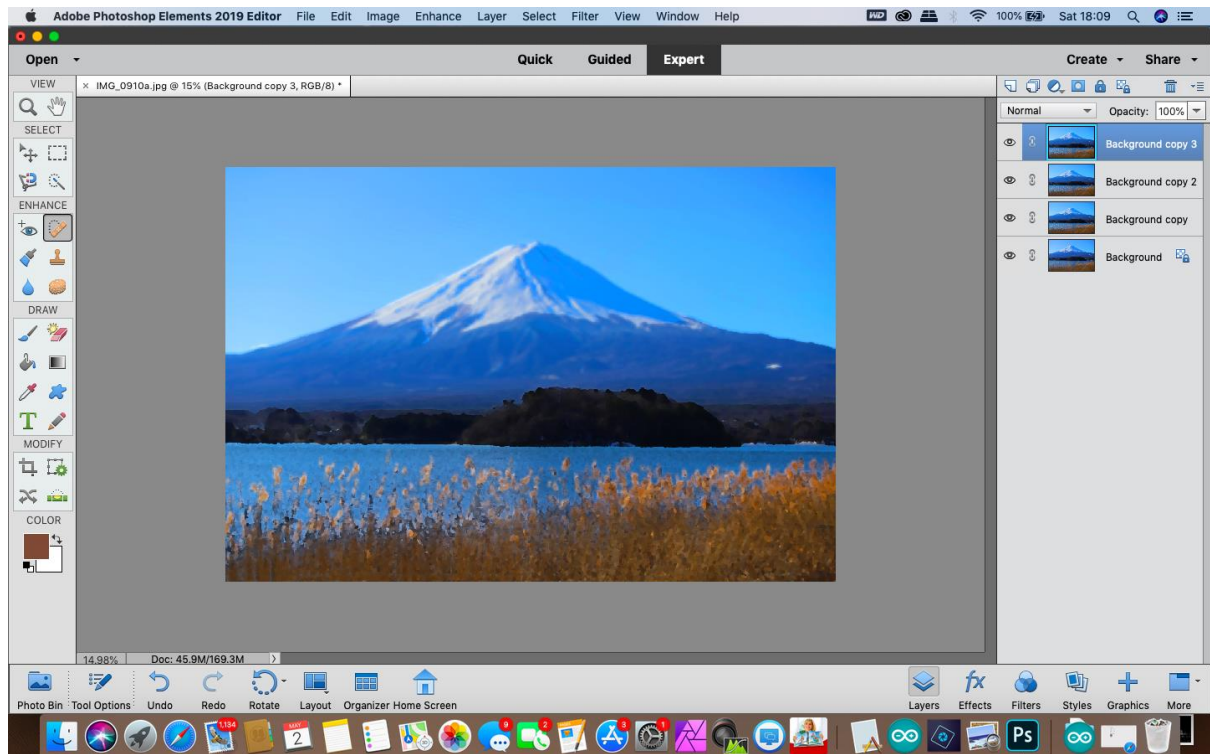


Diagram 15 Background layer 3

On the third layer we now need to select a different filter the Texture Filter using < Filter > Texture > Texturizer >

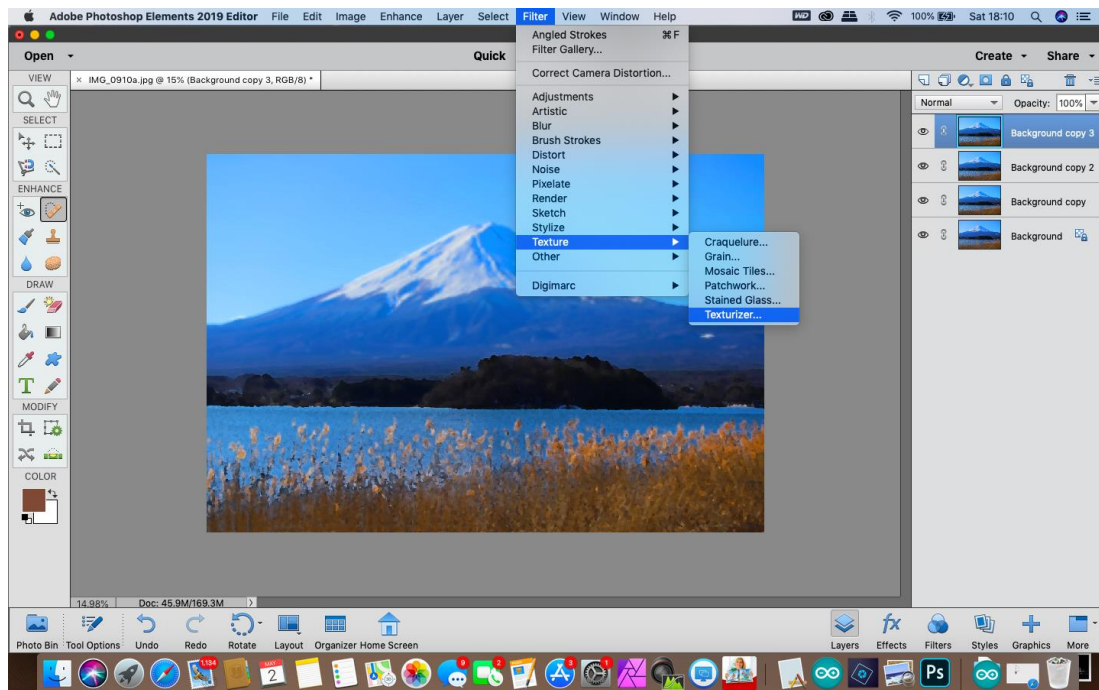


Diagram 16 Texture Filter

The texture options affect the canvas effect of the final image and some recommended settings for my image are below, you should consider where the light was coming from in my case it was from the left :

**Select Canvas in the Texture    Scaling 160%    Relief 7    Light Top Left and then “OK” to apply**

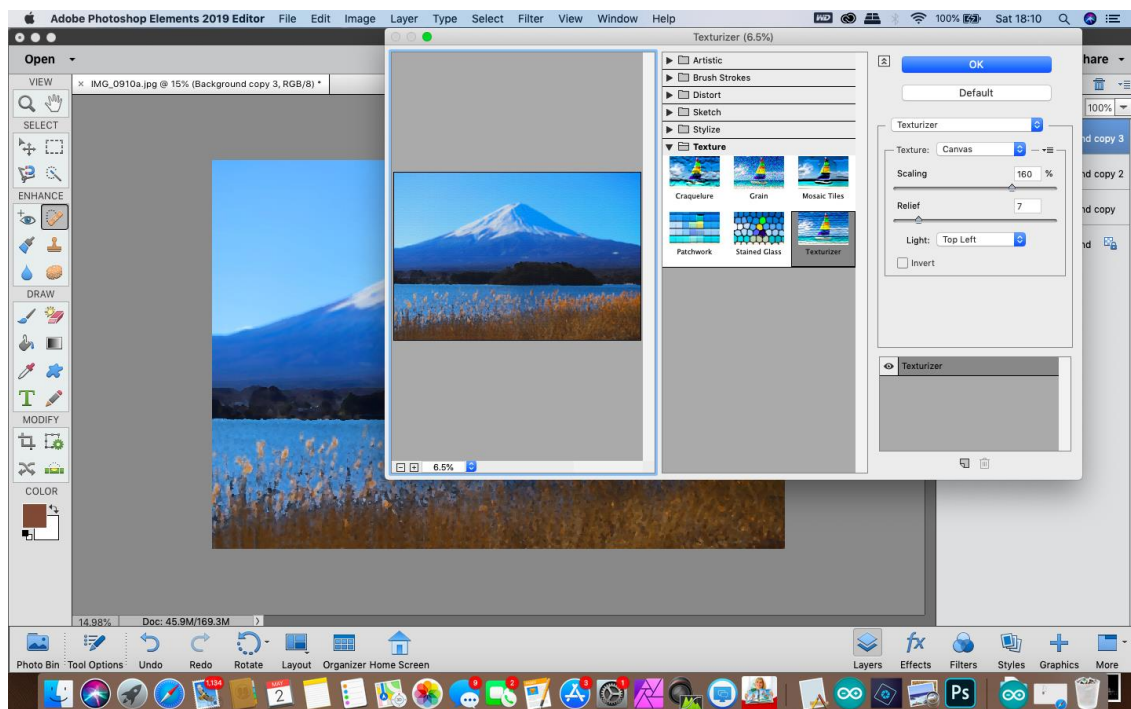


Diagram 17 Texture Options



The 3 copy layers now need to be selected by using <shift> and click, the selected layers will be highlighted.

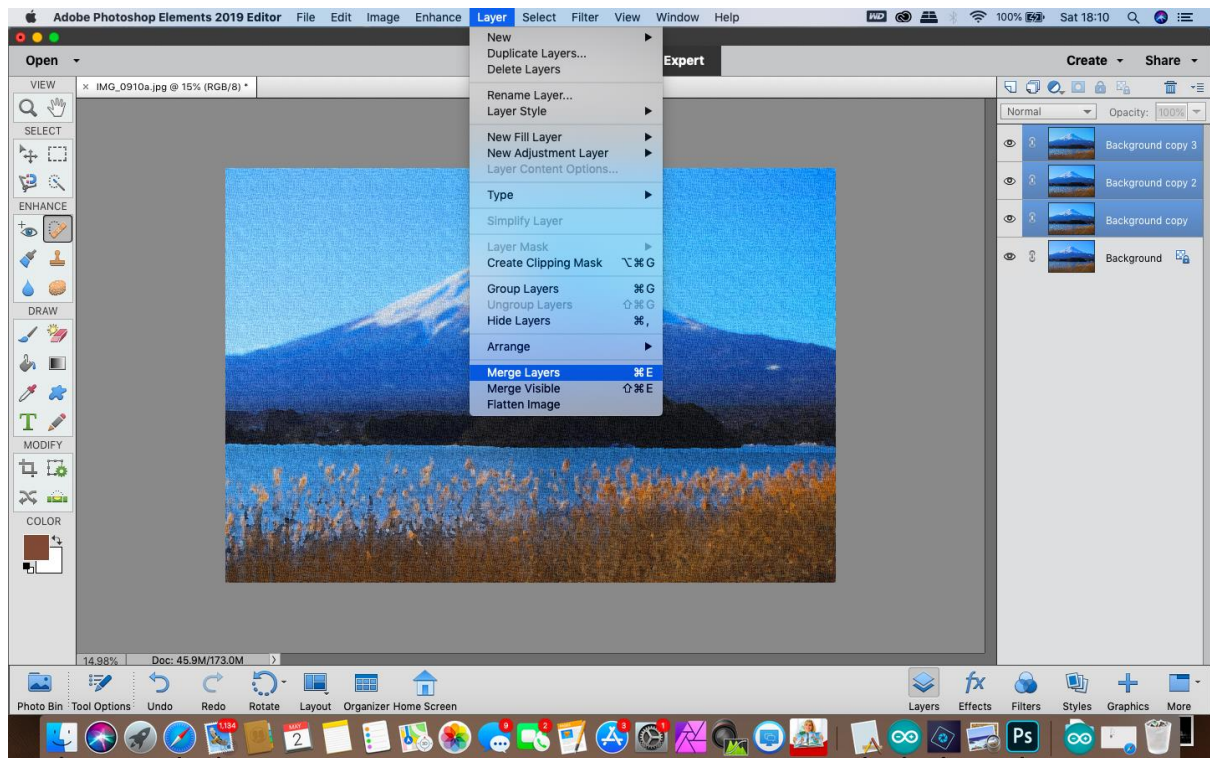


Diagram 18 select layers

Once the layers have been selected the layers should be merged by using < Layer > Merge Layers >  
This will leave 2 layers the original and the merged copies.

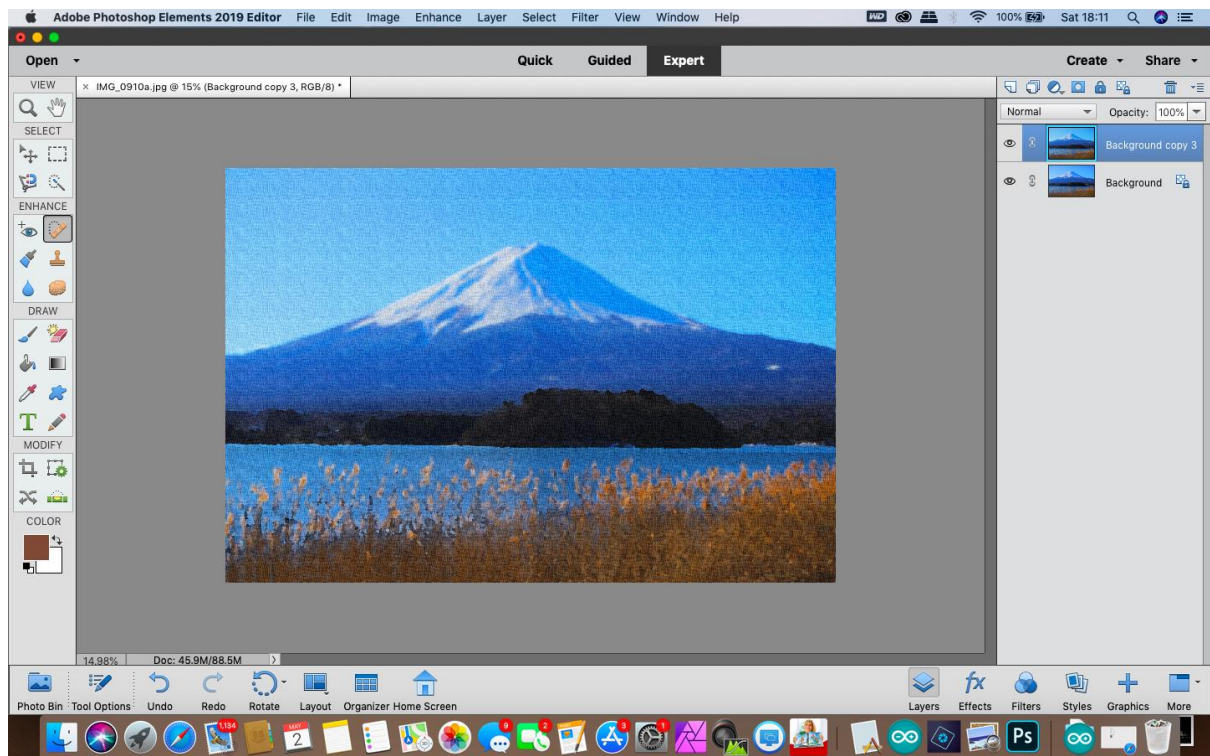


Diagram 19 merged layer and original

Make sure the top layer is selected then we need to start processing the layer, the first step is to convert to a Monochrome Layer by using < Enhance > Adjust Colour > Hue/Saturation > and then moving the saturation slider all the way left.

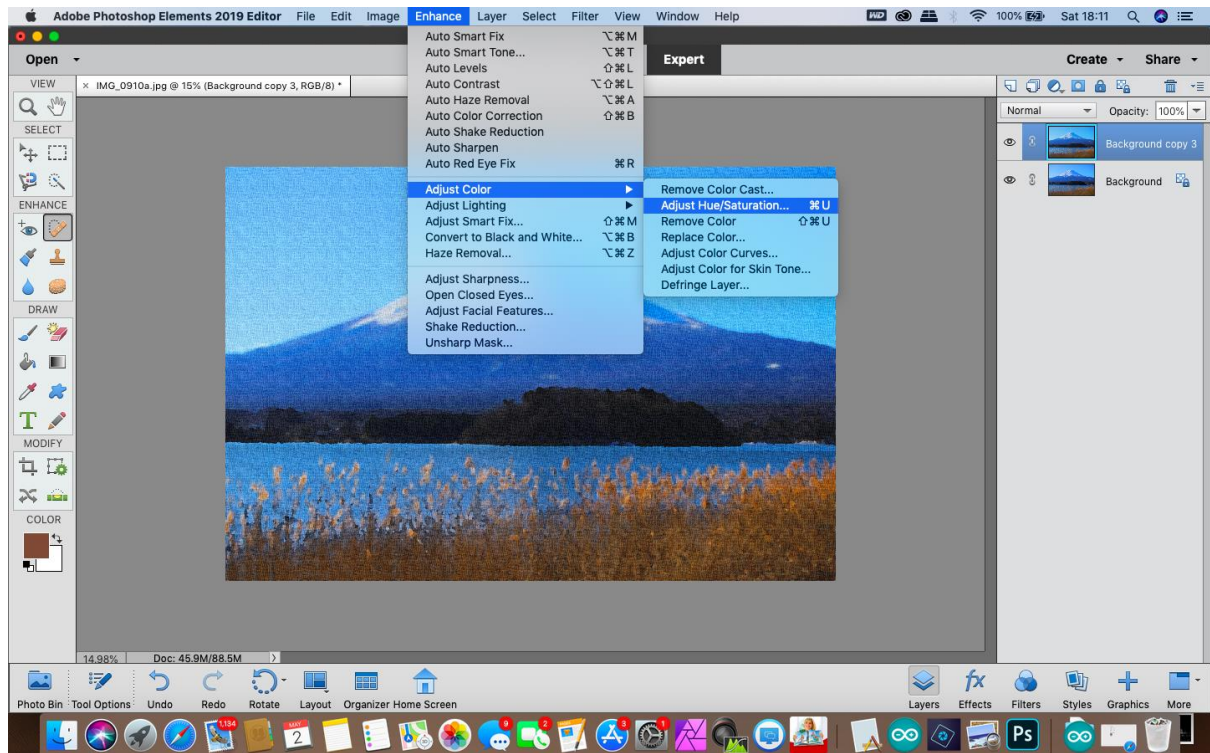


Diagram 20 adjusting the saturation to convert to B&W

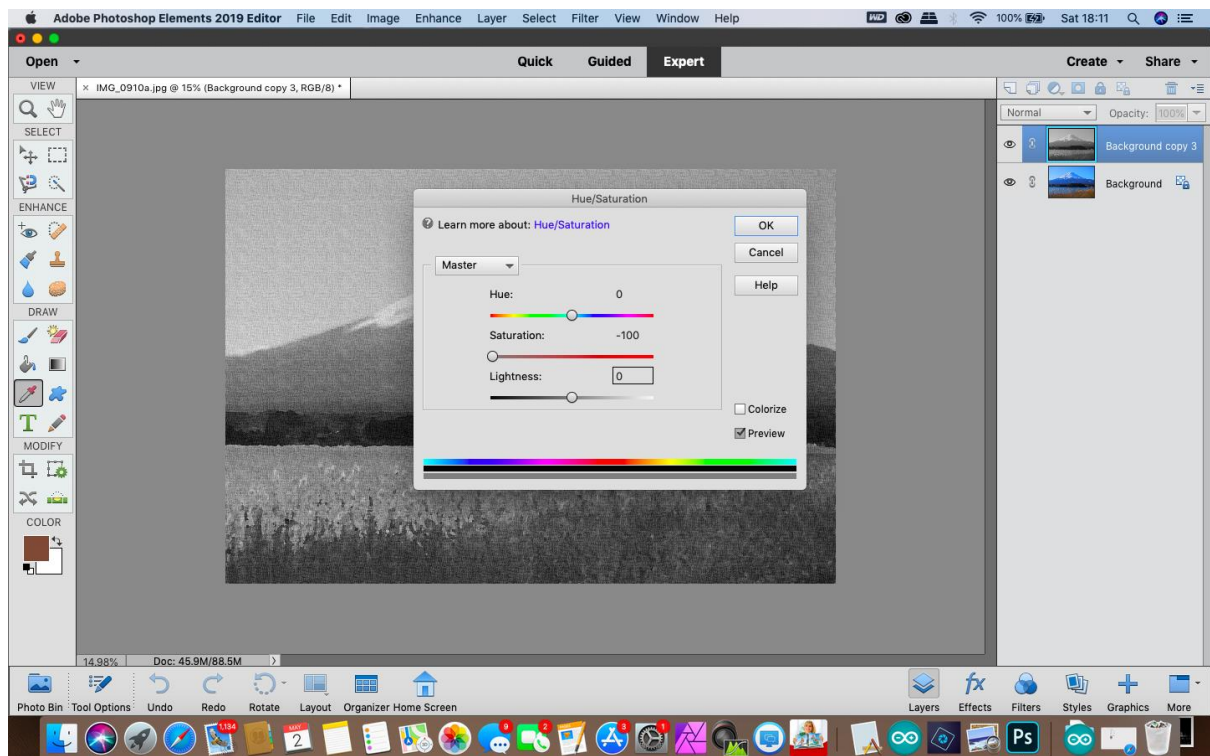


Diagram 21 B&W Layer



Now we have to adjust the blending, ensure that the top layer is still selected and we need to adjust the layers option, in Elements this is found in the tool bars just above where the layers are shown, the Blend Mode should be changed to **Overlay**, this will reset the on screen image to colour.

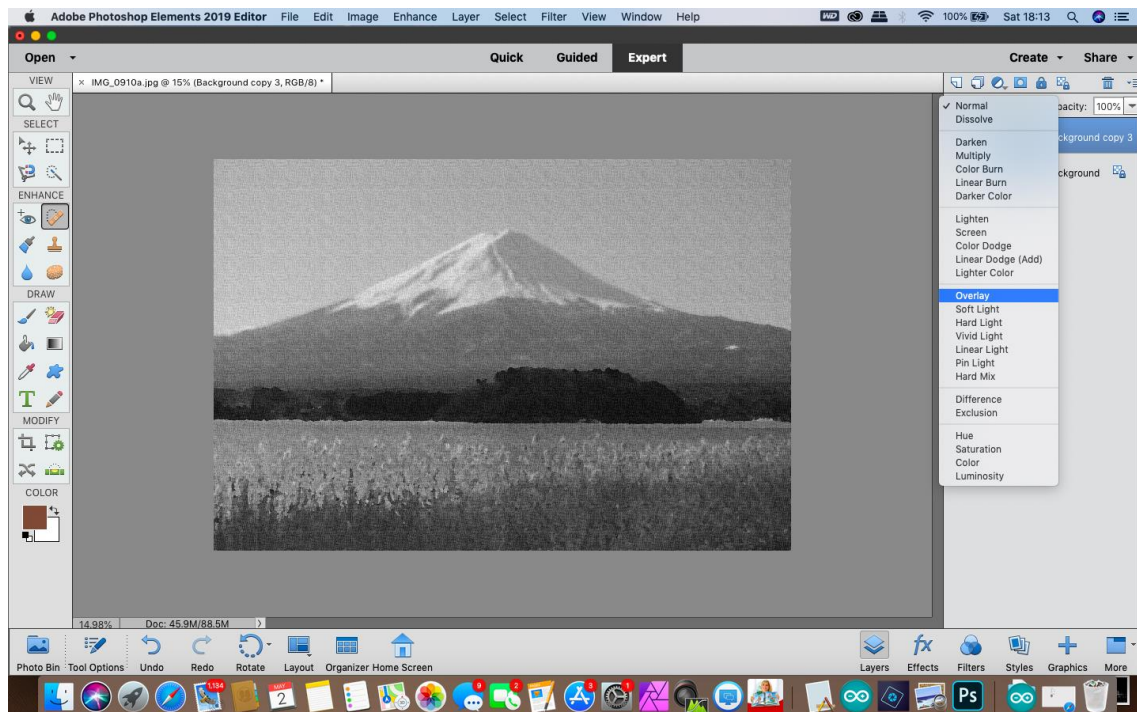


Diagram 22 Blend Mode

The Emboss filter now needs to be used this will give the final image the effect of the canvas texture. This is from the Filter Menu < Filter > Emboss >

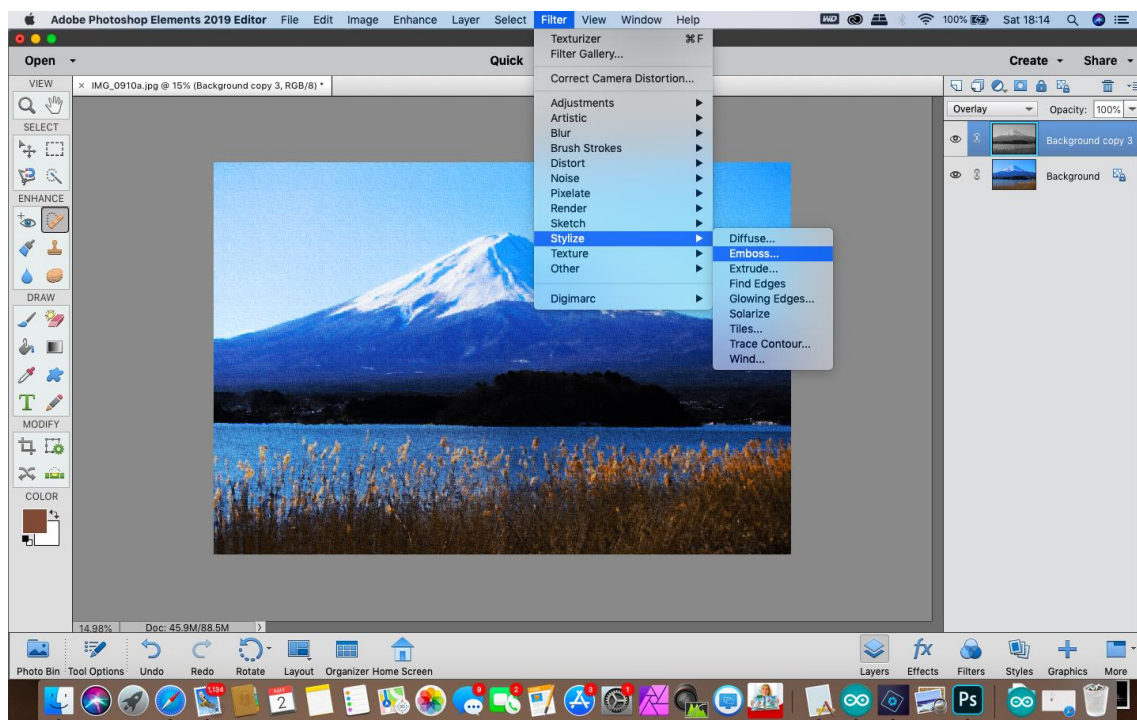


Diagram 23 Filter Emboss



The Emboss settings that I used, the window show the effect of the texture that will be applied and make a good starting point are:

**Angle 150 degrees Height 1 Pixel Amount 500% then OK to apply**

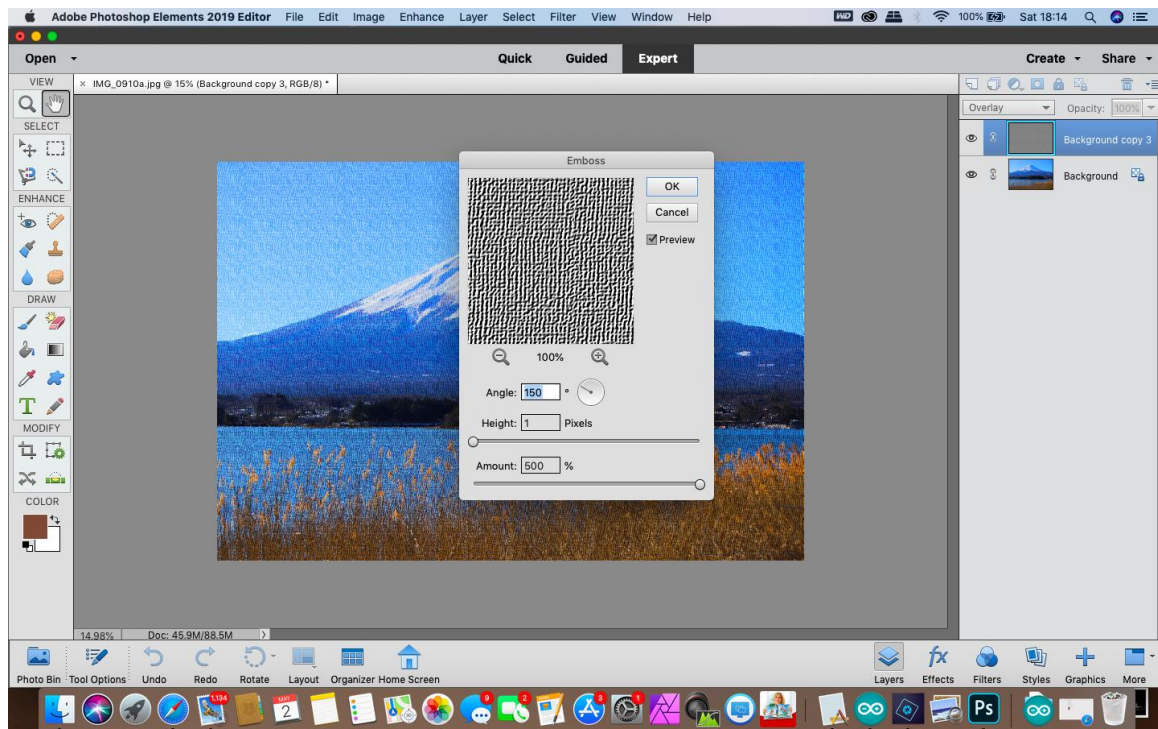


Diagram 24 Emboss Texture

Using the Opacity Slider located next to the Overlay Option just above the layers change the Opacity to 50%.

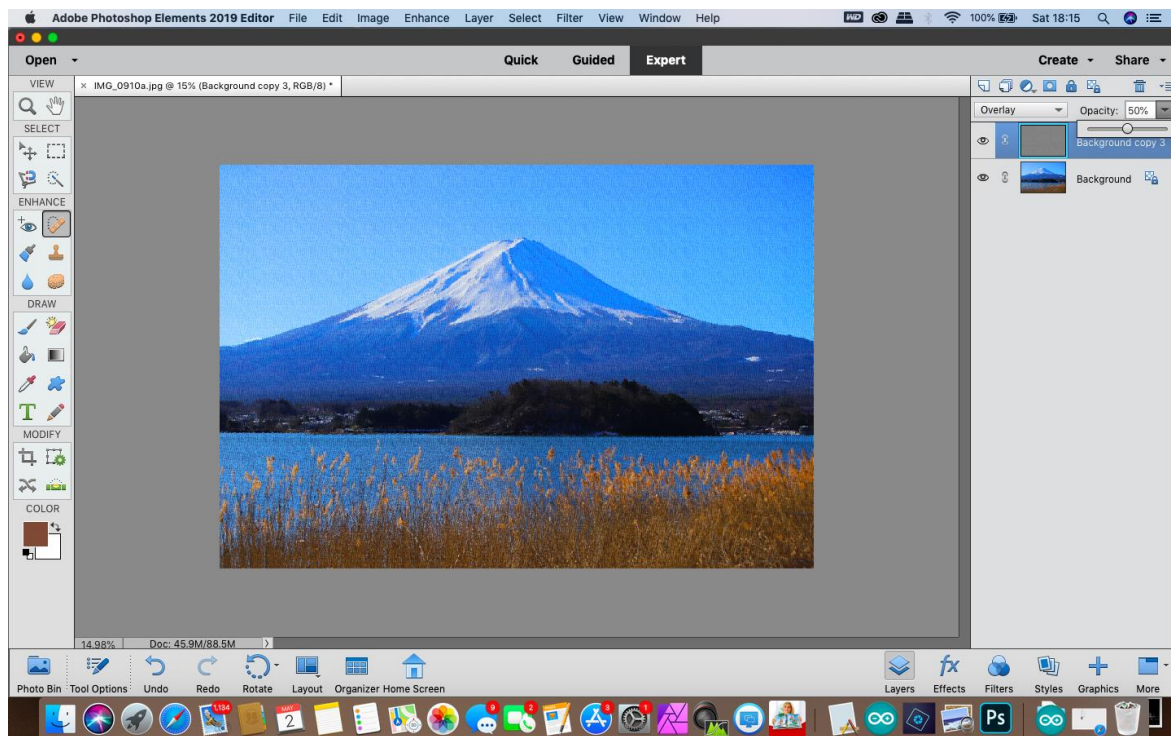


Diagram 25 adjust Opacity

The final step is to merge the two layers together by using the < **Layers** > **Flatten** > menu option

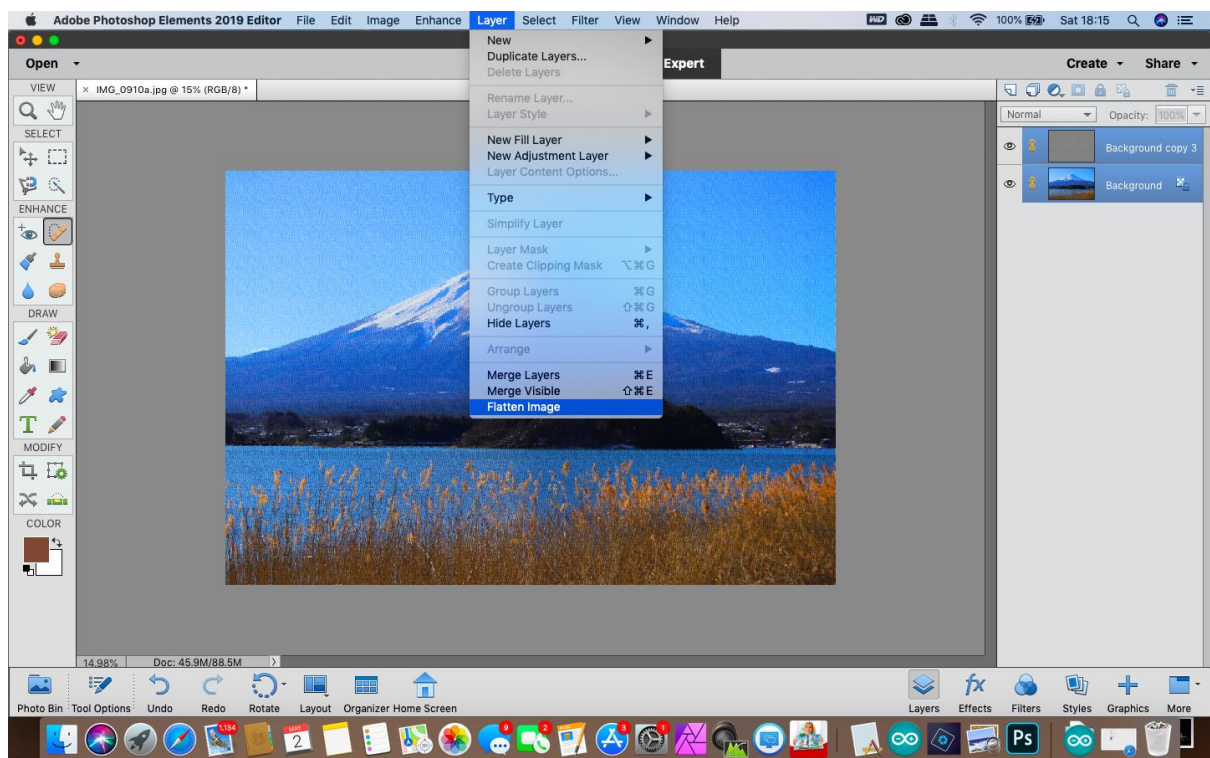


Diagram 26 flatten Image

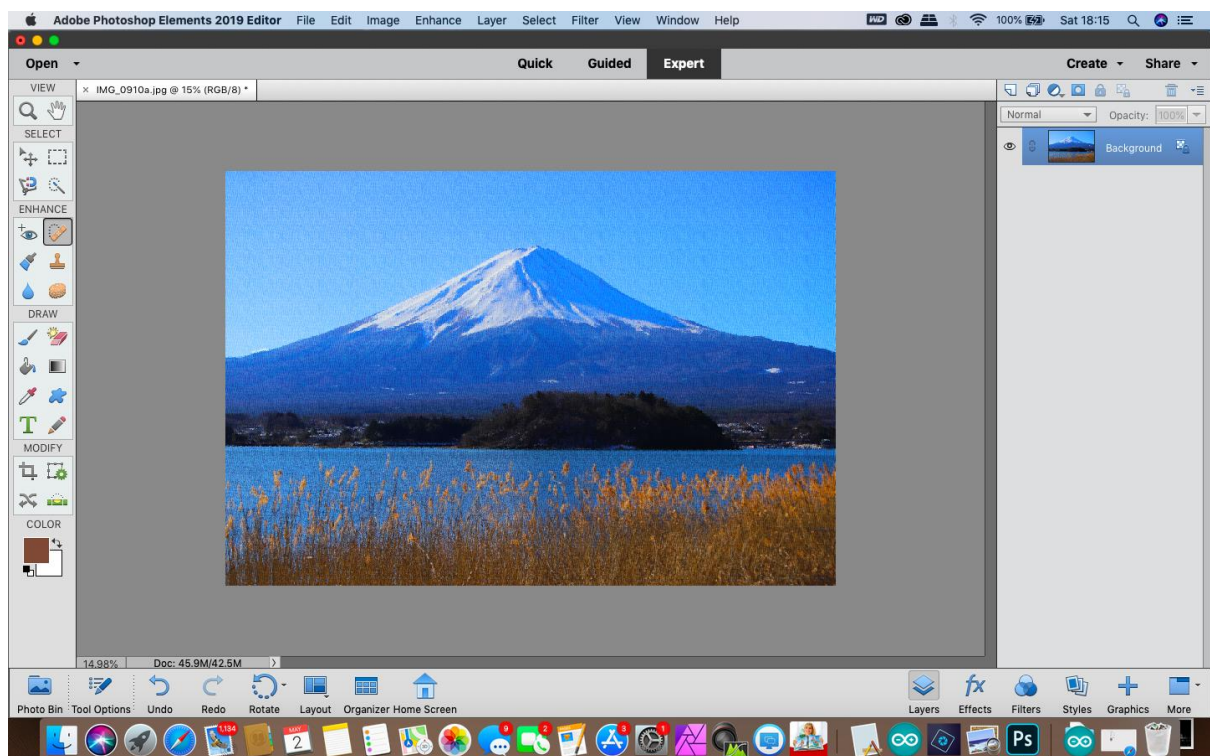


Diagram 27 final image



The processed image can now be saved using whichever format you want to use, on a computer screen the effect isn't always obvious but zooming in will show the effect which is more pronounced when printed.

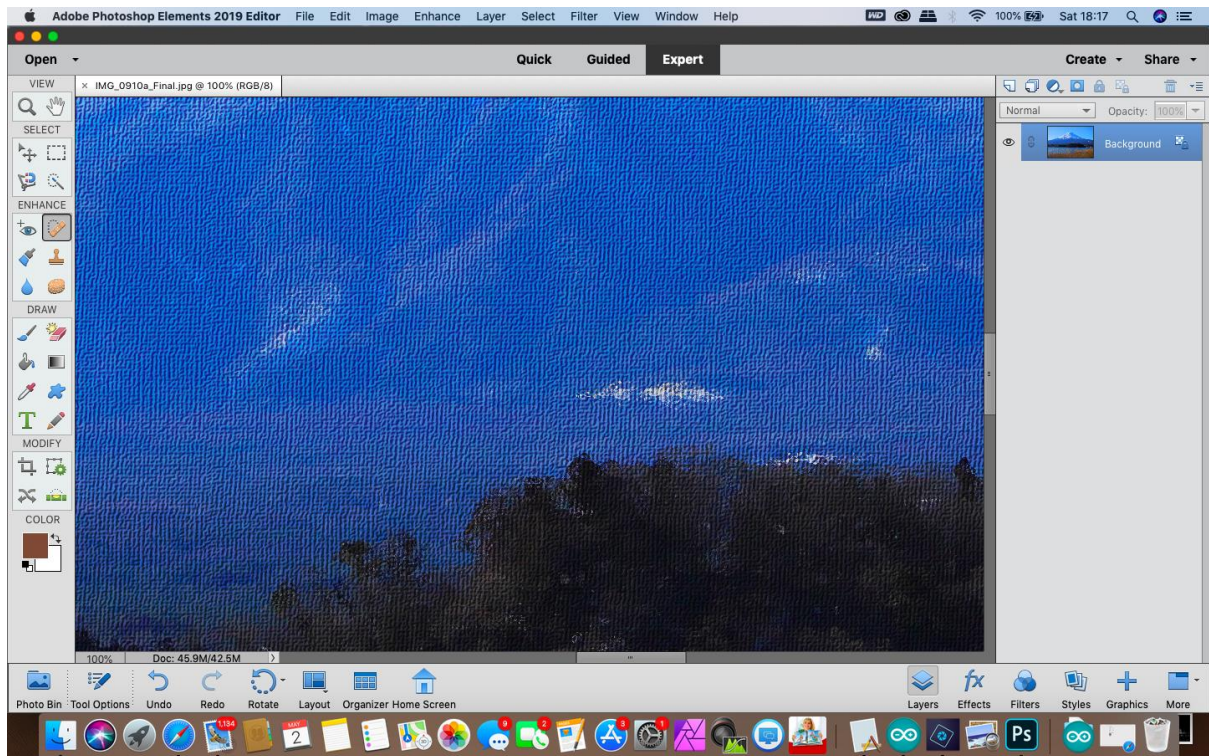


Diagram 27 effect after processing zoomed in

All text images and screen shots are copyright of Robert Snary, the idea is not, please feel free to try out the techniques and see how you get on.