

## Shigeo Fukuda monochromic style tutorial

[Djisves](#), August 2020

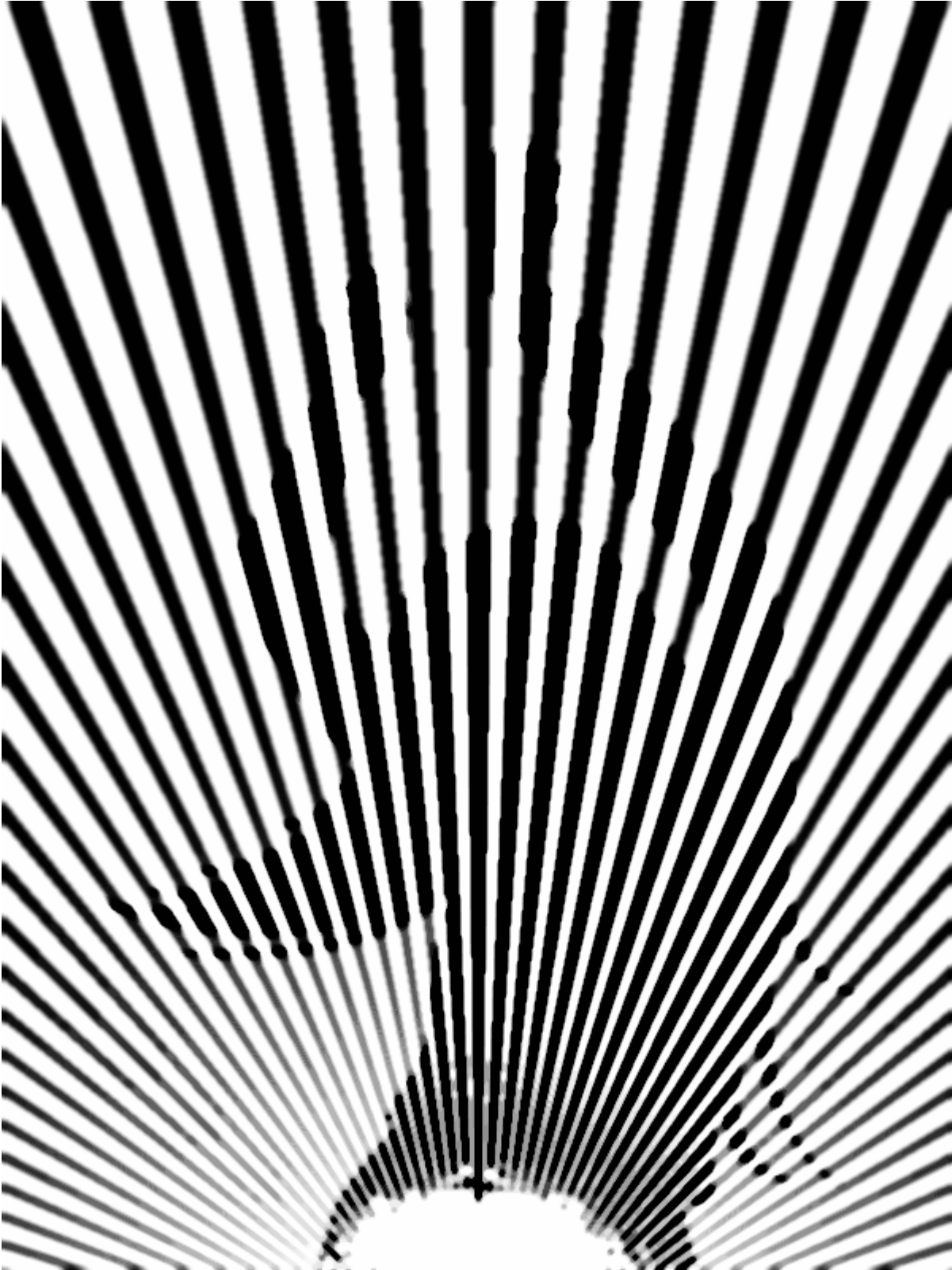
This tutorial was encouraged by the discussion on the [Simulate old bw photo printing system](#) topic.

[Carla](#) initiated the discussion and brought the style to my attention. [Eli](#), [Pixey](#), [MJW](#), [Ego Eram Reputo](#), [toe\\_head2001](#) and [welshblue](#) contributed advice on the technique and encouraged the writing of this tutorial.

The original poster can be found at <https://graphicdesign.stackexchange.com/questions/84987/how-to-do-line-optical-illusion-art-effects> and <https://www.pinterest.com/pin/523684262920581246/> .

A simpler, faster method by [MJW](#) of achieving the same results is described on [this post](#) of the same topic.

The result we aim for in this tutorial:



Plugins needed:

[MadJik's Light Rays](#)

[BoltBait's Paste Alpha](#) and [Object Tools](#), both part of [BoltBait's Plugin Pack for PdN v4.2.12](#).

Procedure - 10 easy steps

Step 1: Create a new image at 600\*800 pixels.

Step 2: Add a silhouette figure or any object on a new transparent layer.

I used this one:

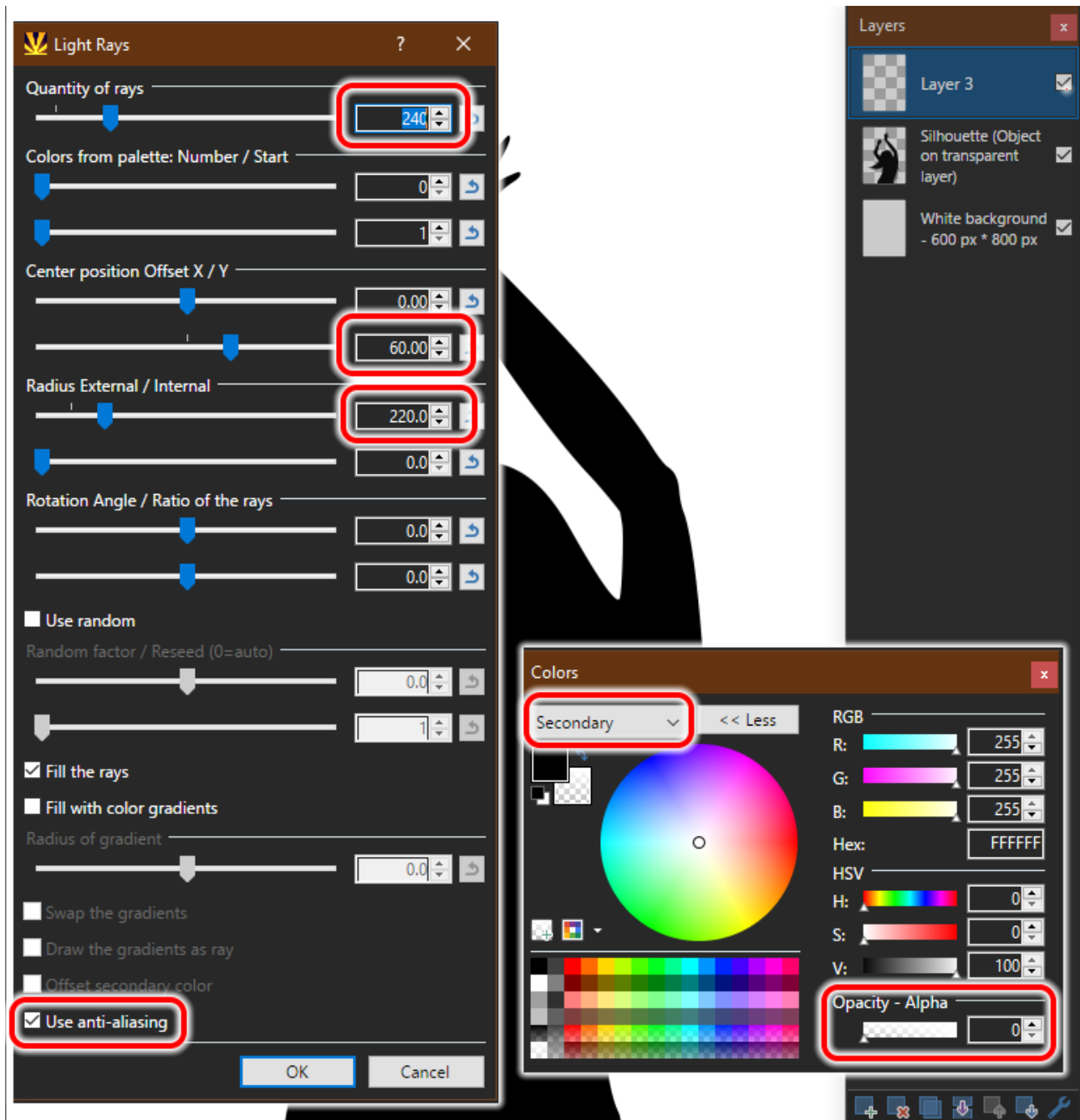
**Adapted from:**

**[https://commons.wikimedia.org/wiki/File:2Silhouette\\_Female.svg](https://commons.wikimedia.org/wiki/File:2Silhouette_Female.svg)**

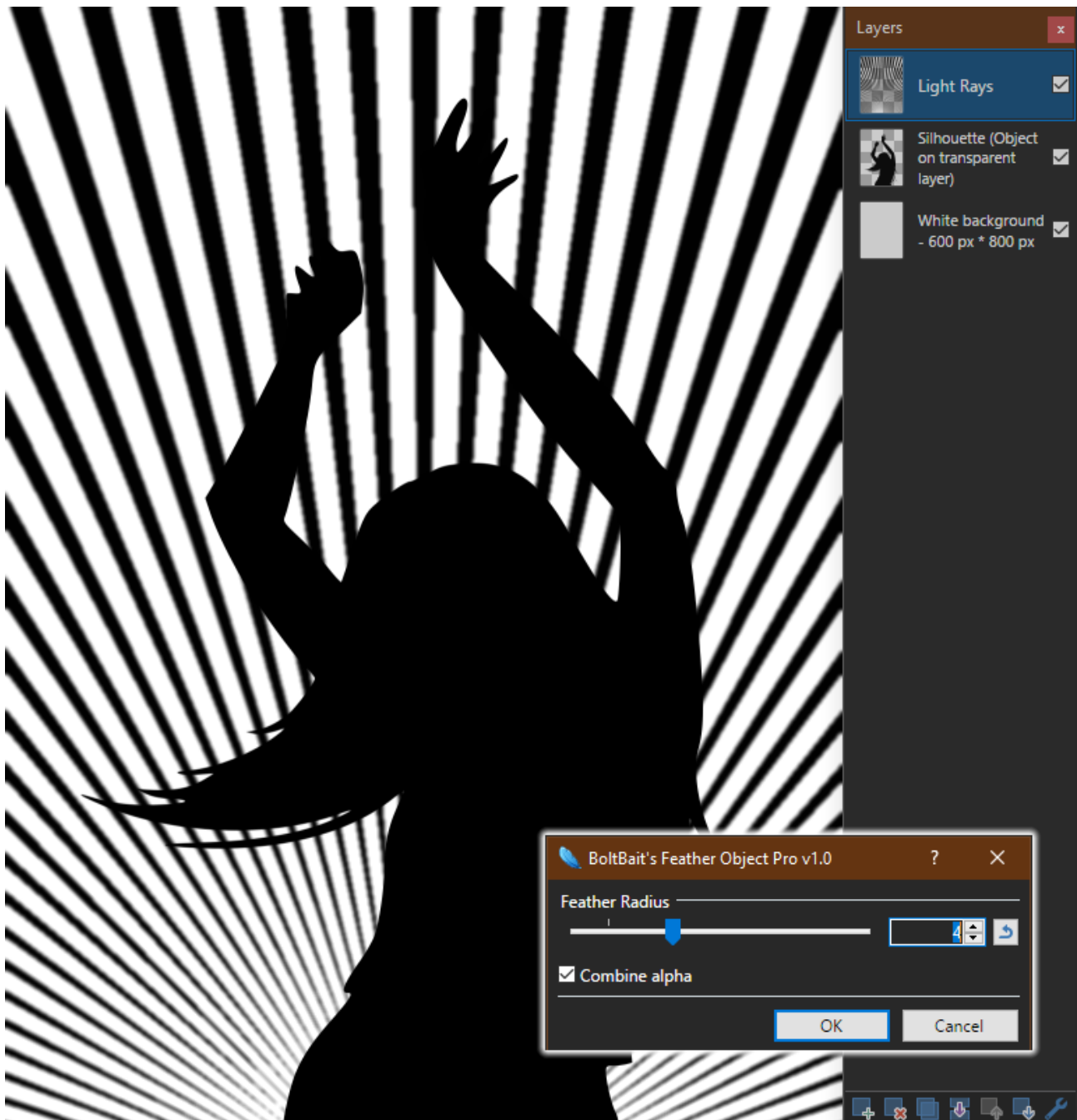


Step 3: Set your primary colour to Black and your secondary colour **Opacity - Alpha** to zero.

Step 4: On a new transparent layer, run Effects -> Texture -> **Light Rays** at the settings shown.



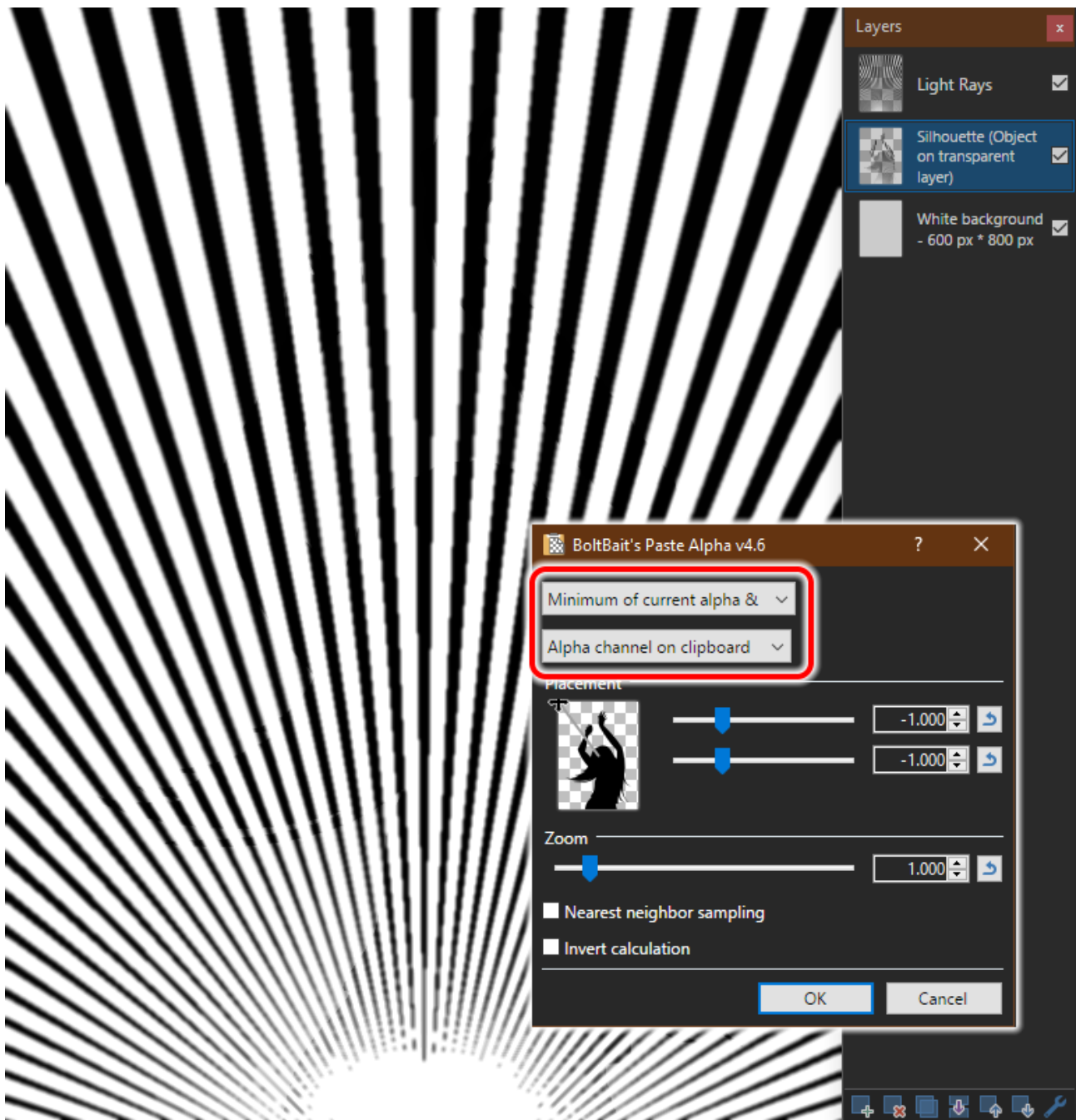
Step 5: On the Light Rays layer, run Effects -> Object -> **Feather Object** at Radius 4.



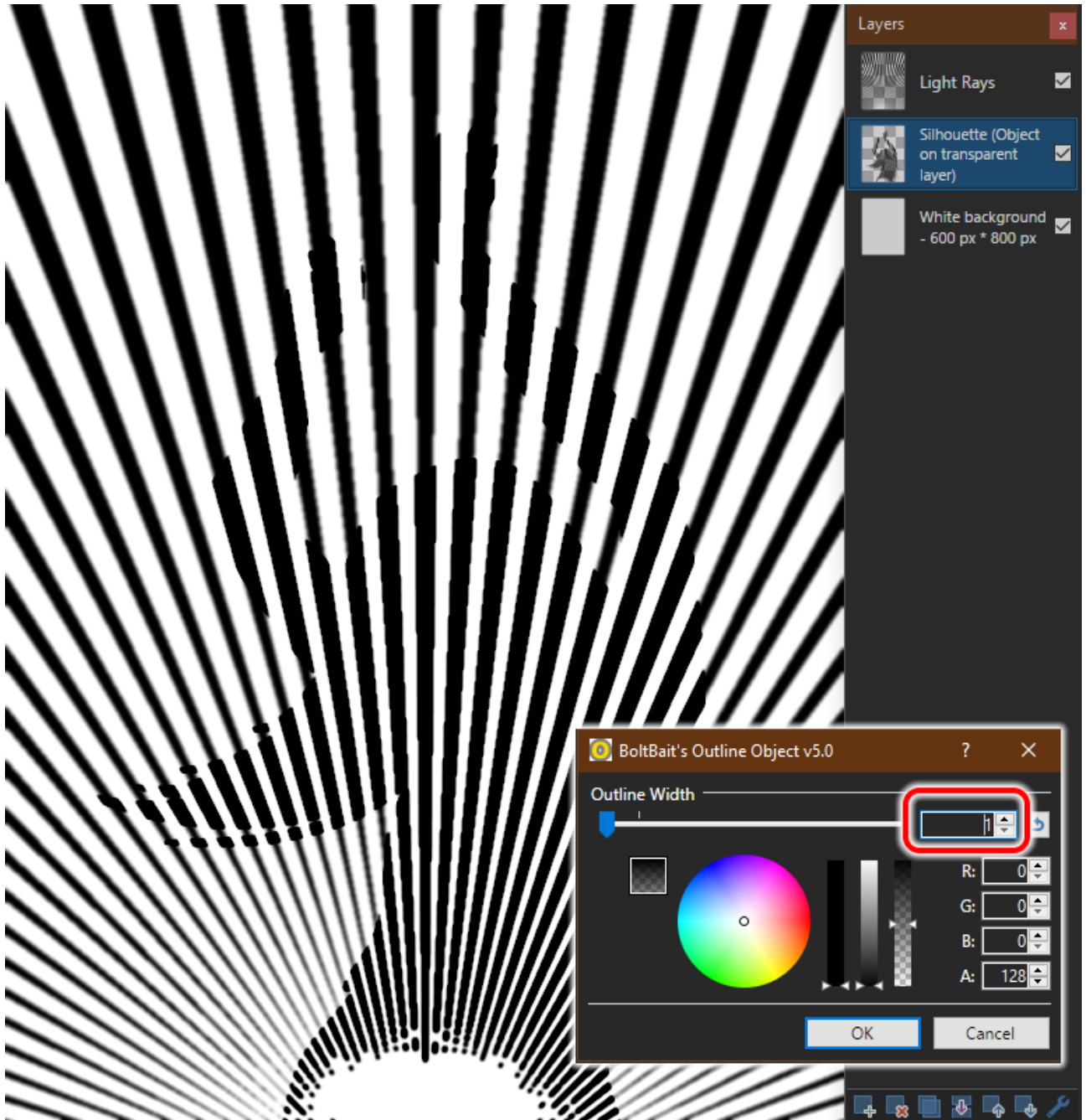
Step 6: **Copy** the Light Rays layer to the clipboard, i.e. Edit -> Select All, Edit -> Copy or Ctrl+A, Ctrl+C.

Optional: Edit -> Deselect or Ctrl+D. (I always deselect if a selection is no longer needed)

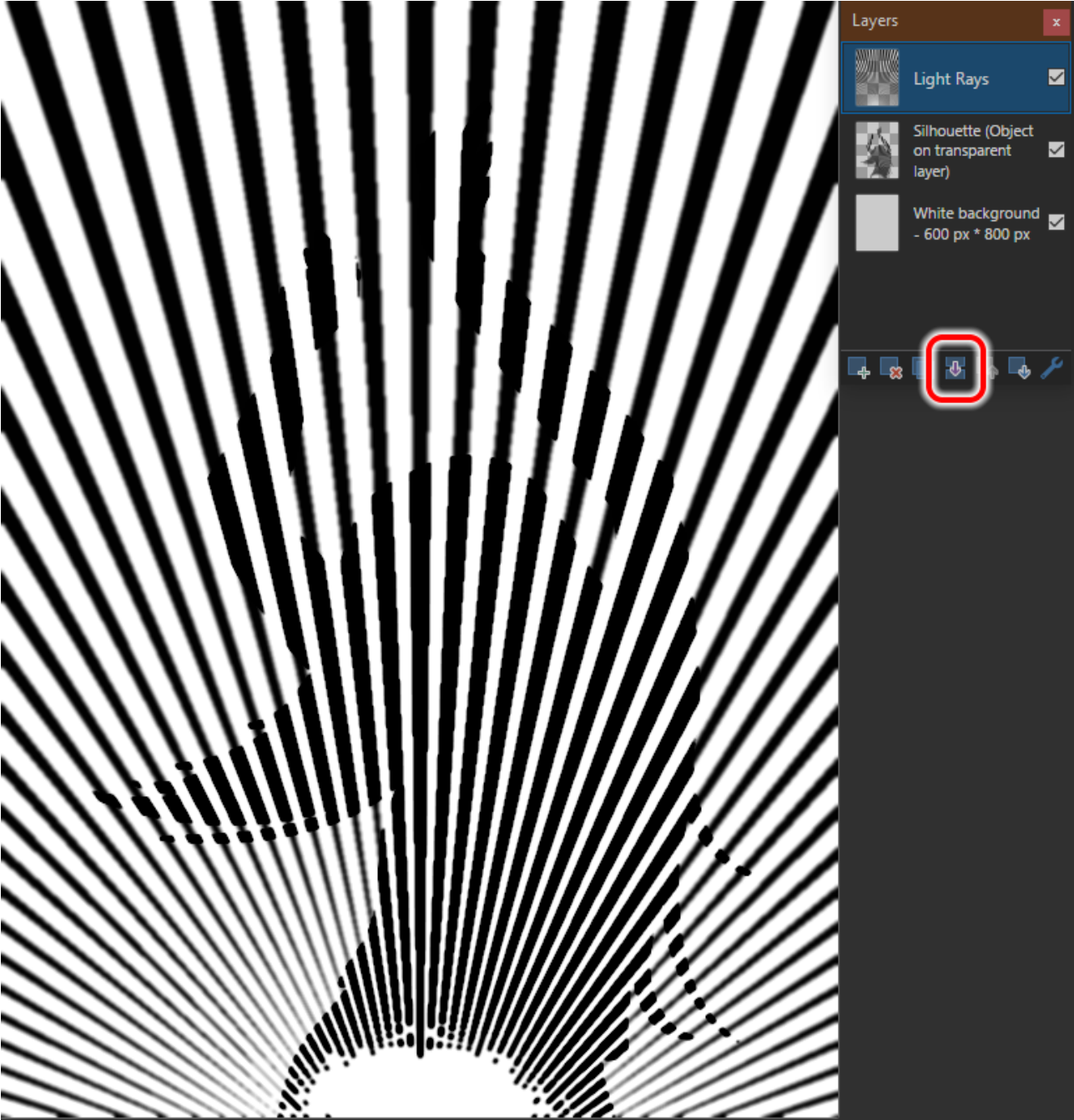
Step 7: Select the Silhouette layer (click on the layer in the Layers window) and apply Effects-> Object -> **Paste Alpha** as shown.



Step 8: Run Effects -> Object -> **Outline Object** on the Silhouette layer at Outline Width 1.



Step 9: **Merge** the Light Rays layer with the Silhouette layer.





Step 10: Run Effects -> Noise -> **Median** at Radius 3 on the merged layer.

