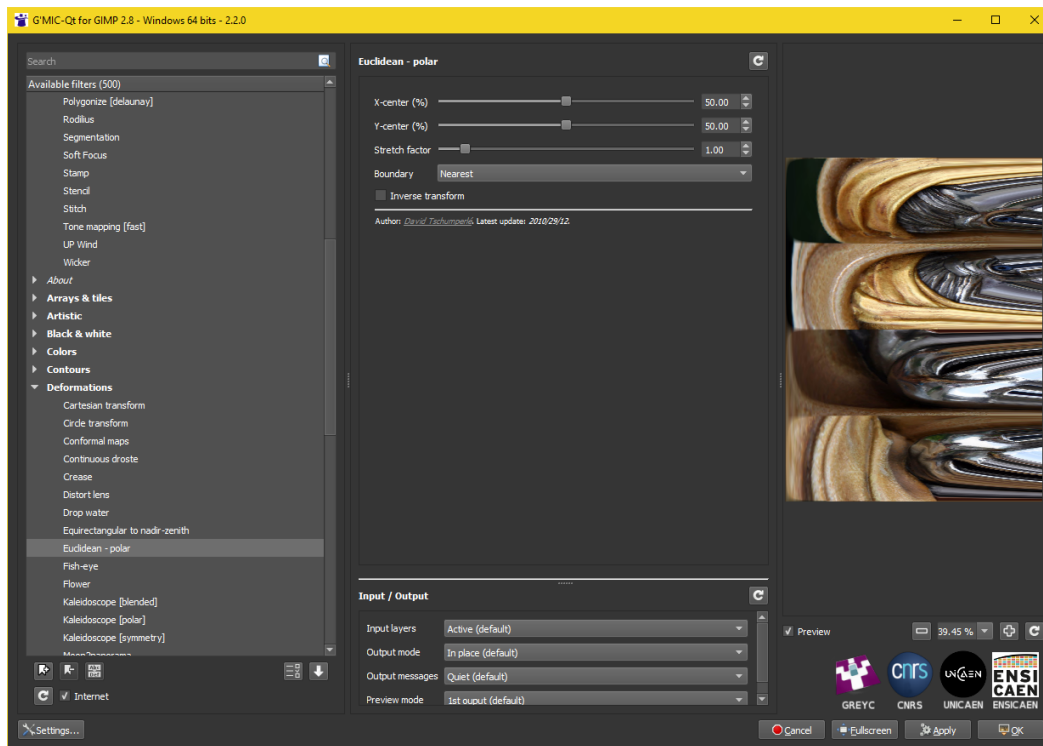


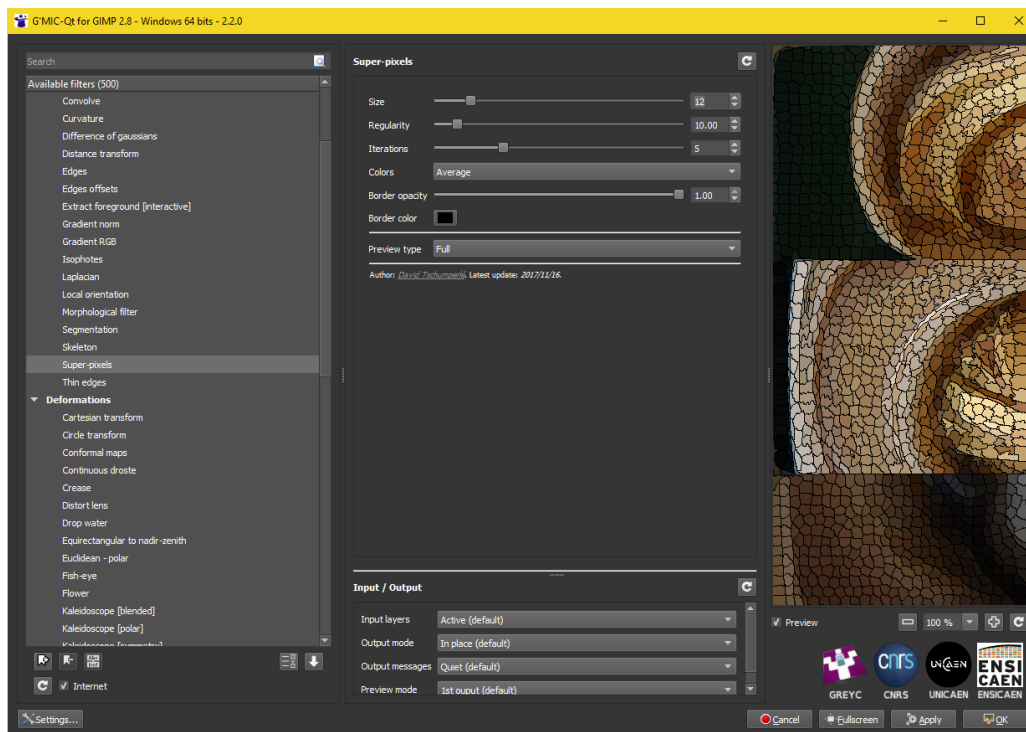
X/2 Y/2



Euclidian to Polar



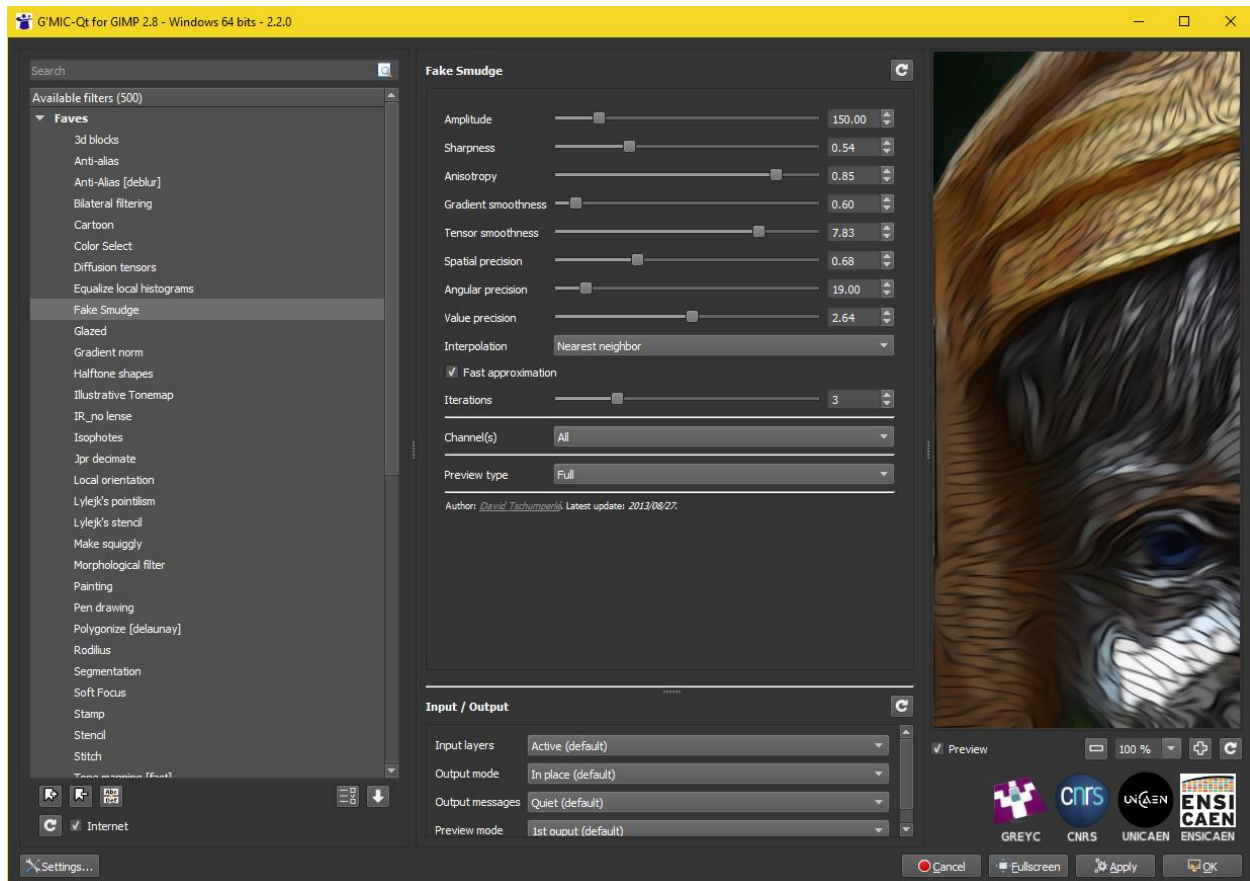
Super Pixel



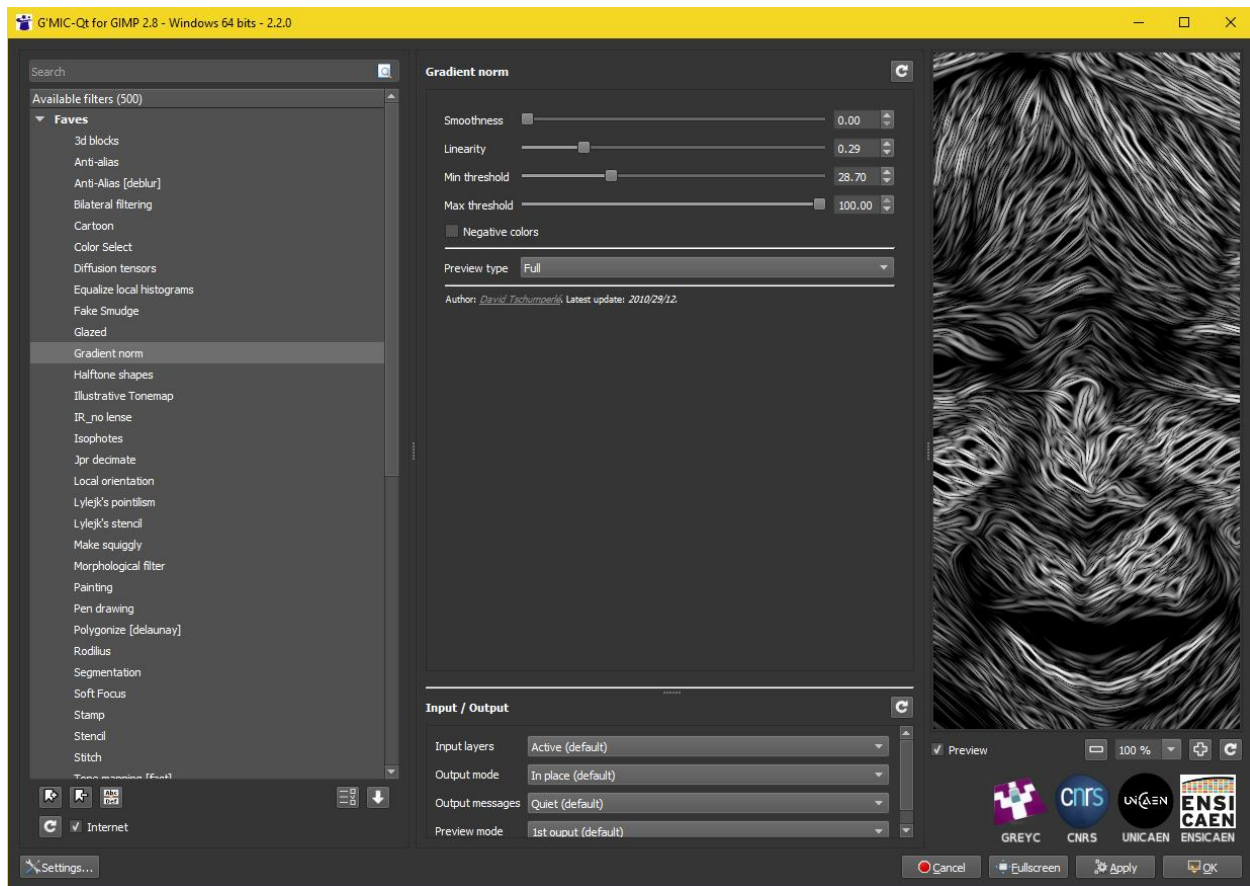
Inverse Euclidian to Polar (image not shown)

X/2, Y/2 (image not shown)

Anisotropic smoothing



Gradient Norm



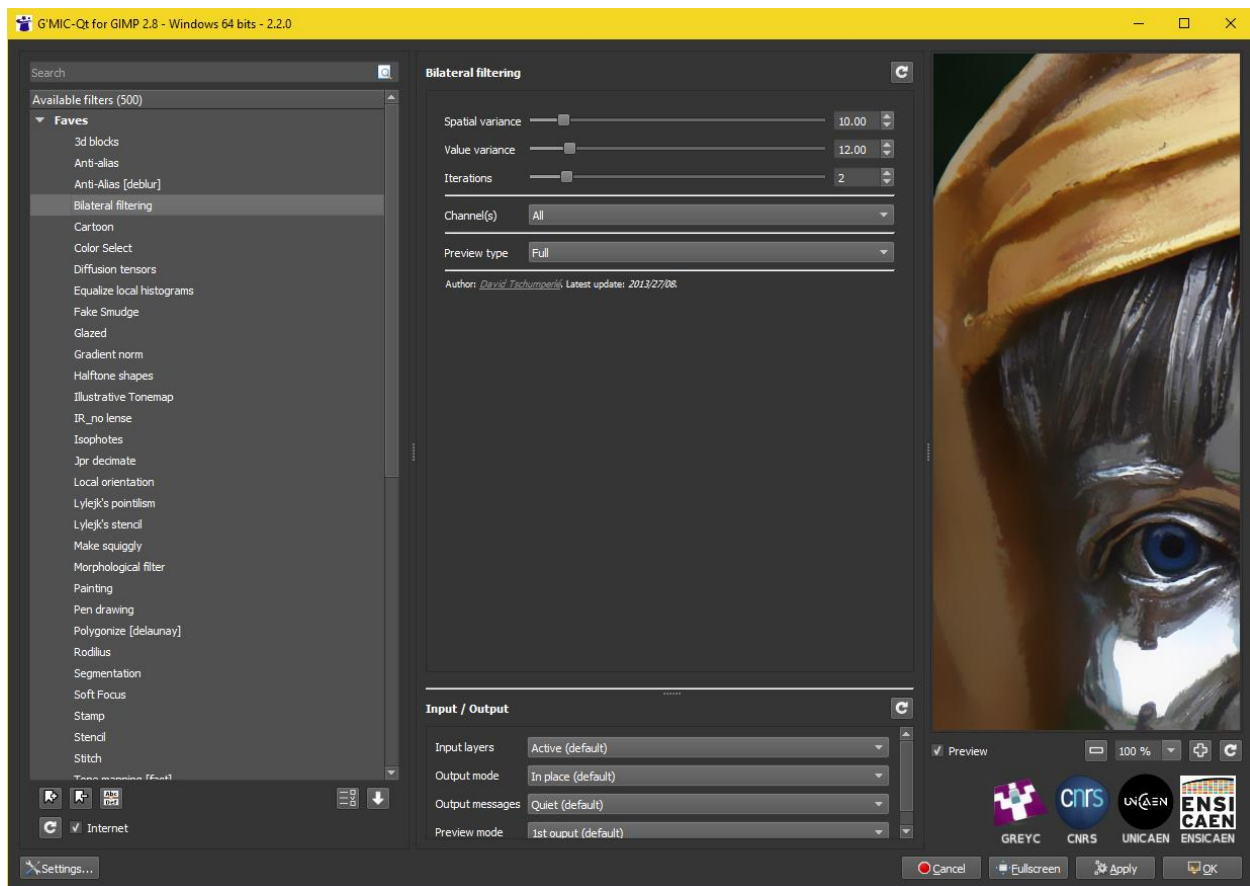
Result (no real needed contrast needed).



Now I didn't not resize. Also, to improve contrast you can add convolution step. Below's how I do this.

Dup original

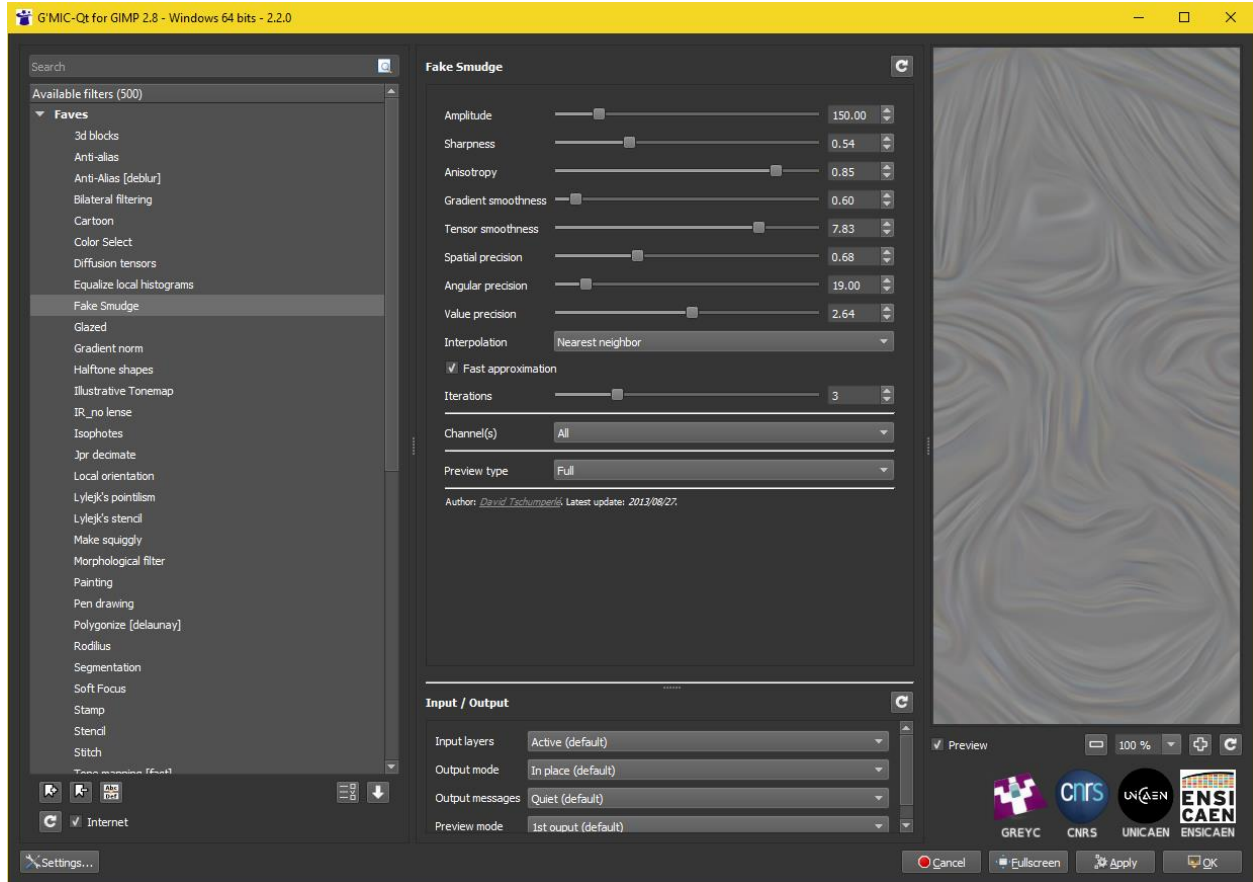
Run Bilateral Smoothing on top layer



Set top layer to Grain Extract

Merge Down

Anisotropic Smooth the Convolution layer (clean things up a bit)

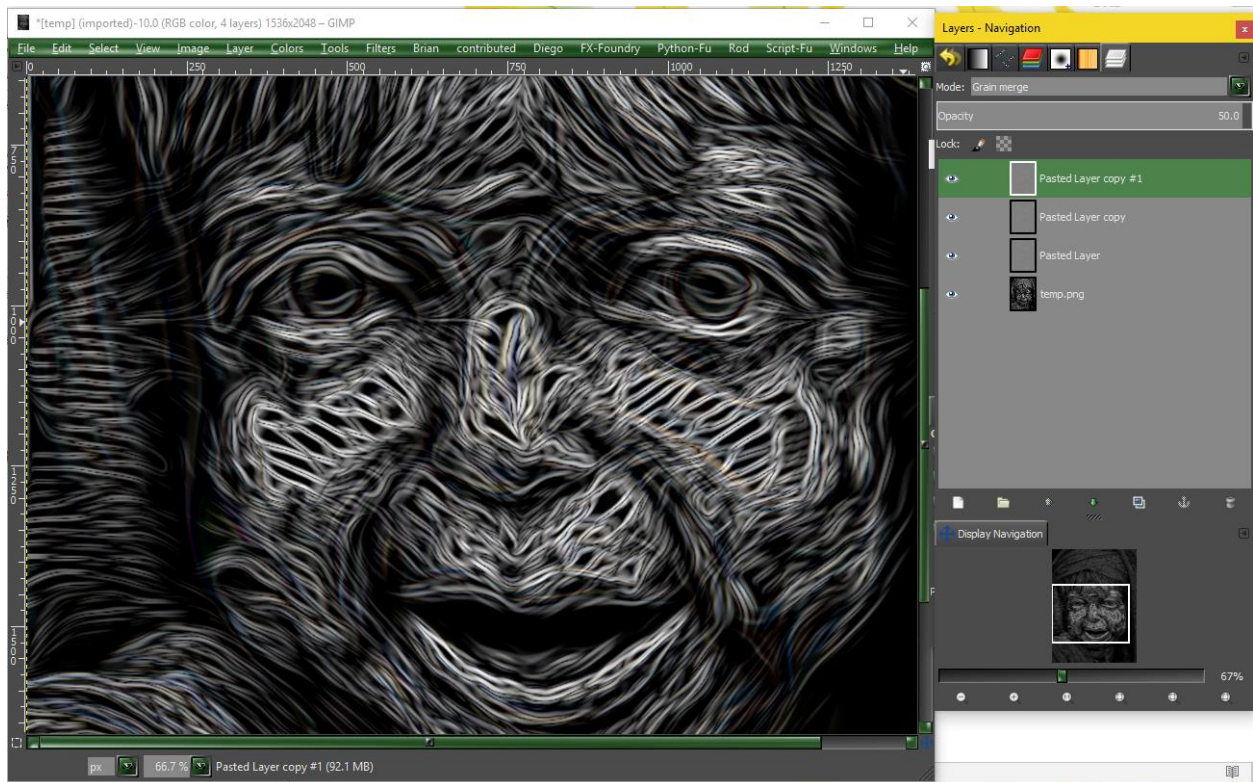


You now have your convolution layer which you can set to Grain Merge for added contrast as necessary.

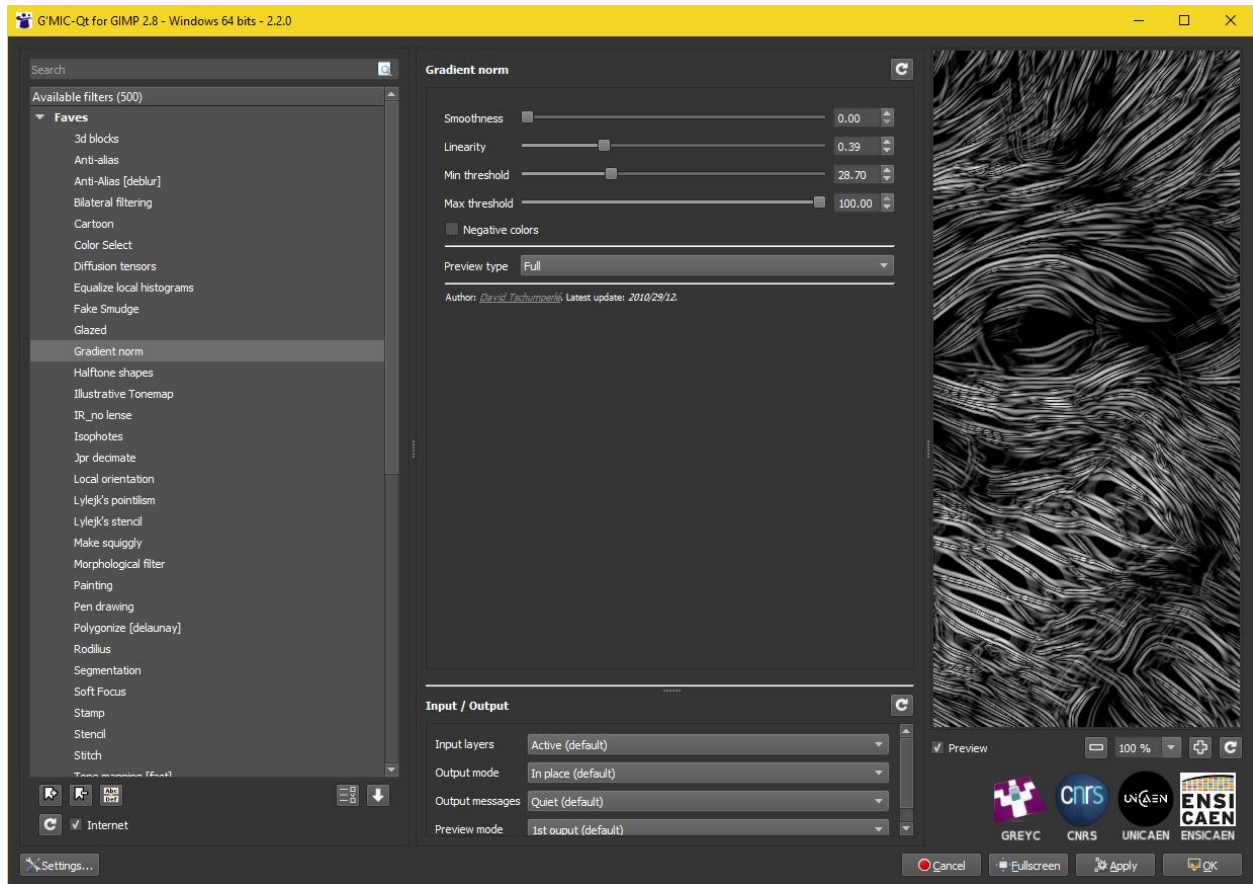


Going to continue onwards using the Convolution Layer. For starters, I uprez (doubled) size using Upscale (dcci2x). This is my uprez of choice. (not showing preview; default settings) with extend 1px checked.

Now, this time I choose to run the convolution step on an uprezed version of the original image. I apply it a few times (duplicate) to the uprezed previous result. Lowered opacity to the last duplicated layer as I earlier stated (to taste).



Now flatten and run Gradient Norm one more time. Played with Linearity slider to lower brightness to taste.



Result after auto-leveling

