In the spirit of Leroy Neiman
http://www.leroyneiman.com/index.asp

1. Start with the image you want to add the effects to and name this layer frozen. Duplicate this layer call it overexposed
2. Overexpose your overexposed layer. There are a few ways to get this effect. In this case I used image>adjustments>exposure with +2, -.05 and +.5 as settings.
    - You can also tool with the levels or brightness/ contrast setting to get the results you prefer.
3. Then do filter>paint daubs with these settings 1, 6, and simple.
4. Apply the filter cutout here with the first two bars maxed out to the right and the third pushed all the way to the left. Then edit>fade filter and set the layer to color burn at 70%.
5. Duplicate the layer and on the top layer set the opacity to 45%. On the layer below do a gaussian blur at 2 and then a motion blur at 13 (in the direction of the motion).
6. Then on the bottom layer you can use the eraser to get rid of the blur in selected areas (ex. In front of the car or a runner's face). That helps to make the object appear to be cutting through the wind as it moves.
7. Select>all, edit>copy merged, paste for a new layer of everything so far.
8. Duplicate the layer and set the new one to screen.
9. Now use the smudge tool to push parts of the object as if wind were hitting it. Here I emphasized the hood and the tail of the two cars.
10. This is where it gets pretty random in that you can paint any kind of lines. I chose to use the colors of the cars. I then, using a rougher brush created random streaks to give the effect of motion, I'd do a layer of each color and fade it or change the setting to get the desired look. Once you get the faint look you like, begin to erase parts with a rougher eraser. The key here is to be light in this step (low pressure or opacity). The thick color comes next.
11. This step is small. Here you can add more color and more streaks. Once you get that ready, go ahead and make sure you have a flattened layer (repeat step 7). Then duplicate it. On the bottom layer filter>blur>radial blur use zoom, best, at 25. Then go to the top layer lower the opacity to between 45-60% and

    filter>sharpen. You can fade that filter effect if it is too much.

12. Now you can go back over it all with color to add style. I chose to make a layer of blue and one of red. Set the two new layers to color and paint all that you see fit. I added more to the cars and the pavement so that now the cars appear to be battling and the road is part of it as opposed to just a backdrop. I'd also suggest tinkering with the levels again to add more contrast.

13. Here I added filter>add noise at a small setting of 1.5 to add a bit of raw grit. Then I repeated that filter at a much higher setting (8-13) then faded the effect by edit>fade filter and then changing the blending mode to multiply while I was there. The fade will vary.

14. Lastly in the spirit of the inspiring image, I added a new layer of white paint over the top with a rough brush and then erased it with an even more rough brush. Then to make the white match, I added a small amount of noise.