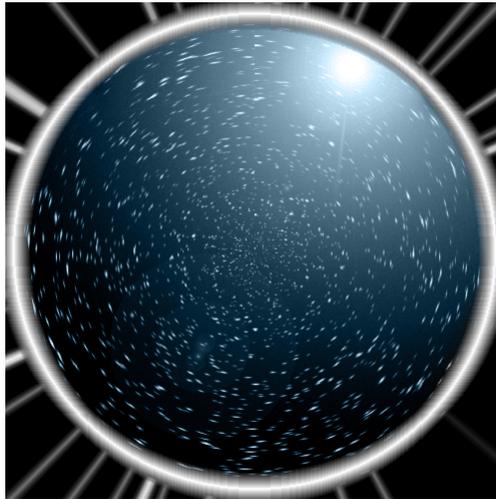


Chapter 2: Fooling around with Photoshop

I will drop in three more tutorials here. These tutorials are for entertainment and fun sakes. It is hoped that through having fun that you get out of tutorials, you will learn about tools like filters and other manipulation tools like Hue/Saturation. There are too many filters in Adobe Photoshop, with time, you will discover which your favourite filters are and which filters allows you to create nice image compositions.

The Star Field Globe Tutorial



Star Field Globe

Step 1:

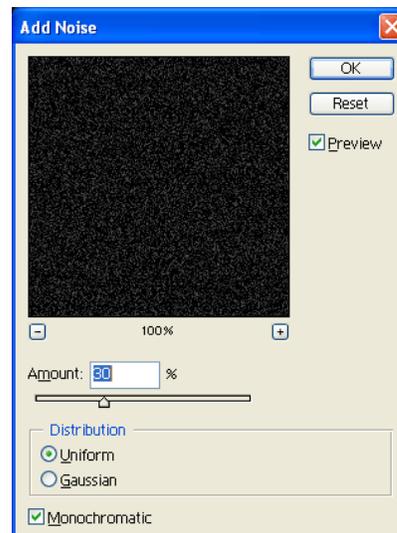
Create a new document. Preferably a document with the same width and height.

Fill Background with black.

Create New Layer, Fill with Black

Filter > Add Noise > 30%, Uniform, Monochromatic

Noise can be used to generate snow as well.

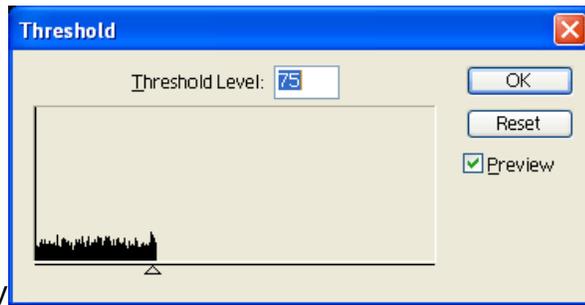


Step 2:

Image > Adjustments > Threshold

I used a setting of 75, but it is very much up to you to decide how crowded you want your stars to be. I would advise a slightly more crowded look in preparation for the next steps.

Your document should look something like that.



Step 3:

Don't you think that the stars look too similar in sizes? We can correct that by using Gaussian blur, set blur to 1 pixel.

Filter > Blur > Gaussian Blur



Step 4:

Image > Adjustments > Threshold

I used a setting of 53 here, in order to ensure that the stars look crowded. While you ensure that the stars look crowded, ensure that there are no stars sticking together like "twins".



Step 5:

Filter > Blur > Gaussian Blur

This time, only 0.5 pixels, that's to give a slight blurry look to our stars.

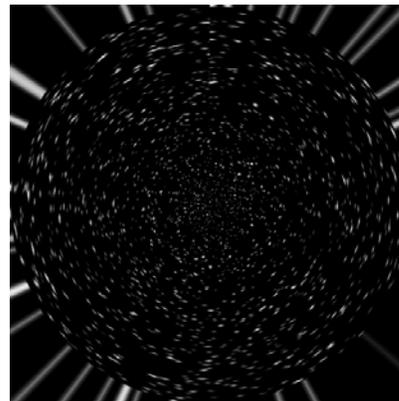


Step 6:

Ok, you got your star field. Just a few more steps to getting your star field globe.

Filter > Distort > Polar Coordinates > Rectangle To Polar

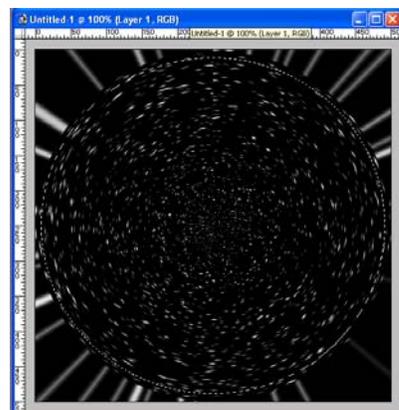
This is what you will be getting.



Step 7 (Optional) :

The following steps are steps to do the border around the globe.

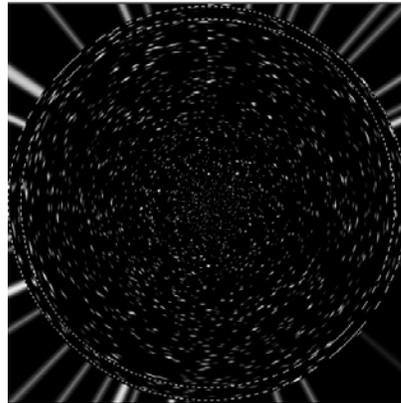
Make a circular marquee, slightly smaller than the star field globe.



Step 8 (Optional) :

Select < Modify < Border

I chose a setting of 17 pixels. You can decide your own settings, but please ensure that the border will not be cut by the canvas, meaning the border is still a perfect round with no straight edges.

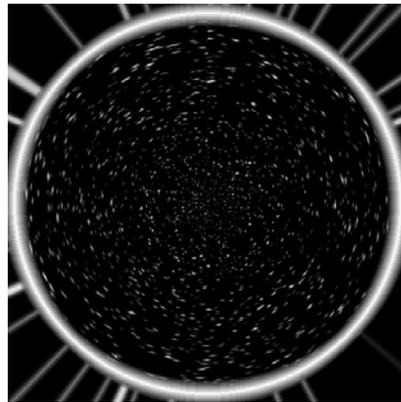


Step 9 (Optional) :

Create new layer.

Edit < Fill < White

This is what you will get. Do remember to do some trimming along the border, if there are stars that exceed the border.



You may drag a circle, approximately the size of the circular star field and on a new layer, fill it with your choice colour, and set the blending mode to "colour".

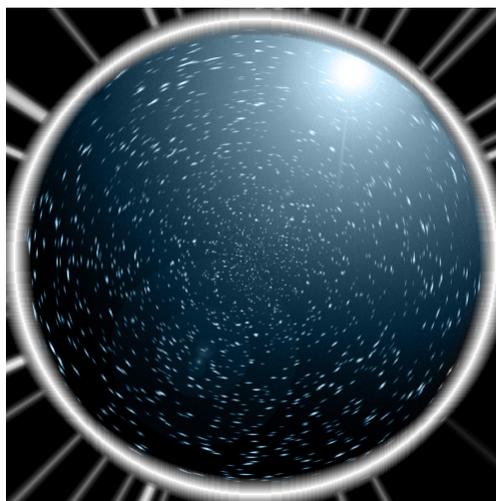
Step 10 (Optional) :

Filter > Render > Lens Flare

I used 105mm prime at 125%, this is up to individual's preference. Do ensure that the lens flare is within the circular star field.

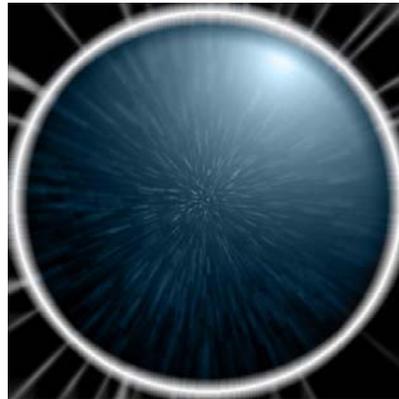
This is what you should be getting.

Done!



Here's a variation:

Filter > Radial Blur > Zoom , Best , 50

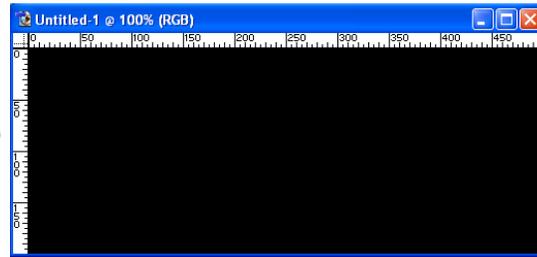


The Fire Text



Step 1:

Create A New Image:
You're free to decide the size.
(For web publications, please keep it to
72pixels/inch)



Fill it with black.
Edit>Fill>Black

Step 2:

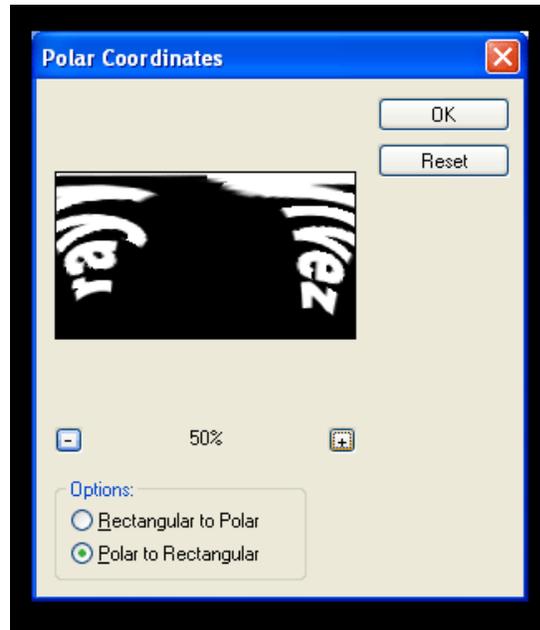
Select Type Tool.
Type Your Text.

Create New Layer. Press Shift+Ctrl+E
You will be working on this new layer.



Step 3:

Filter > Distort > Polar Coordinates >
Polar To Rectangle



Step 4:

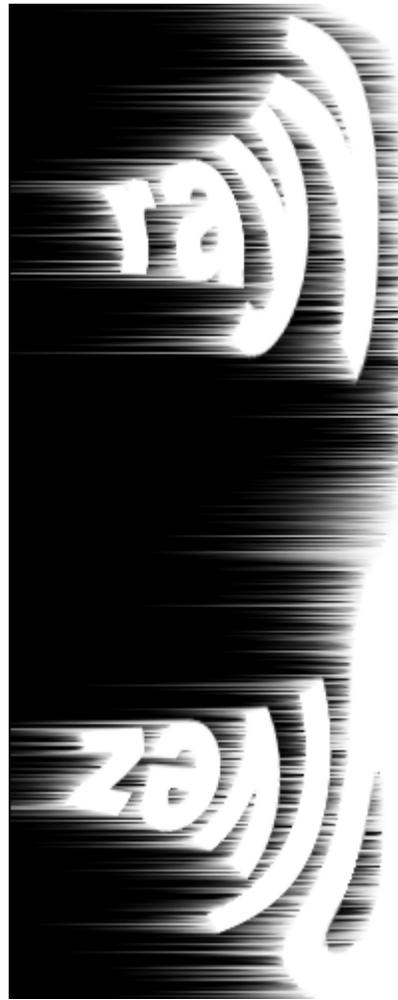
Image > Rotate Canvas > 90 Degrees
CW



Step 5:

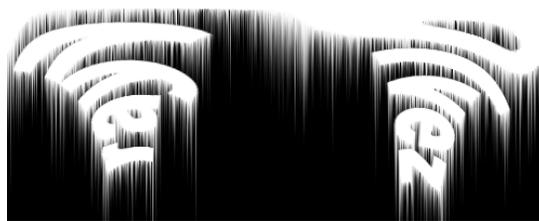
Filter > Stylise > Wind > Wind, From The Right

Repeat Filter for the second time (Ctrl-F), evaluate the wind effect, and ensure that there are spaces in between wind lines. You may run the filter up to a maximum 4 times or more if your image size is big.



Step 6:

Image > Rotate Canvas > 90 Degrees CCW



Step 7:

Filter > Gaussian Blur

Apply a Setting of 2-3



Step 8:

Filter > Distort > Polar Coordinates
>Rectangle To Polar



Step 9:

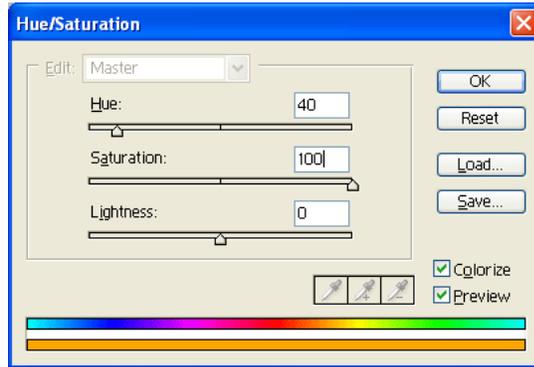
Press Ctrl-U to bring up hue and saturation settings

Check Colorize

Hue: 40

Saturation : 100

Lightness: 0



Step 10:

Duplicate the topmost layer.

Bring up the hue and saturation menu by pressing ctrl-u again.

(Need not check colorize)

Just change the settings directly:

Hue: -40

In the Layers Palette, change the duplicate layer's blending mode to colour dodge.

Move the Text Layer up to the top.

Done!



The Burn Alive! Effect for Humans & Objects

The story goes this way in the photoshopping world: Do not ever offend anyone armed with Photoshop skills else, you'll really regret it. Haha!



Step 1:

Select an image.

Duplicate the background layer.

Fill The background layer with Black

Edit > Fill > Black

Using The Lasso Tool, Go Around the object that you want to edit.

Select > Feather > 10 Pixels

Select > Inverse

Press Delete, until the original background is barely visible.



Step 2:

Press Ctrl- U to bring up the Hue and Saturation settings

Check Colorize

Move The sliders until you get a colour that u desire.

For my image, I chose:

Hue: 77
Saturation: 34
Lightness: 0



Step 3:

We are halfway done.

Duplicate the layer with your object.

Edit > Transform >
Rotate > 90 Degrees
CCW



Step 4:

Filter > Stylize > Wind

You may run the filter to a maximum 4 times, but please do evaluate the effect, ensure that the image/object is still rather visible, meaning your object to burn is not terribly distorted.



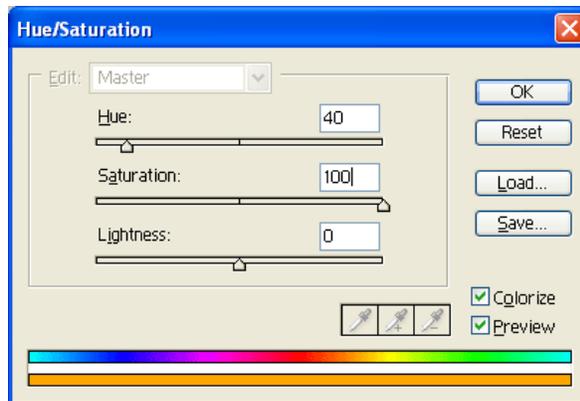
Step 5:

Edit > Transform >
Rotate > 90 Degrees CW



Step 6:

Bring Up the Hue &
Saturation Menu again.
(Ctrl - U)



Check Colorize

Hue : 40
Saturation: 100
Lightness : 0



Step 7:

Duplicate the orange layer, bring up the hue & saturation settings again.

(Need Not Check Colorize)

Hue : -40
Saturation : 0
Lightness : 0

In The Layers Palette, change the blending mode to Colour Dodge.

Press Ctrl - E to merge the flames layers.



That's what you will get. Don't you think that the flames are too straight and stiff?

Don't worry. We will correct it.

Step 8:

Filter > Gaussian Blur > (I chose a setting of 1, but it can be higher. Evaluate the settings yourself.)



Step 9:

The Final Step.

In The Tools Palette,
select the smudge tool.

Smudge the flames by
wiggling your tool.

The Flames Are Done!



Step 10:

Now for the finale! Add a
layer mask to the flames
layer.

Layer > Add Layer Mask
> Reveal All.

Using your Airbrush
Tool, select black. Erase
the parts you want to
reveal the green.

If you want a straight
reveal, press shift as you
move your airbrush.



*Next, we'll be moving on to **Some Layer Styles...***