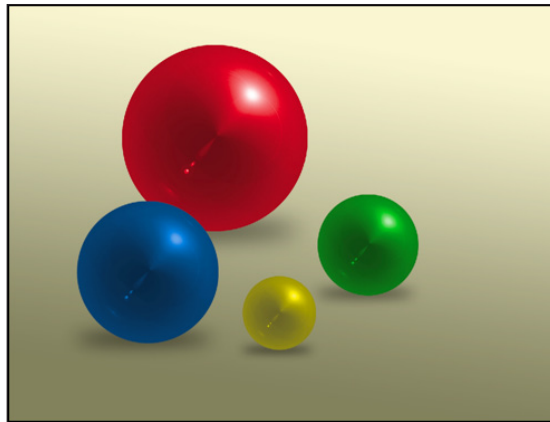


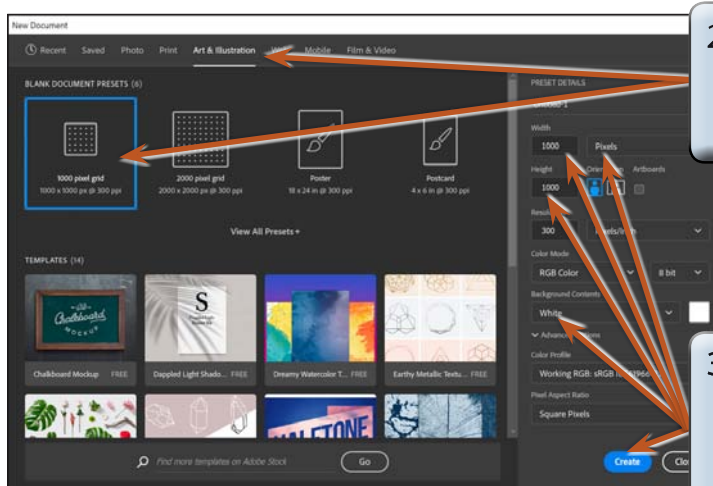
Creating Balls and Spheres

Photoshop offers numerous ways of drawing balls and spheres. The trick is to get the reflection and lighting to look realistic. This chapter will show you a way of achieving this using filters to create the following scene.



Starting a New Document

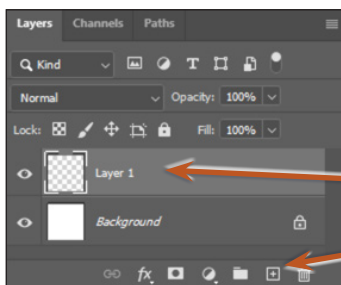
- 1 Load Photoshop or close the current files and select NEW FILE from the WELCOME screen or select NEW from the FILE menu.



- 2 Set the CATEGORY to ART & ILLUSTRATION and select the first preset.

- 3 Check that the WIDTH and HEIGHT are set to 1000 px, the BACKGROUND CONTENTS is set to WHITE, then click on CREATE.

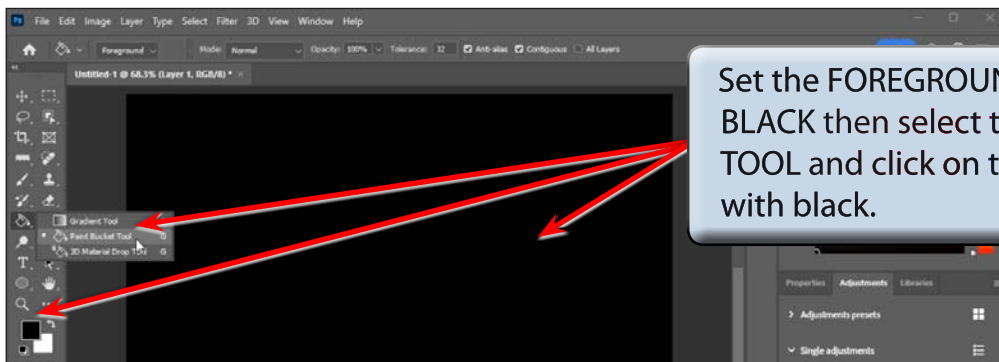
- 4 Set the screen to the ESSENTIALS workspace and the view to FIT ON SCREEN.



5 Start a new layer in the LAYERS panel.

Filling the Layer

Any colour can be used to create the colour of the ball, but black makes it easier to see the ball take shape and to adjust the colour of the ball later.

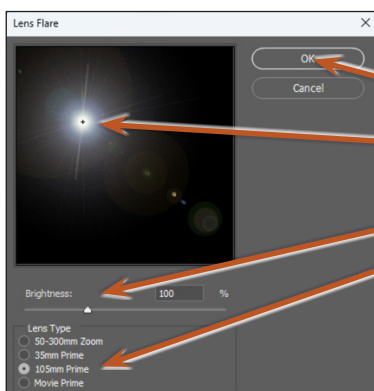


Set the FOREGROUND COLOUR to BLACK then select the PAINT BUCKET TOOL and click on the canvas to fill it with black.

Creating the Lighting and Reflection Effects

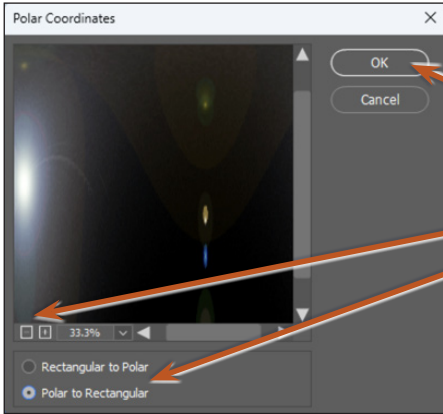
The LENS FLARE and POLAR CO-ORDINATES filters can be used to create the lighting and reflection effects.

- 1 Display the FILTER menu, highlight RENDER and select LENS FLARE.



2 Set the BRIGHTNESS to 100%, the LENS TYPE to 105 mm PRIME, drag the FLARE CENTRE CROSS-HAIR to slightly above and slightly to the left of centre of the preview frame and select OK.

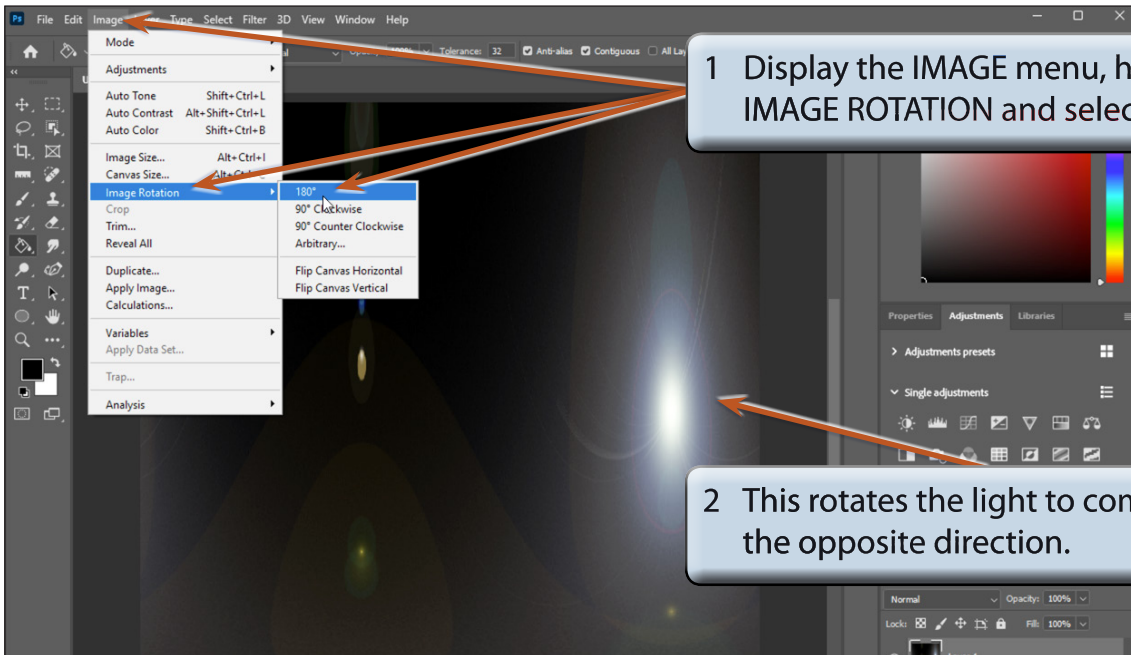
3 Display the FILTER menu again, highlight DISTORT and select POLAR COORDINATES.



4 Select POLAR TO RECTANGULAR and select OK. You can reduce the view using the - button to see the effect more clearly.

Completing the Effect

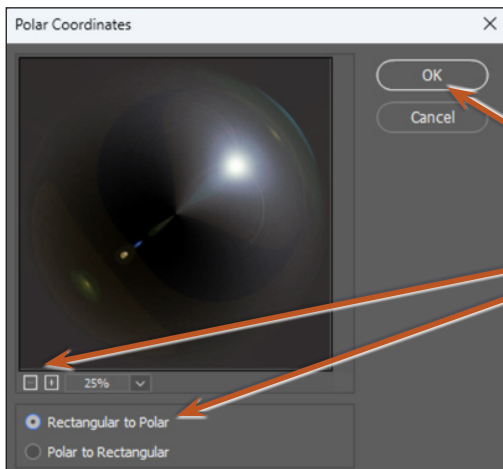
The effect can be rotated so that the light comes from the opposite direction.



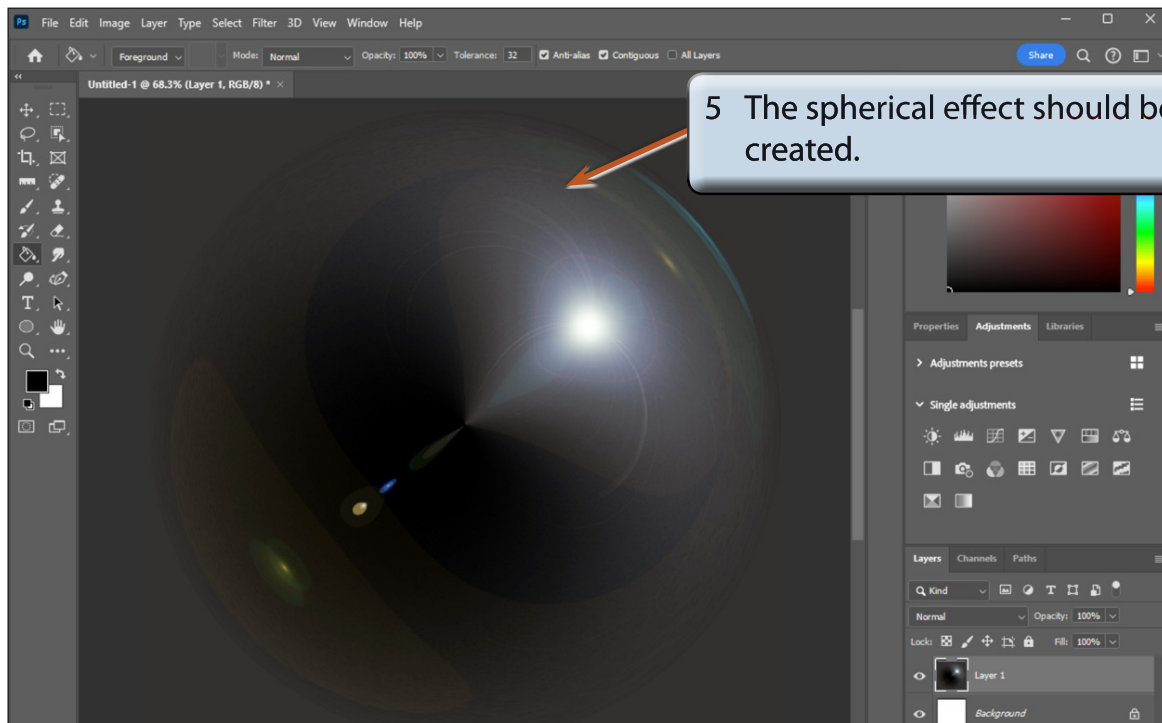
1 Display the IMAGE menu, highlight IMAGE ROTATION and select 180°.

2 This rotates the light to come from the opposite direction.

3 Display the FILTER menu again, highlight DISTORT and select POLAR COORDINATES.



4 Select RECTANGULAR TO POLAR and click on OK. You can reduce the view using the - button to see the effect more clearly.



5 The spherical effect should be created.

NOTE: If you do not have a spherical shape, it means that you set the **FLARE CENTRE CROSS-HAIR** in the **LENS FLARE** dialogue box too far from the centre position (point 2 on page 41-2). If this is the case, undo the steps to the black fill and try the steps again with the cross-hair closer to the centre position.