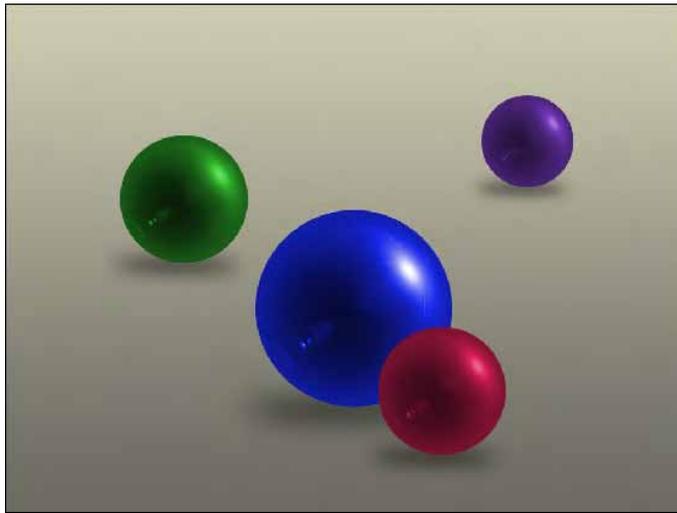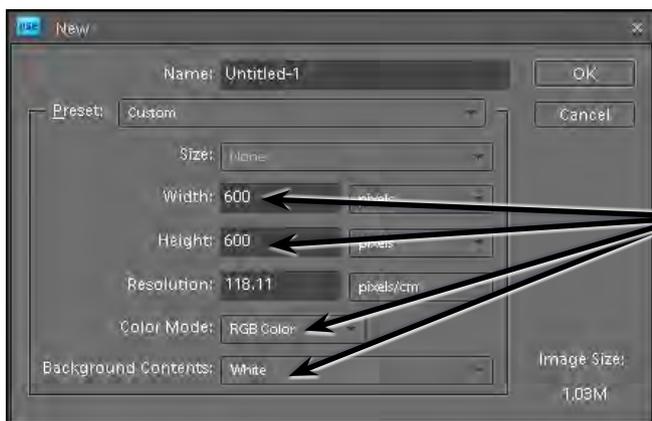# Creating Balls and Spheres

Photoshop offers numerous ways of drawing balls and spheres. The trick is to get the reflection and lighting looking natural. This chapter will show you one way of achieving this by creating the following scene:
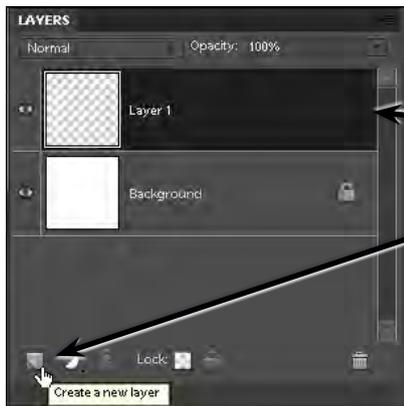

Starting a New Document

1   Load Photoshop Elements in EDIT MODE or close the current files.

2   Display the FILE menu, highlight NEW and select BLANK FILE.

3 Set the WIDTH to 600 pixels, the HEIGHT to 600 pixels, the COLOUR MODE to RGB COLOUR and the BACKGROUND COLOUR to WHITE.
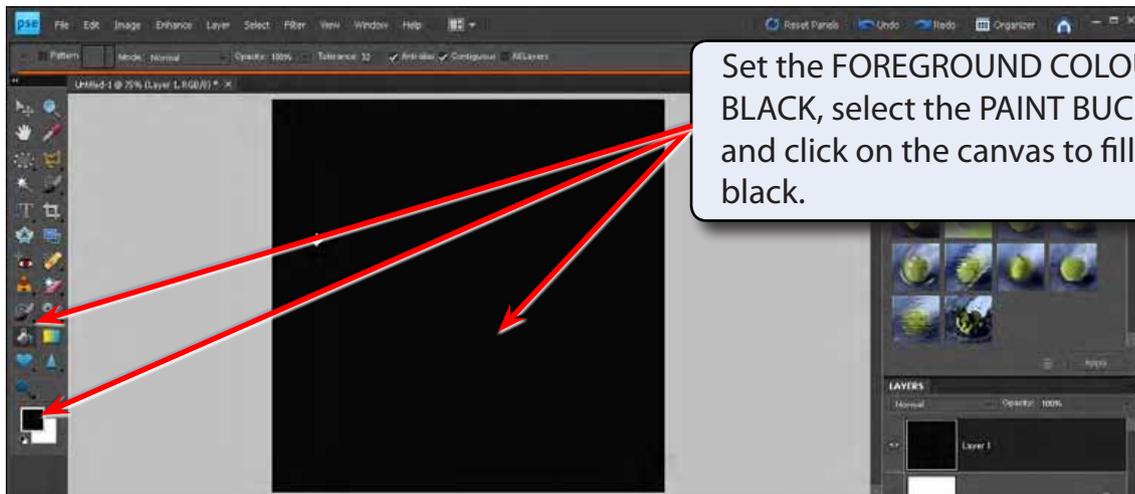
4   Select OK to start the document and press CTRL+0 or COMMAND+0 to set the view to FIT ON SCREEN.

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, select the PAINT BUCKET TOOL and click on the canvas to fill it with black.

> **NOTE:** You can click on the DEFAULT FOREGROUND AND BACKGROUND COLOUR icon at the base of the COLOUR boxes to quickly set the FOREGROUND COLOUR to BLACK and the BACKGROUND COLOUR to WHITE or press the D key.
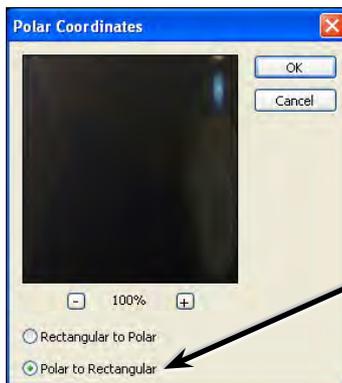
Creating the Lighting and Reflection Effects

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 Leave the BRIGHTNESS at 100%, set the LENS TYPE to 105 mm PRIME, the FLARE CENTRE CROSS HAIR should be slightly above and to the left of centre and select OK. You can click in the frame to adjust the flare position.

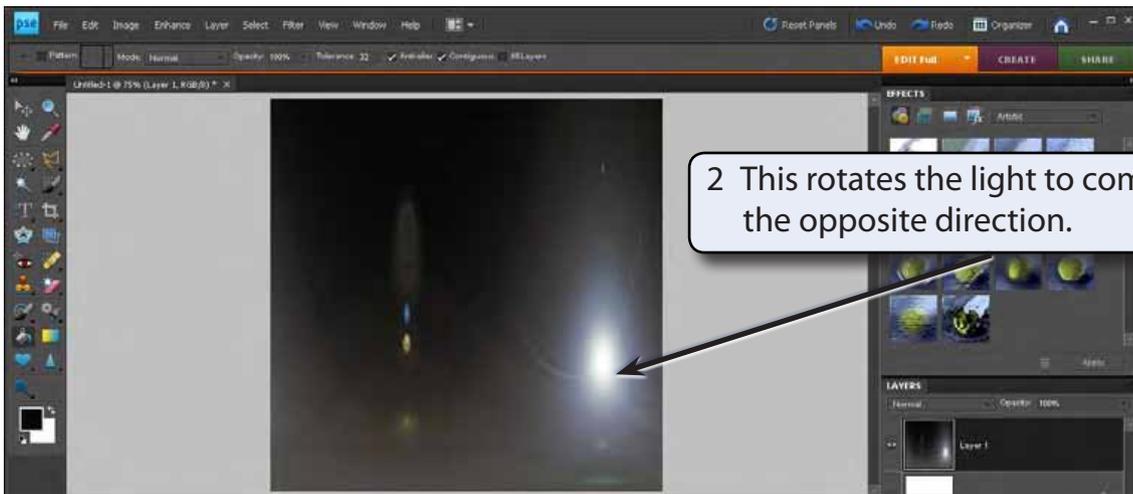3   Display the FILTER menu again, highlight DISTORT and select POLAR COORDINATES.

4 Select POLAR TO RECTANGULAR and select OK.

Completing the Effect

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

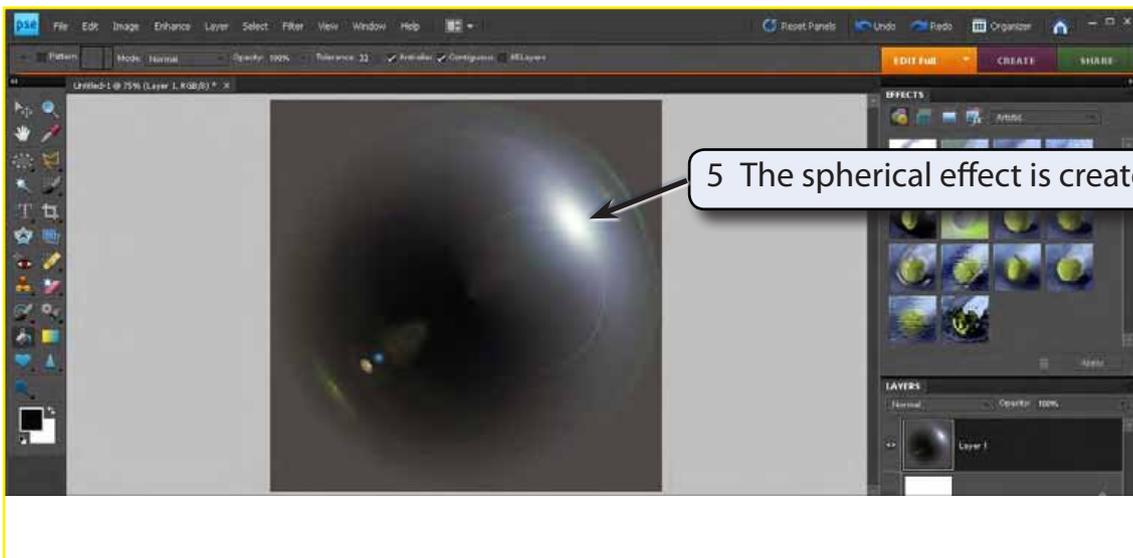1   Display the IMAGE menu, highlight ROTATE and select 180°.

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.

5 The spherical effect is created.