



INTRODUCTION TO GRAPHICS

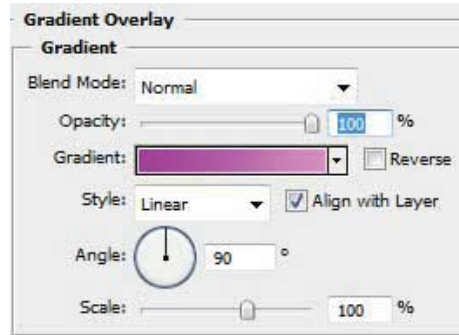
CHRISTMAS BALLS IV

This Information Sheet will show you how to make a shiny glowing christmas ball in just a few easy steps.



It might look more complicated than it really is but this effect is mostly build up by a simple elliptical shape with three different reflections to give the effect of some depth.

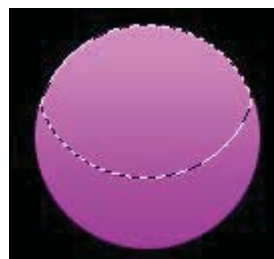
Start by making a elliptical shape on your stage, the color doesn't matter you will change it later. In the layers panel double click the new shape layer to get to the layers styles panel and give it a gradient as shown below.



Now make a new layer and name it reflection 1, hold down ctrl and click the elliptical shapes layer in the layers panel to load a selection around it, now with the selection tool use the intersect with selection and drag as shown below.



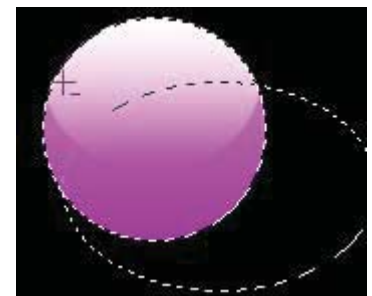
Now you will have a selection part like this.



With the gradient tool make a gradient going from white to transparent and drag it in your selection so you get a result like the one below.



Now we will make our second reflection, so make a new layer and name it reflection 2, again hold down ctrl and click on the elliptical shapes layer in the layers panel and with the selection tool use the intersect with selection and drag as shown below.



Again use the gradient tool to drag a gradient from white to transparent inside the new selection. Now you should have a result like mine below.

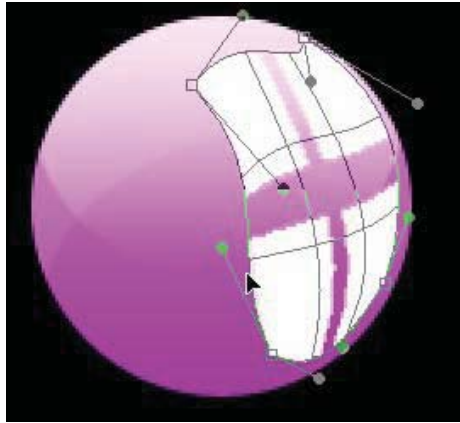
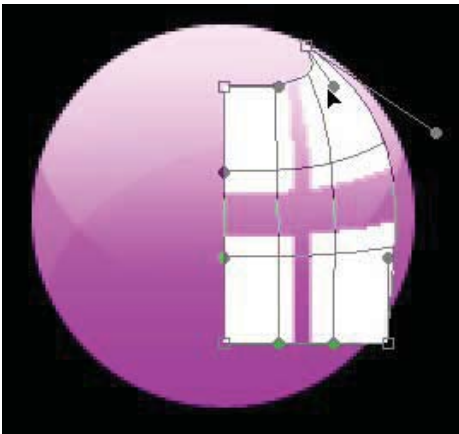


This third and last reflection is a bit more tricky, this reflection will be made up by 4 squares that you will wrap around your ball so it looks like it follows the curves.

To do this, make a new layer and name it reflection 3, draw four rectangles and place them as shown below (so they look like one of those old windows).



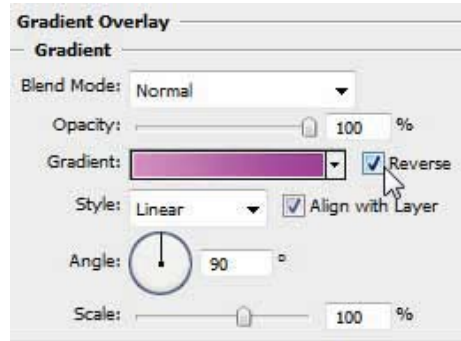
Go to edit -> transform -> wrap and you can drag corners to wrap our reflection around our ball. I have made a few screenshots of the process so you get an idea of what is going on.



Finally bring down the layers opacity a bit so it's not all white.

This last part is very simple. You will make a ground reflection so it looks like our ball is placed on some reflected ground.

Make a copy of our elliptical shape you made at the beginning, drag it down below our ball and go to the layers styles panel and flip the gradient as shown below.



Now you have to make this reflection blur out the further we get away from the ball, so make a gradient going from transparent to the color of our background, (in my case black). Drag it inside the ground reflection so you should get a result as mine.

go back to the layers style panel by double clicking the ball's layer and give it an outer glow as shown below.

