

INTRODUCTION TO GRAPHICS

Christmas Balls V

Information Sheet No.

PS664



1. Select the Elliptical Marquee Tool. Make a new Layer.



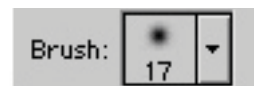
2. Hold down the Shift key and make a small Circle.



3. Use the Paint Bucket and fill the selection in with Dark red or another medium color. Purple or green work well.



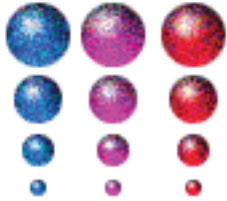
4. Select the Paintbrush Tool. Choose a soft brush around 17 pixels from the pallet. Now make the Foreground color light red (I used Hex # FFE7E8) If you choose Green, then make it light green etc. Paint a highlight with the brush on the upper left of the circle, you'll only need click one time :)



5. Select>Deselect. You are finished. Ok this is the basic Ball. Usually the balls maintain their quality when sized down, like shown. Always resize the original ball.



6. Texturing can be done with the Grain filter. Go to Filter>Texture>Grain. I use Intensity: 69. Contrast: 48. Grain Type: Enlarge. These gives a plastic look or berry texture.



7. For a glitter texture, go to Filter>Noise>Add Noise.



8. If you want a clear ball, the fill the selection using the Gradient Tool with black to red on Step 3 instead. Then add your highlight like in Step 4.