



INTRODUCTION TO GRAPHICS

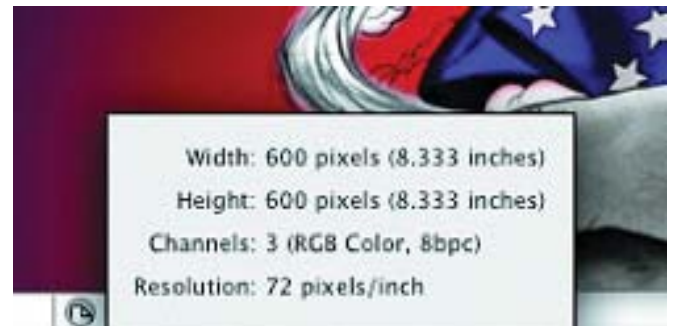
WIZZARD WITH LIGHTNING

PROJECT
No.
PS992

In this exercise you will not be creating a boring single bolt of lightning. No! You'll create a bunch of bolts emanating from the end of the wizard's staff, as shown at left.



If you use your own image, keep in mind that the settings shown in this exercise are for an image that is 600 pixels square at 72 ppi.



You'll need some room to play with to make the lightning fall precisely where you want it. To this end, you need to create the lightning in a file that is larger than the one containing the wizard. Create a white Photoshop canvas that measures 1000 x 1000 pixels at 72 ppi.

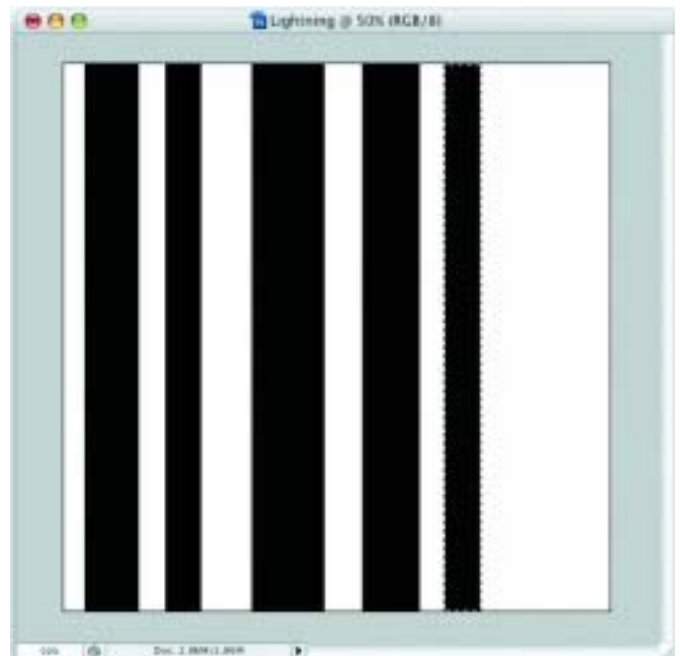


Draw a vertical, black rectangle like the one on the right. Draw more vertical rectangles that vary in thickness and spacing like those in the bottom image at right. This technique will create the lightning bolts at the edge of contrast.



Each rectangle will produce two lightning bolts (two black sides against white). The more rectangles, the more bolts you will have.

Do not fill the entire canvas with stripes. You want to leave an area of white as in the lower illustration so that the wizard will not be hidden behind a bolt of lightning.





Select the Gaussian Blur filter (Filter > Blur > Gaussian Blur), as shown at left.



Enter a Radius of 20. Remember that this setting may vary based on the resolution of your image if you are not using the wizard.

Choose the Polar Coordinates filter (Filter > Distort > Polar Coordinates), as shown at right.

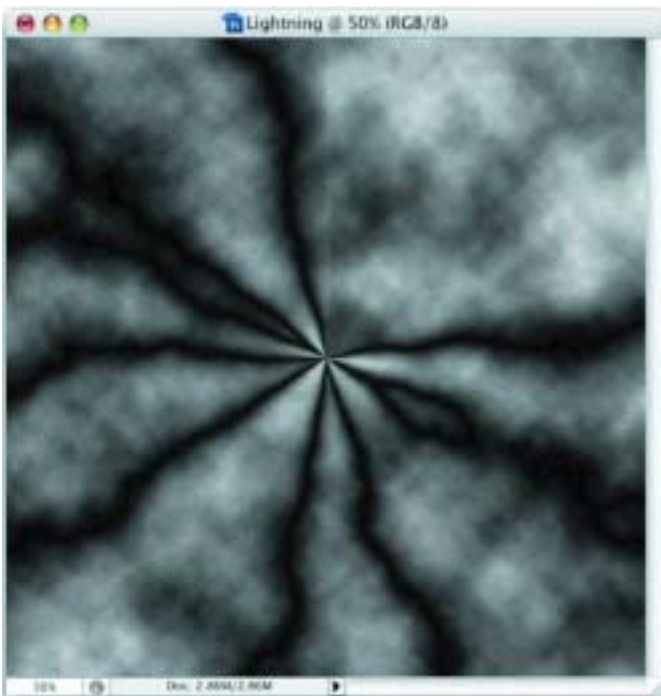


Set the Rectangular to Polar option. The result will be a spinning of the black, blurred bars.



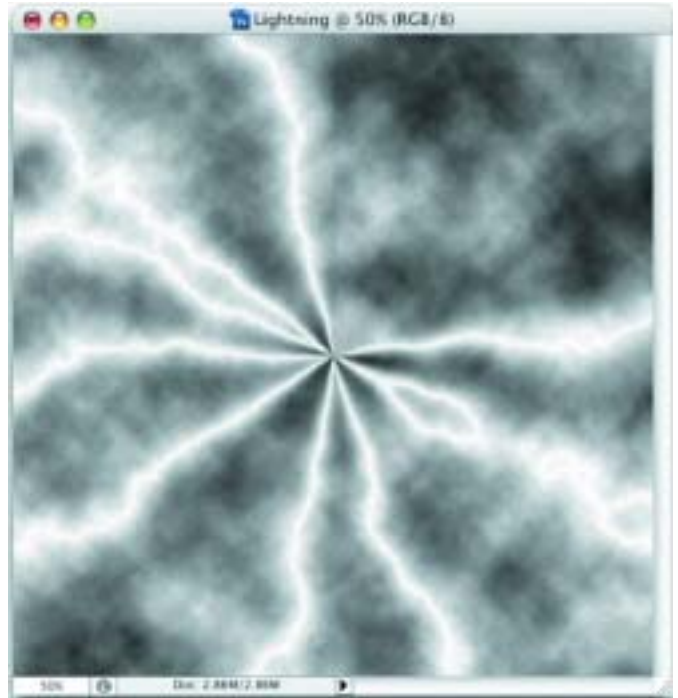


Now the lightning will start to appear. Choose the Difference Clouds filter (Filter > Render > Difference Clouds), as shown at left.



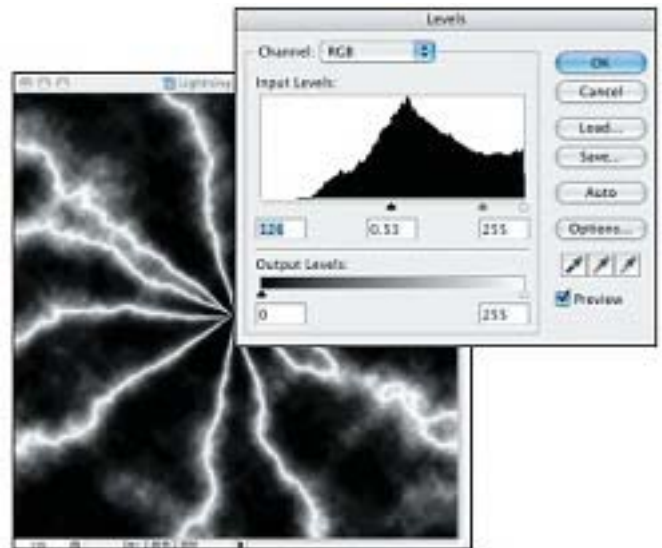
The result should look like those on the left.

Select Invert (Image > Adjustments > Invert). You should start to see the lightning taking shape.

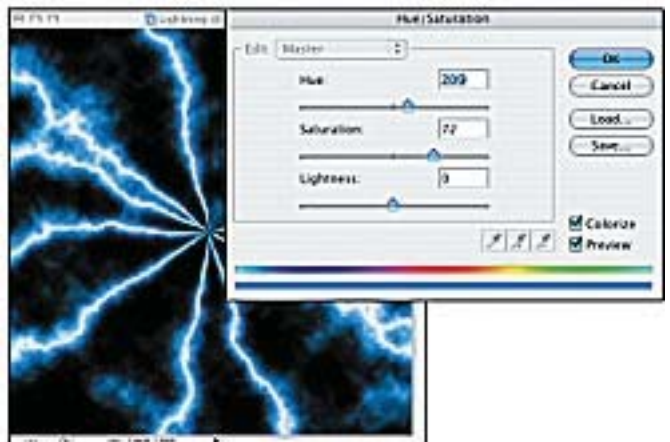


Select Levels (Image Adjustments > Levels). Here you will reduce the amount of clouds, making the lightning more pronounced.

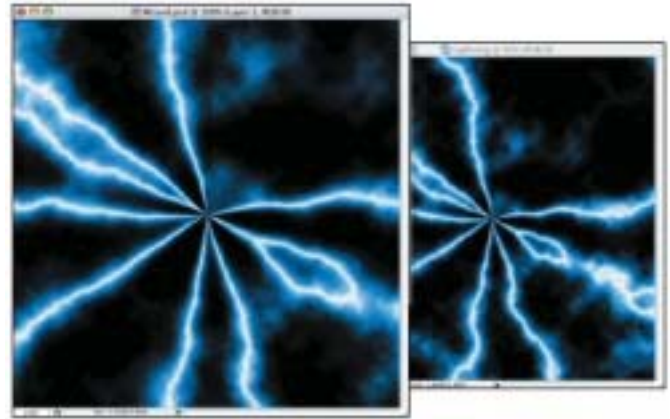
Move the Dark and Mid-Tone sliders inward to eliminate most of the clouds. If there are clouds inside the negative space where the wizard will stand, paint them out with a black paintbrush.



To add color to the bolts, use the Hue/Saturation control (Image > Adjustments > Hue/Saturation) set to Colorize. Play with the Hue and Saturation sliders until you get the desired effect.



Drag the lightning bolt file over to the file with the wizard.



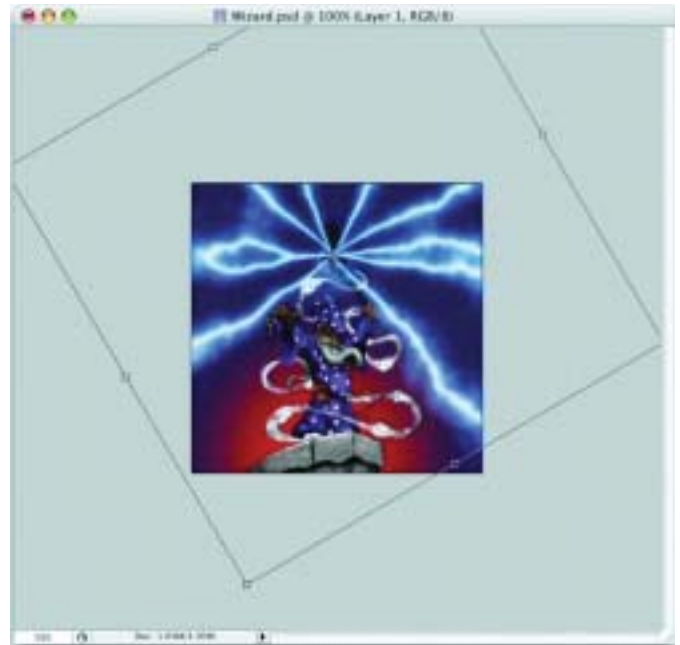
Change the mode for the layer containing the lightning to Screen (Layers > Screen). This allows the wizard underneath to show through.



Using the Move Tool, reposition the center of the lightning bolts to the end of the wizard's staff.



Zoom out to see the work area and choose Rotate (Edit > Transform > Rotate). Rotate the lightning until the wizard is not covered by lightning.



That's it! You're done! The final image is shown below.

