

Crystal Ball

Contributed by Ray Silcox
Sunday, 01 October 2006

Make your own crystal ball, usually seen in Sara Freeder's desk.

- Click here to see the video version of this tutorial.
- Open a new 300 x 300 document
- Change the background color to black. (#000000)
- Go to Filter -> Render -> Lens Flare. Choose 105 mm Prime and set the brightness to 107% and lastly put the flare in center.
- Go to Filter -> Distort -> Polar Coordinates and set to Polar to Rectangular.
- Now go to Image -> Rotate Canvas -> Flip Canvas Vertical.
- Go to Filter -> Distort -> Polar Coordinates and set to Rectangular to polar.
- Use the circle tool only to grab the whole circle and copy it.
- Open another 300 x 300 document and change its background color to black. (#000000)
- Paste the circle.
- Press CTRL + U to change its color scheme -The end result should be something similar to