

Jammed Orb

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Monday, 01 August 2005

Let's design an orb which is holding a mystical force.

- Click here to see the video version of this tutorial.
- Open a 400x400 canvas and fill with black.
 - Go Filter > Render > Lens flare... and set to 105 mm prime and then set brightness to 120%
 - Go Filter > Stylize > Wind and set it from right.
 - Go Filter > Stylize > Wind and set the wind from left.
 - Go Filter > Distort > Polar Coordinates... set it to Rectangular To Polar.
 - Now duplicate the layer and rotate the canvas to 90* Clock wise and set to Multiply
 - Go to Filter > Pixelate > Mezzotint and choose Long Strokes for settings.
 - Go to Filter > Blur > Radical Blur and apply the following settings:
Amount: 100
Blur Method: Zoom
Quality: Best.
Apply it four times.
 - Duplicate The Layer, Then Filter > Distort > Twirl and apply the following settings:
Angle: 200-300
 - Go to Filter > Render > LensFlare and apply the following settings:
Lens Type: 105mm Prime
and place the light in the center.
 - Go to Filter > Distort > Polar Coordinates and apply the following settings:
Polar To Rectangle.
 - Go to Edit > Transform > Flip Vertical
 - Go to Filter > Distort > Polar Coordinates and set to Rectangular To Polar.
 - Press CTRL + U and now color it anyway you wish.

Final result should be something like this: