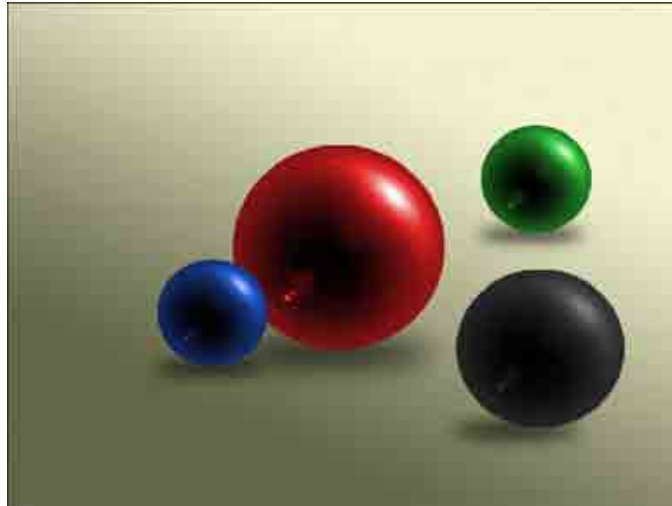


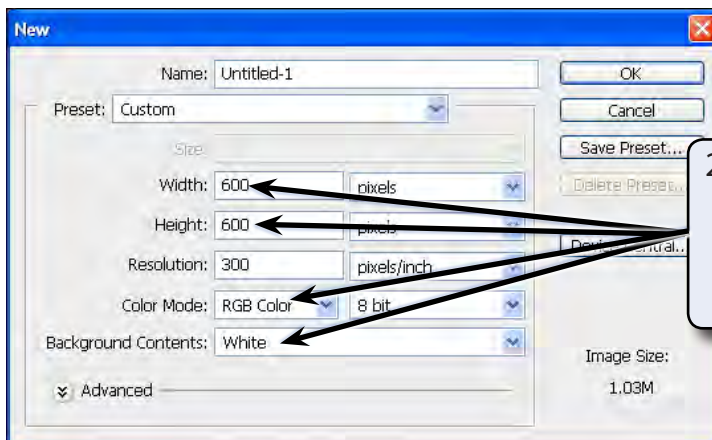
# Creating Balls and Spheres

Photoshop offers numerous ways of drawing balls and spheres. You have used the 3D menu to create spheres from layers, but it is often difficult to get the sphere to look natural. The trick is to get the reflection and lighting looking realistic. This Chapter will show you a way of achieving this using filters to create the following scene:



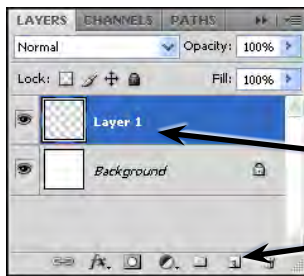
## Starting a New Document

- 1 Load Photoshop or close the current files then display the FILE menu and select NEW.



2 Set the WIDTH to 600 pixels, the HEIGHT to 600 pixels, the COLOUR MODE to RGB COLOUR, 8 BIT and the BACKGROUND COLOUR to WHITE.

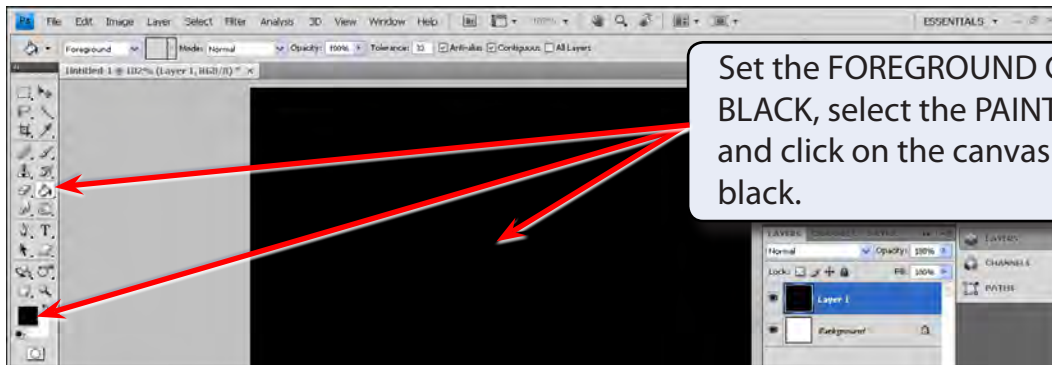
- 3 Select OK to start the document.



4 Start a new layer in the LAYERS panel.

## Filling the Layer

Any colour can be used to create the colour of the ball, but black makes it easier to see the ball take shape and to adjust the colour of the ball later.



Set the FOREGROUND COLOUR to BLACK, select the PAINT BUCKET TOOL and click on the canvas to fill it with black.

## Creating the Lighting and Reflection Effects

The LENS FLARE and POLAR CO-ORDINATES filters can be used to create the lighting and reflection effects.

- 1 Display the FILTER menu, highlight RENDER and select LENS FLARE.



2 Set the BRIGHTNESS at 100%, the LENS TYPE to 105 mm PRIME, the FLARE CENTRE CROSS HAIR should be slightly above and to the left of centre and select OK.

- 3 Display the FILTER menu again, highlight DISTORT and select POLAR COORDINATES.

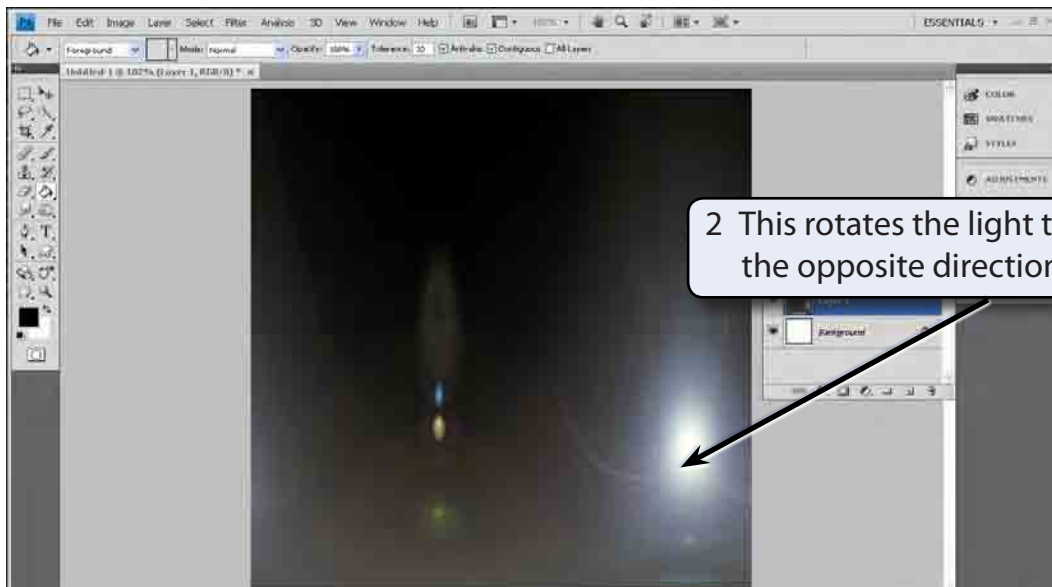


- 4 Select POLAR TO RECTANGULAR and select OK.

## Completing the Effect

The effect can be rotated so that the light comes from the opposite direction.

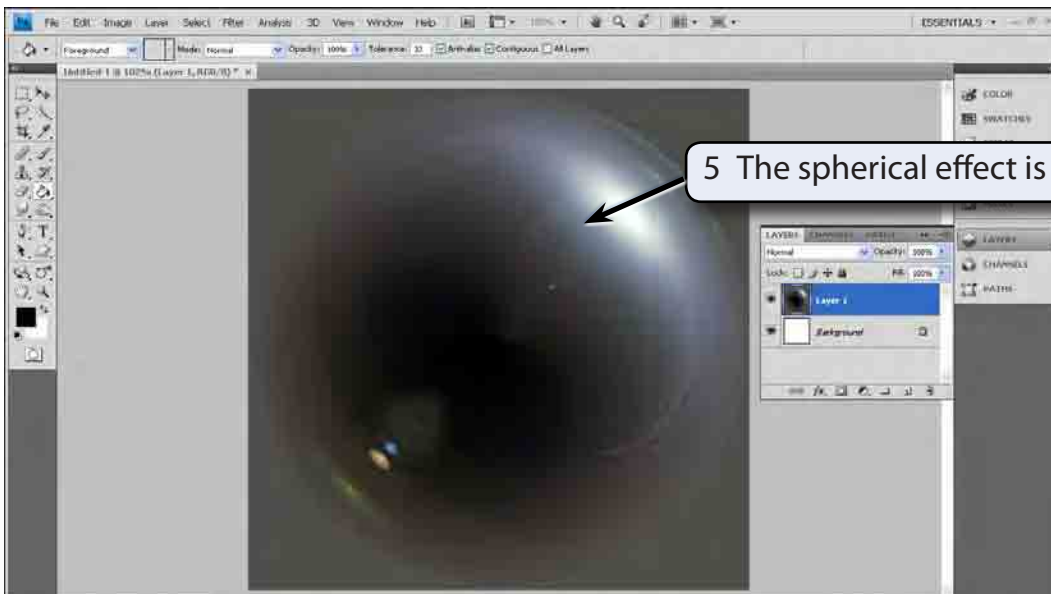
- 1 Display the IMAGE menu, highlight IMAGE ROTATION and select 180°.



- 3 Display the FILTER menu again, highlight DISTORT and select POLAR COORDINATES.



4 Select RECTANGULAR TO POLAR and click on OK.



5 The spherical effect is created.