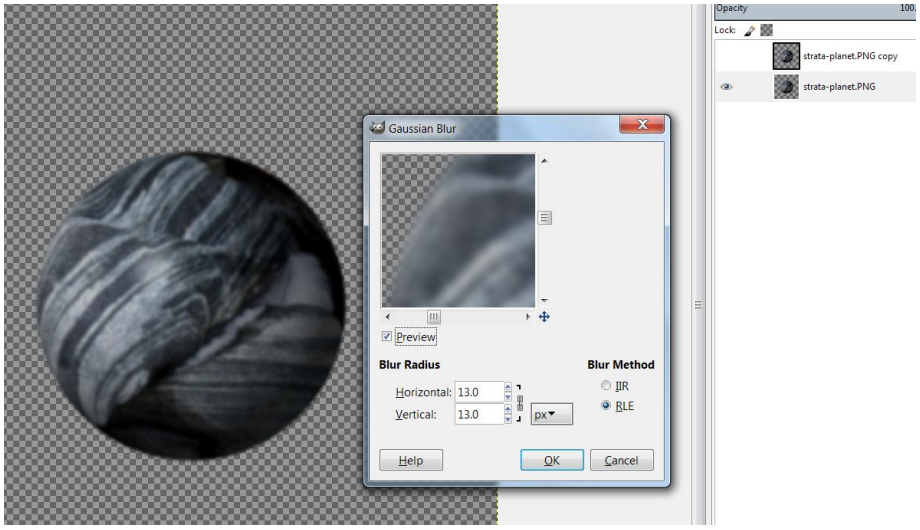
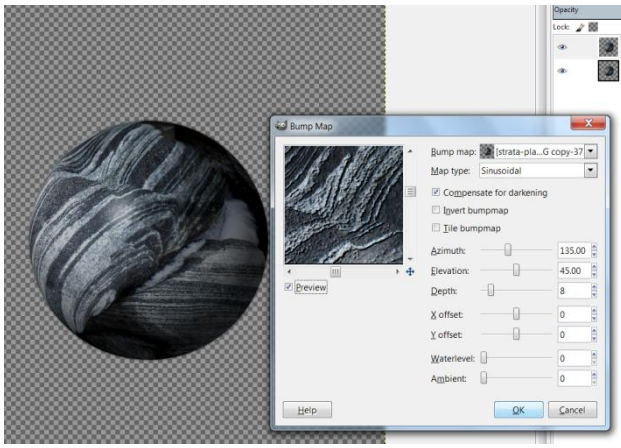
For those who like planets.

(Thanks MarFisk for reminded me the missing step)

Simple steps:

1. Search for appropriate images. (rocks, strata, minerals…)
2. Search for other images to mix with the previous ones. (specific attractive minerals)
3. Make with the two images chosen, one unique image. Use layer modes. (multiply…)
4. Now you can use Dinasset's script (Globe View of an Image), or go to Filters, Map, Map object, sphere.
5. When you have your planet created, duplicate the planet layer. Go to Filters – Blur – Gaussian Blur and apply to below layer radius 13.
6. Highlight the upper planet layer and go to Filters – Map – Bump Map and it opens a window. In Bump Map select blurred layer; Map Type Sinusoidal; Depth 8. Say OK.





7. New from Visible.
8. Play with bright and contrast to give to your planet the right atmosphere. You can add extra bright where you want to if apply any white points and apply to them Gaussian blur.
9. Create the background with stars and add your planets.

I drop my steps as a sample in .zip file

Enjoy!