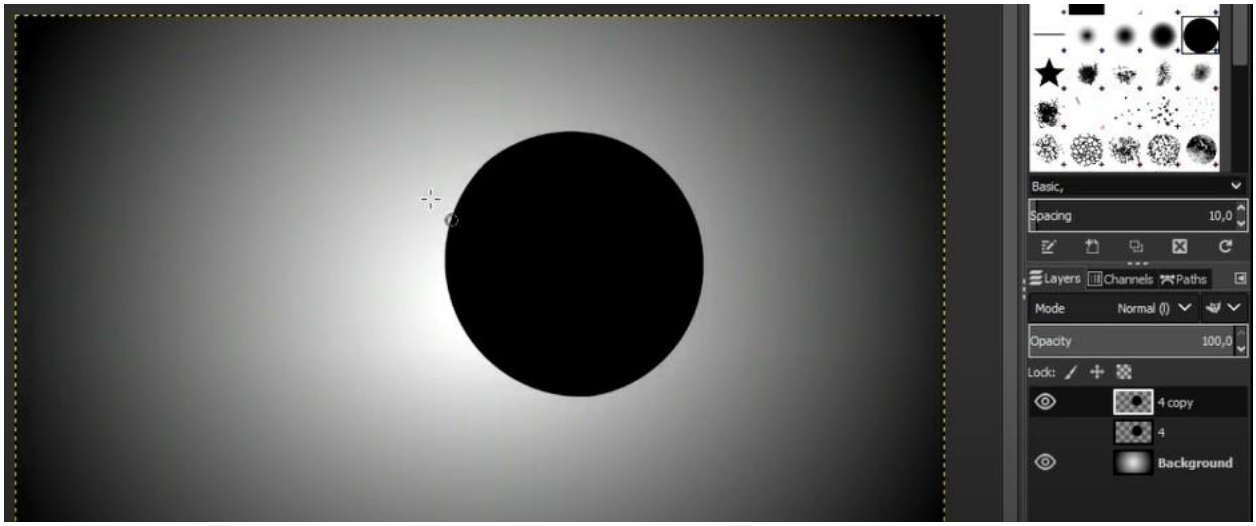
How to create Glass Balls

By Logo Tutorial; https://www.youtube.com/watch?v=E15_oQl0Xv4

Create a background Layer 2500*1500 px. In Black Colour

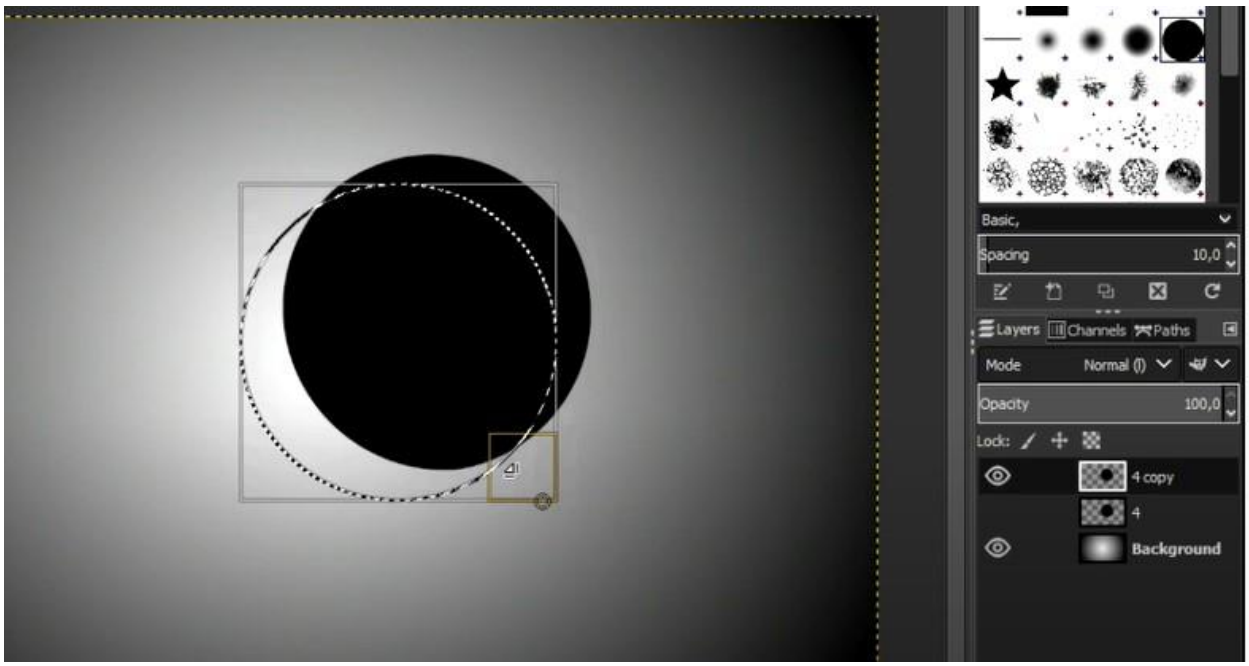
Select gradient tool with radial shape and select FG to BG (HSV) Apply it fom the centre of the canvas to the right corner being white in the centre.

Create a new layer on background, transparent. Select Oval tool and make a circle position canvas 1165*288. Size 732. Click Antialias, Expand from the centre. Fixed Aspect Ratio.

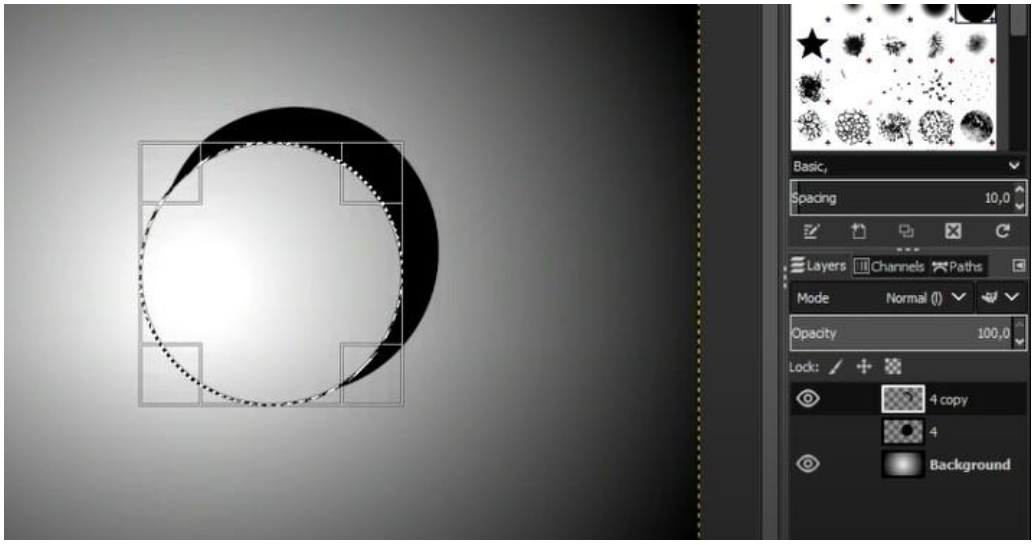


Fill the circle in selection with black and duplicate the layer, without remove the selection. Close eye to the below layer.

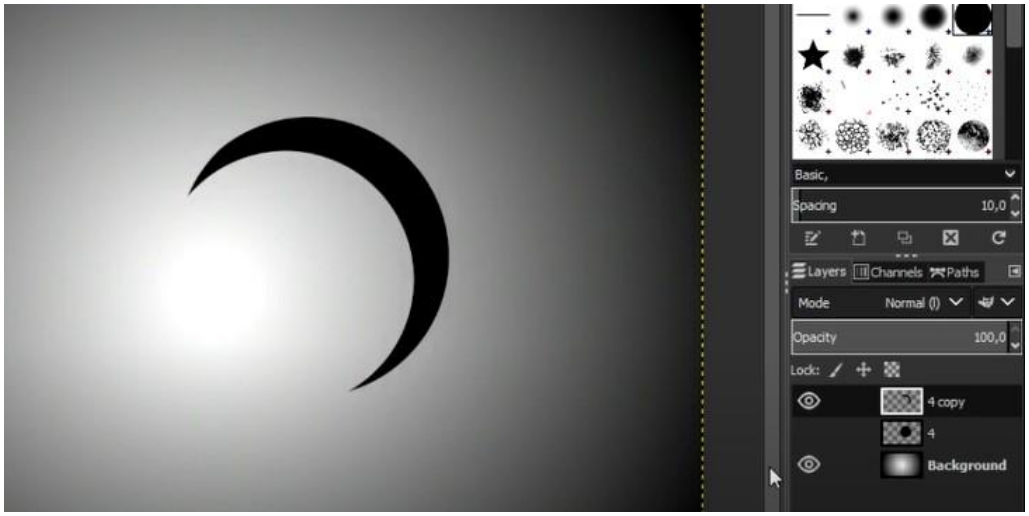
Having the upper circle 714*714 in selection, displace the selection (see the shot)



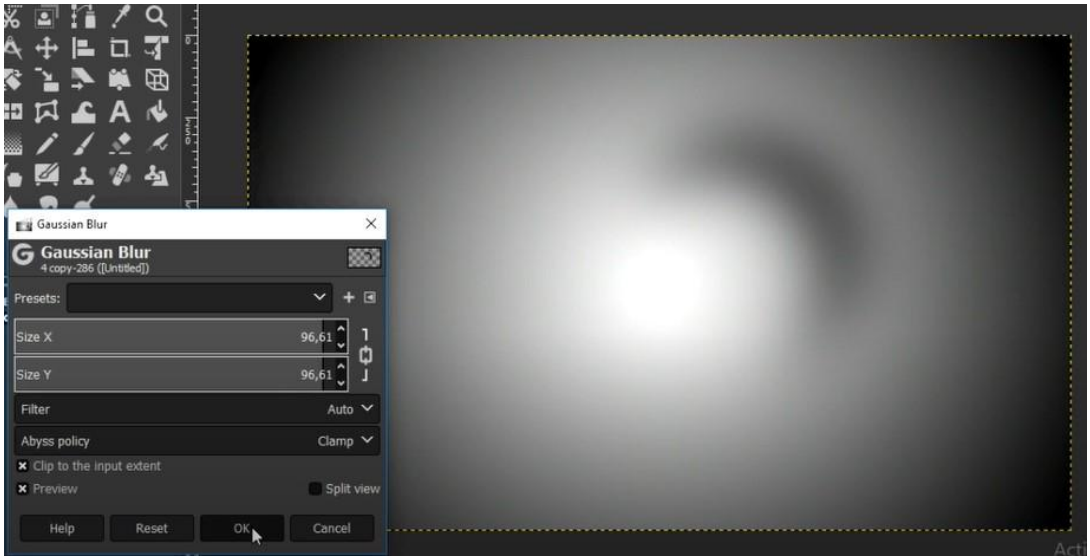
and Edit – Clear



Remove selection

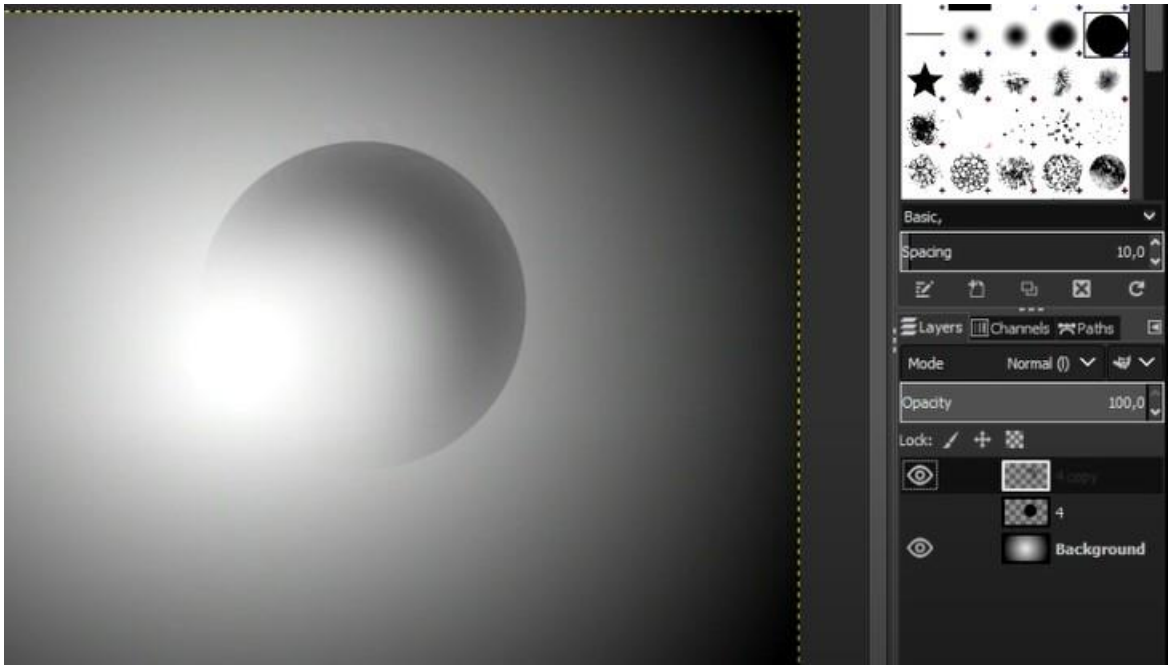


Go to Filters – Blur – Gaussian Blur. Apply about 96 to X and Y



Select the black circle layer and Alpha to Selection.

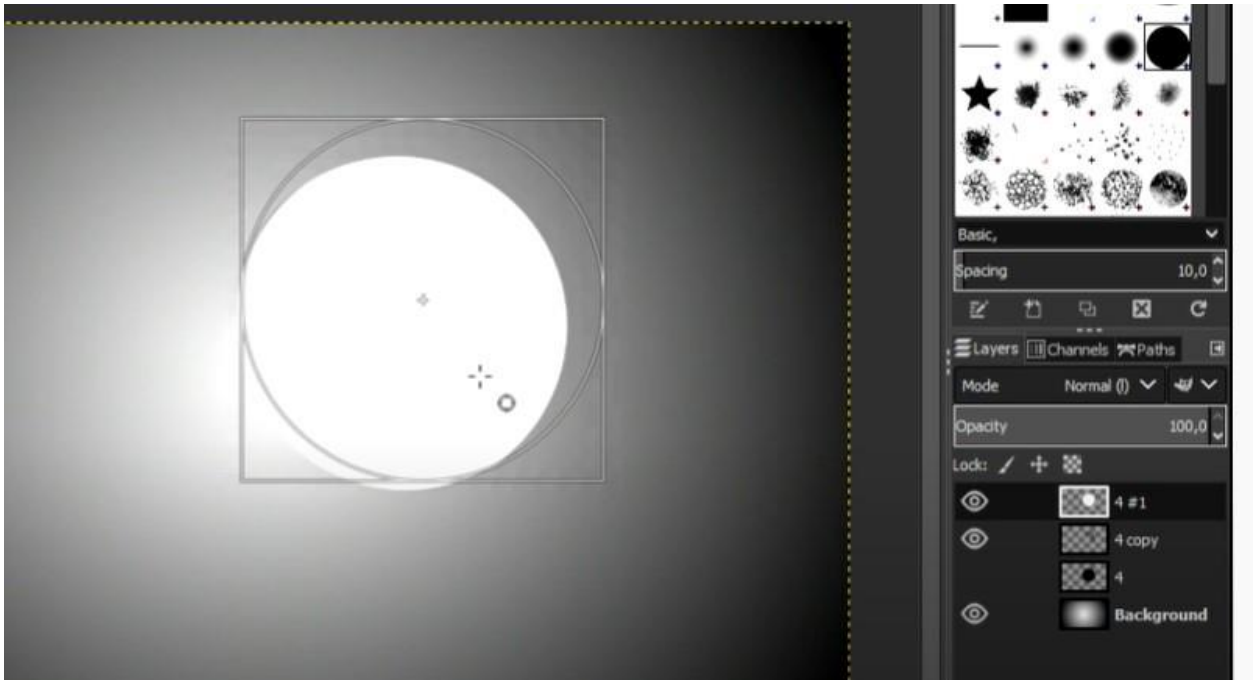
Select the upper blurred layer, go to Select – Invert – Edit – Cut (3:54) video



Create a new layer in transparency. Go to Black Circle Layer (on the background) alpha to selection and select the upper layer. Go to Edit – Fill with Foreground Colour. (white)

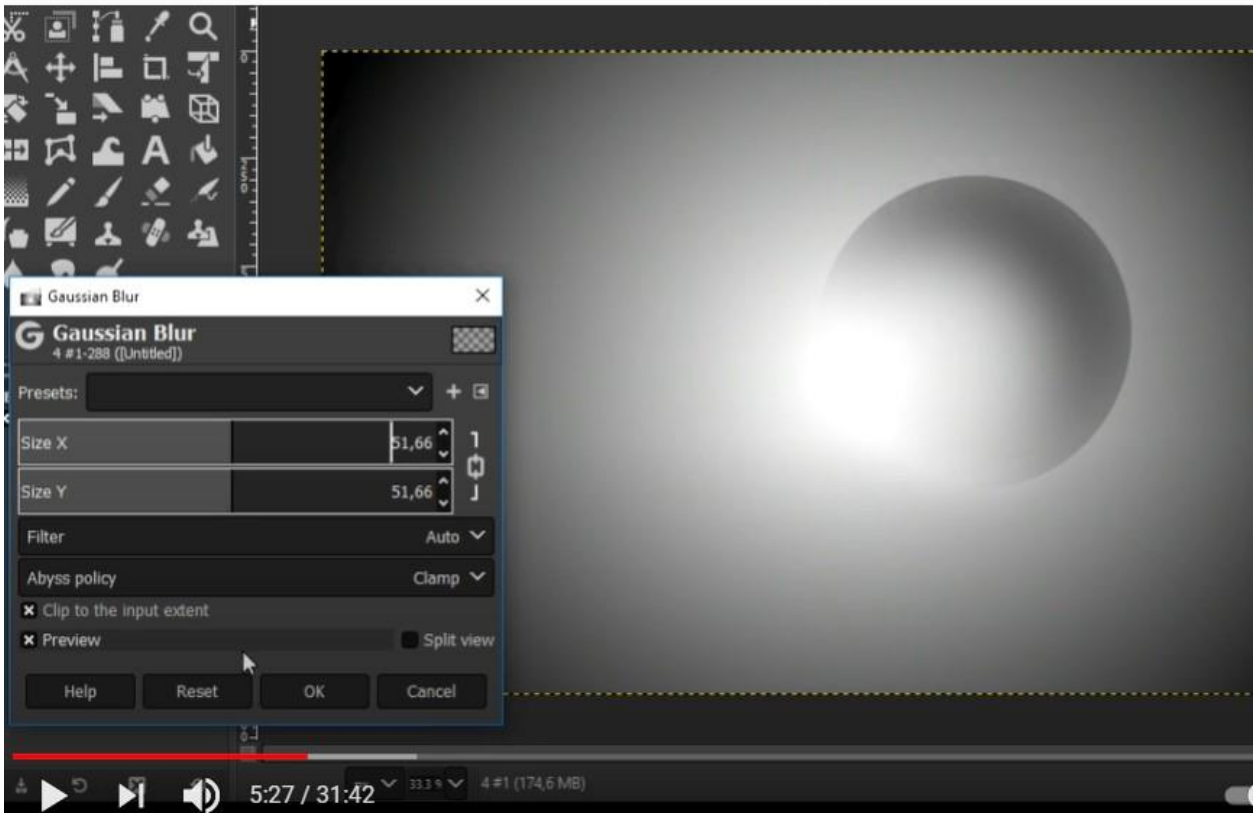
Select _ Invert _ Edit – Cut

Make a circle selection on white circle (see the shot) (4:50) video



Edit – Clear

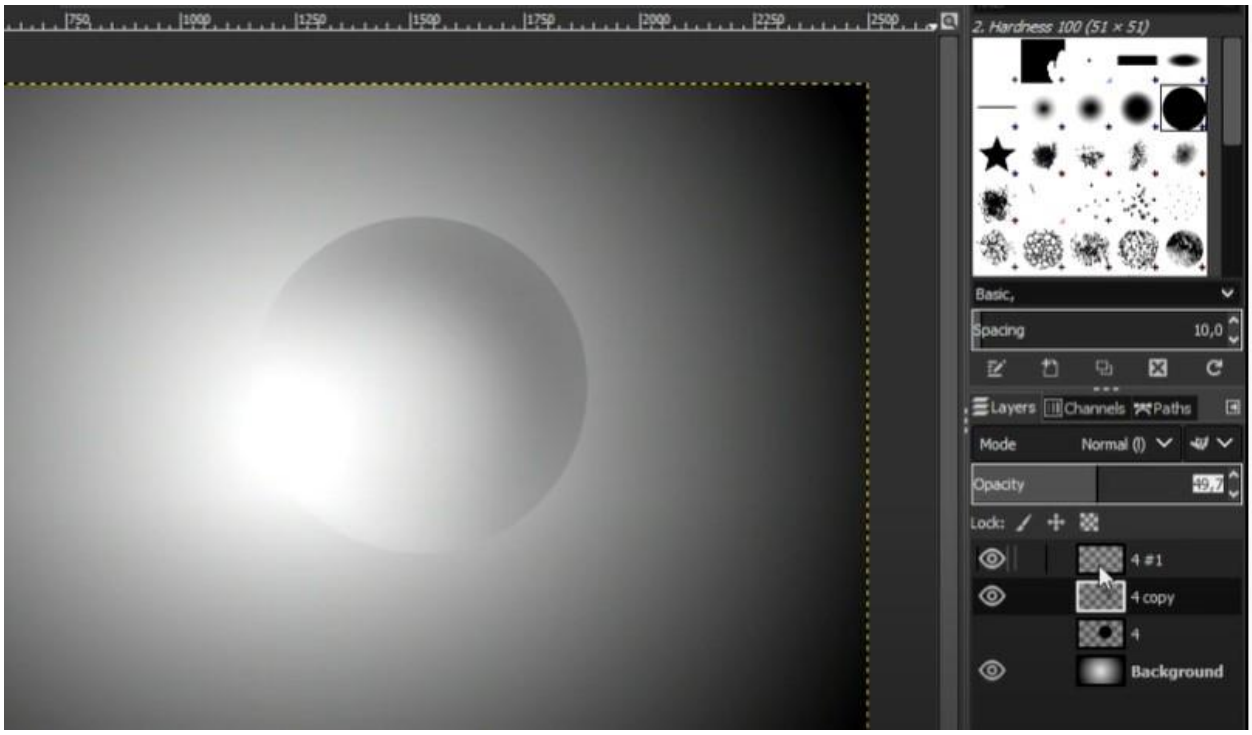
Apply Gaussian Blur to the white cut. X&Y 51.66 Blur



Go to Black Circle Layer – Alpha to Selection

Go to the top layer, Select – Invert – Edit – Cut. Remove Selection. (5.52 video)

Select the layer above Black Circle, and set the layer at 49.7 opacity



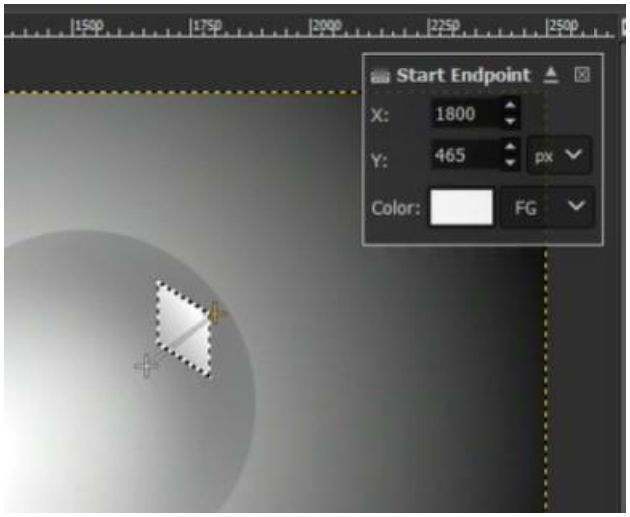
Create a new transparent layer. With free laze tool make a rhomboidal selection.



Select Gradient tool



FG to Transparent. Shape Linear



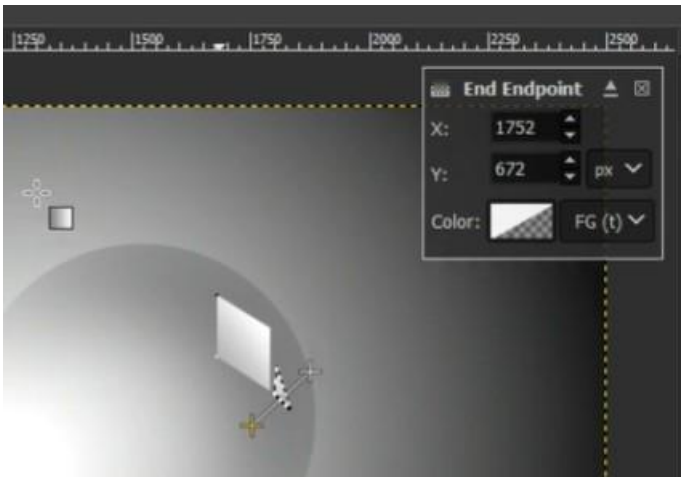
6:53 video

Remove selection

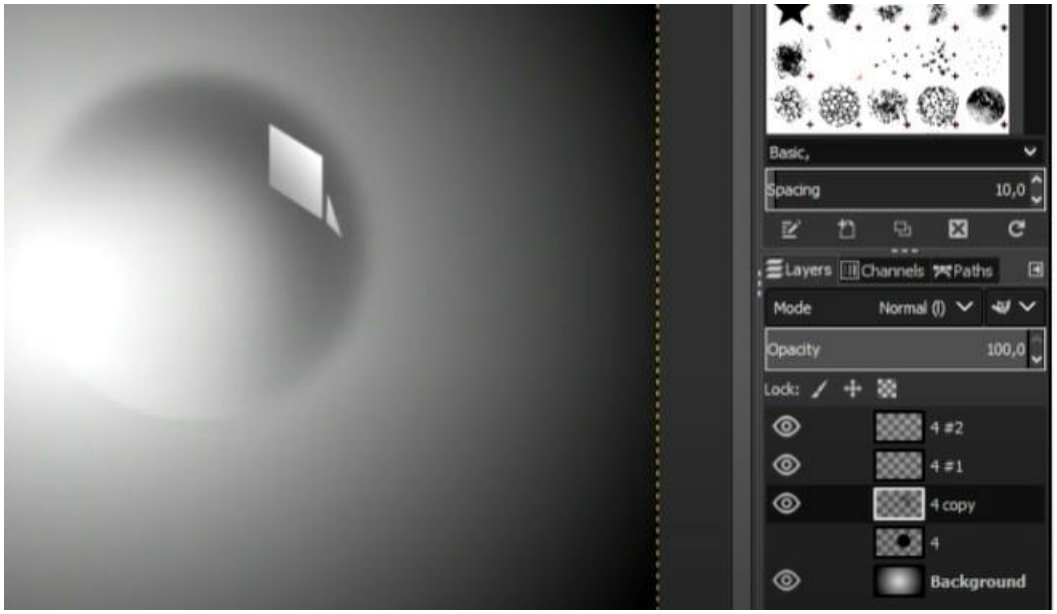
Select free laze tool again and make a little triangle selection close to the previous shape.



With gradient tool fill it like you did before.



Select the above layer to Black Circle layer, and apply Gaussian Blur at 32.57.

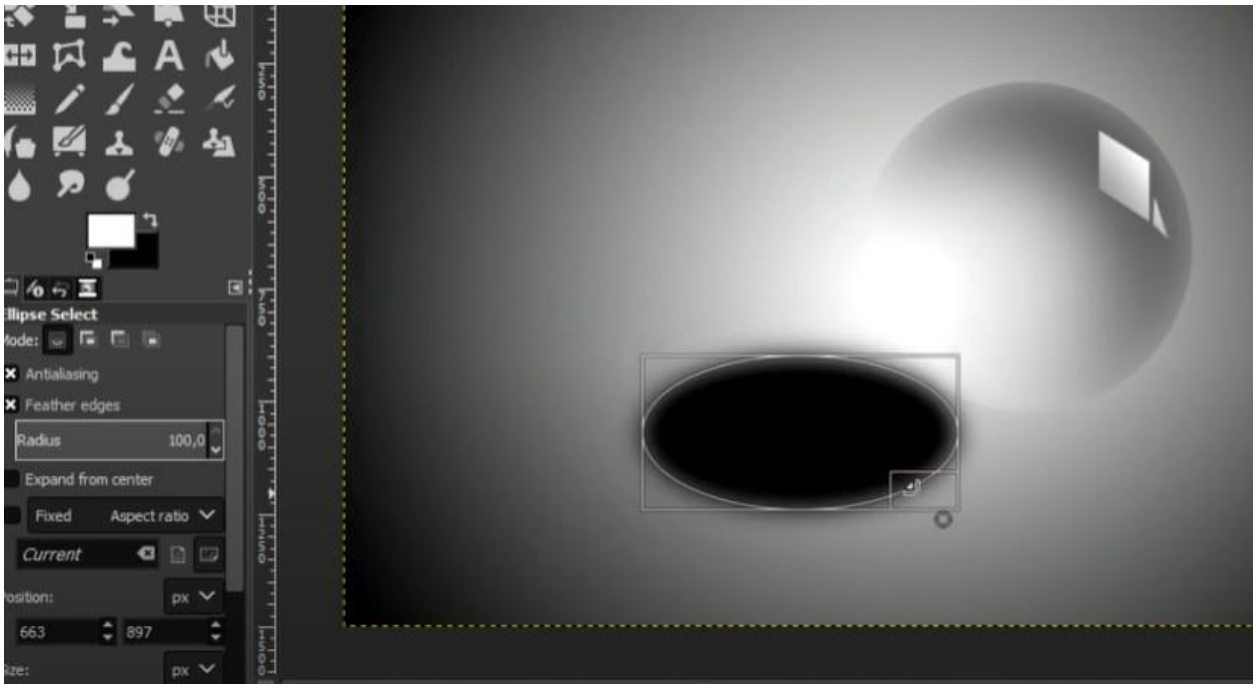


(8.07 Video)

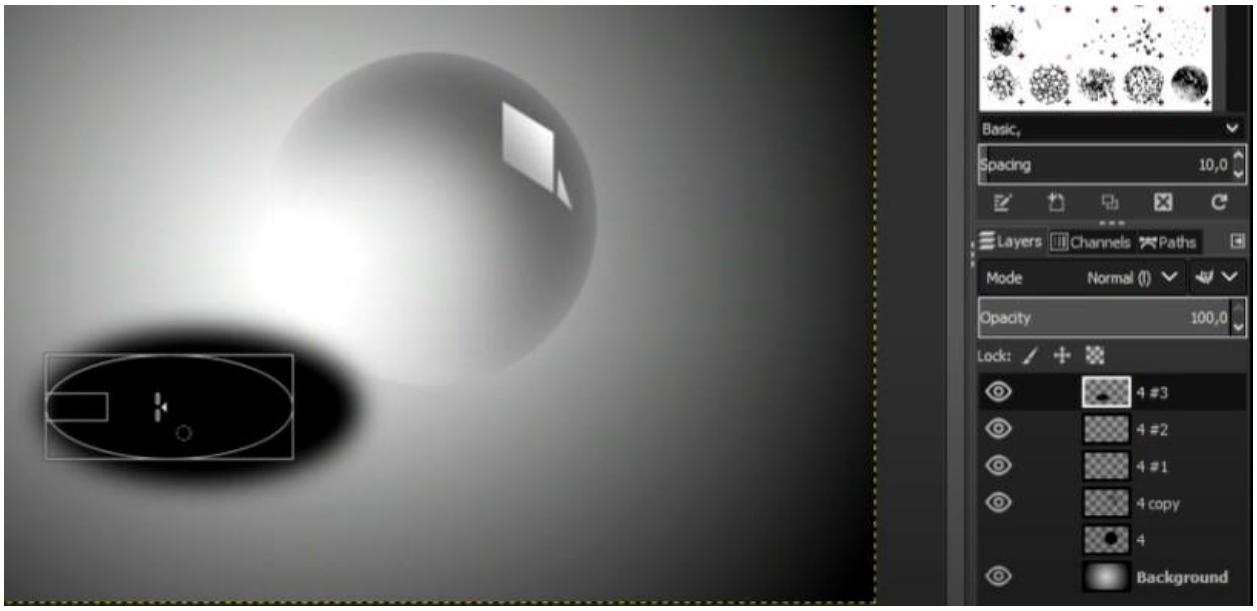
Go to black circle layer, alpha to selection – go to above layer – Select – Invert – Edit – Cut. Remove selection.

Create a new layer upper the layers. We are going to create a shadow to the glass ball.

Take ellipse tool and make an oval selection Click on antialiasing, Click Feather edges, Radius 100. Fill the selection with Black Colour.

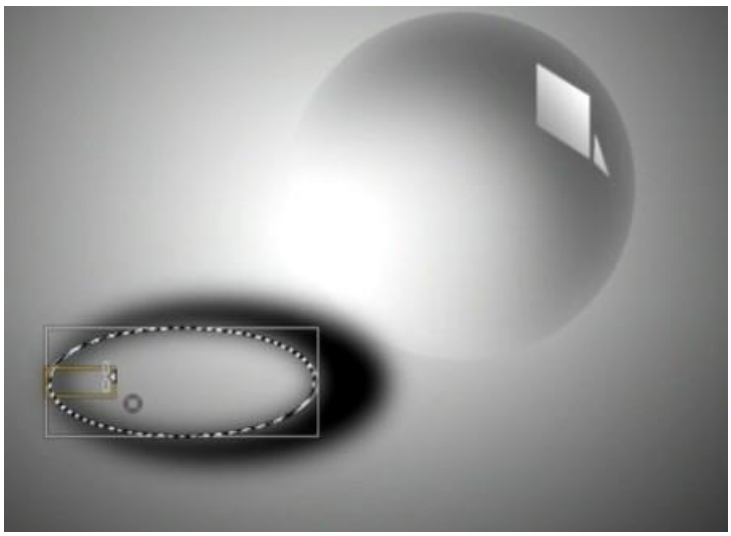


Now, make the selection smaller inside the black oval shape.



Edit – Cut. (9:09 video)

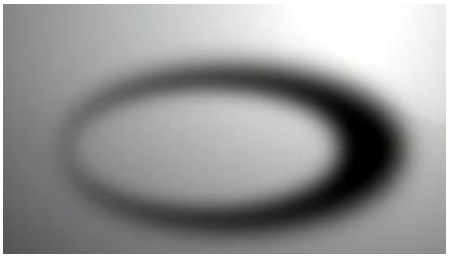
Don’t remove selection and adjust the oval selection to the left, like that,



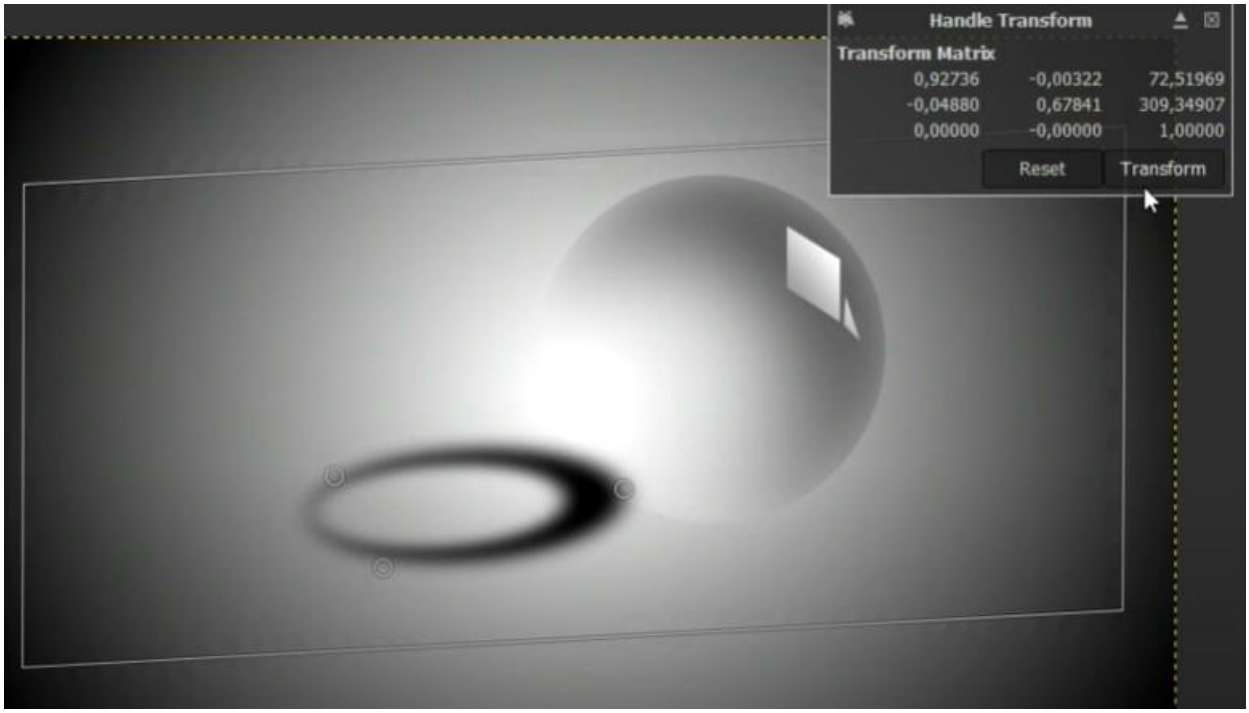
Edit – Cut

Select – Nothing.

9:21 video



Take Transform Matrix tool and give to the shape this transformation. (9:55 video)

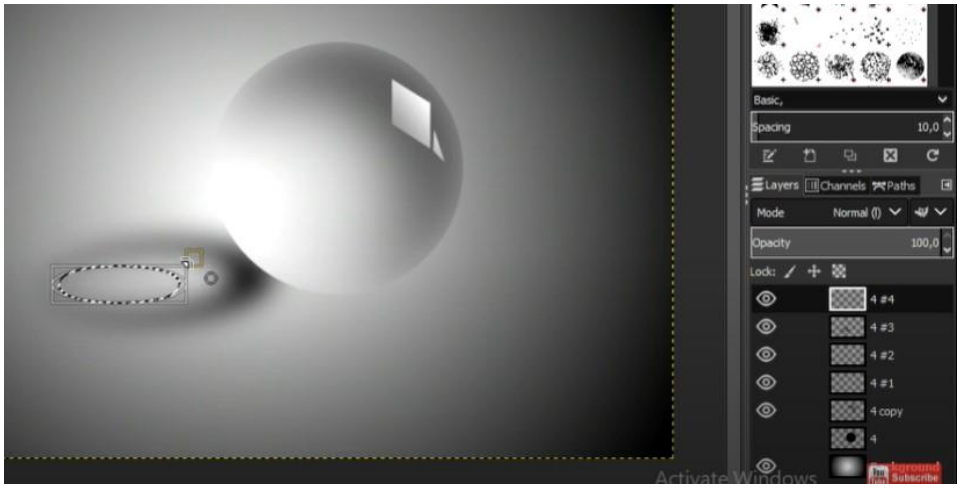


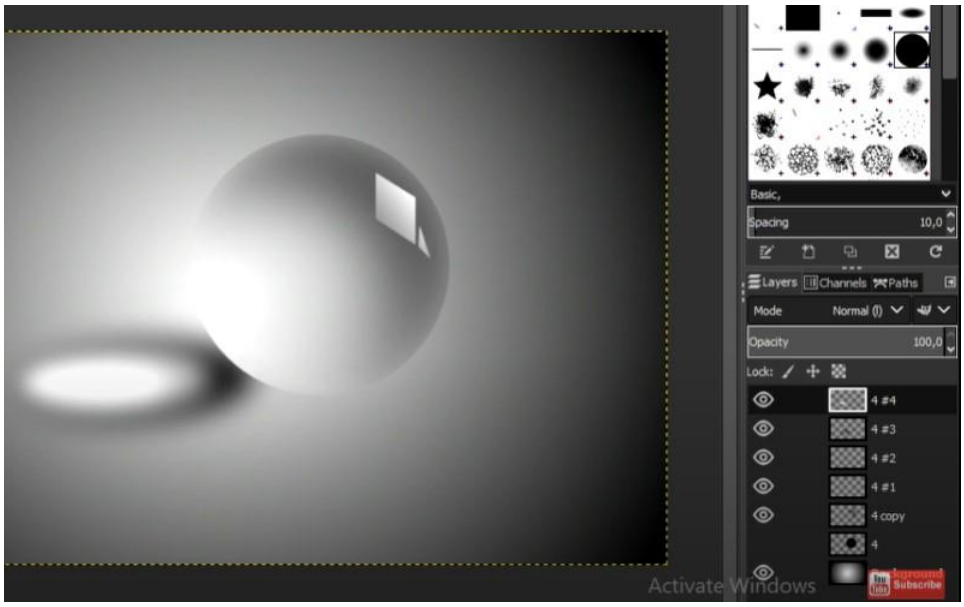
Apply to the shape Gaussian Blur X&Y 35.65 accept.

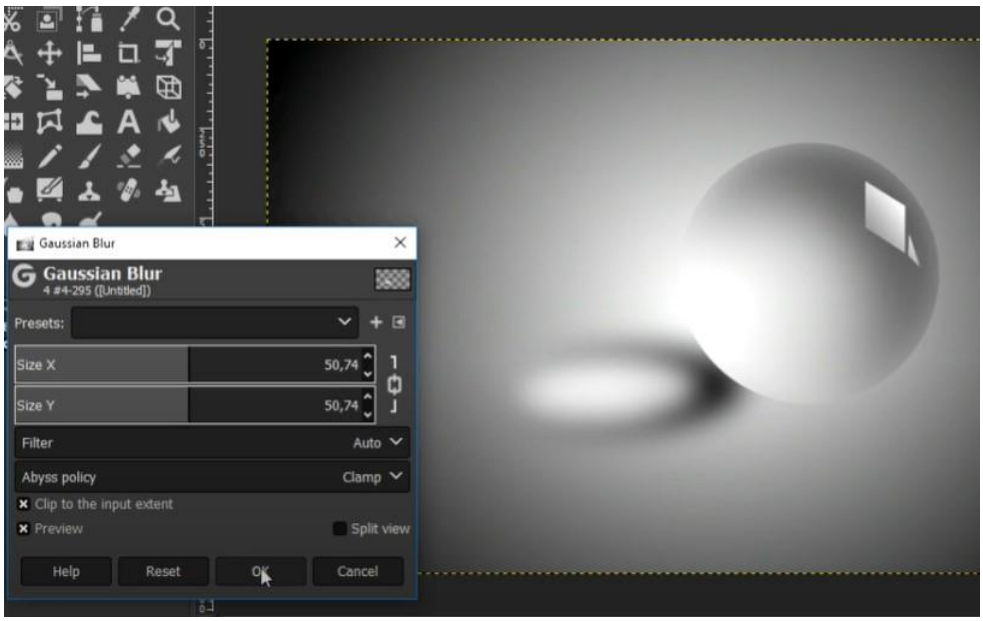
Go to Black Circle Layer, alpha to selection go to upper layer, Edit – Cut to remove extra shadow.

Create a new layer at the top. Create a new oval selection and fill it with white.

(11:02 video)

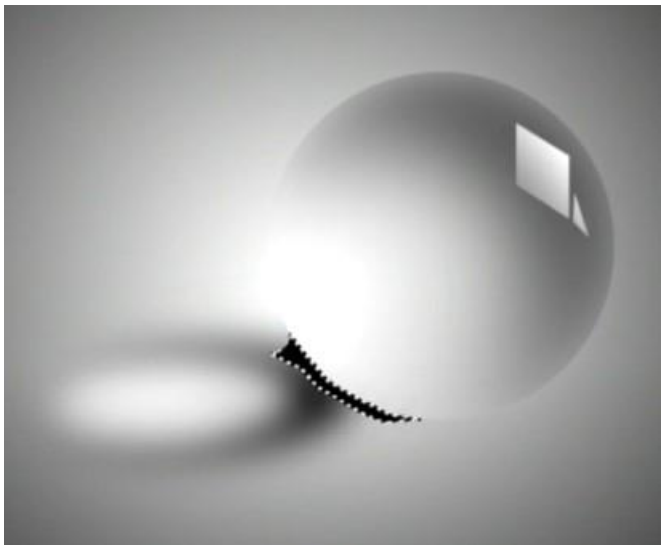

Basic,
Spacing 10,0
Layers Channels Paths
Mode Normal (l)
Opacity 100,0
Lock:
4 #4
4 #3
4 #2
4 #1
4 copy
4
Activate Windows


Basic,
Spacing 10,0
Layers Channels Paths
Mode Normal (l)
Opacity 100,0
Lock:
4 #4
4 #3
4 #2
4 #1
4 copy
4
Activate Windows


Gaussian Blur
Gaussian Blur
4 #4-295 ([Untitled])
Presets:
Size X 50,74
Size Y 50,74
Filter Auto
Abyss policy Clamp
Clip to the input extent
Preview
Split view
Help
Reset
OK
Cancel

(11:37 video)

Create a new layer upper of layers, with free laze tool, we are going to make an extra shadow between the glass ball and the shadow. Fill the shape with black colour.



Select – nothing

Go to Gaussian Blur and apply blur

X & Y at 34.72

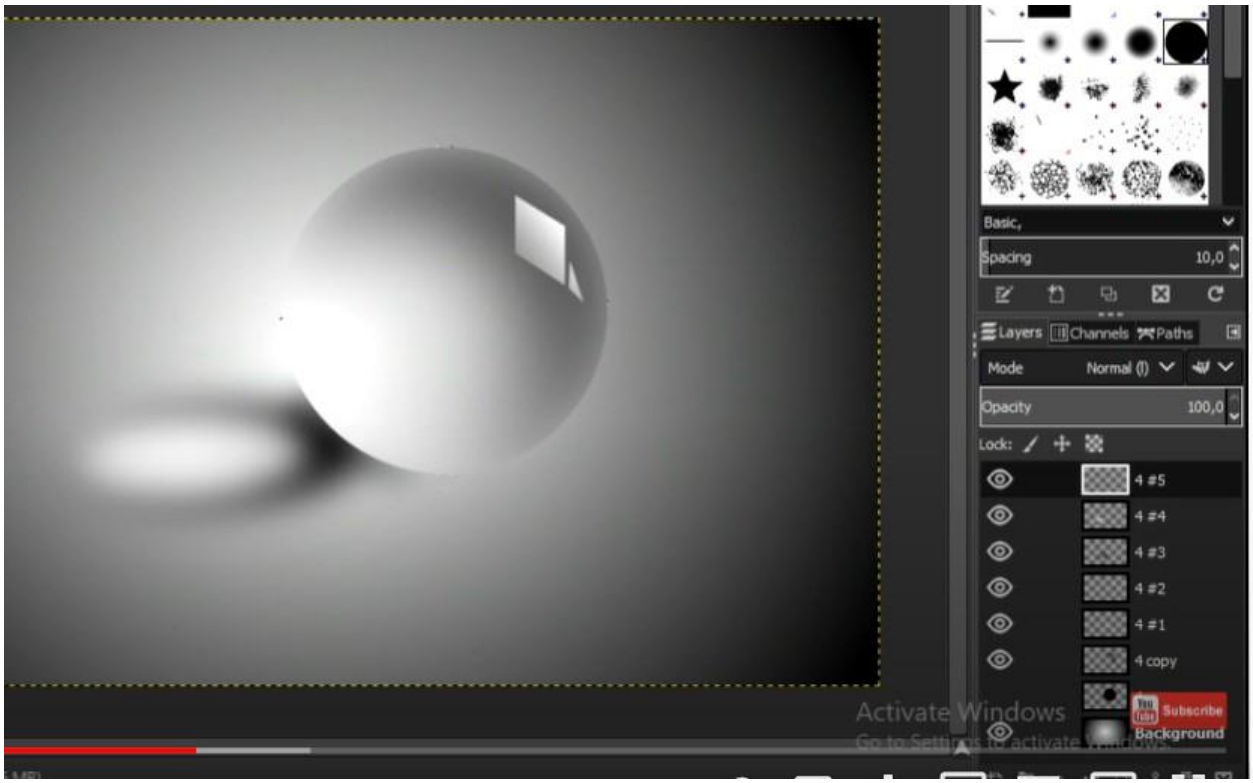
(12:58 video)

Go to Black Circle Layer – Alpha to selection.

Go to the upper layer and clear to remove extra shadow created by the blur.

Remove selection.

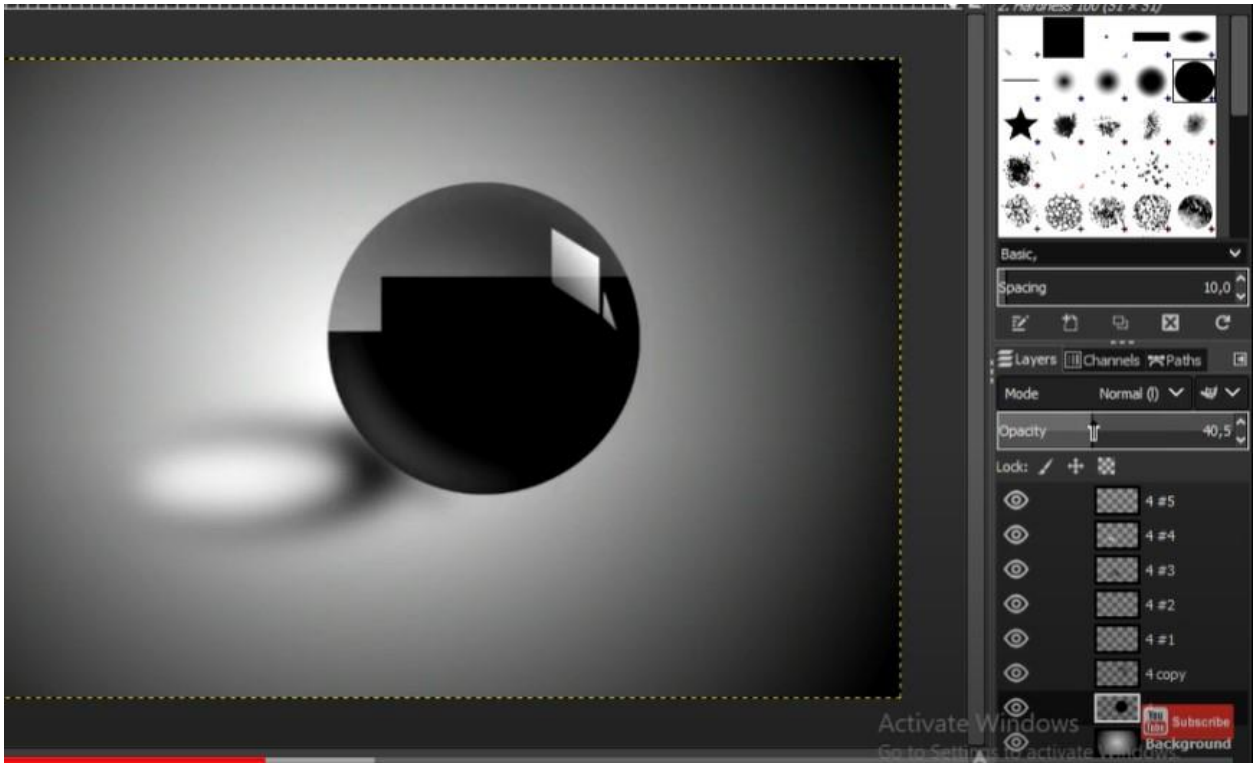
Layers so far:



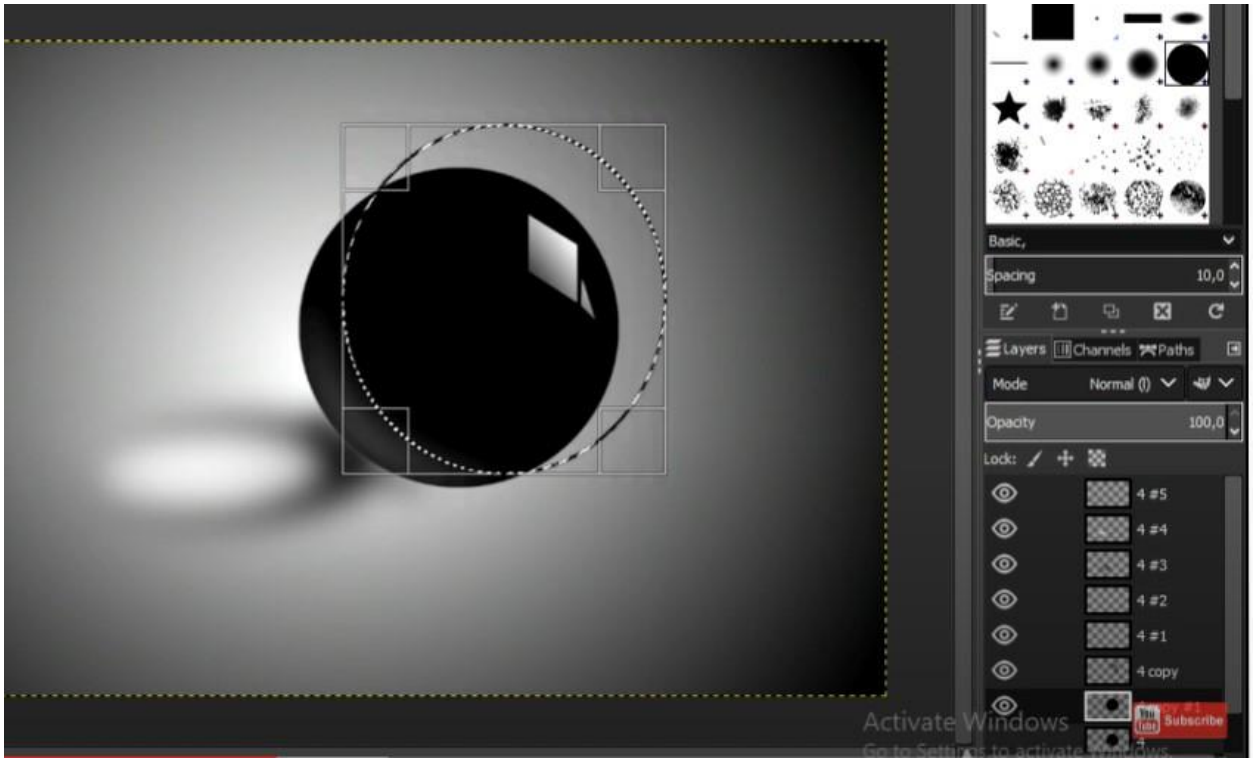
If you open the eye to Black Circle layer, and low opacity about 40% you can see already the effect.

(13:43 video)

Opacity 10% more glassy effect.



Duplicate the Black Circle Layer, Make an Oval selection on the right side. Remember to click feather edges

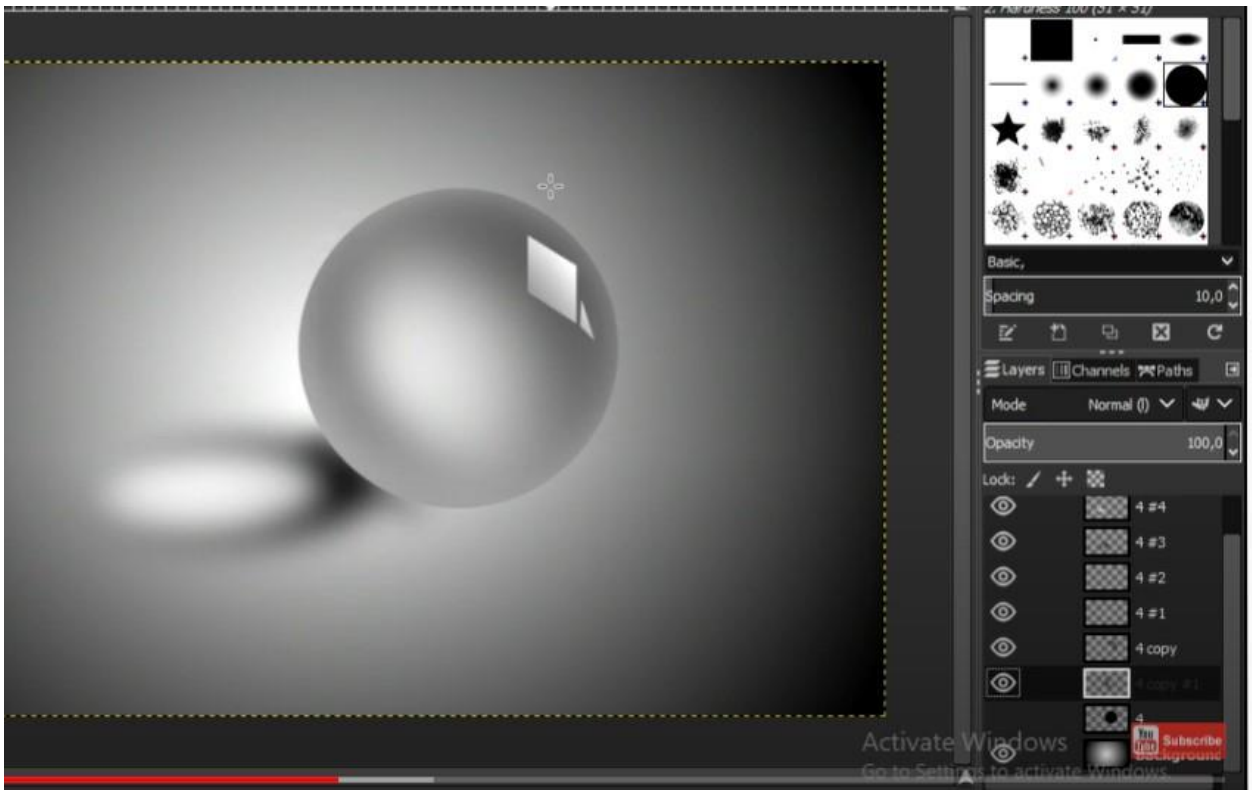


Edit – Cut

Select – Nothing.

Apply to the layer Gaussian Blur X & Y at 75 and accept.

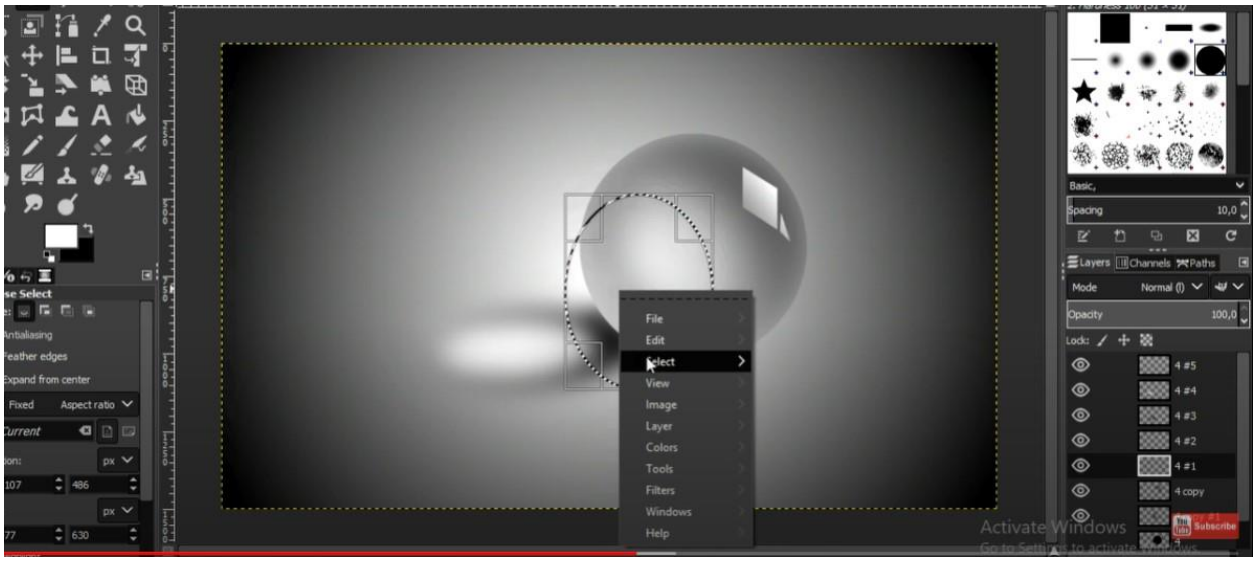
Select Black Circle Layer again, alpha to selection – Go to the above layer – Select Invert – Edit – Cut. Select – Nothing.



Set the layer at 67 % opacity

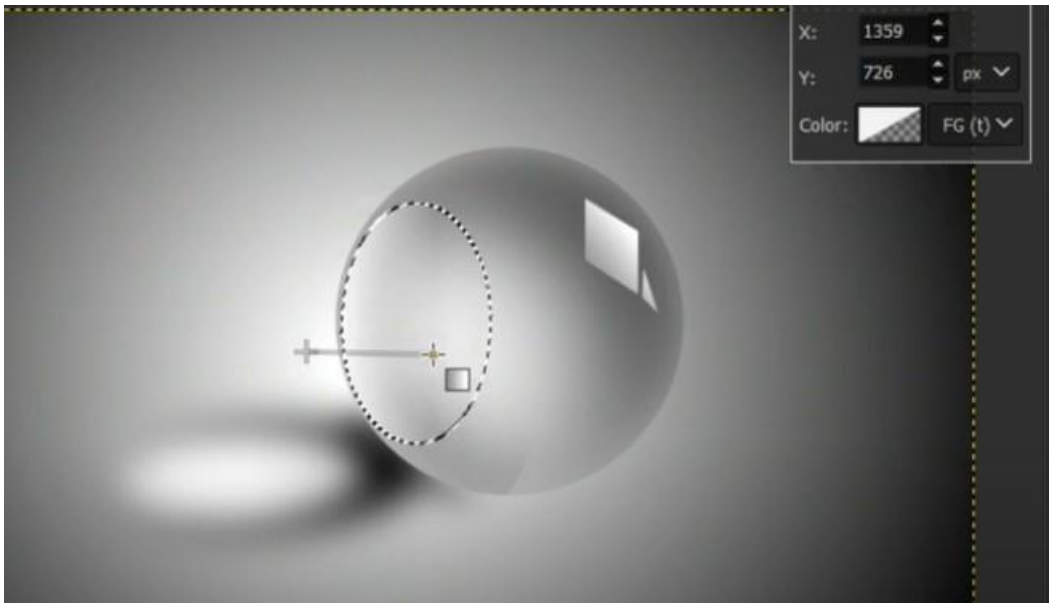
Select 4 # 1 layer

Make a selection Oval. Remove Feather Edges – Edit – Clear. Remove selection.



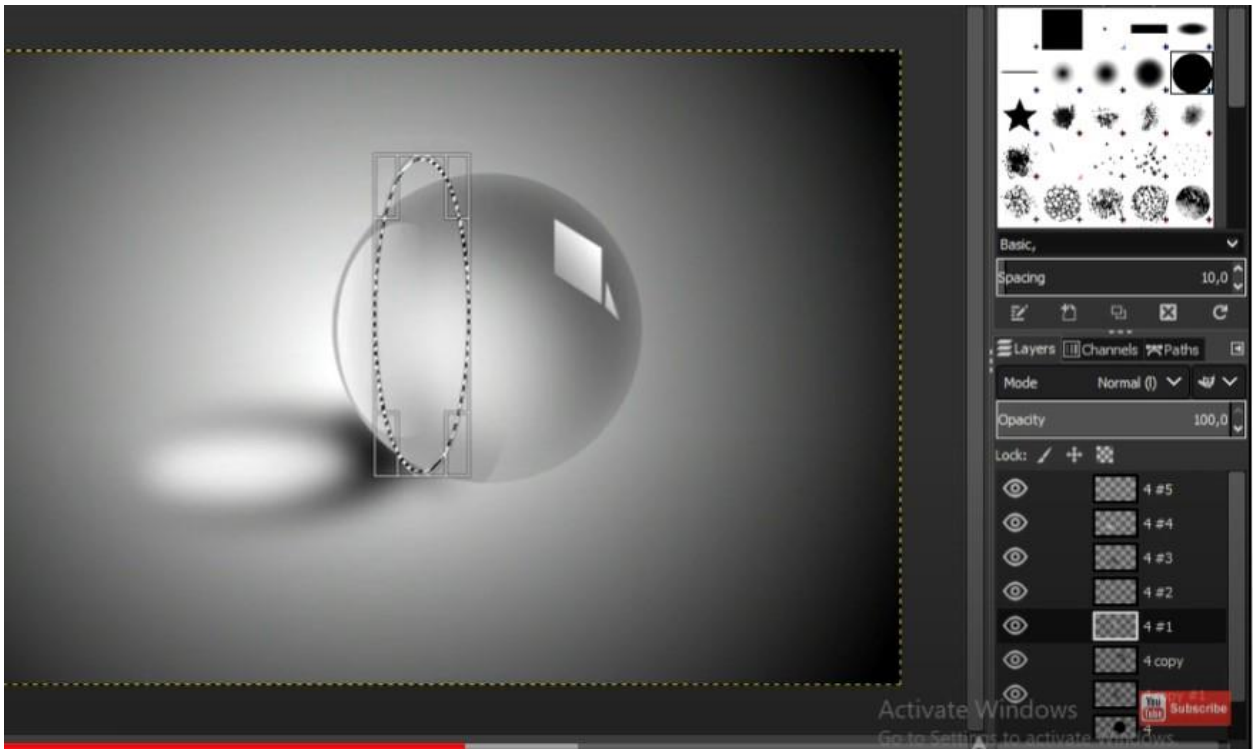
(16:25 video)

On the same layer, make an oval selection, take gradient tool, white to transparent and apply in diagonal



Remove selection

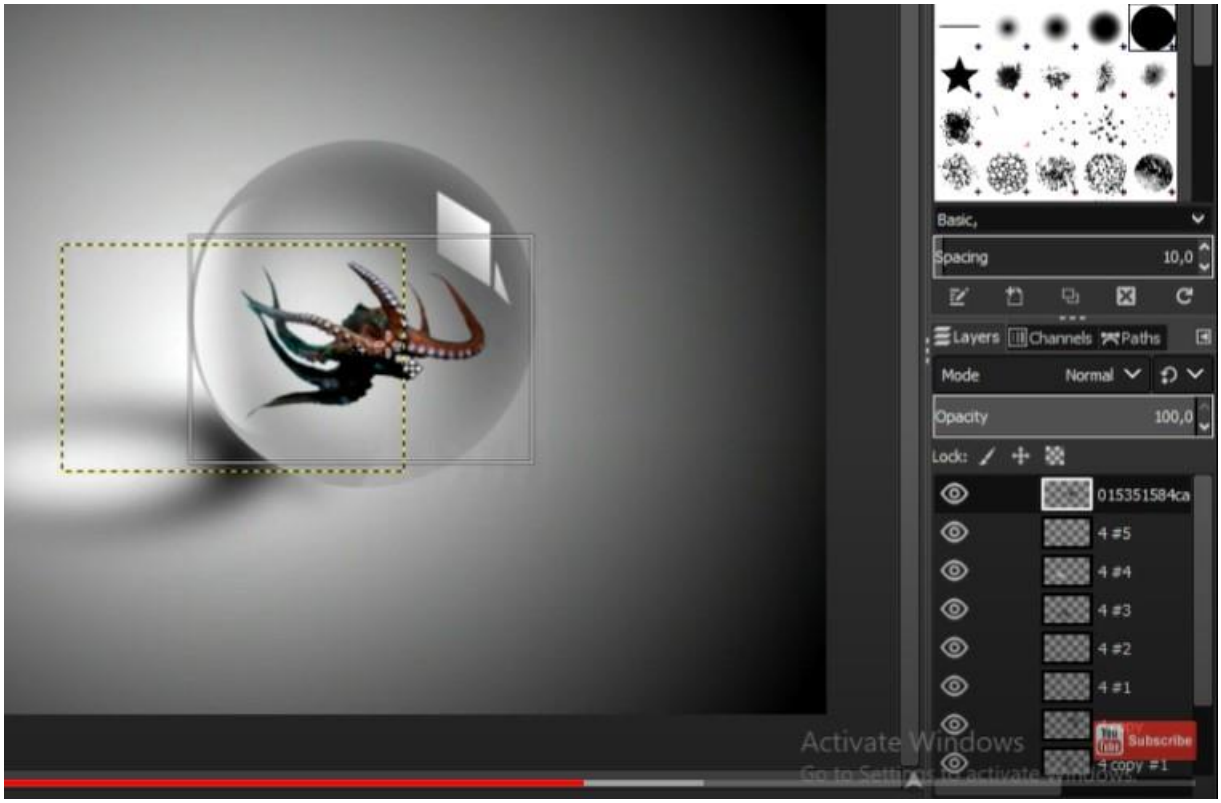
Make another oval selection, click on Feather edges, Edit – Cut. Remove selection.



Now we are going to add an object inside the ball.

Create a new layer upper the layers, add in the layer an object without background in png. Or add to the image alpha channel, and clean the background.

Adapt the object to a right size to the ball.



Set the layer above the background layer. (21:41 video)

Select Object Layer – Alpha to selection – and create a new layer on,

Go to change foreground colour to FF0000 colour

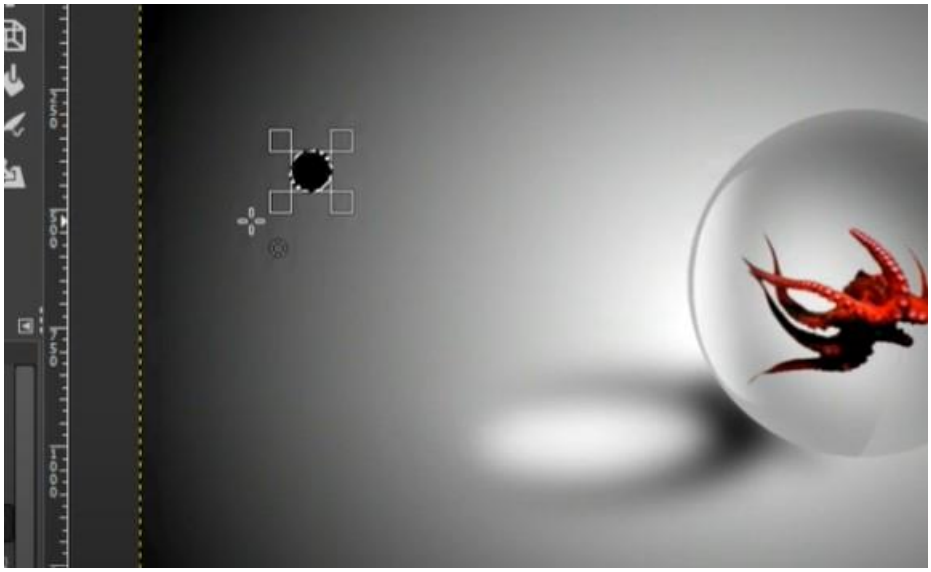
Fill the selection with red colour. Set the layer at Overlay Mode. Opacity 78%

Close eye to Layer 4 (Black Circle Layer) (22:39 video)



Create a new layer at the top

Make a small circle and fill it with black (no feather edges) close the eye to the layer.



Create a new layer on. Shrink the selection and Edit – Cut. (23:25 video)



remove selection.

Go to filters – blur Gaussian Blur

Apply X & Y at 21:79

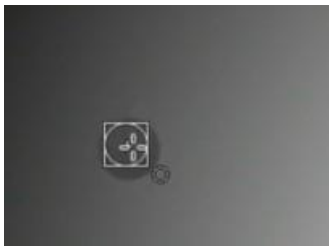
Select the small black circle layer created before

Alpha to selection

Go to the above layer Select – Invert – Edit – Cut



Create a new circle selection (Click on Feather Edges)



Edit – Cut; 24:17 video

Set foreground colour White

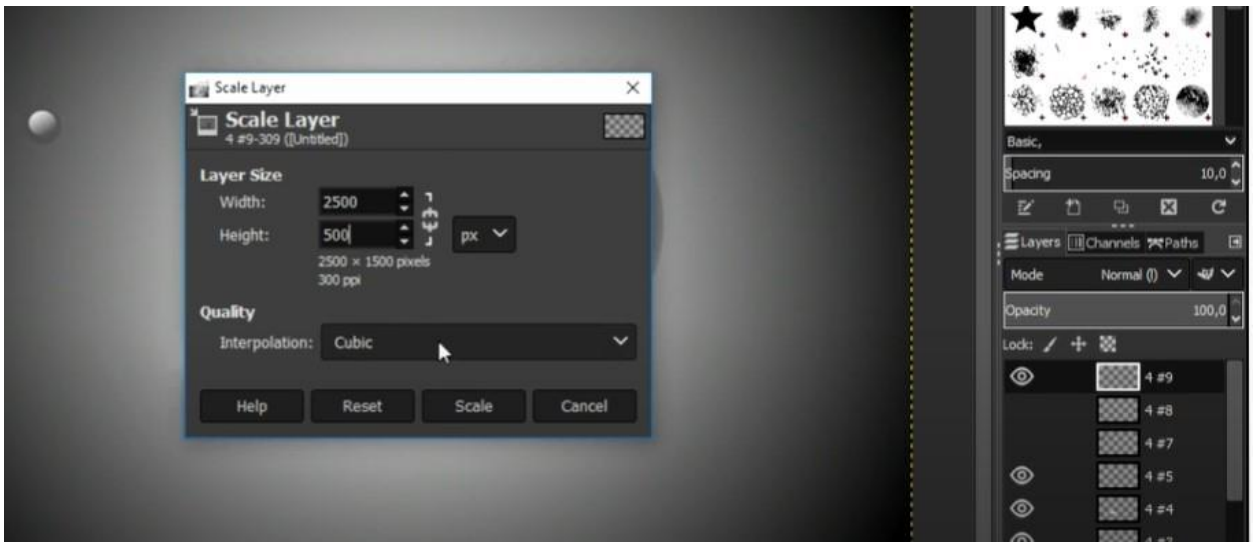
Apply gradient to transparency. (24:49 video)



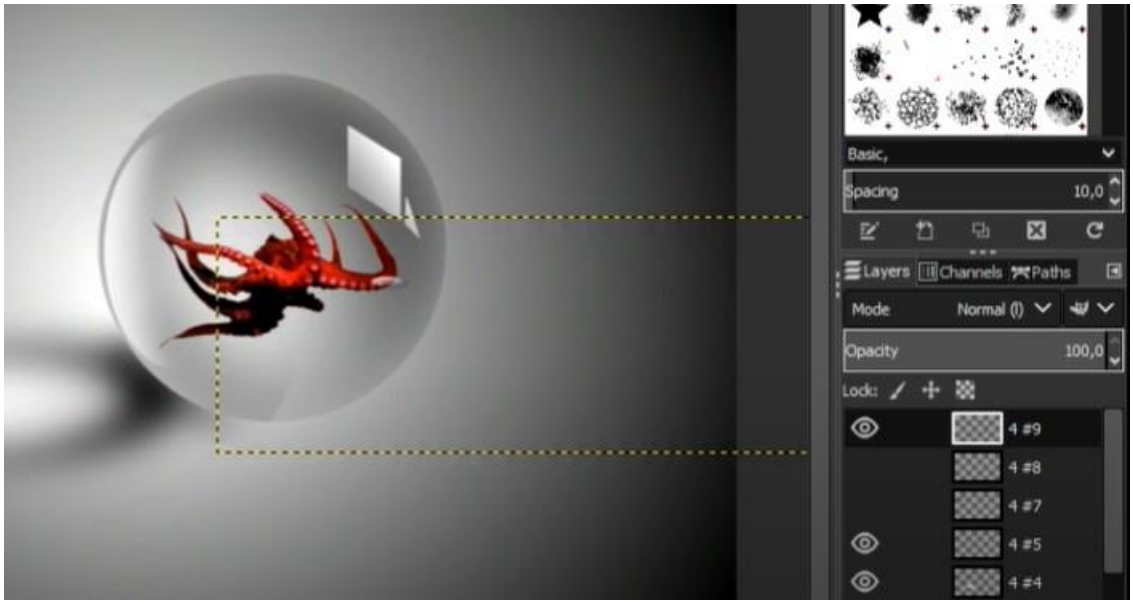
Close eye to below layer (Little black Circle) it will be base for more shapes. 4#8

Duplicate the layer.

Select the upper layer go to Filters-Layer-Scale Layer. Set Width 2500 and Height 500. Accept. (25:22 video)

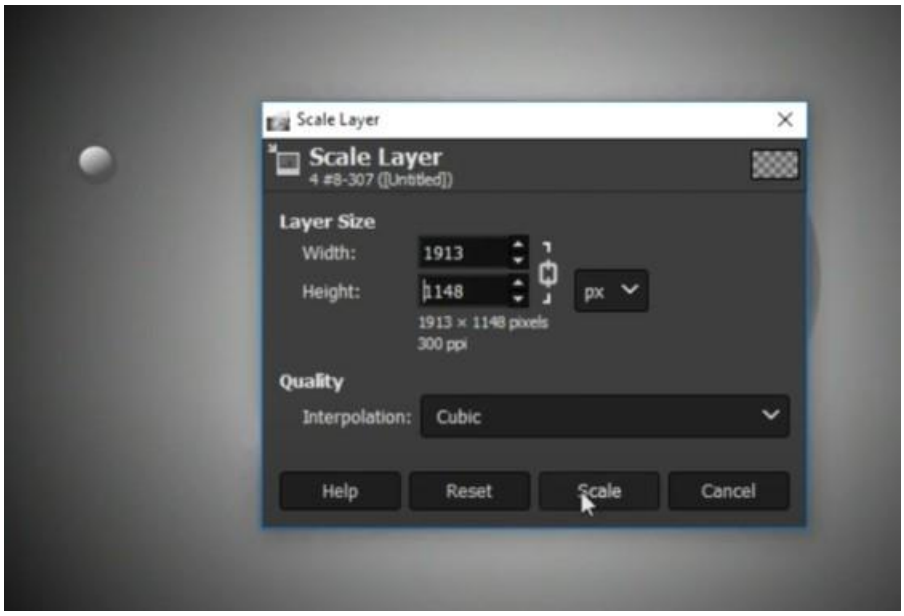


This action deform the little circle, with move tool set the shape on the right side. (Look the shot) 25:40 video



Open eye to 4#8 layer, Duplicate layer to deform the shape again

Go to Filters – Layer – Scale Layer; 1913*1148 accept.

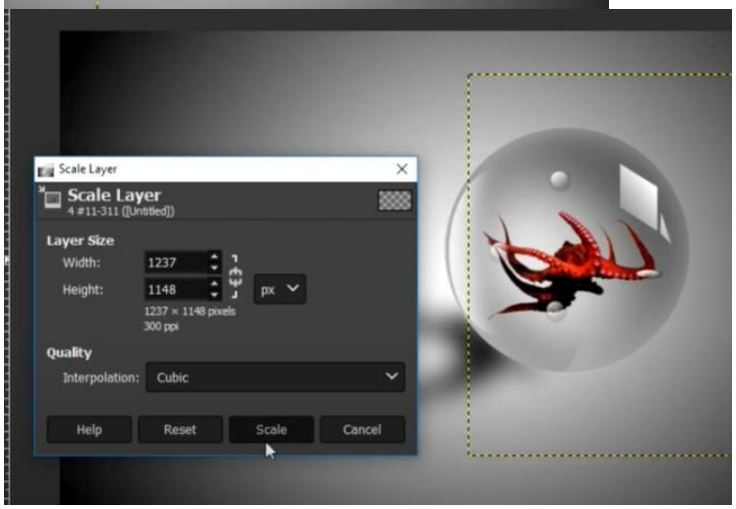


Set the new shape inside the glass ball.

Duplicate this layer and move the new shape to another place



Duplicate layer and go to Filters – Layer – Scale Layer - To deform the shape again



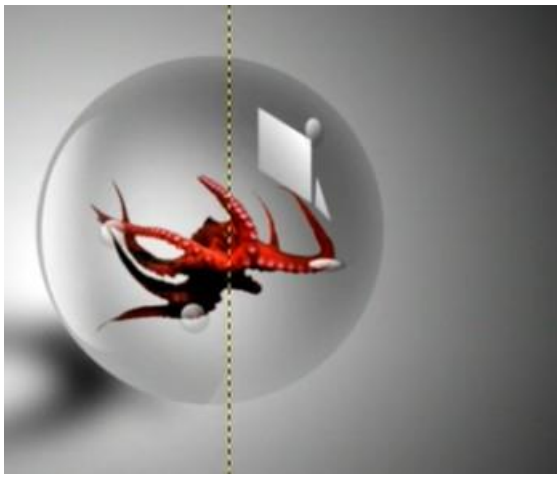
1237*1148

Accept.

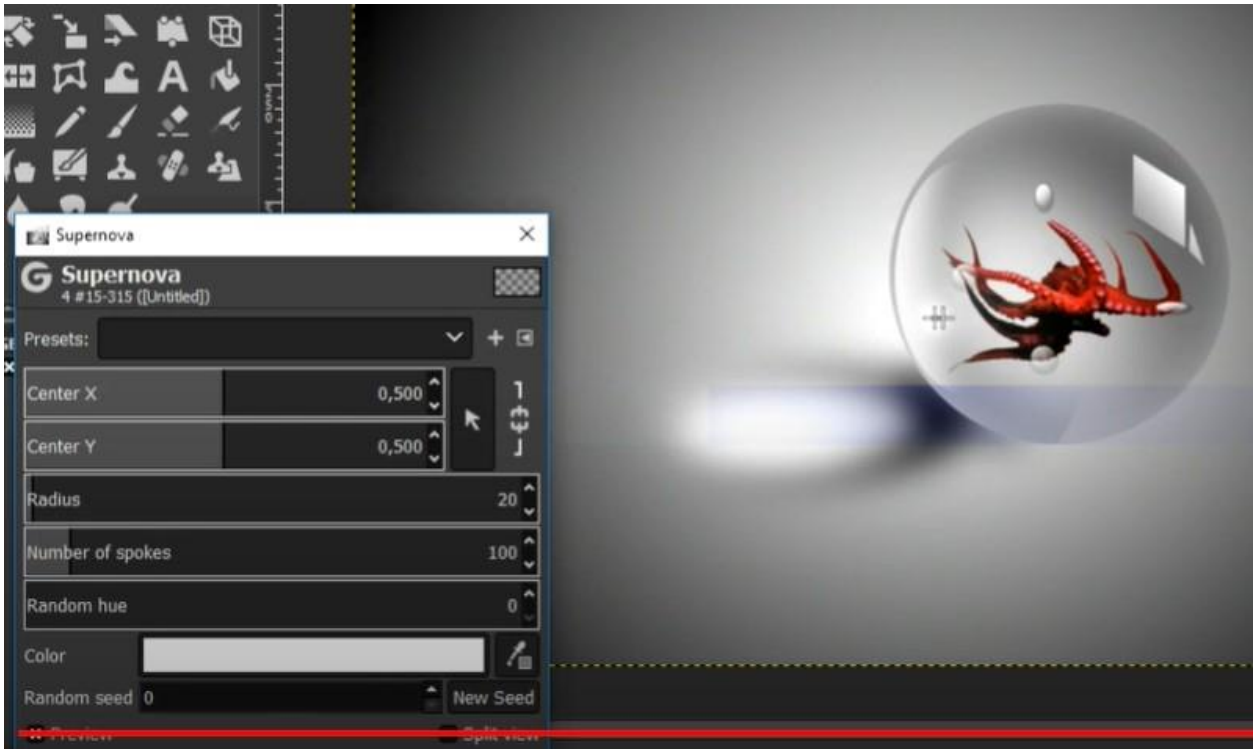
26:48 video

Make another one same way to do it.

Place it on the large white shape, or another place.



Create a new layer 4#15. Go to Filters – Light and Shadow – Supernova



Select Oval tool Click on Feather Edges –

Make a selection on supernova.

Select – Selection – Invert

Edit - Cut

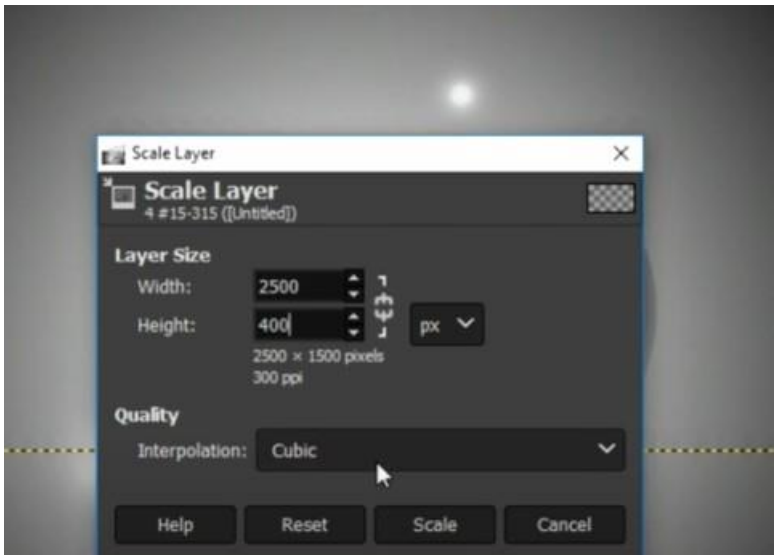




28:29 video

Select – Nothing.

With Move tool set the supernova layer to top to see it, go to layers – Scale Layer.



Set Width 2500

Height 400

Accept.

This deforms the shape

Set it at the top of the glass Ball



Layer 4#17.

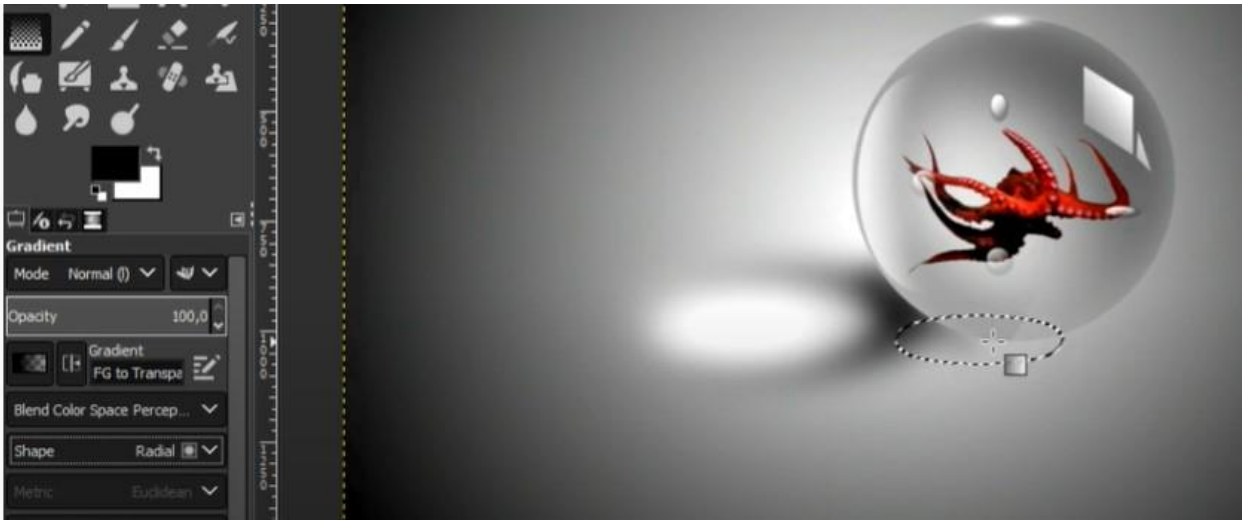
Create a new layer to create a base shadow to the glass ball.

Layer 4#18

Create an oval shape



Go to Gradient Tool, Black to Transparent – Radial shape





Go to layer 4 (Black Circle)

Alpha to selection

Go to upper layer 4#18

Edit – Cut



Set opacity 50% to the layer



Create above background a new layer.

Fill it with Black colour and set it opacity 27,5 %. (31:12 video)



Final

Excuse me if there is any mistake, as it has been really tiring.

Issa