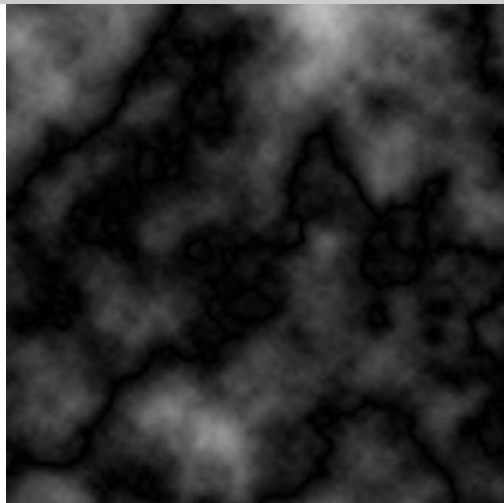




Deep Stairwell-Hole

Description: This is another method based on the "Futuristic Deep Tunnel" tutorial. This tutorial shows you how to create what looks like a slippery dip/stairwell going down a deep deep hole.



Start a new document 600x600.

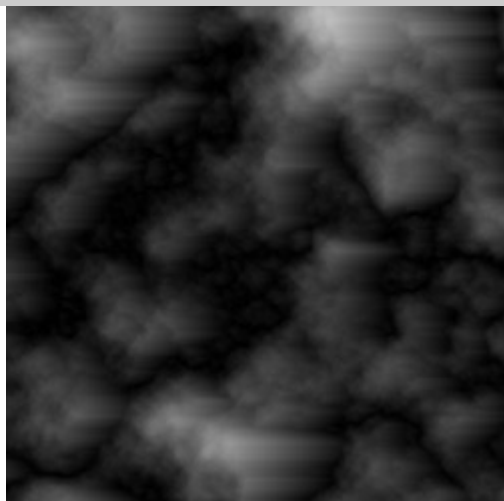
Create a new layer and fill it with **black**.

Reset your colors to default by pressing "**D**".



Then go to **Filter->Render->Difference Clouds**.

Press **CTRL+F** to reapply the filter. You should get a darker effect like mine.

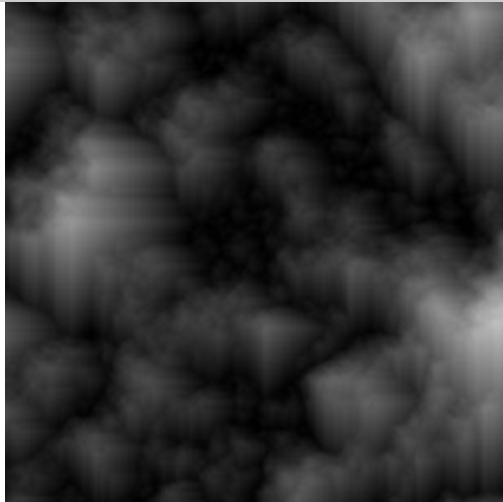


Then **Filter->Stylize->Wind**.

Method: Blast

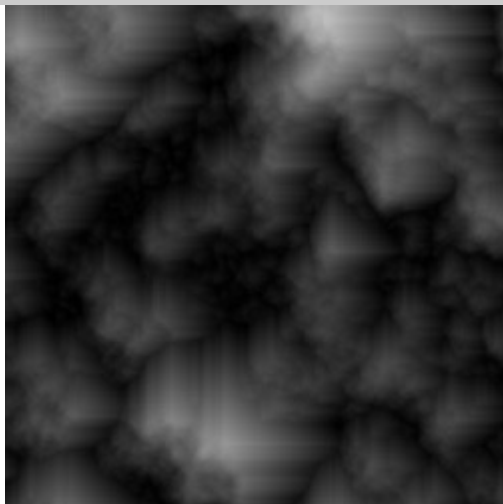
Direction: From the left.

CTRL+F about 6 times to reapply the filter.

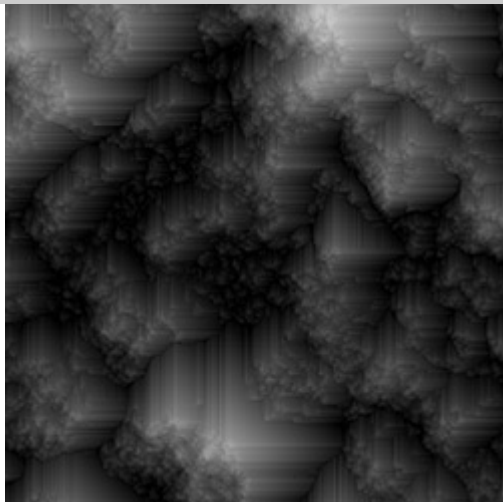


Now **Images->Rotate Canvas->90CW**

Then **CTRL+F 6 times** to reapply the wind filter.



Then rotate the image back. **Images->Rotate Canvas->90CCW**

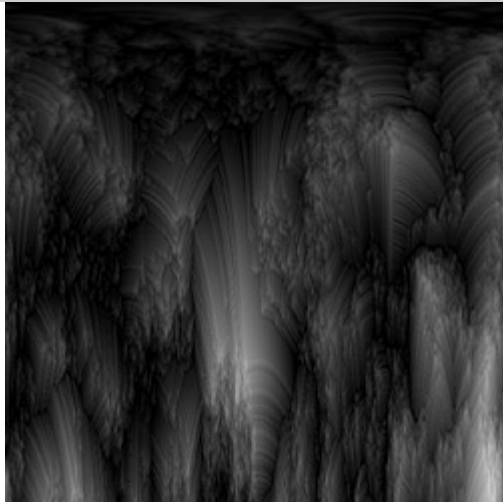


Then **Filter->Sharpen->Unsharp Mask.**

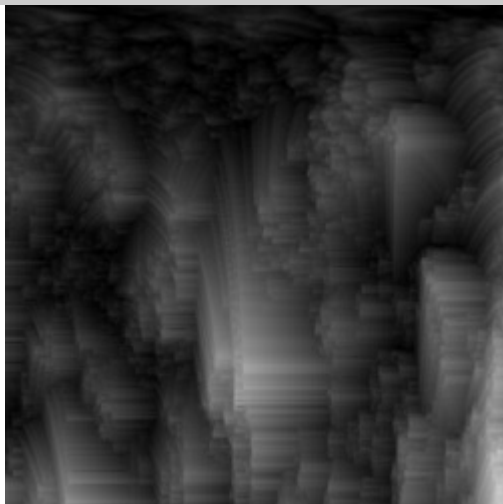
Amount: 500%

Radius: 2.5

Threshold: 0

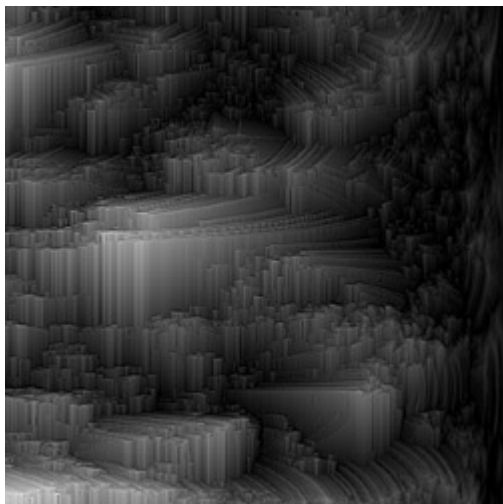


Then **Filter->Distort->Polar Co-ordinates.**
Options: Polar to Rectangular.



Then **Filter->Stylize->Wind**
Method: Wind
Direction: From the Left.

Reapply about 6 times by press **CTRL+F** 6 times.



Here you can do 1 of 2 things, each will give a different effect. Only do one of the following, NOT BOTH.

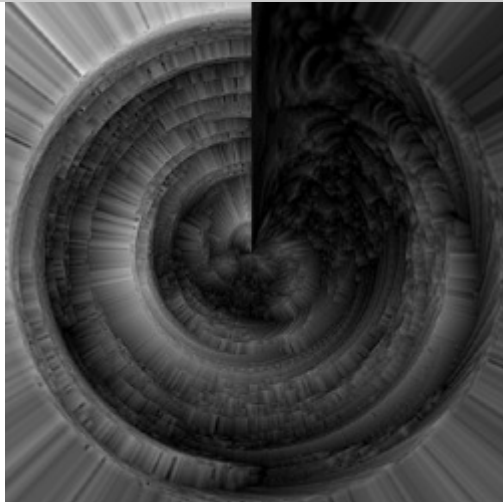
1. **Image->Rotate Canvas->90CW** (surface points upwards.)

or

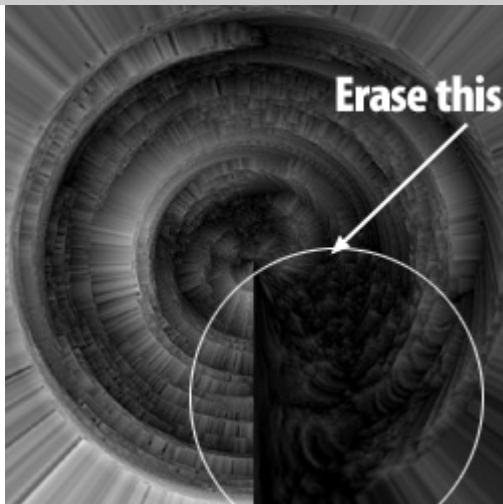
2. **Image->Rotate Canvas->90CCW** (surface runs flat.).

In this tutorial, i'll do the option #1.

Then **Filter->Sharpen->Unsharp Mask.**
Amount: 500%
Radius: 1.2
Threshold: 0

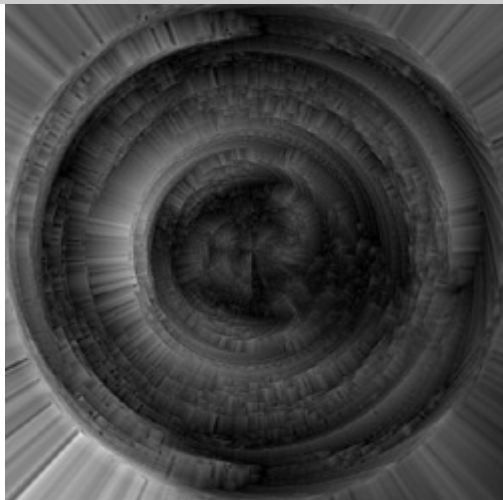


Then **Filter->Distort->Polar Co-ordinate**.
Options: Rectangular to Polar.



Now Duplicate this layer (CTRL+J) and then
Edit->Transform->Flip Vertical.

Use the Eraser tool brush size of **200 or 300 SOFT EDGE** to erase out the black line to reveal the bottom layer, giving it a full circle look.

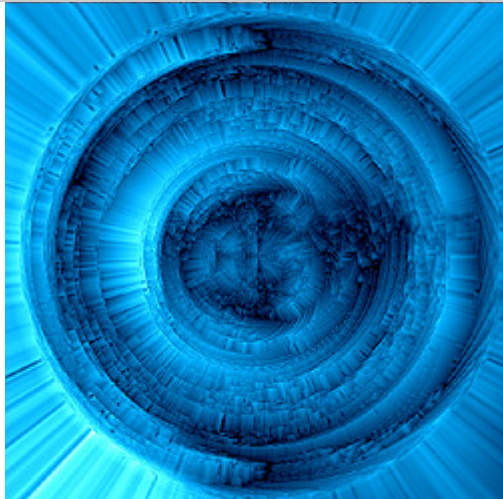


Then **Layer->Flatten Image** to merge all the layers together. You should now have 1 single layer with an image similar to the left.

Option 1: 90CW

Now open the Color Balance (**image->Adjustments->Color Balance**) box and play around with the colors sliders to get some really nice colors.

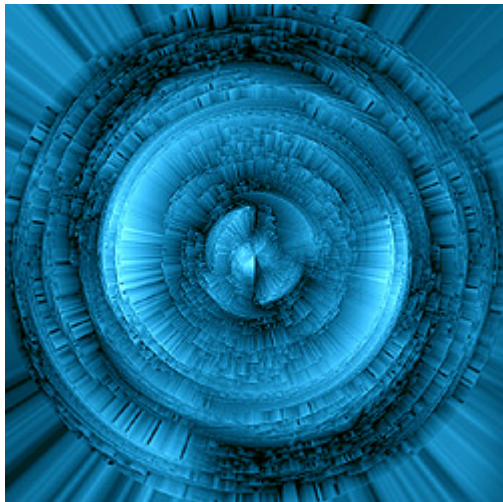
You can try The **Filter->Sharpen->Sharpen** to sharpen the image, giving it more rough details.



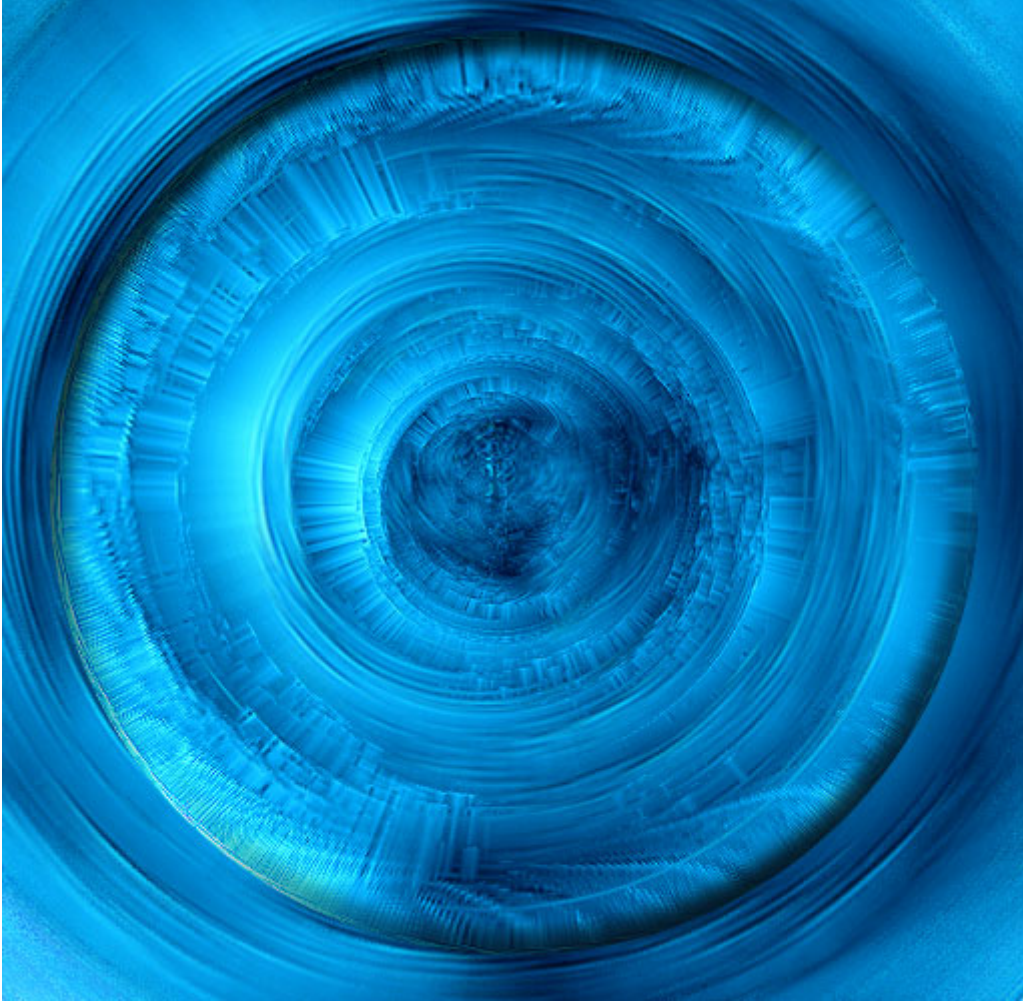
You can also try the Filter->Distort Spherize filter with a negative (-) value.

Like always, play around and come up with something unique

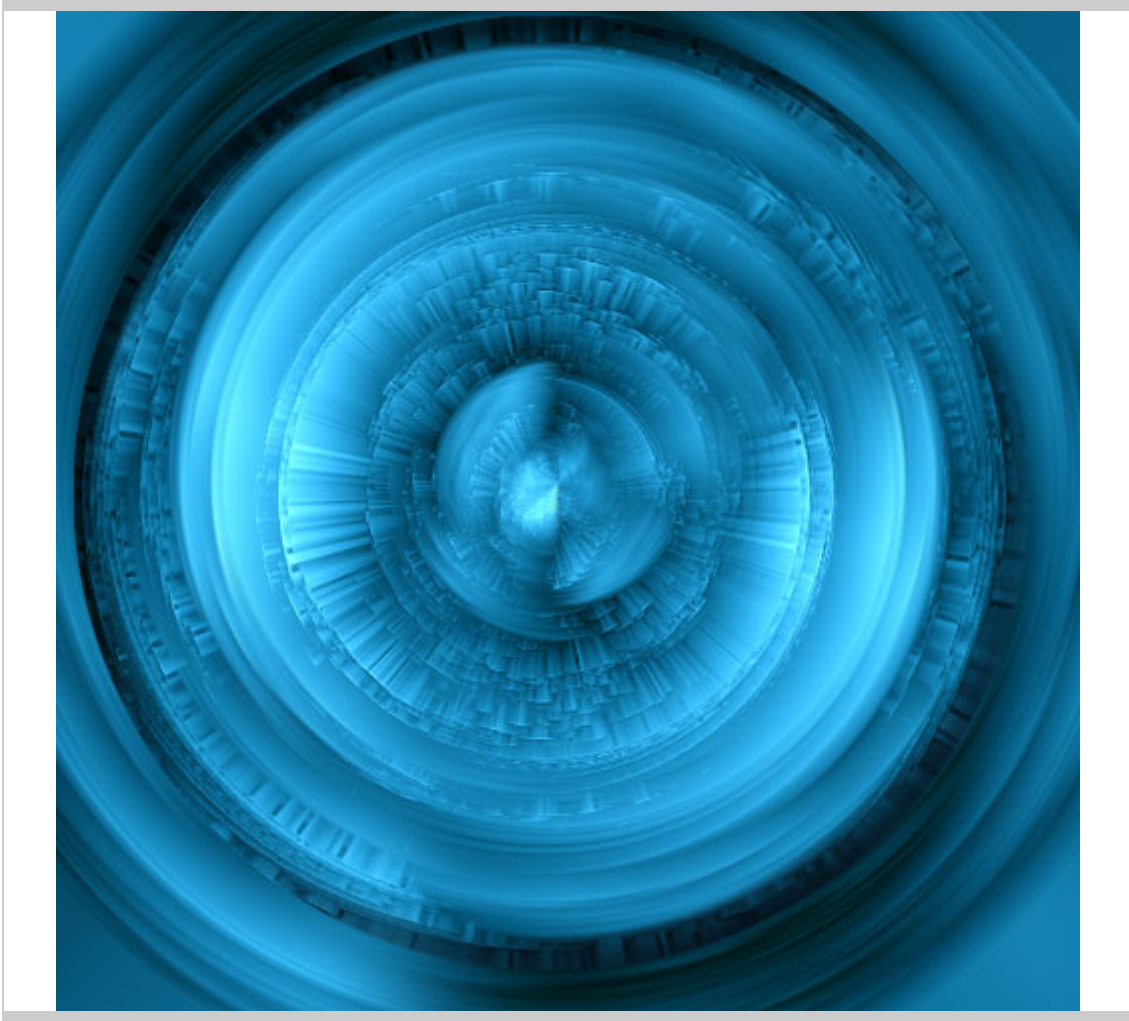
Option 2: 90CCW



Option 1: Image->Rotate Canvas->90CW



Option 2: **Image->Rotate Canvas->90CCW**



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