

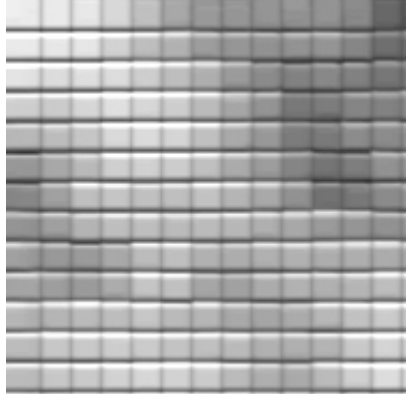
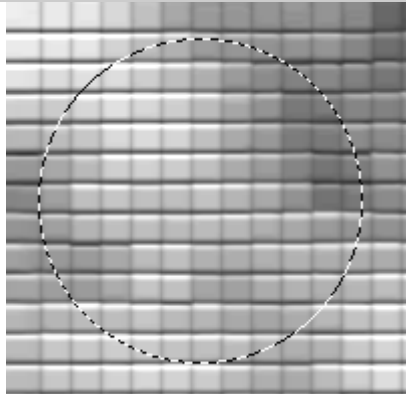

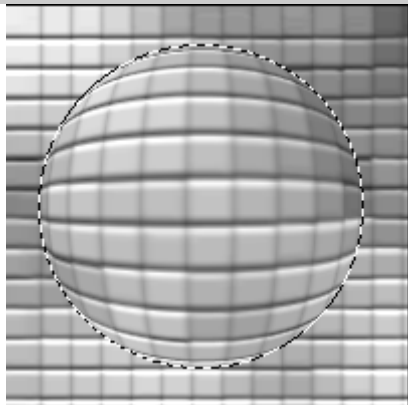




## Disco Ball

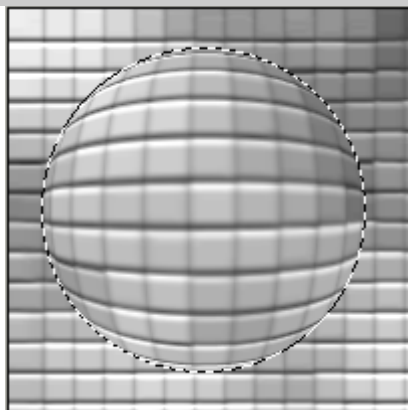
**Description:** This tutorial show you step by step how to create a disco ball using just a few filters and techniques.

	<p>Start a new document with size 500px by 500px, and <b>fill the background with black</b>.</p> <p><b>Create a new layer.</b></p> <p>Press "<b>D</b>" on your keyboard to reset your foreground and background to black and white:</p>  <p>Go to <b>Filter-&gt;Render-&gt;Clouds</b></p> <p>Try to get clouds that are evenly spread between grey and white and not too much black. the image to the left is good.</p>
	<p>Then go to <b>Filter-&gt;Texture-&gt;Patchwork</b></p> <p><b>Square Size:</b> 10 <b>Relief:</b> 7 (you can play with this setting)</p>
	<p>Select the circular marquee tool , then while holding down the <b>shift</b> key, click and drag to create a circular selection. Make it fairly big. (<i>Holding down the shift key allows you to create a perfect circle selection</i>)</p>



Then go to **Filter->Distort->Spherize**

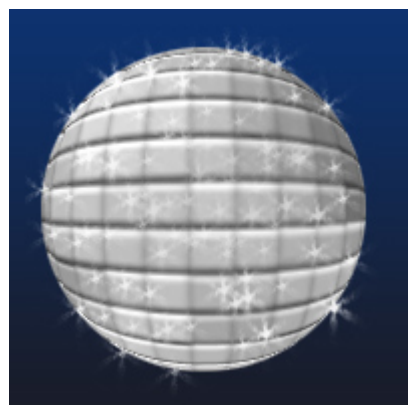
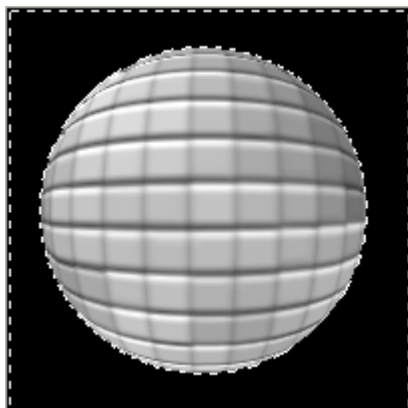
**Amount:** 100%  
**Mode:** Normal



Now we got the disco ball, we need to get rid of the surrounding.

Go to **Select->Inverse**

Then hit **Delete**. This will remove the surrounding.



Select the Brush tool and in the brush menu, scroll down and select either one of these brushes:



Set your foreground color to white, and make a few shines around your disco ball.

Because the ball is on a layer of its own, you can use it on any color background.

Enjoy.!

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