



Fireball

Description: In this tutorial, i'll show you how to make a hot flaming fireball.

Start a new document 600x200 and fill the background with the color you will eventually want to have your fireball on. This technique will not look good if you decide to change the background color later.

Im using a dark black to blue gradient.



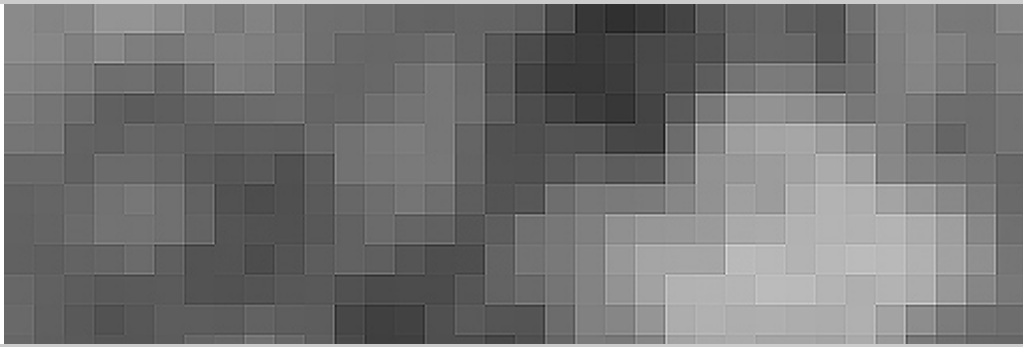
Press "D" to reset your colors to default black and white




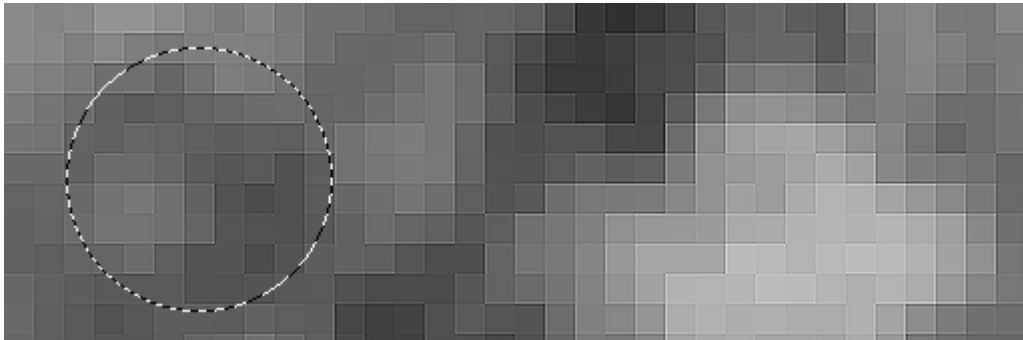
Then create a new layer. No go to Filter->Render->Clouds



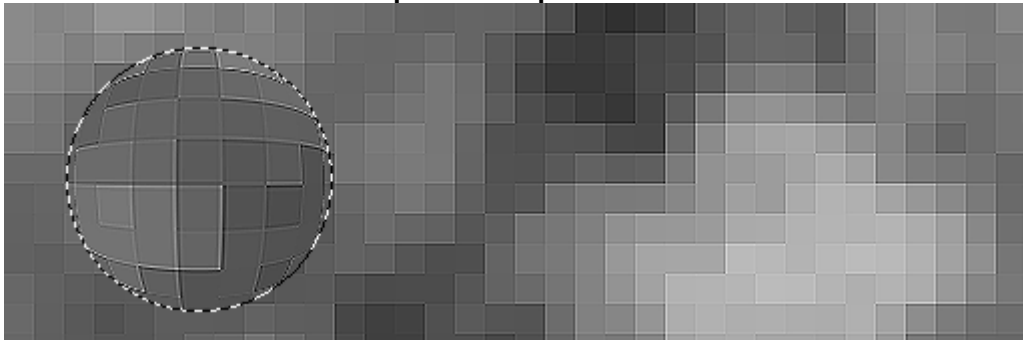
Now go to **Filter->Pixelate->Mosaic** and enter **20**
Then **Filter->Sharpen->Sharpen**, do this **2 more times**.



Now choose the elliptical marquee tool  and while holding the shift button, click and drag to make a circle towards the left at a size similar to below



Now go to **Filter->Distort->Spherize**. and enter **100** for amount.
Then **Filter->Sharpen->Sharpen**. Do this **2 more times**




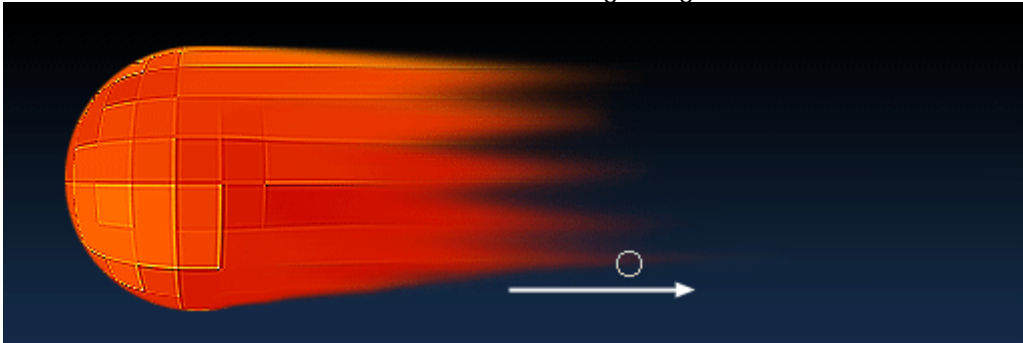
Now **Select->Inverse** then hit "**delete**". then **CTRL+D** to deselect.



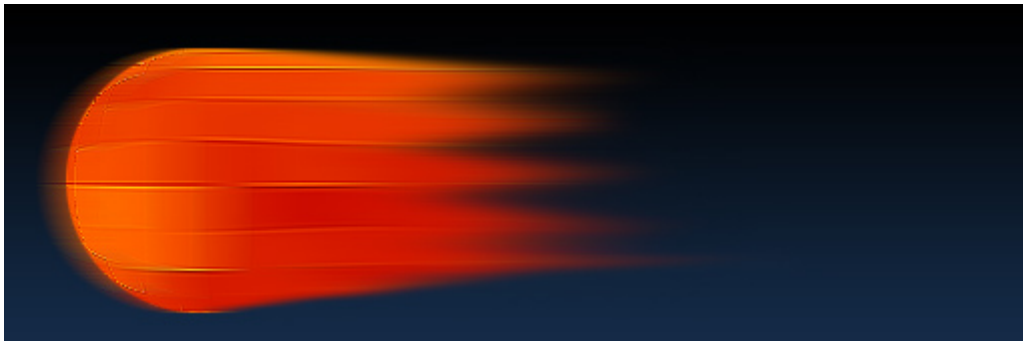
Now **Image->Adjustment->Color Balance** (or CTRL+B).
For each **Shadows**, **Midtones** and **Highlights**, set its **Color Levels** as: **[+72] [0] [-72]**



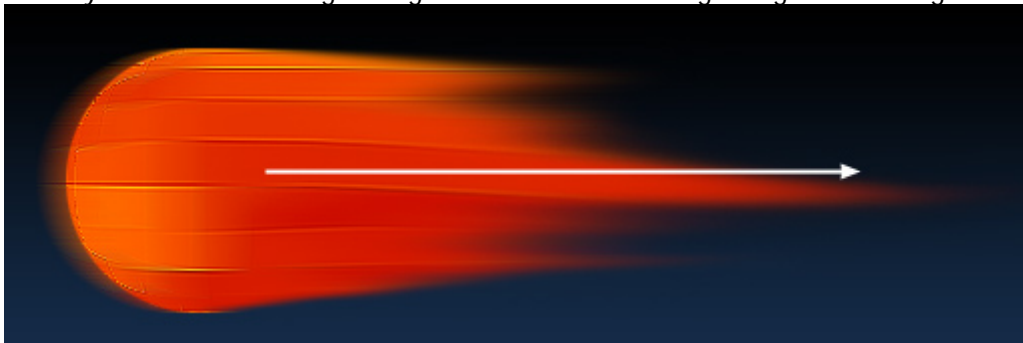
Now select the smudge tool , set the brush size to **soft brush, size 35**. Now start at the right edge of the ball and smudge it over to the right about midway. Do this from top to bottom, all around the right edge.



Now duplicate this layer by dragging the layer into the "new layer" icon at the bottom of the layer's palette. (or just press CTRL+J). Then go to Filter->Blur->Motion Blur. Set distance=30.



Now select the smudge tool again, this time, set the brush to about 45. then smudge the top layer and create a long smudge from the ball to the right edge of the image.

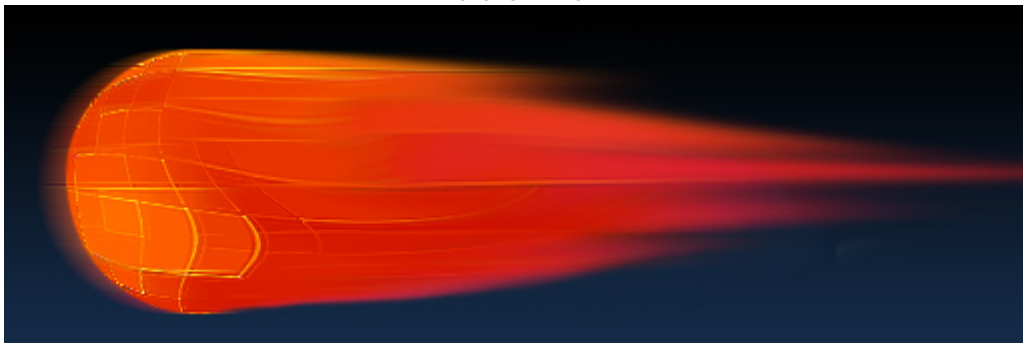


Now set the brush size to 35 again, this time, smudge just above and below that longggg smudge, this one should be just a little shorter than the one in the middle



Now set the top layer's blending mode to "**Lighten**"
Now select the first layer (original ball layer), then go to **Filter->Distort->Twirl**. Set to about **-75**.

Here is mine:



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