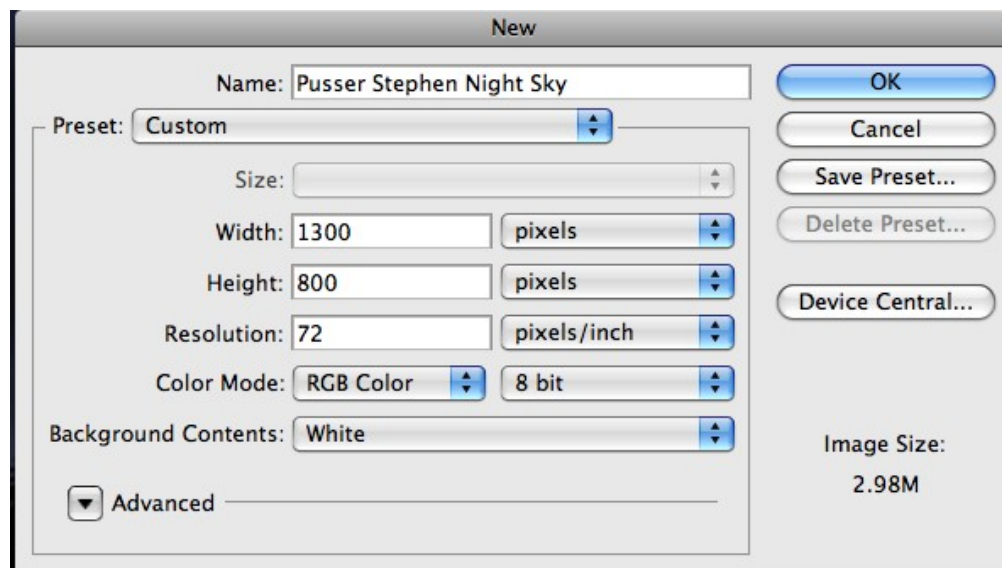


Night Sky

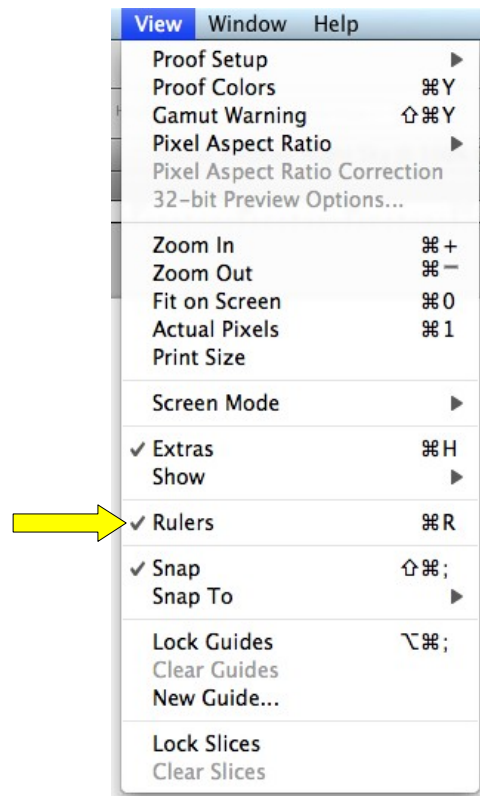
Tutorial by Stephen Pusser,
Wakefield High School, Raleigh NC



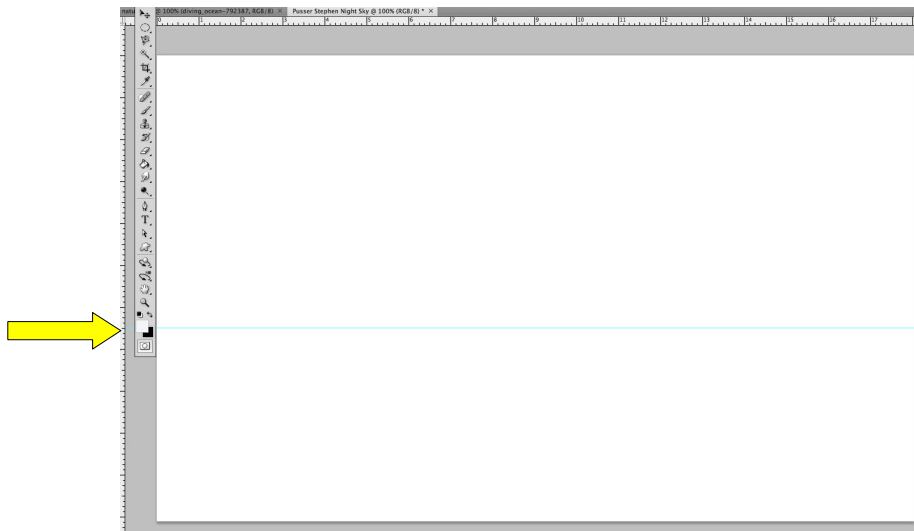
Create a new project with the following dimensions



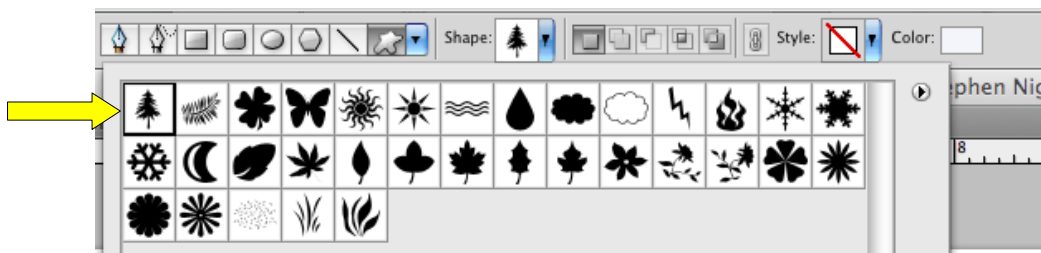
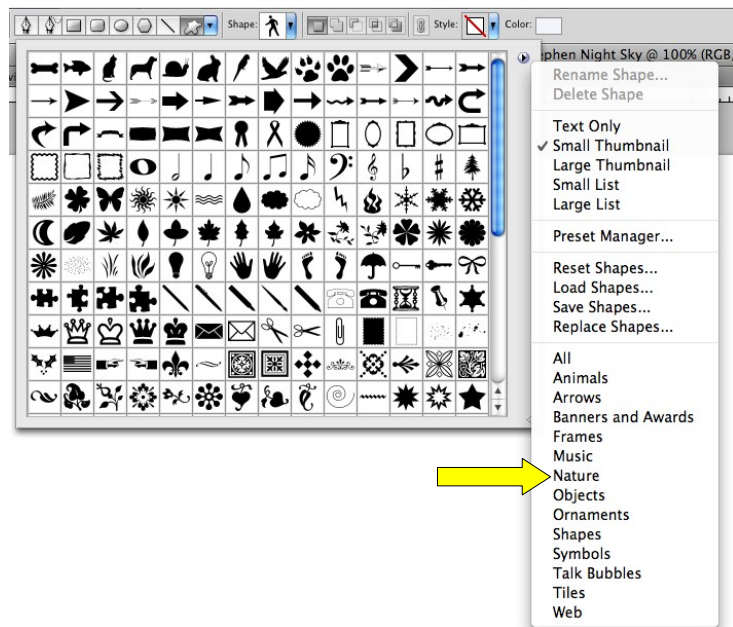
The first thing we will do is to create a line so that we can match up all elements easily on the horizon. We need to place the horizon asymmetrically, or informally, on the lower third of the canvas. Go to view and select Rulers.



Drag your mouse from the top ruler area to create a guide. Place the guide at the 6 ½ inch mark. This should give us the right composition.



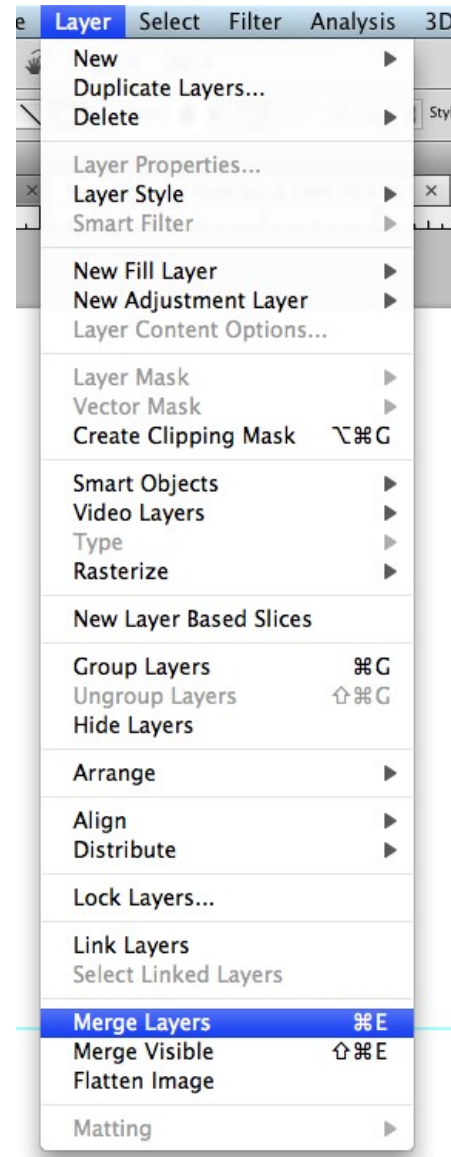
Now let's create our trees. We will have to create a couple hundred trees, but that's easier than you think. First select tree brush from nature category in custom shapes:



Now click and place the trees along the horizon. Remember to give them various shapes.



Im am already at 92 trees and this is not enough. Instead of creating the rest one by one, highlight all of the tree layers, merge them, and copy and paste the rest of the way.



Now copy the merged layer and copy that several times to finish the forest. Remember to transform each layer slightly to give the forest variation

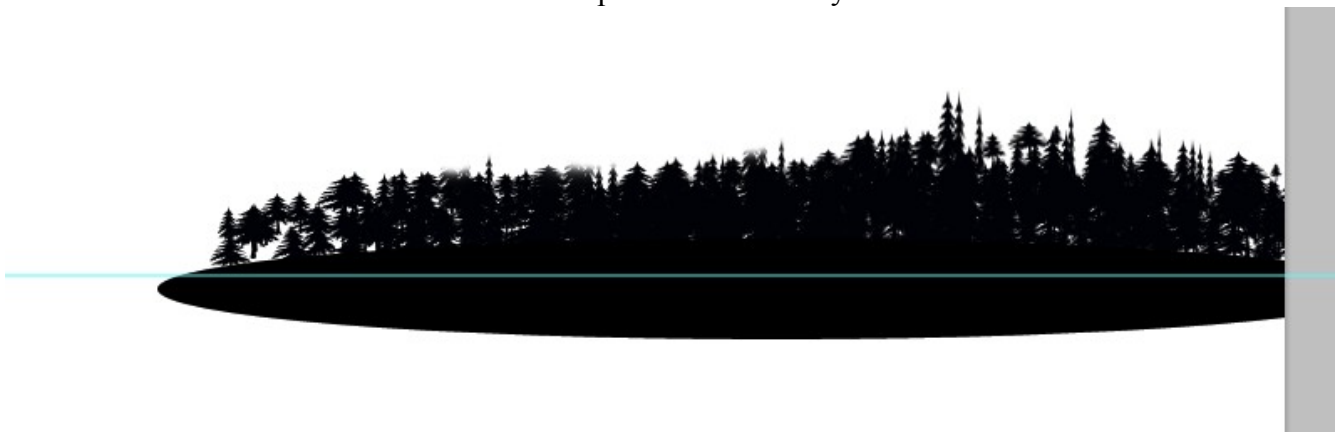


Now merge those layers into one, and rename the layer Trees. I don't like how there is repetition in the taller trees, so I am going to erase some to give it a natural look. Evaluate your tree-line as well.

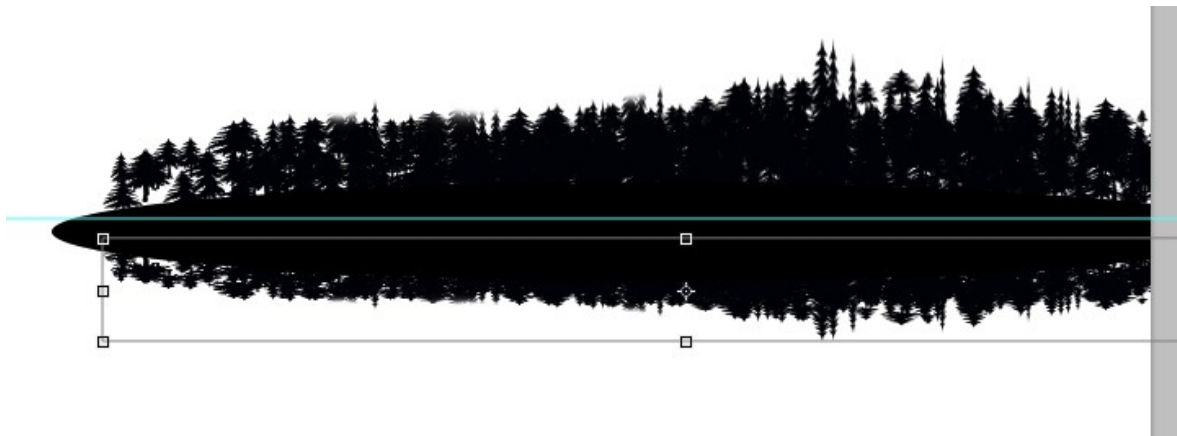


If I find that it was erased sloppy, I can go back and add individual trees to mask the erase marks, but we will see later.

Now let's create the land mass. Choose the ellipse tool and draw your land.



Now copy your tree layer and transform it upside down to create the reflection.



Apply a slight Gaussian Blur (Filters> Blur> Gaussian Blur) to give it a realistic effect. 1Px should be enough.



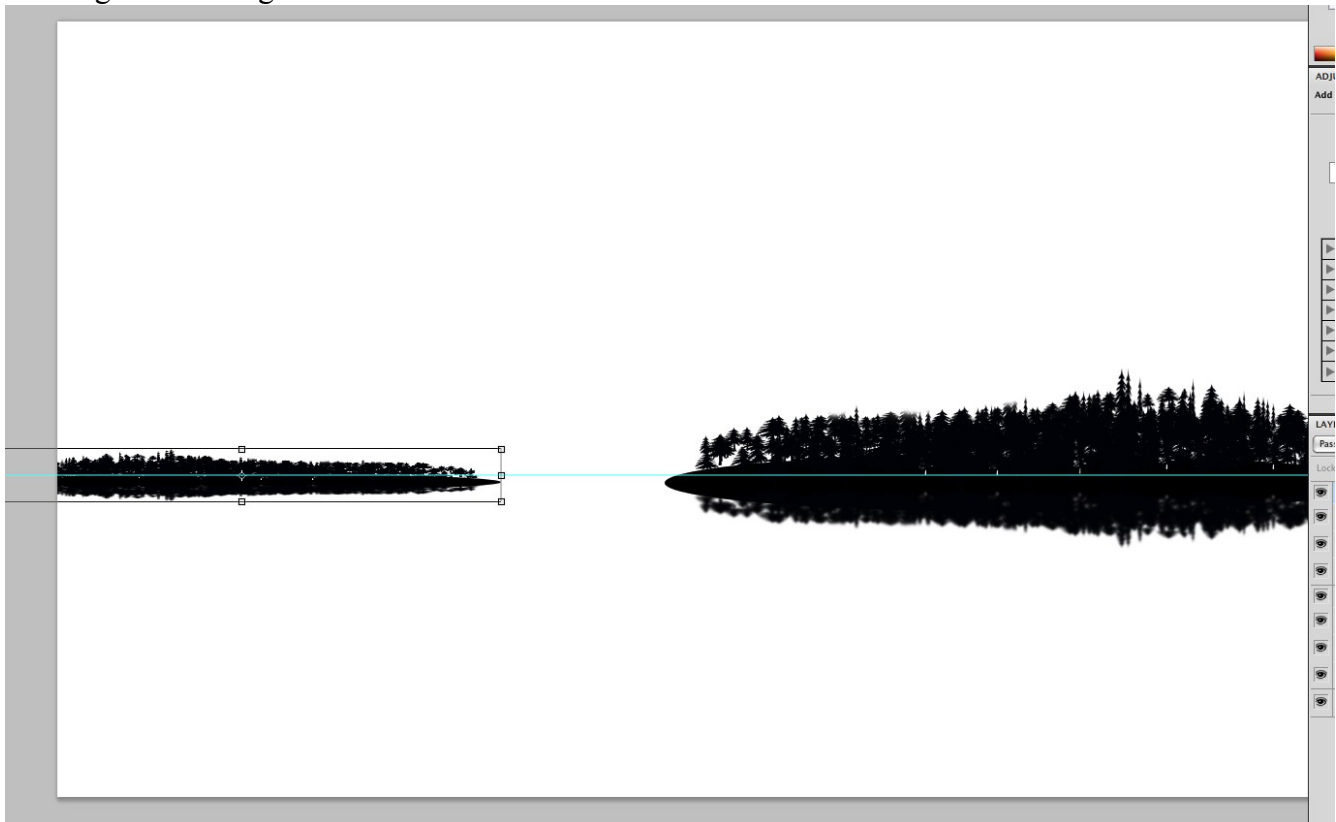
To organize our layers, lets create a group for the layers and call it Island. Press CMD G for the group and drag the three layers into the folder.



Now copy that group and name it Background Island.

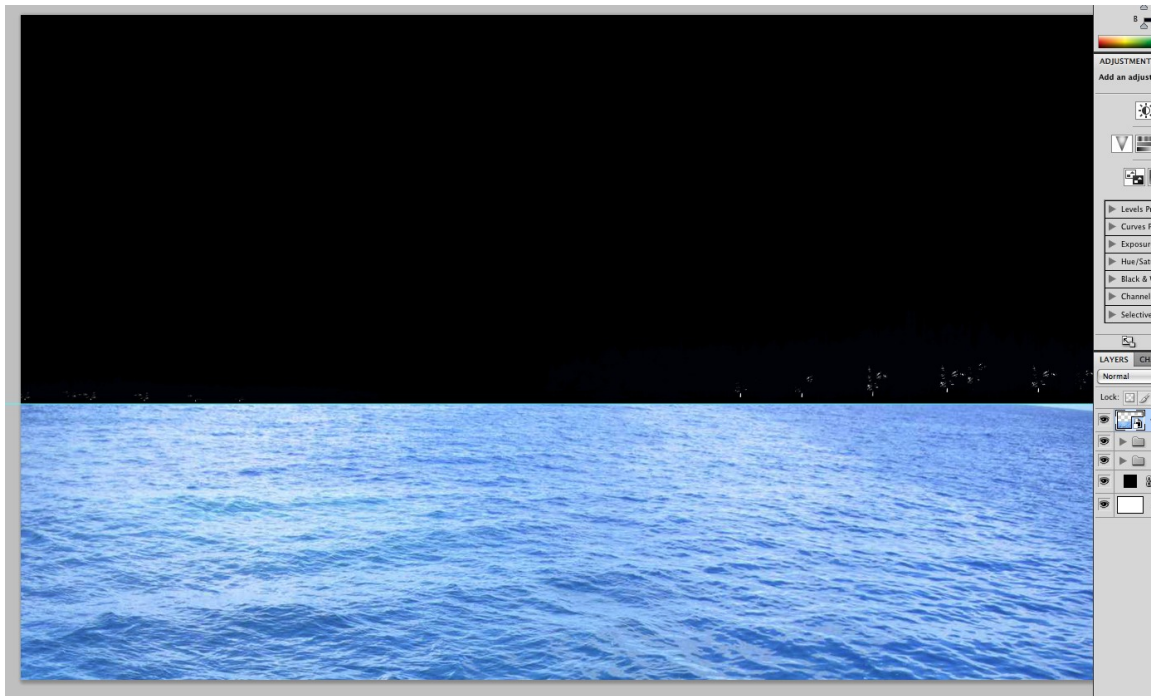


Transform the Background Island so that it flips horizontally, and resize it smaller to give it the illusion of being in the background.

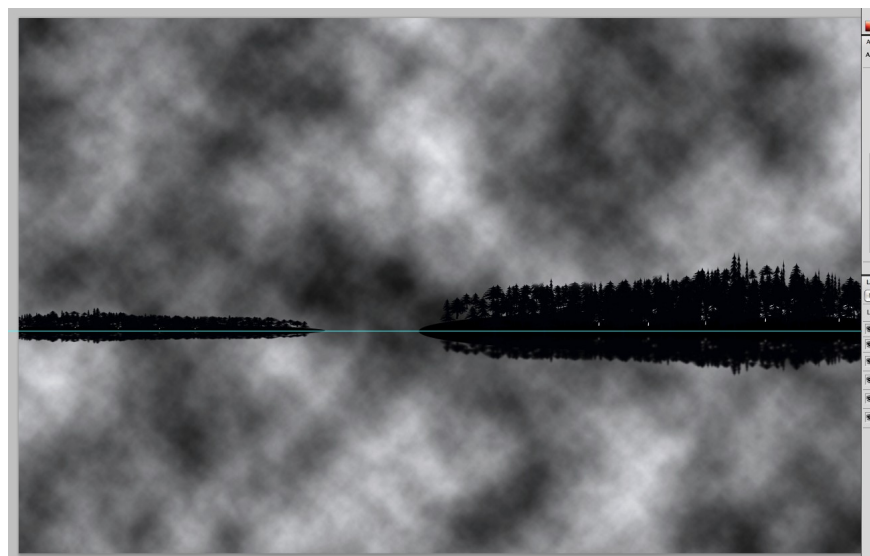


Now paint the background by selecting the Background layer and filling with a solid color.

Place the Water.jpg, resize it to fit, and arrange it so that the top of the jpeg lines up with your guide. Change the opacity of the Water layer to 40%.



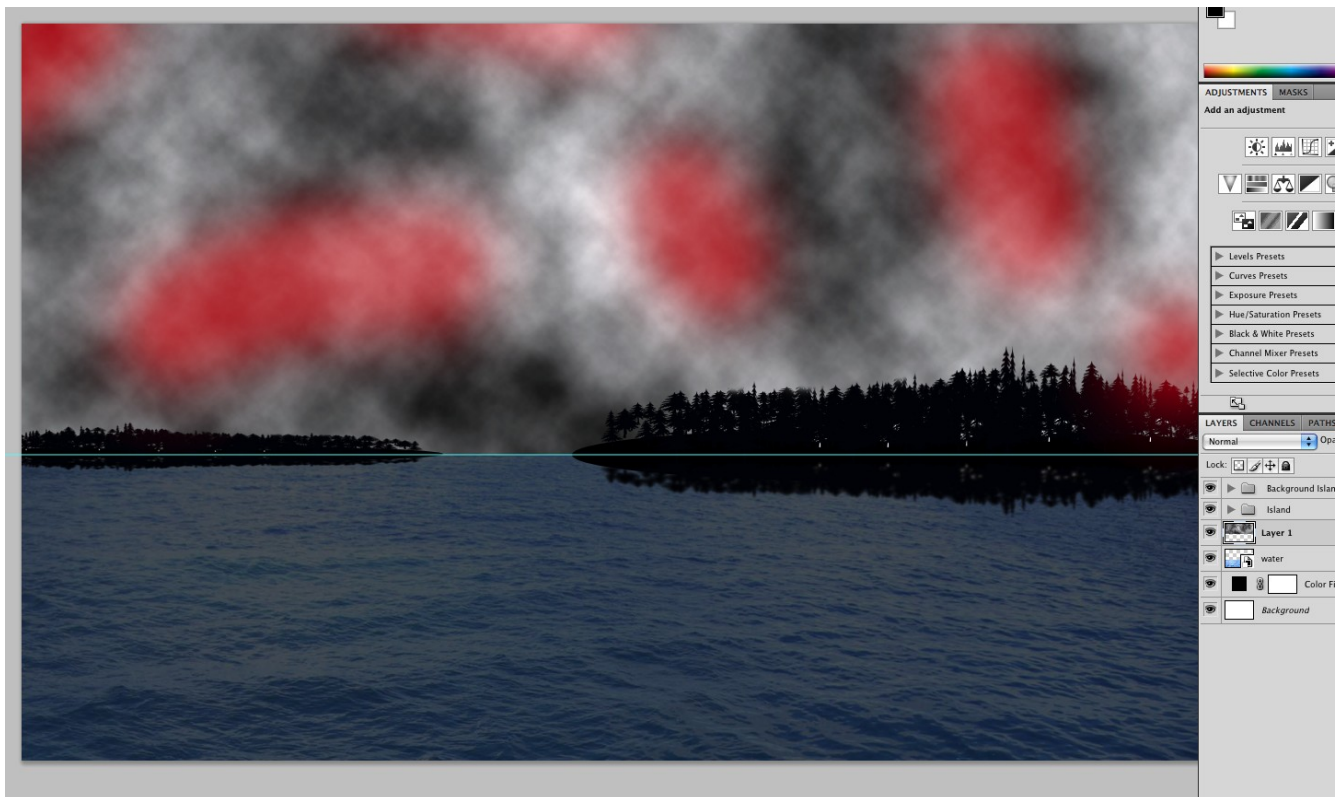
Create a new layer and “Render Clouds” (Filter > Render > Clouds) within that layer.



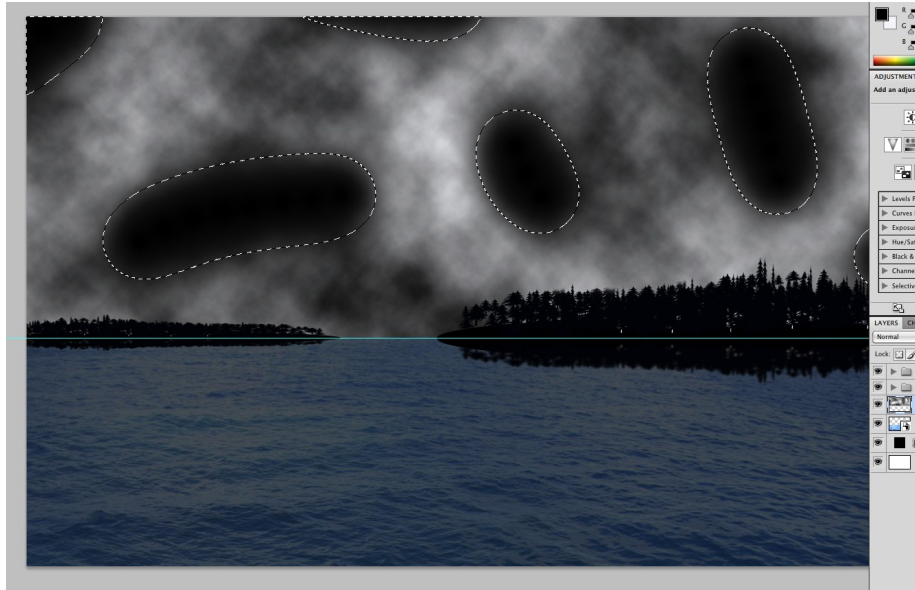
Using your Rectangle Marquee Selection tool, select the layer from the guide down and delete that part.



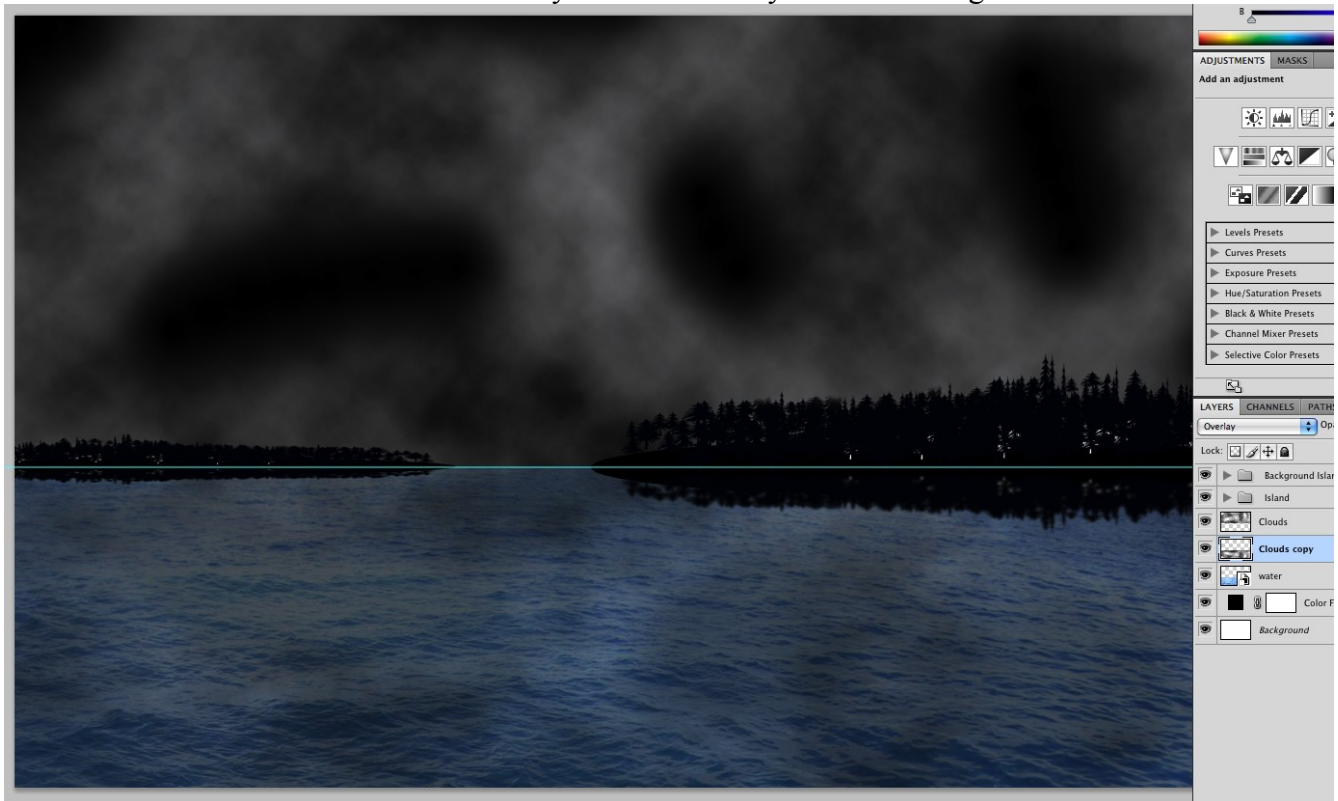
Select “Edit in Quick Mask Mode” (Select > Edit in Quick Mask Mode). Choose a vary soft paint brush and paint over portions of the clouds to make them more realistic.



Then delete those areas.

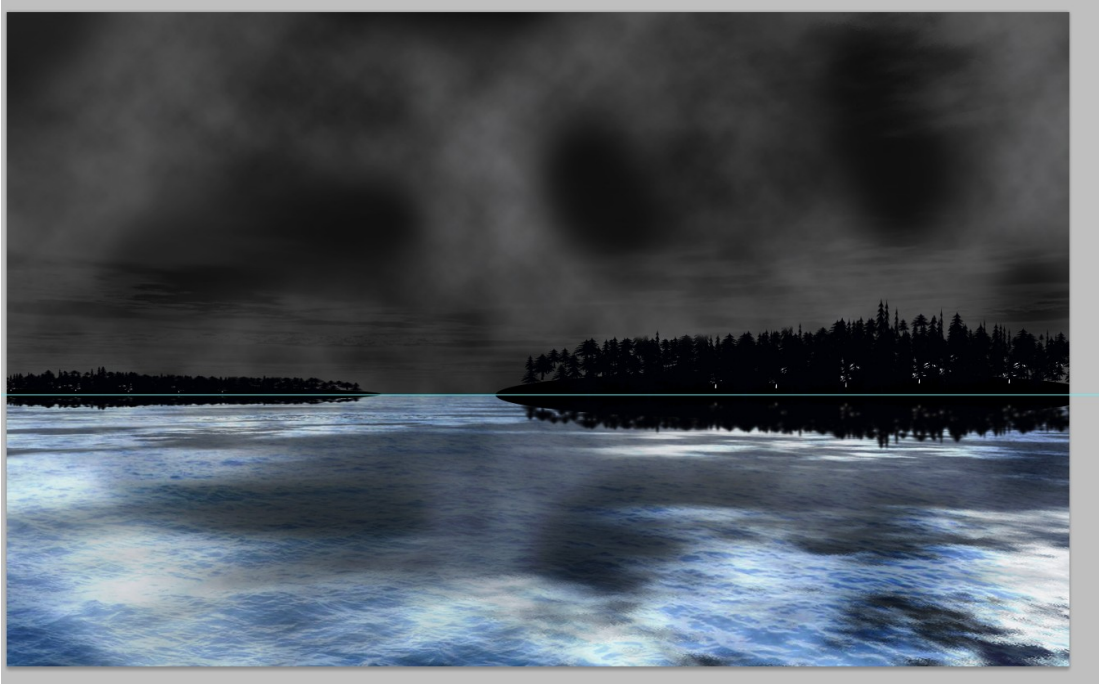


Change the Blend Mode to Exclusion, Leave the opacity at 100% but change the Fill to 50%. name the layer Clouds. Copy the layer and transform the layer by flipping it vertically to give the clouds reflection on the water. On the reflection layer select Overlay as the blending mode.



Now place the Clouds.jpeg into your project and follow the exact same steps, as copying and transforming the layer. But the jpeg is a color jpeg and we for it to be black and white. So after you place and arrange the first cloud layer, select Layer >Rasterize> Smart Object. This will allow us to manipulate the layer. Then select Image > Adjustments> Black and White. One the top layer you want

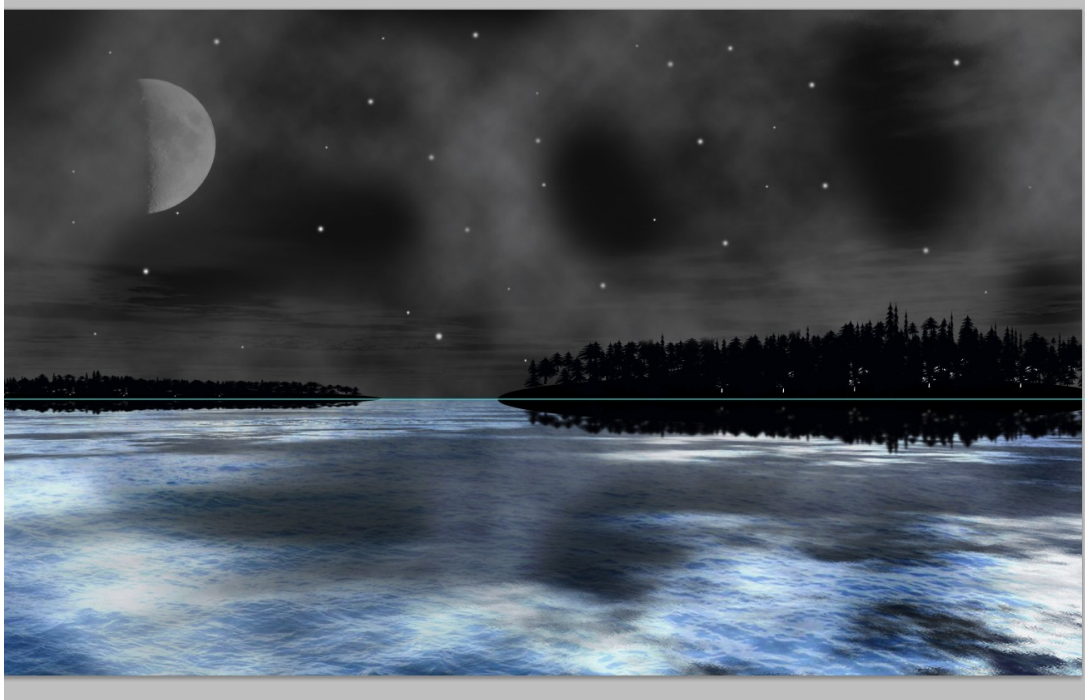
to select Screen as your blending mode and set your opacity at 20%. On the reflection leave the blending Normal and opacity at 100%.



Now it's time to put stars in the sky. Create a new layer and name it Stars. Choose a very small and soft brush. Paint stars in the sky by click once. Remember to vary the size of your stars by using the brackets keys on your paint brush. This increases and decreases the brush size.



Place the Moon.jpeg. Set Blending Mode as screen and set opacity to 70%. erase the type from the Jpeg.



Now it is time to add color. You will create 4 different gradients to colorize this picture.

First select a simple blue gradient from right to left. Select Blending as Overlay.



Now a simple purple from left to right, blending as overlay.



Now a simple pink, from the horizon line to the top of the canvas. Opacity at 50%. you will have to use the rectangle marquee tool to delete from the horizon down.

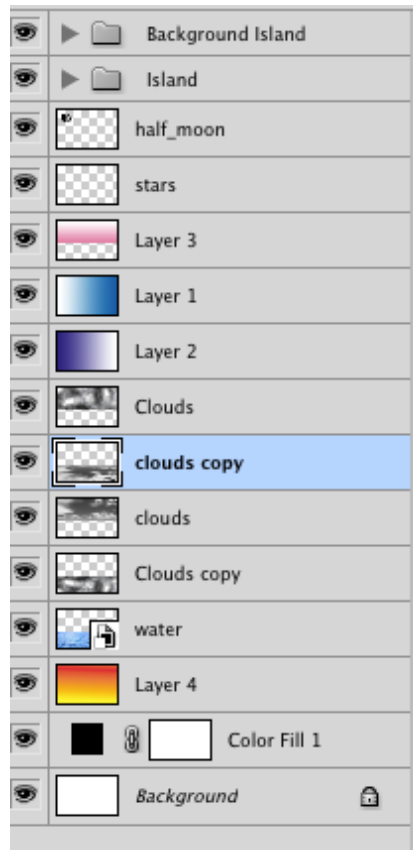


And finally, a reflective orange gradient to give it a bit more color.





Make sure that your layers are arranged in this order.



Clear the guides by selecting View > Clear Guides.

We need to make the land forms more realistic.



Create a new layers, and using black and a very small/ hard brush, make the land more realistic.



You should be close to your finished product at this point.



Feel free to go through your layers trying different blending modes and opacities until you find what you like. Remember that `CMD+Z` is undo if you make changes you do not like. `CMD+ALT+Z` will undo many steps.

