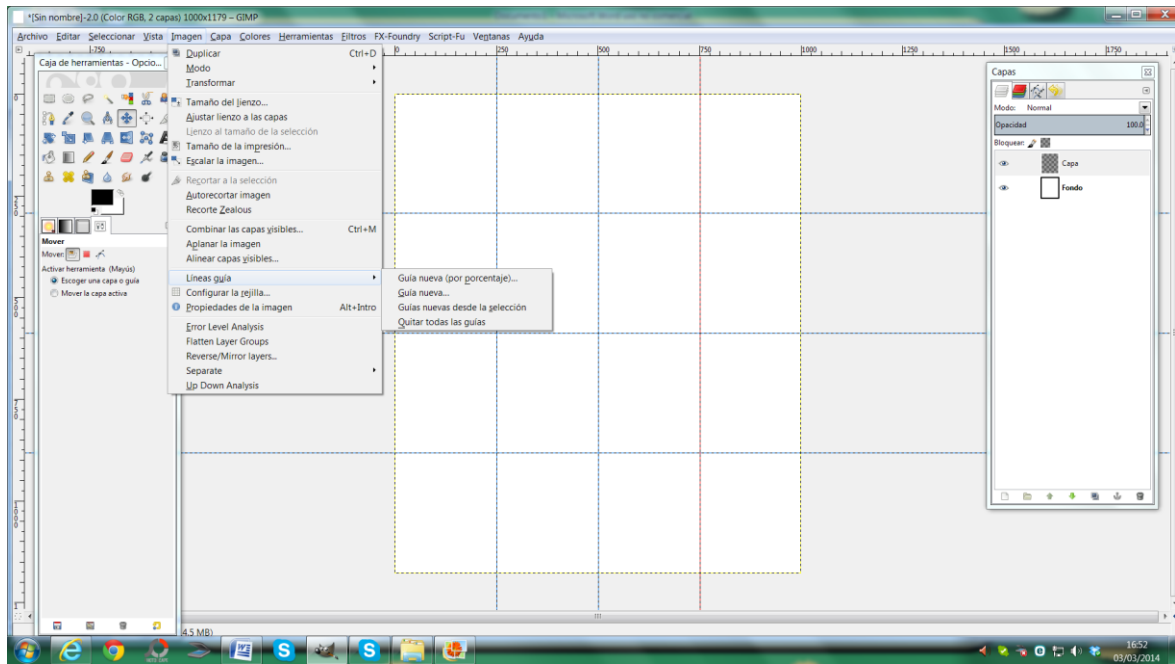


## Light Rays from a Sphere

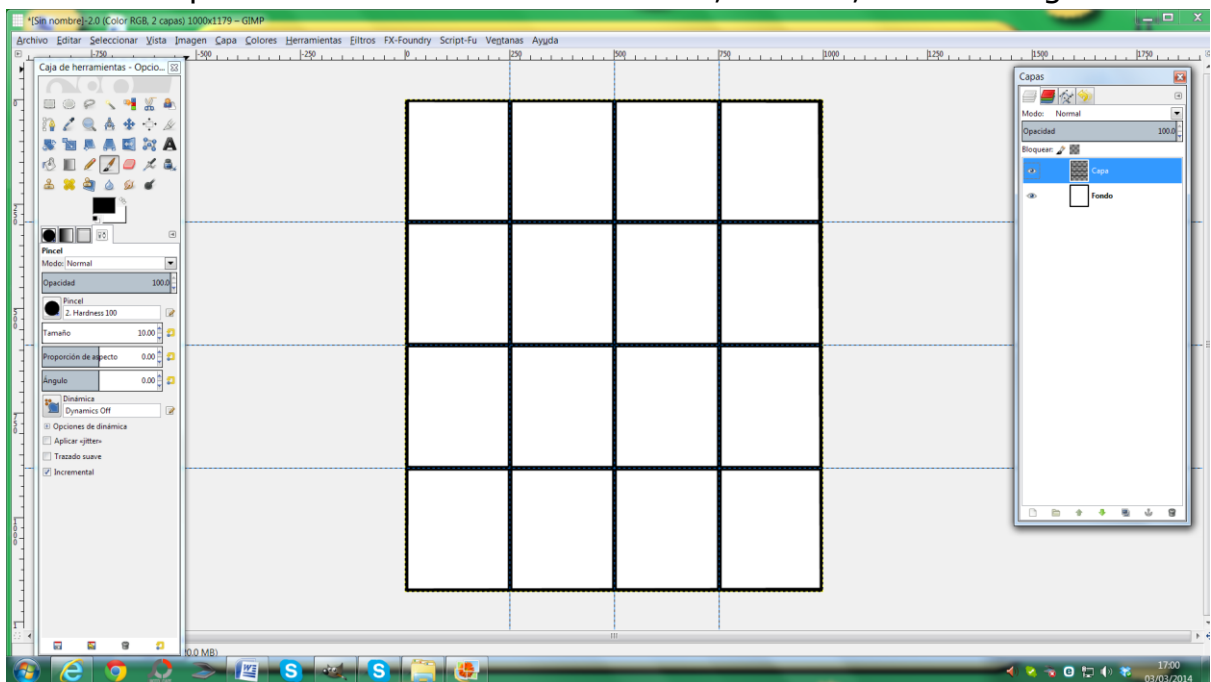


Prepare 16 items in a size of 250 x 290 each one.

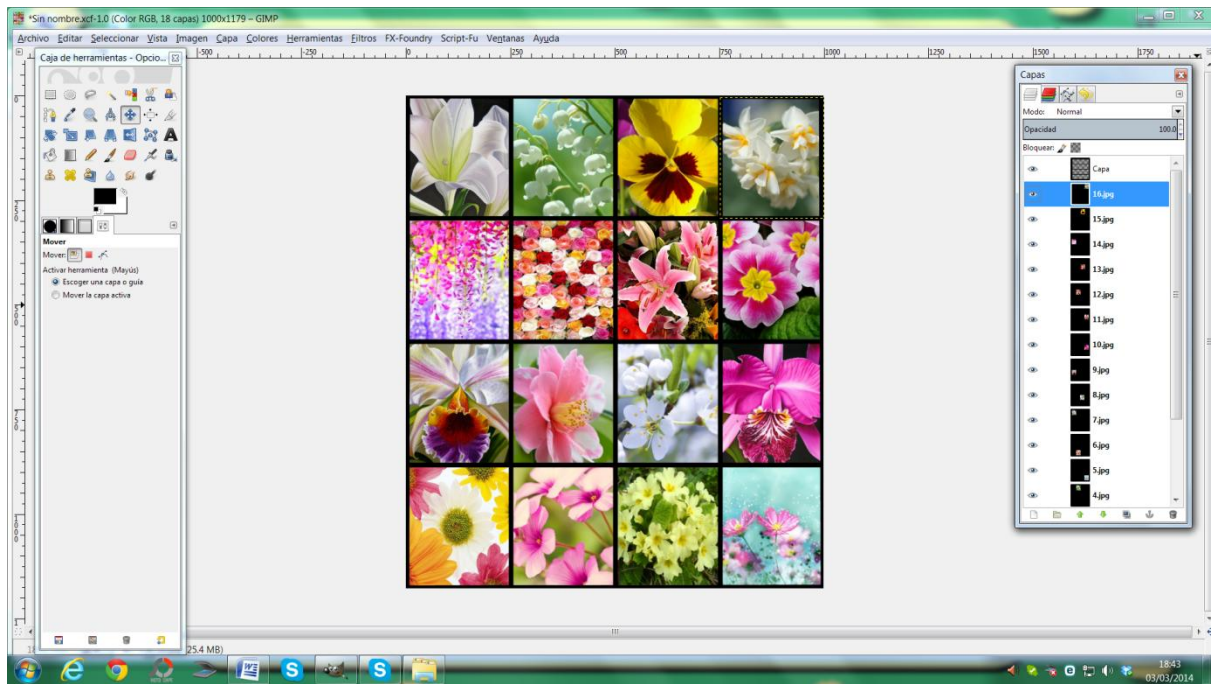
1. Open a white background 1000 x 1170.
2. Create a transparent layer.
3. Go – Image – guide per percentage. 25%; 50% 75% in vertical & horizontal.



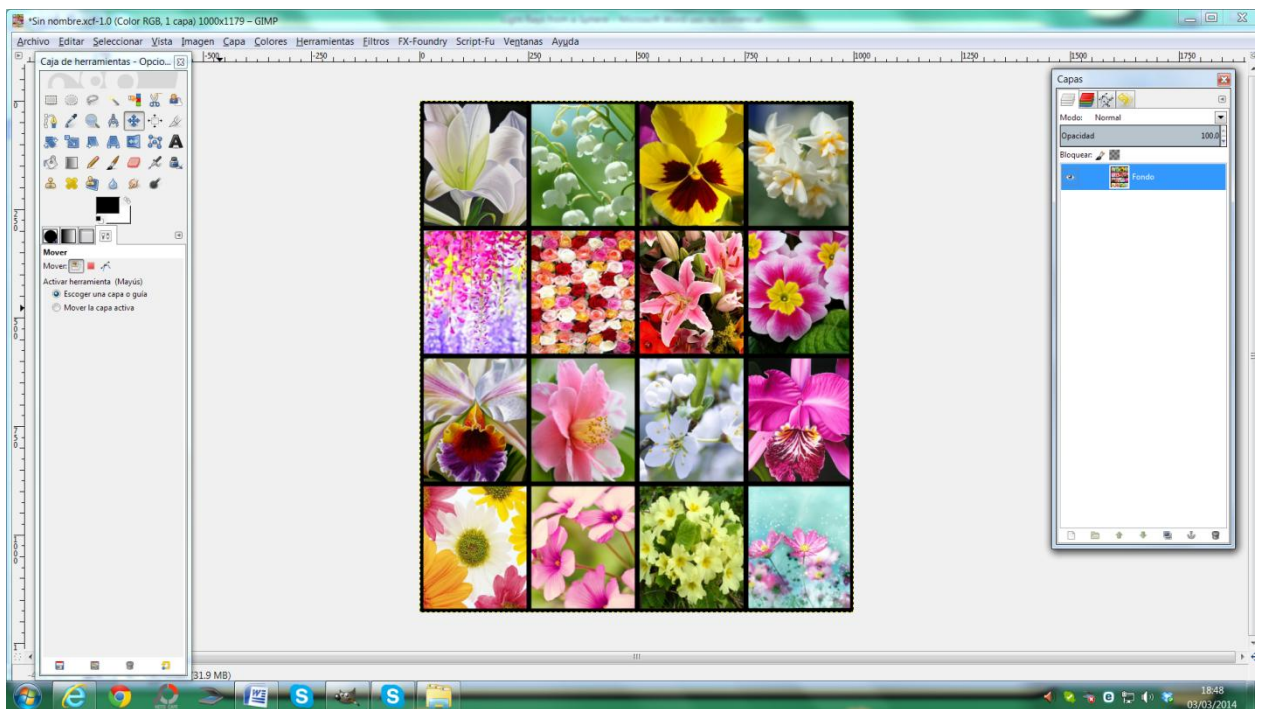
4. You can paint with brush 2 hardness 100; size 10, over each guide.



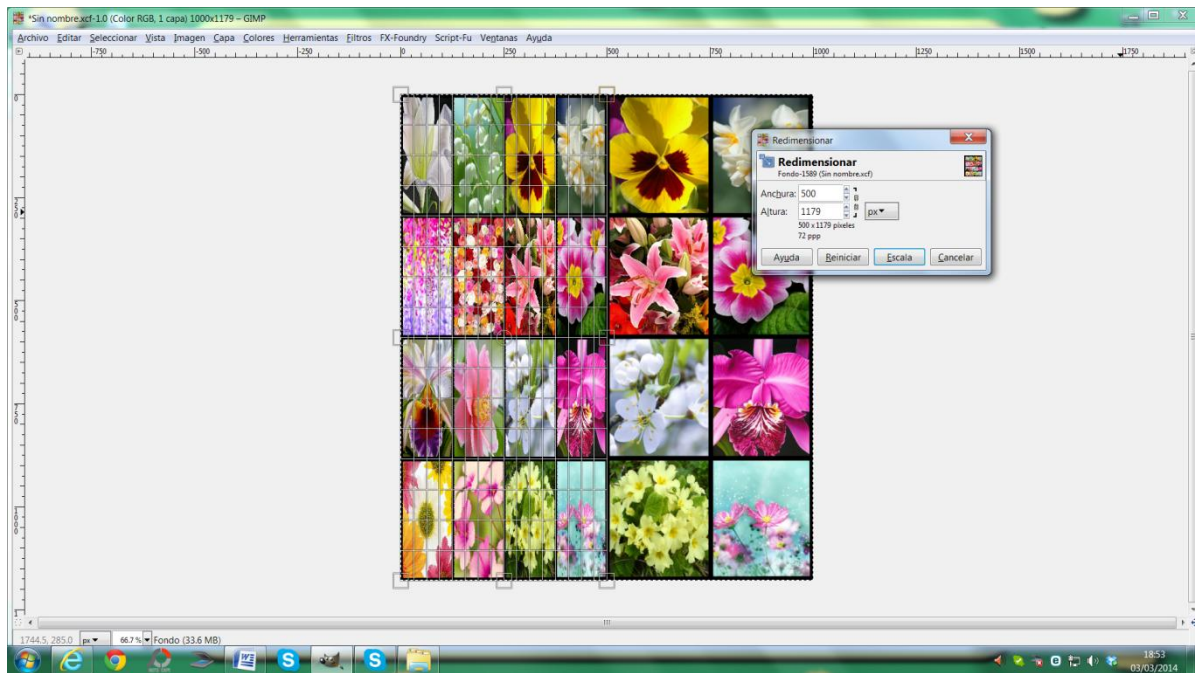
5. Open as layers your little pics (16 items). Move each one in the right place below the grid layer.



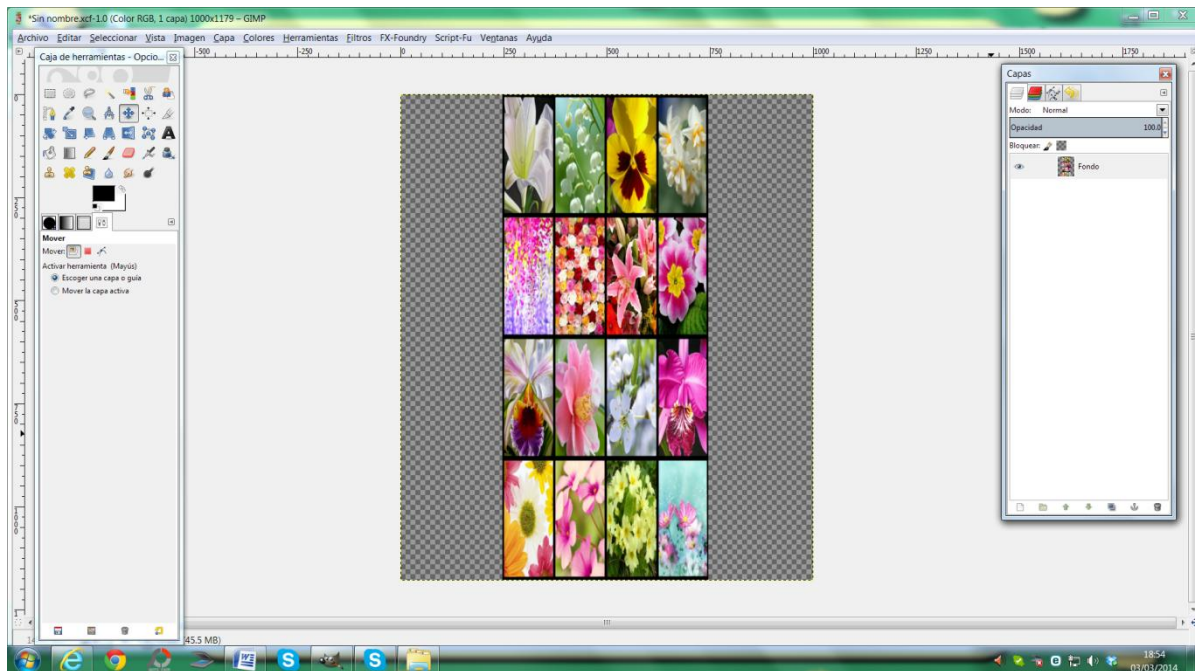
6. Combine the visible layers.



7. Reduce only the width of the canvas 50% . with resize tool.

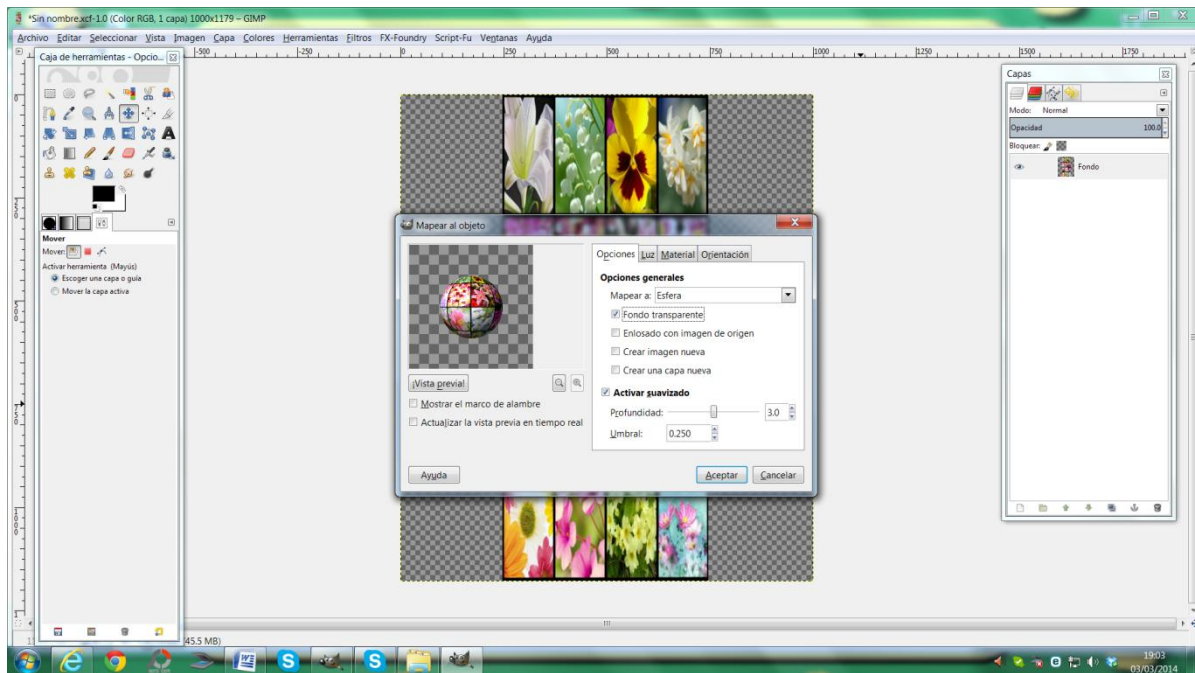


8. Centre the image with move tool. Layer to image size.

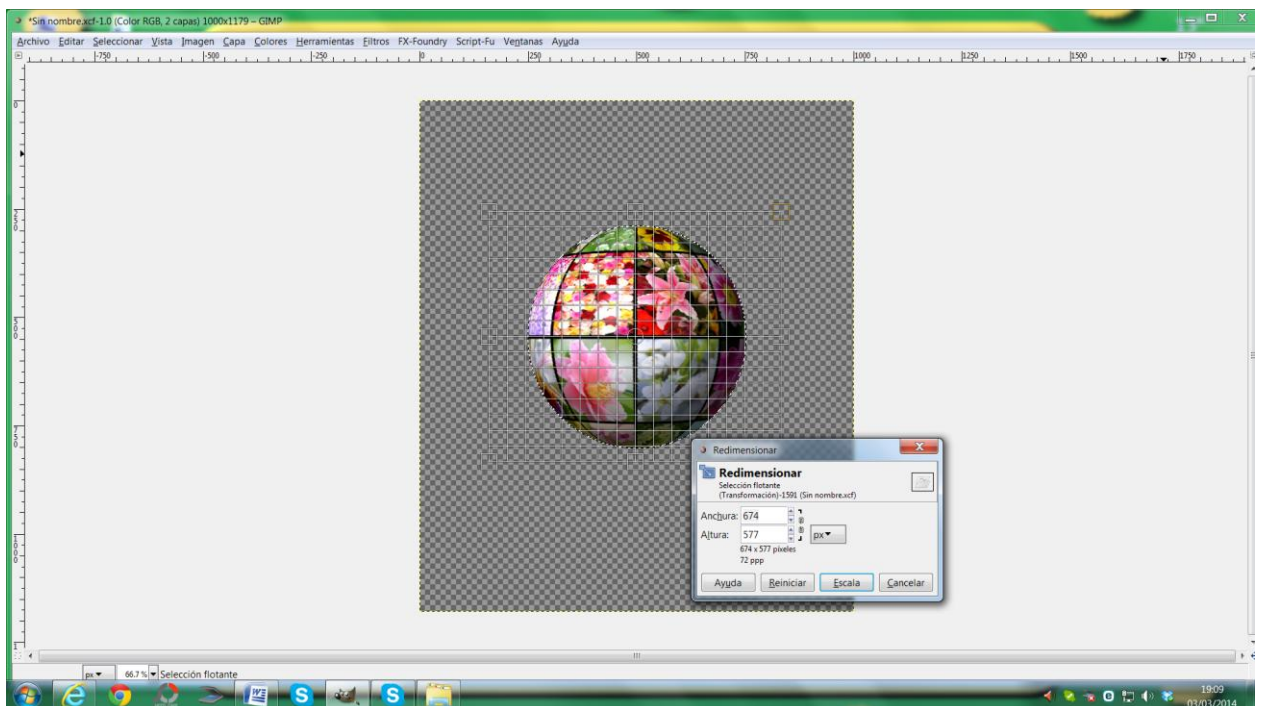


9. Go to Filters – Map – mapping object – in options – mapping to sphere and click transparent background. Accept.

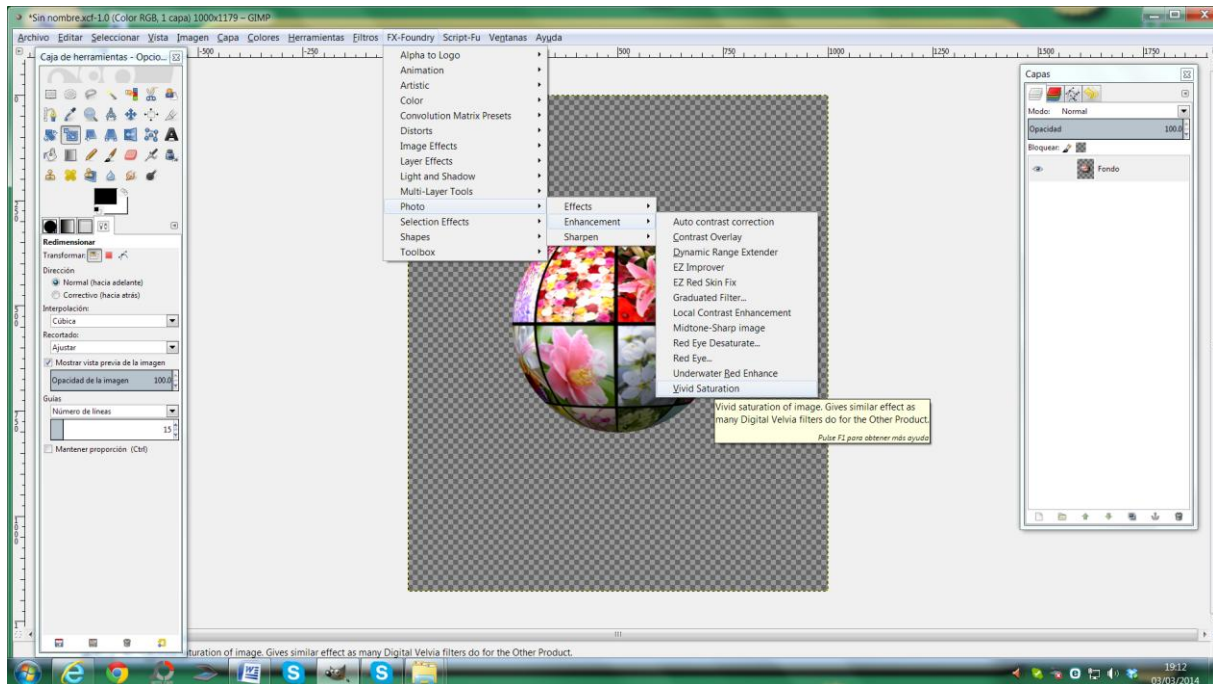




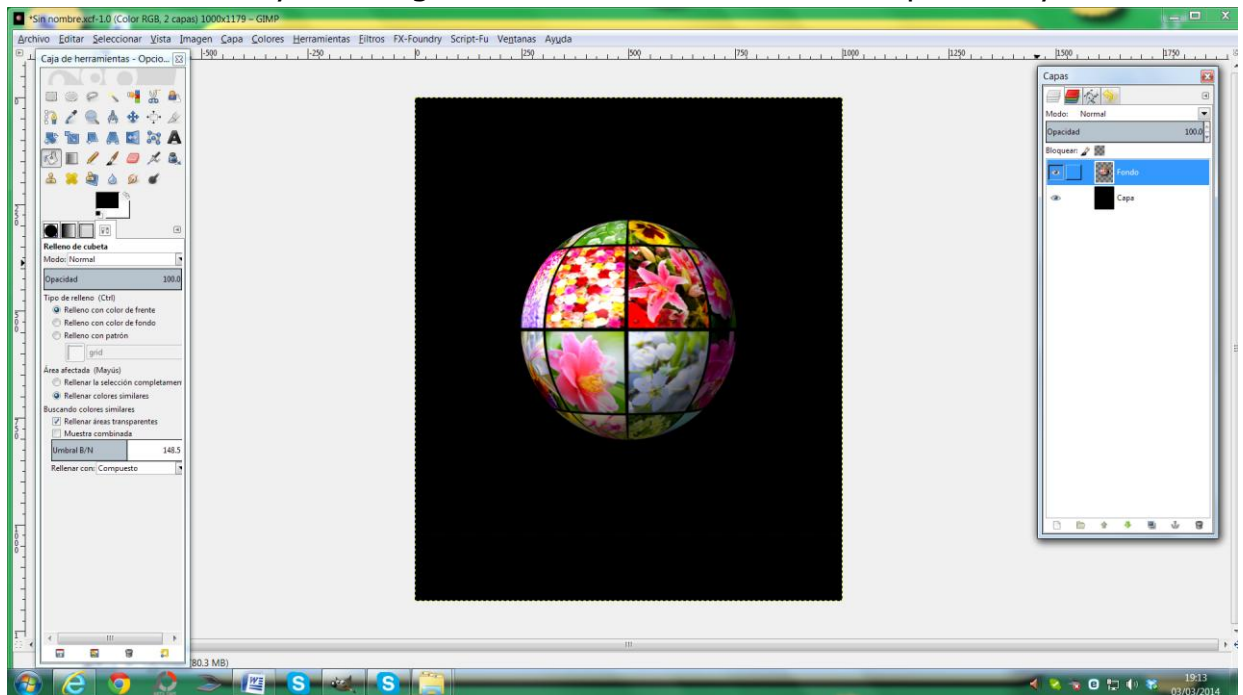
10. Make round the sphere with resize tool.



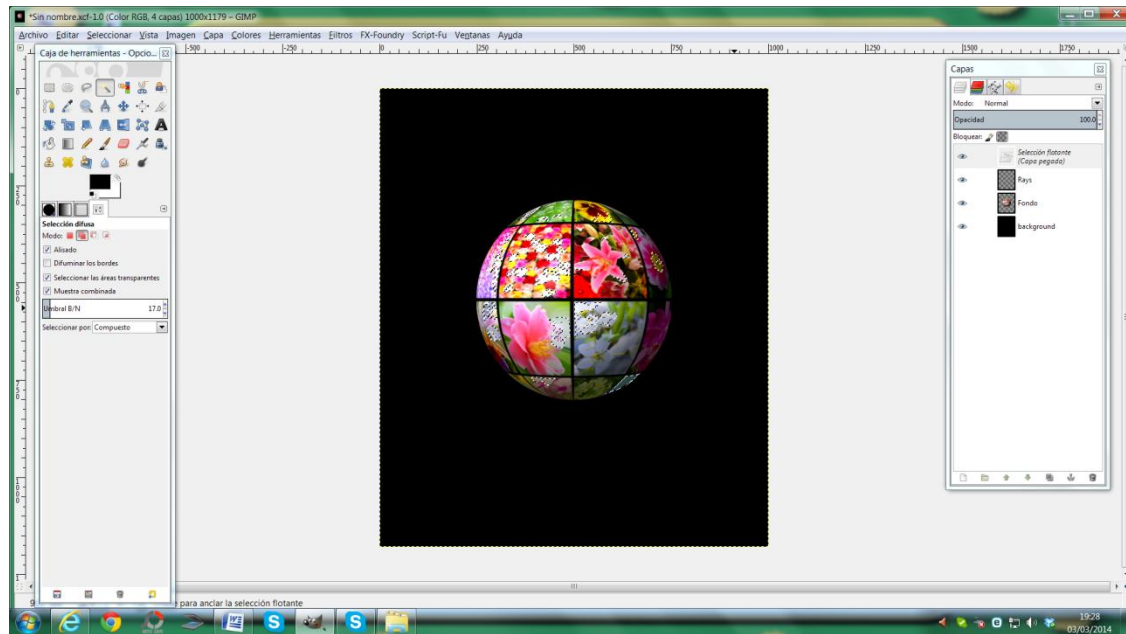
11. Go to filters – FX- Foundry – photo – enhancement – vivid saturation to 15. Accept. If you don't have FX-Foundry you can use native HSV filter. Thanks to Erisan for this point.



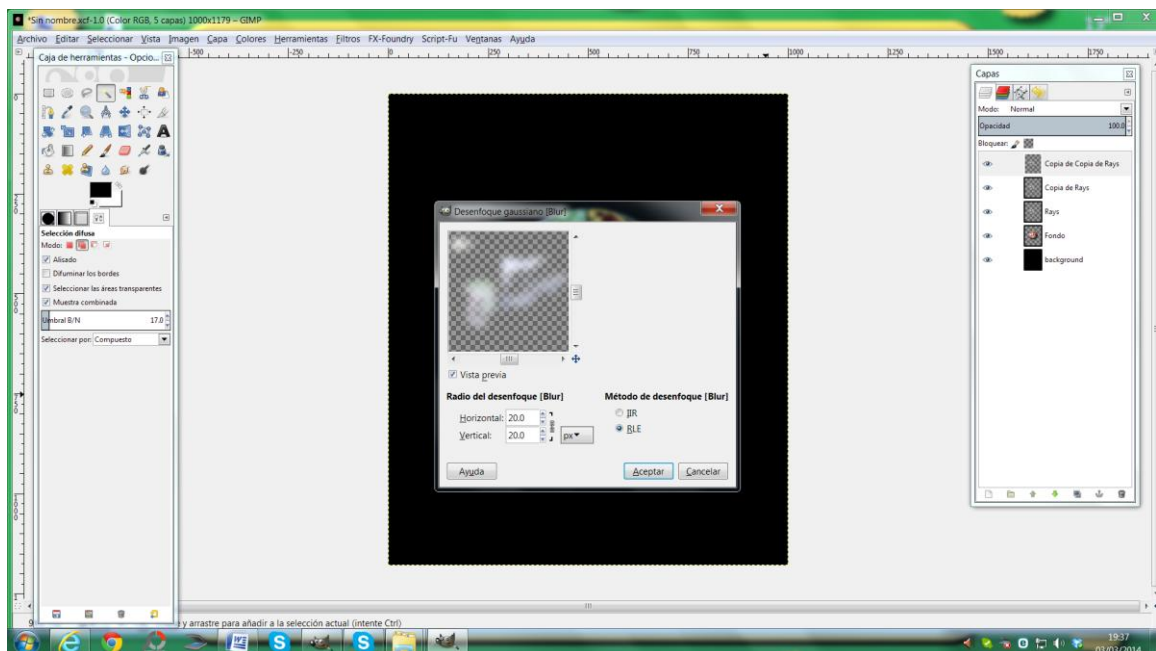
12. Create a layer background in black colour below Sphere layer.



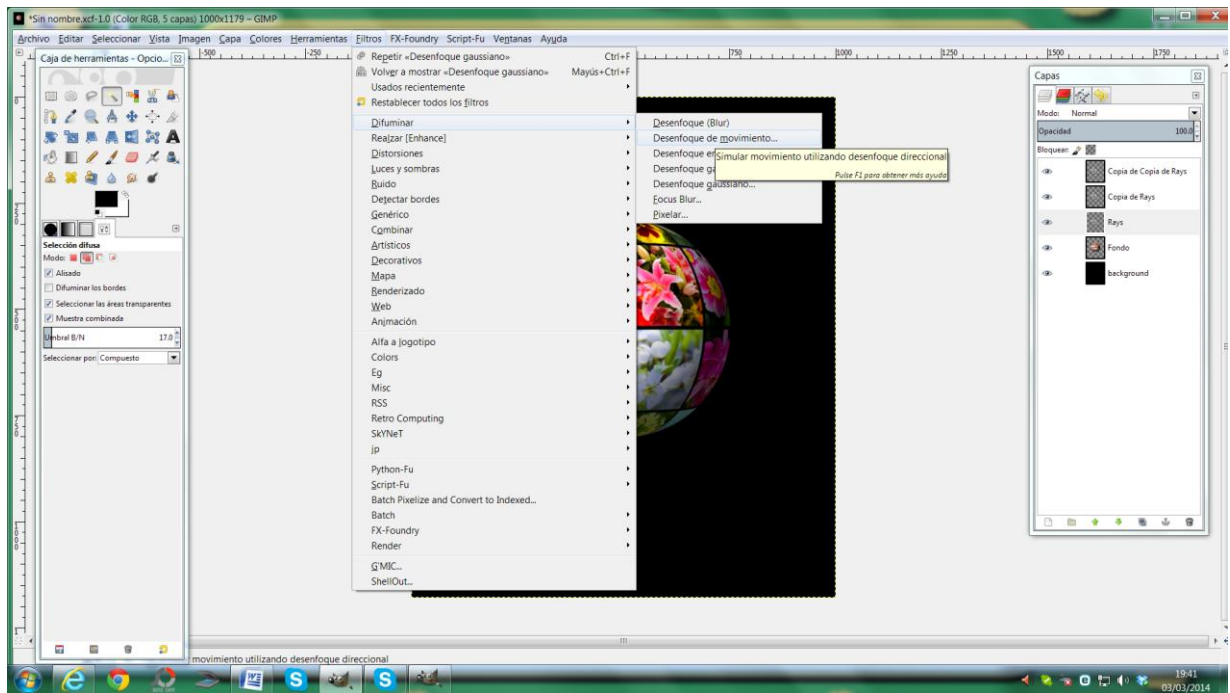
13. Grab fuzzy tool and select the light colours of the pics, white, and very clear colours. Then go to Select Edit – Copy . Create a new layer and name it “rays”



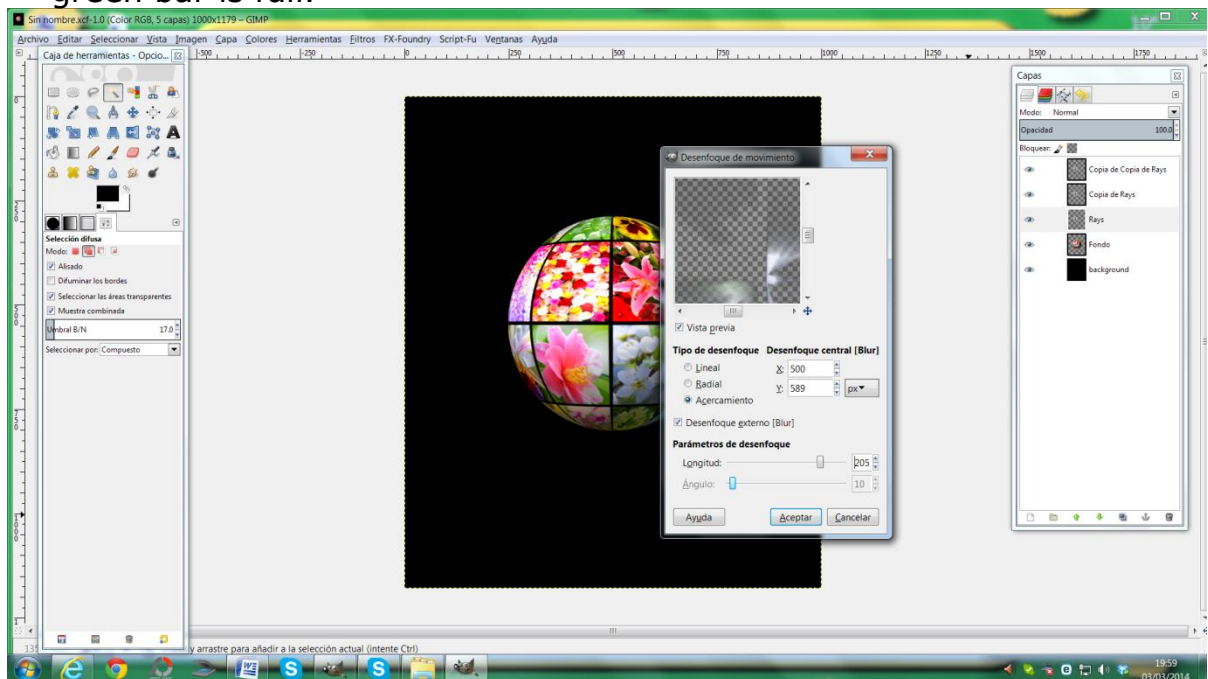
14. Go to Edit – Paste and paste it on the layer.
15. Copy rays layer twice. Select the upper layer and go to filters – Blur – Gaussian Blur to 20.



16. Select – rays layer – filters – blur – motion blur –

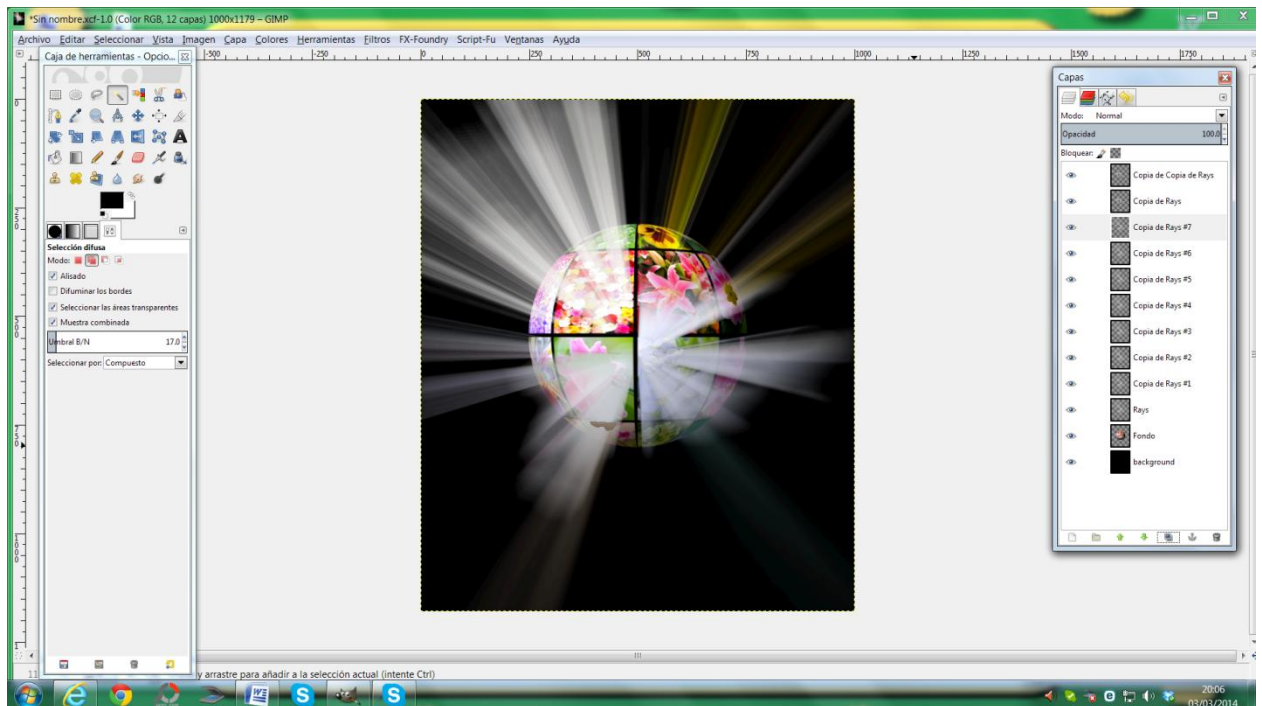


17. Click on zoom – and 205 in length. Accept. You must wait for the green bar is full.

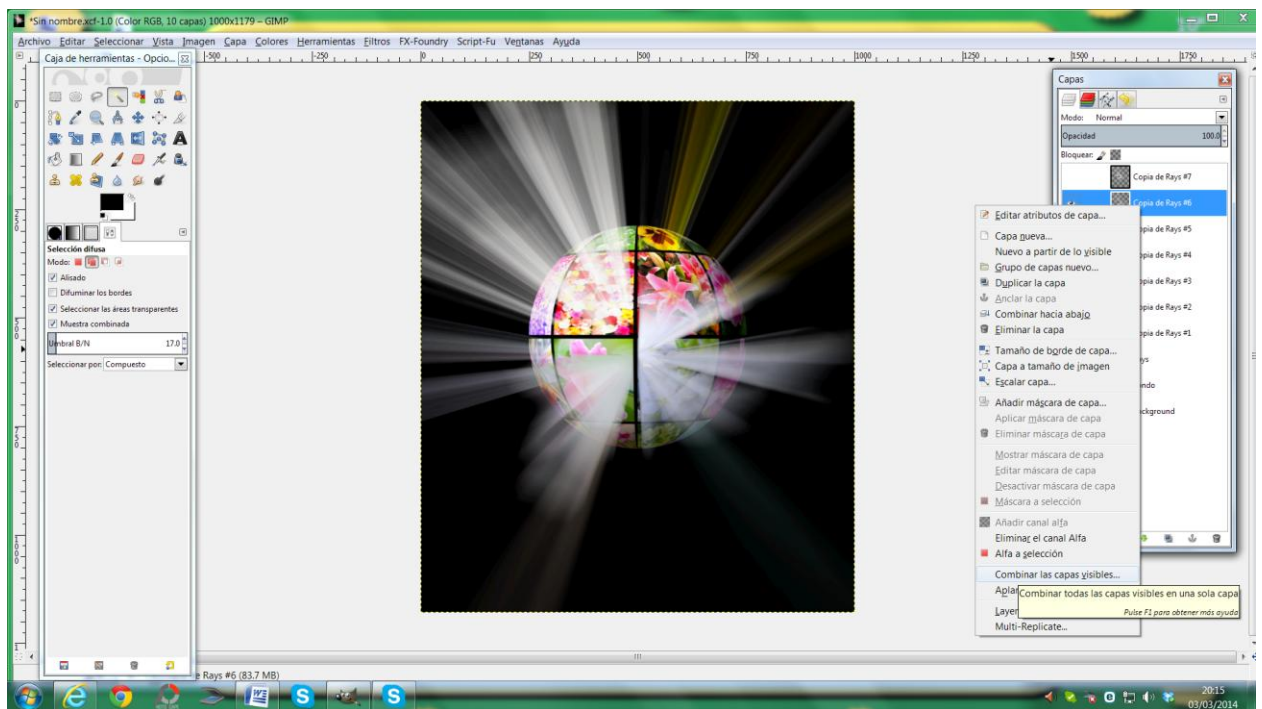


18. Now duplicate the ray layer about 7 times.

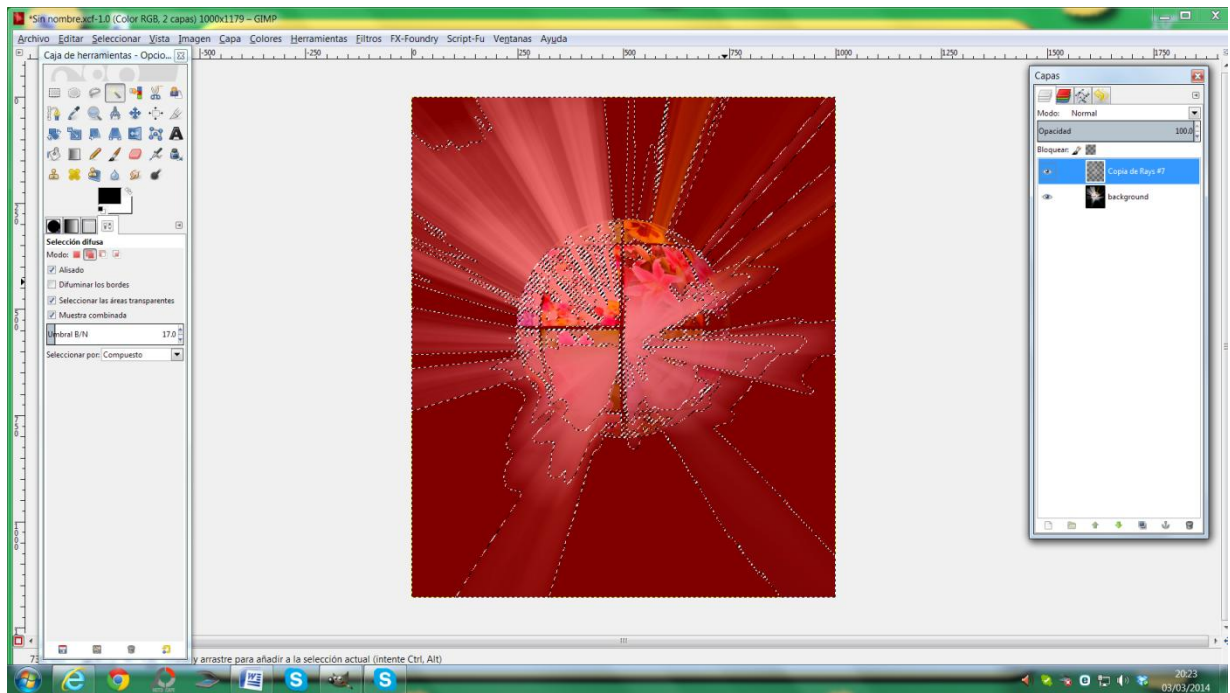




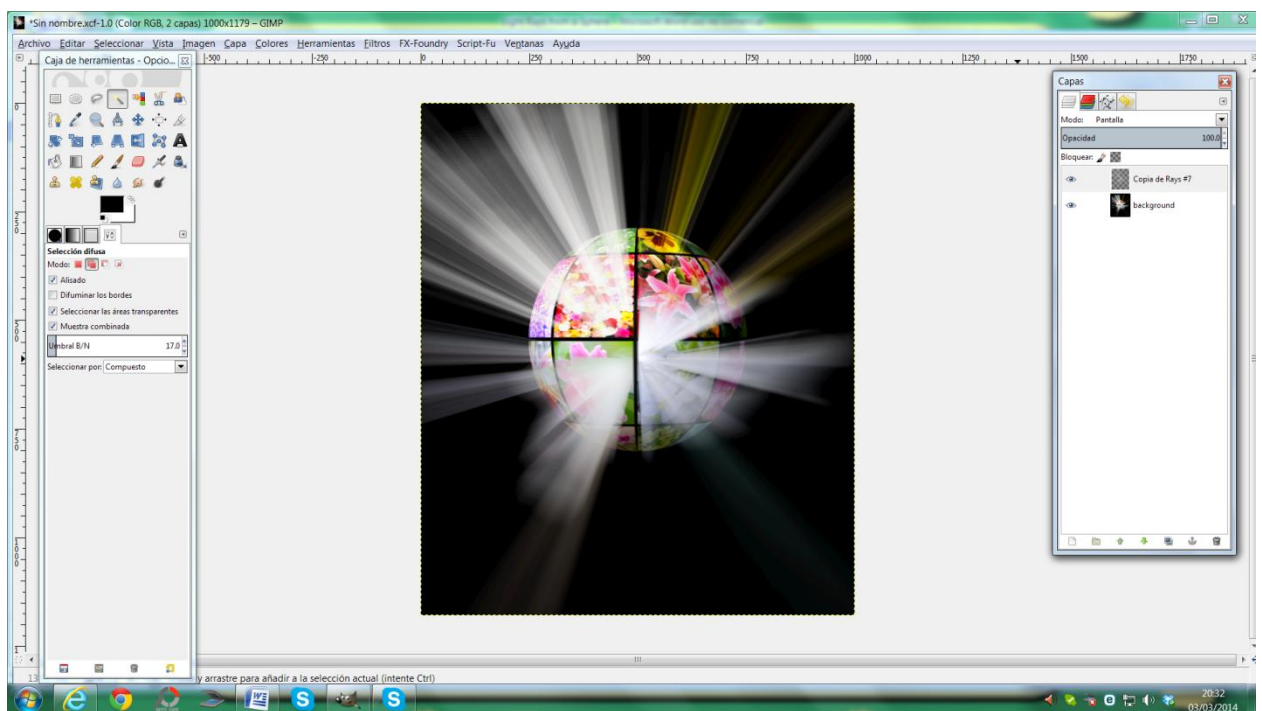
19. You can get rid of first three layers. Close the eye on copy Rays 07 and combine all of the other layers.



20. Open the eye on the first layer. Put the fast mask on copy 7 and grab fuzzy tool, select the rays.



21. Go to filters – Blur – Gaussian Blur . Blur 50px. Remove the mask. And Put the first layer in Screen Mode. Combine the layers. That is all.



(I'm sorry for my mistakes. It's my first tutorial)