

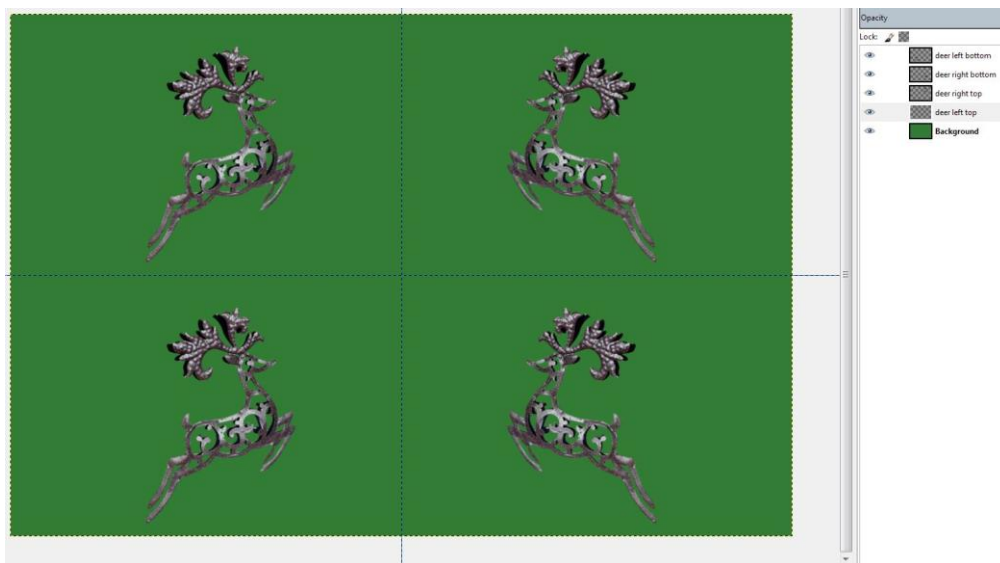
2nd tutorial - More about directions of light rays - Issa

When we have an object (png) in a corner, the settings for directions are different from if it is in the centre.

Our aim in this exercise is to get light rays from the four corners crossing in the centre. So we are going to do a sample to see the ray's behaviour.

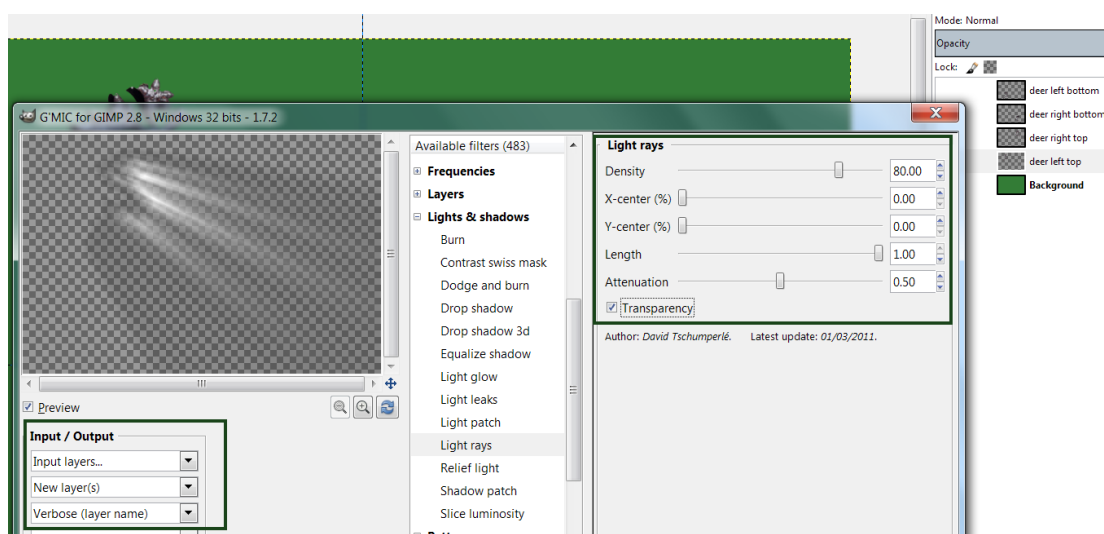
We create a canvas 1200 x 800. We put a dark colour to see the effects but we can change it when we have the final light rays.

On background, we create a transparent layer, set central crosshair guides and add the first object in a corner. Create a new layer on and set the second object in other corner. Make the same until we have an object in each corner of the canvas. Rename each layer (for example I renamed the layers like that: deer right top, deer left top, deer right bottom and deer left bottom)



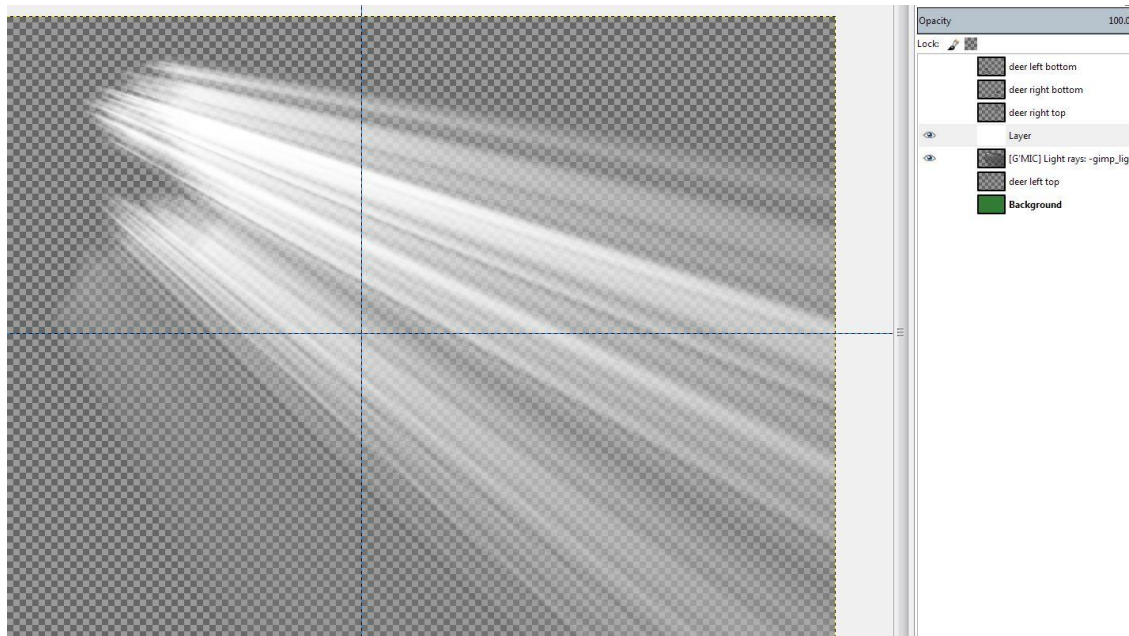
Just now, we close the eyes to the layers except the layer above background.

This layer is left top, go to GMIC – Lights & Shadows – light rays.



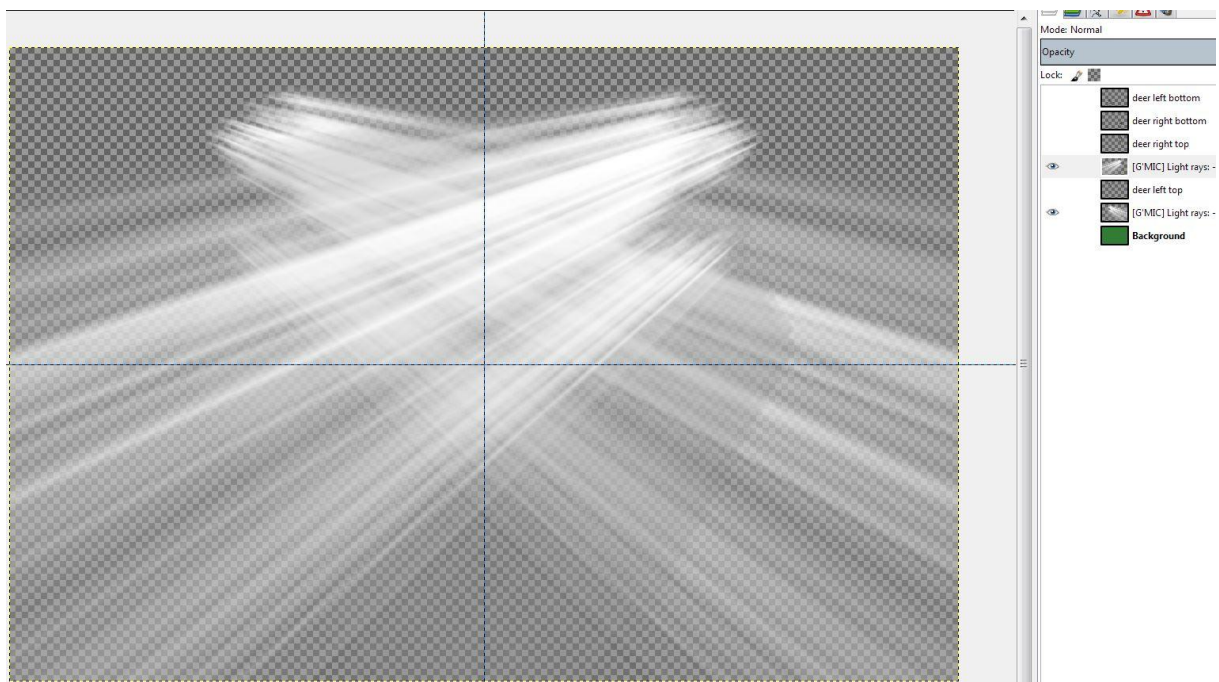
We want the rays with direction to the centre of the canvas, so our settings are: 80; 0; 0; 1; 0.50; 1

GMIC has produced a new layer with rays on transparent layer. Set the new layer on the object and duplicate it three times. Close the eye to object layer and background to combine the 4 layers to get only one ray layer. Just now, we create a new layer on and fill it up with white at screen mode and combine the two layers. And set the layer object above its ray layer and close the two eyes.



Open eye to the following object layer. This is: deer right top. Go to GMIC - Lights & Shadows – light rays. Our settings now will be: 80; 100; 0; 1; 0.50; 1

GMIC produces a new layer with rays on transparent layer. Set the new layer on the object and duplicate it three times. Close the eye to object layer and background to combine the 4 layers to get only one ray layer. Just now, we create a new layer on and fill it up with white at screen mode and combine the two layers. Set the layer object above its ray layer and close the two eyes.

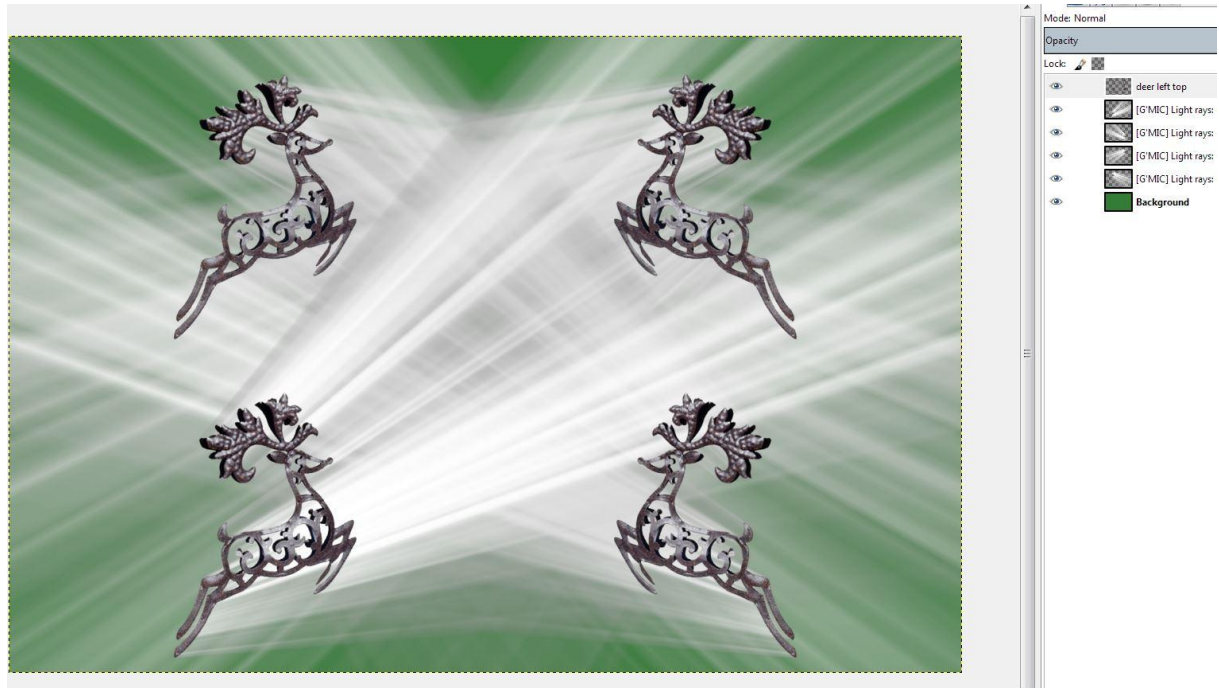


Our following steps are the same as those previous ones only that our settings are different.

For deer right bottom: 80; 100; 100; 1; 0.50; 1

For deer left bottom: 80; 0; 100; 1; 0.50; 1

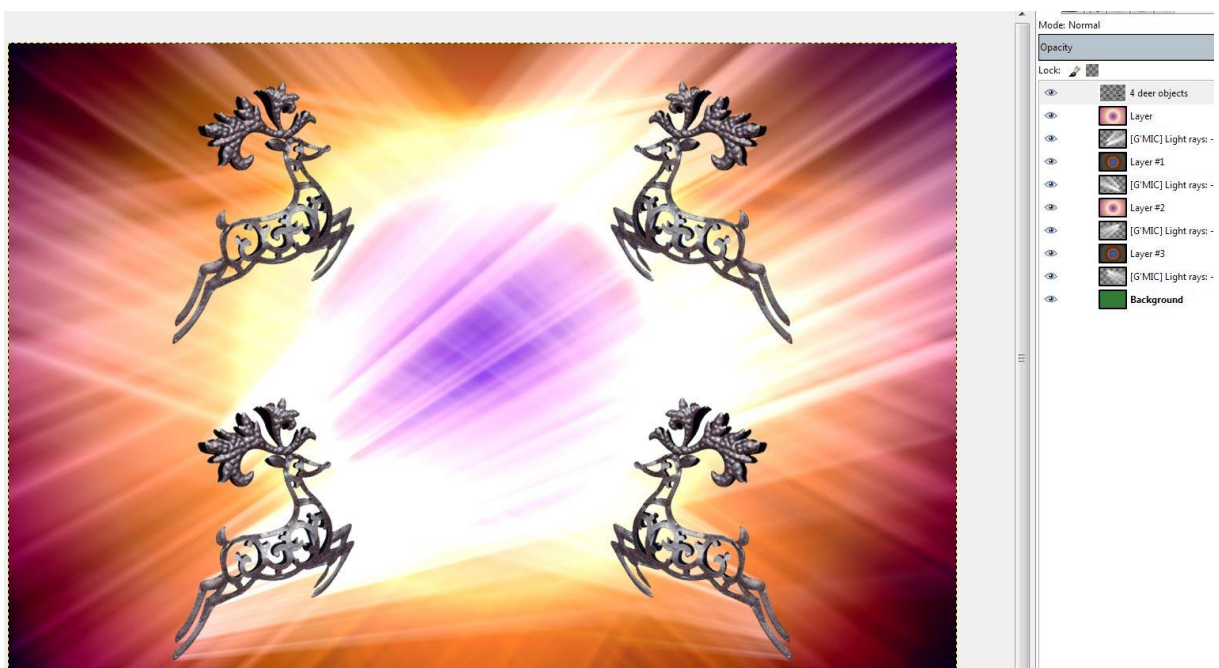
Get your four object layers upper. Remove guides. You can combine the four object layers to get one. But light ray layer are split, ready to get colour. We have this so far:



Now, we close the eyes to Object layer, background and light ray layers except one.

Create a new layer on it and apply a gradient. It can be linear or radial or what you wish. Set it at hard light mode or grain merge etc... it depends on your taste. And then, combine the layers.

On our sample, I've played with two different radial gradients at grain merge mode each.



Final outcome:



I hope you have enjoyed it. But don't doubt to ask me if any doubt you may have.

Issa