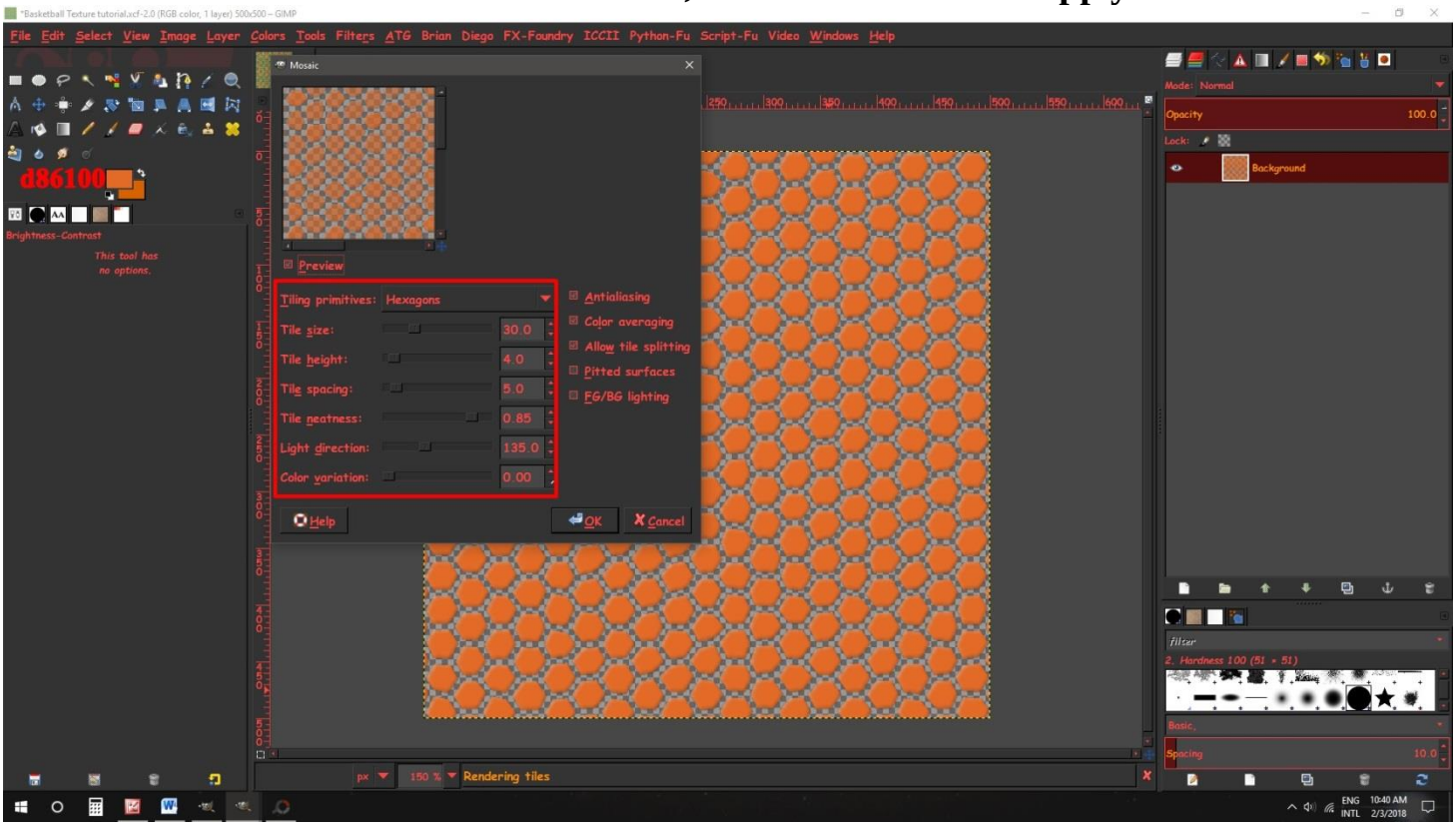
Tutorial – How to create a Basketball from Scratch



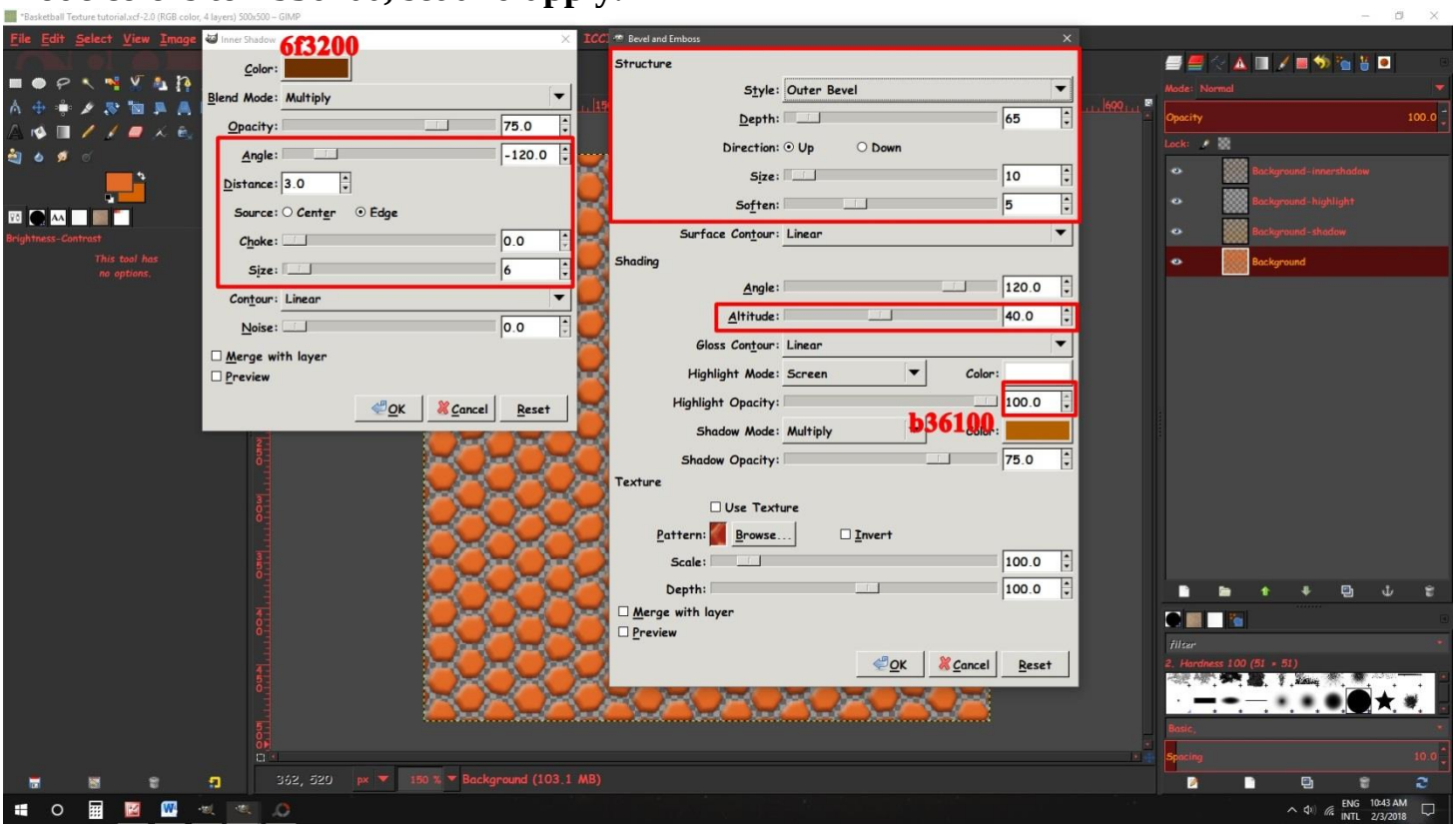
Before you start this tutorial, install this material in their respective gimp-2.8 or 2.9 directories.
1. Plugin - Add multiple guidelines
2. Brushes NBA logos

****You can leave the "Path lines file" in this folder, because the tutorial will tell you when to Import the file. ****

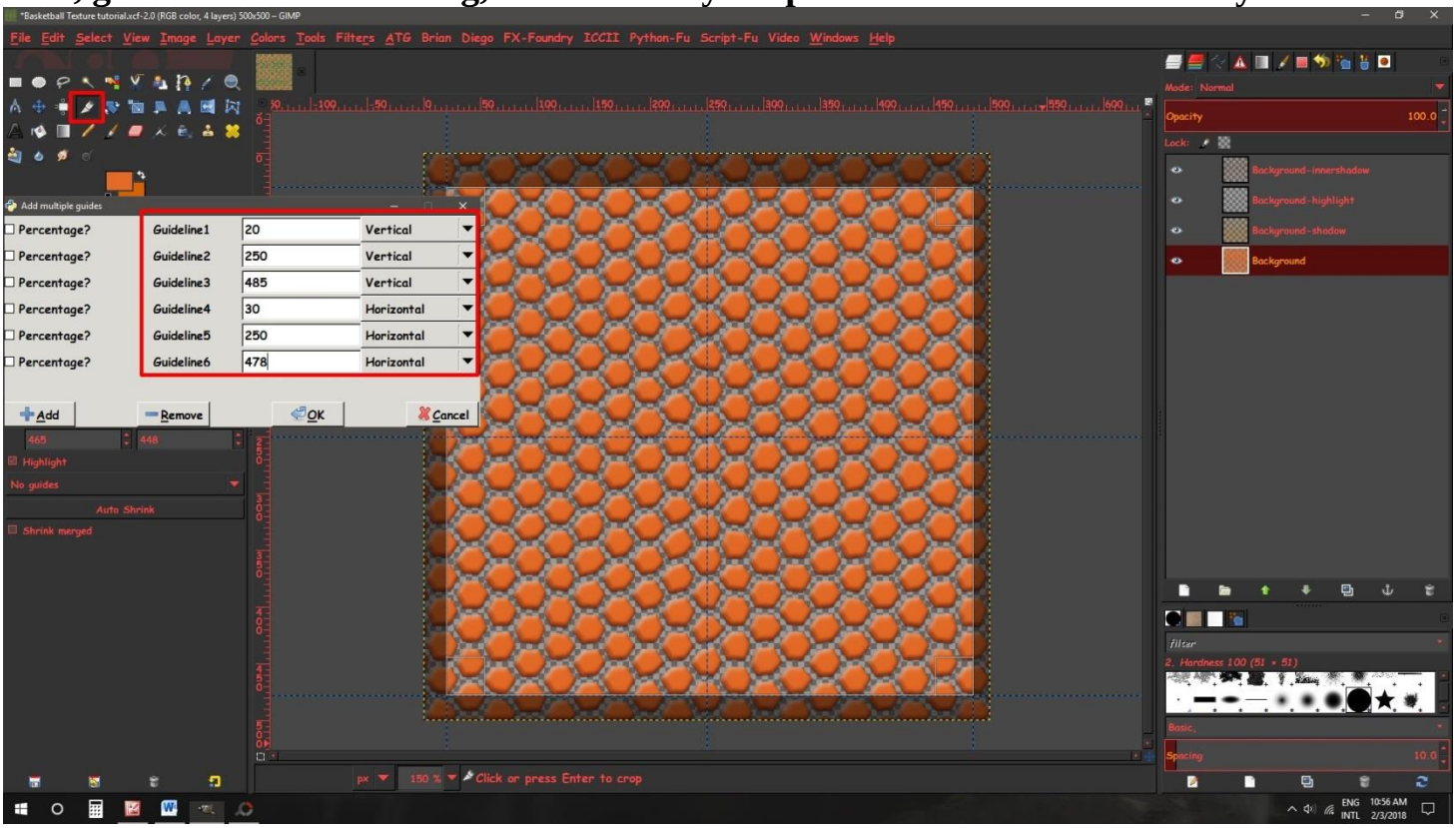
1. First, we want to create the texture from scratch, so open a New image 500 x 500 px and Zoom in for better look on what are you going to do. Right click the layer and select “Add Alpha Channel”. Change the Foreground color to> d86100 and fill the background with this color. Go to: Filters> Distorts> Mosaic, set as illustrated and apply.



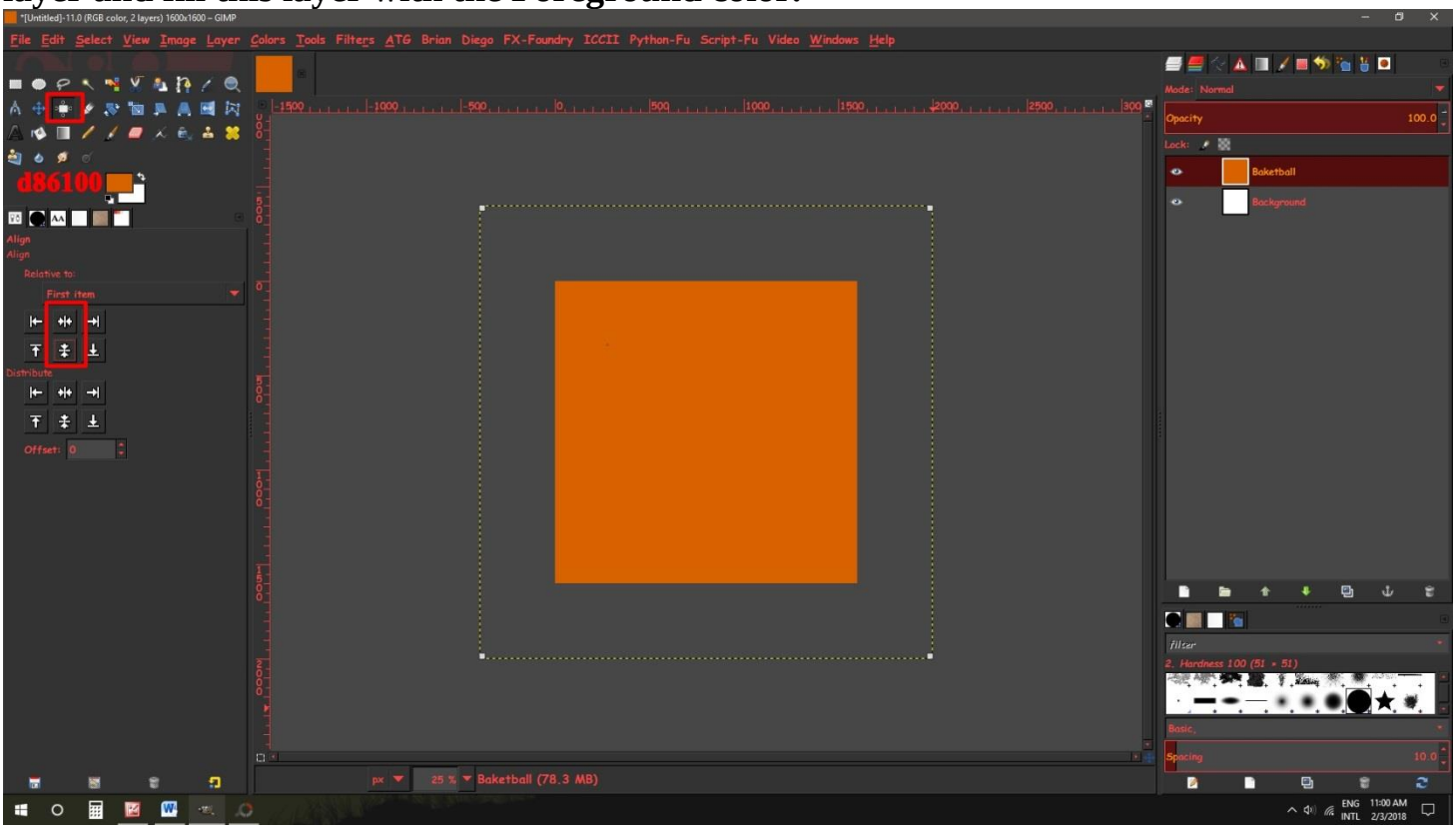
2. Go to: Layer> Layer Effects> Inner Shadow> change the color to> 6f3200, set and apply. Go to: Layer> Layer Effects> Bevel and Emboss, set both the Highlight and the Shadow Mode colors to> b36100, set and apply.



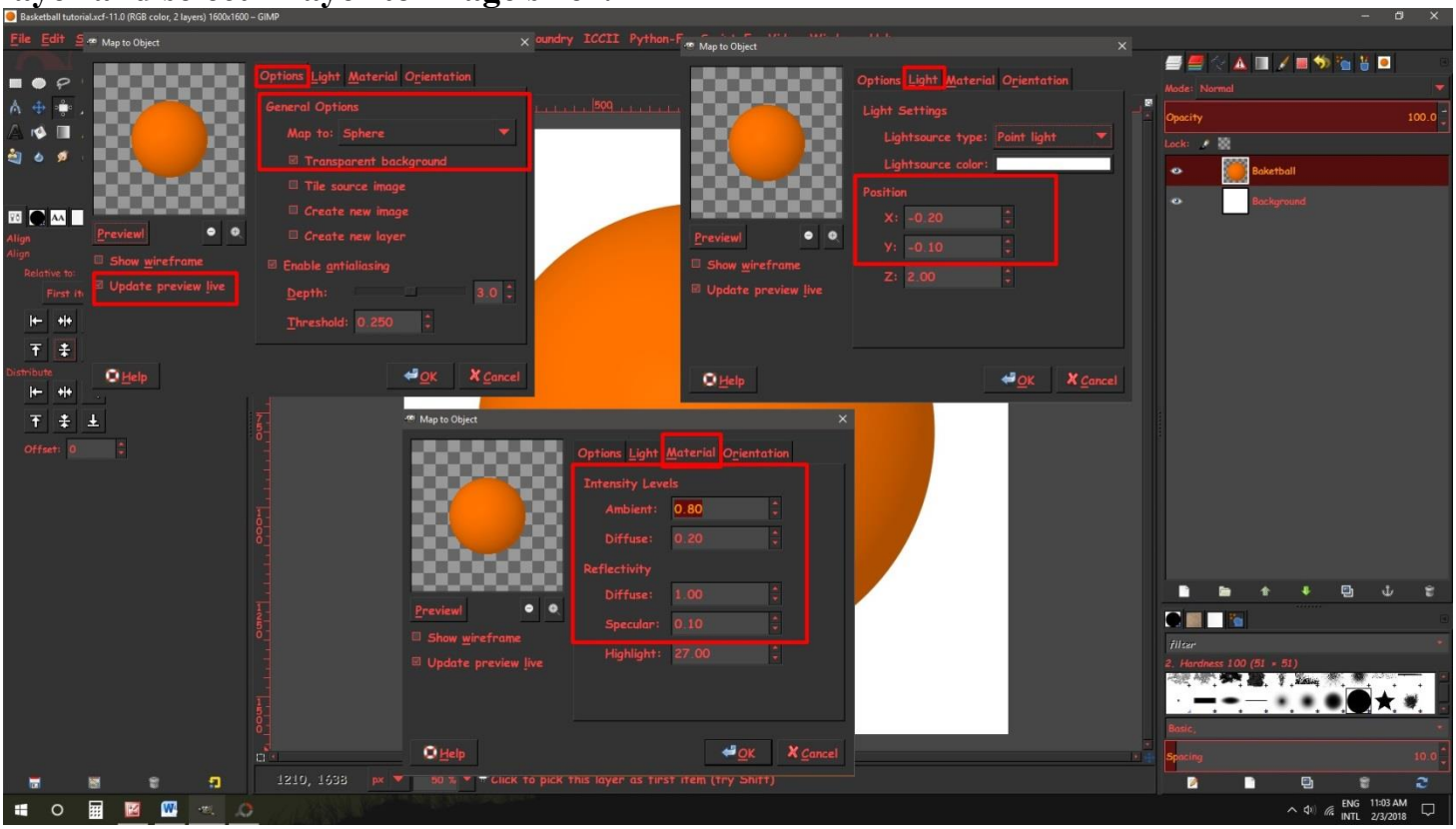
3. Go to: Image> Guides> Add multiple guides, set as shown and place the guidelines. Grab the “Crop tool”, make the square using the Guidelines as boundaries. Click on the center to Crop and you just made the texture seamless. Export/Save as “Orange dots” Pat or Png with, go to the Patterns dialog, and Refresh your pattern. The Texture is ready to use.



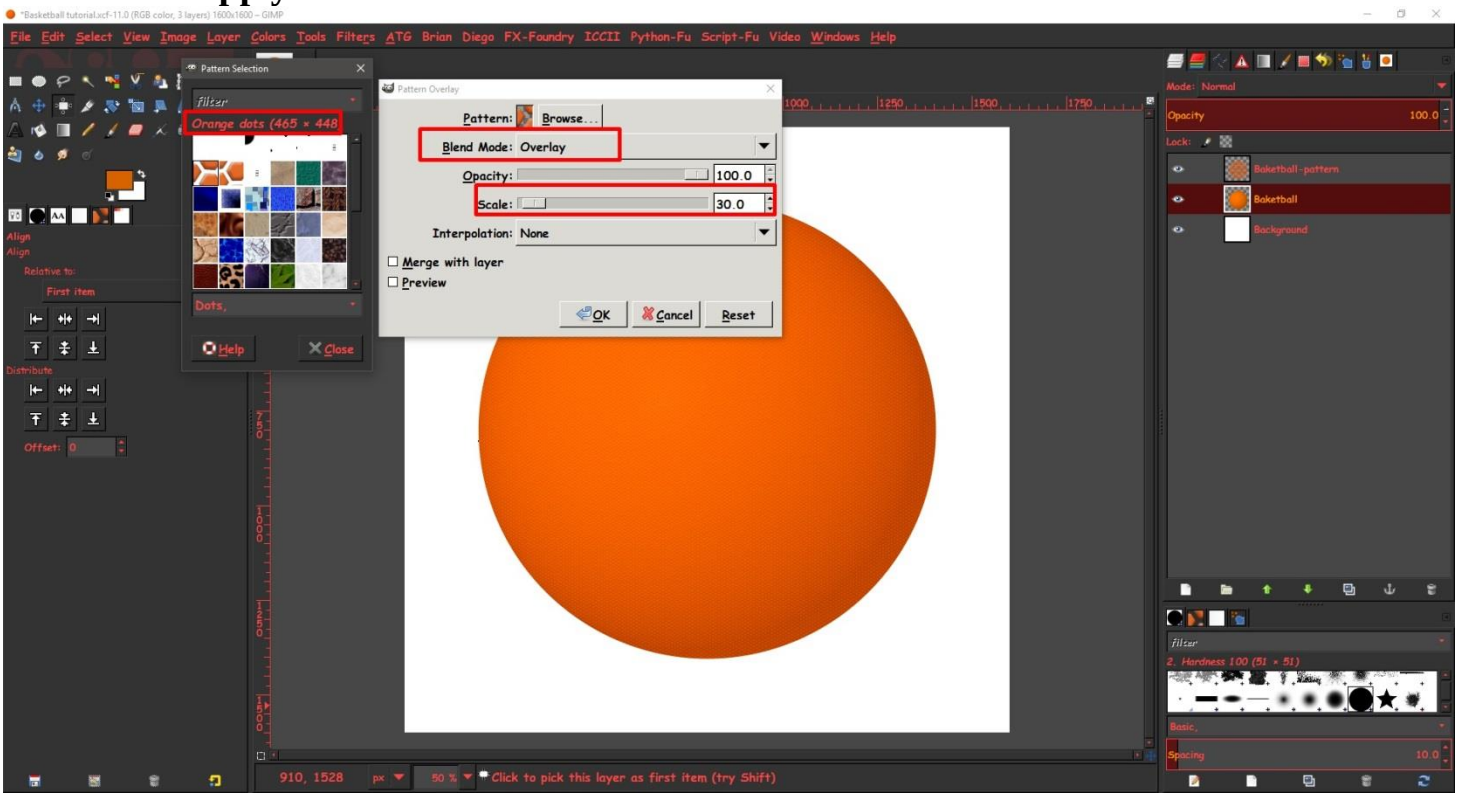
4. Open a New image 1600 x 1600 px on a White color Background and change the Foreground color to> d86100. Add a New layer and make the Size 2400 x 2400 px, name it “Basketball”. Take the “Alignment tool” double click on the Canvas, center this bigger layer and fill this layer with the Foreground color.



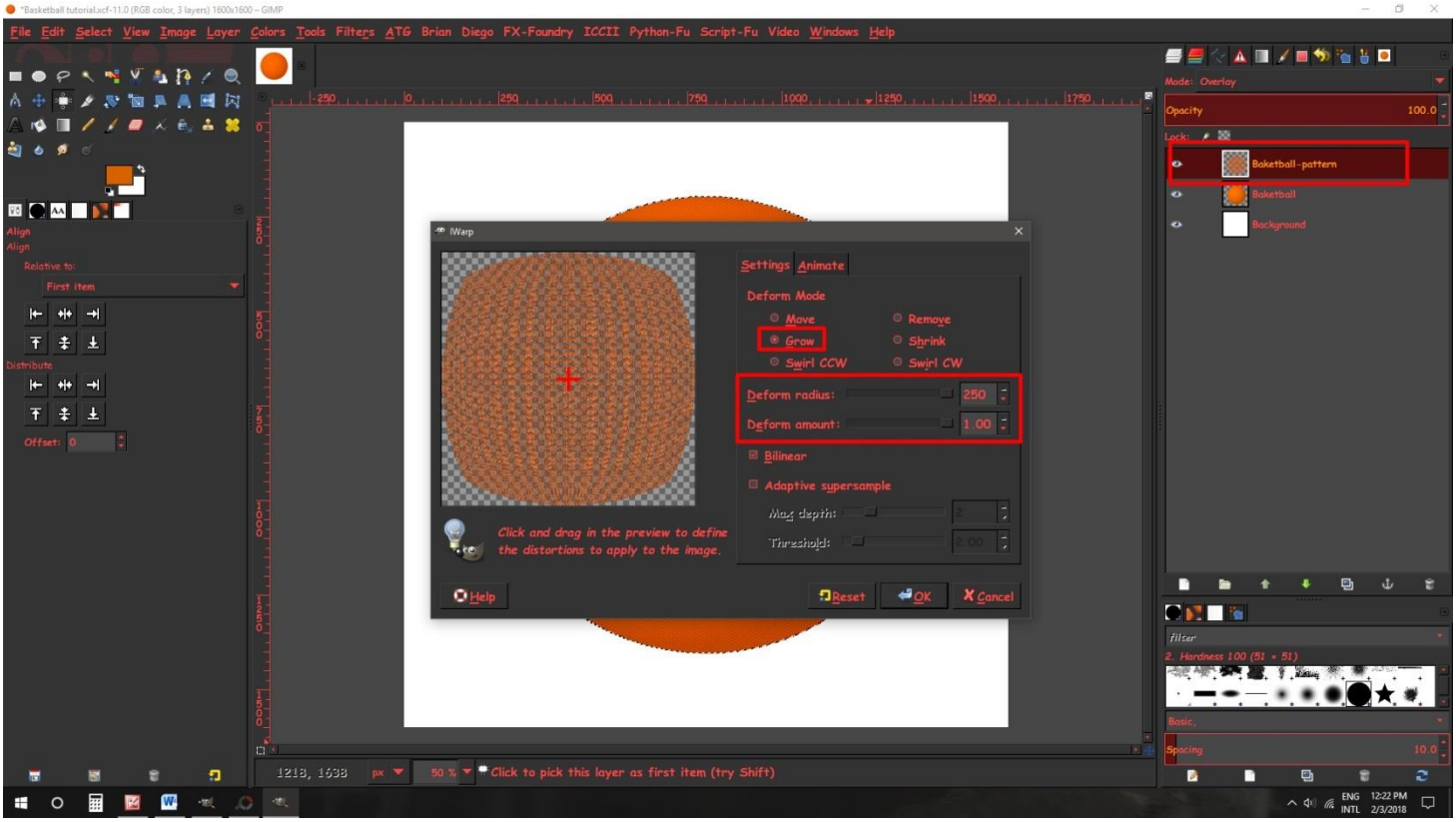
5. Go to: Filters> Map> Map object, set all three configuration and apply. Right click this layer and select “Layer to image size”.



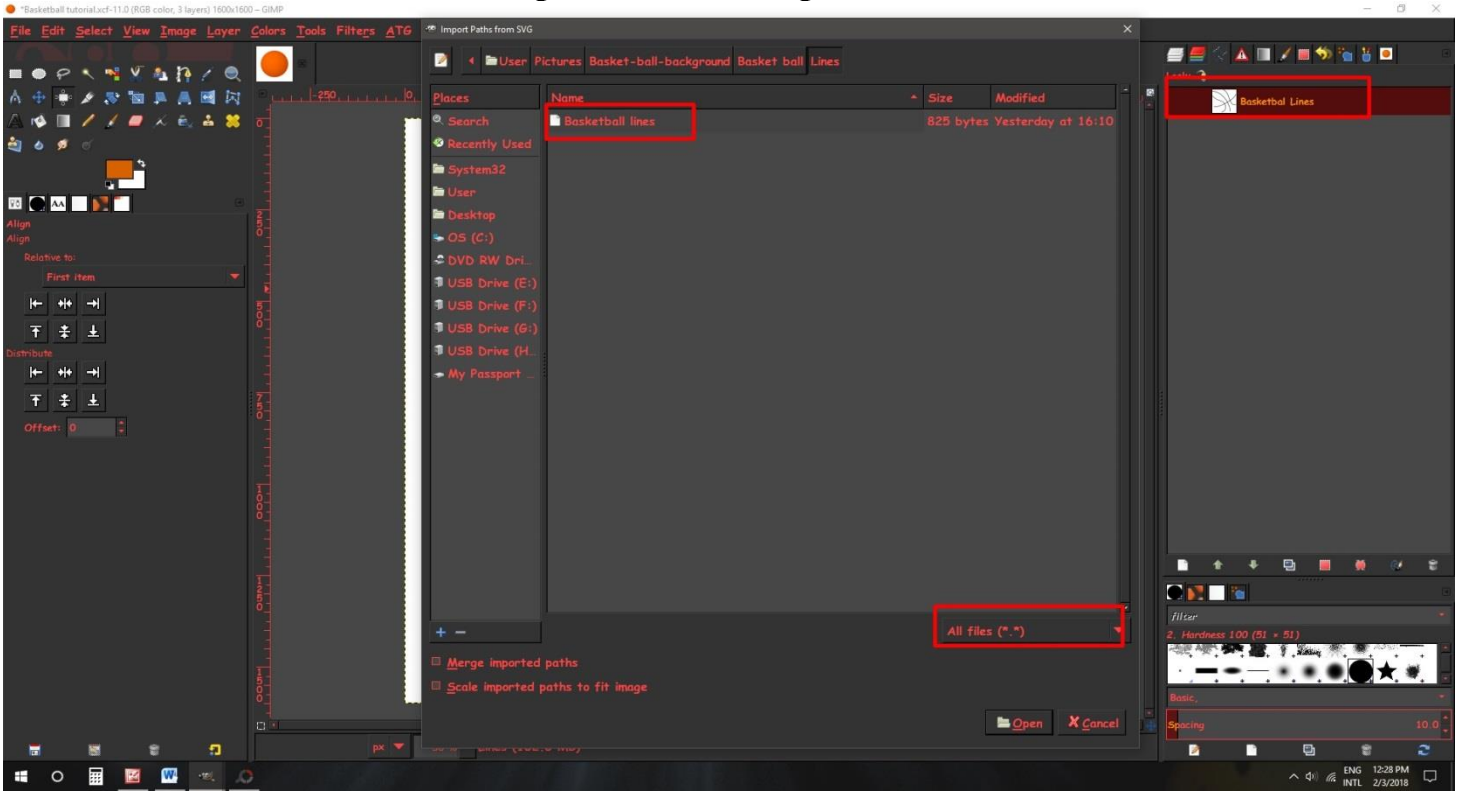
6. Go to: Layer> Layer Effects> Pattern Overlay, select the Orange dots pattern you created and apply.



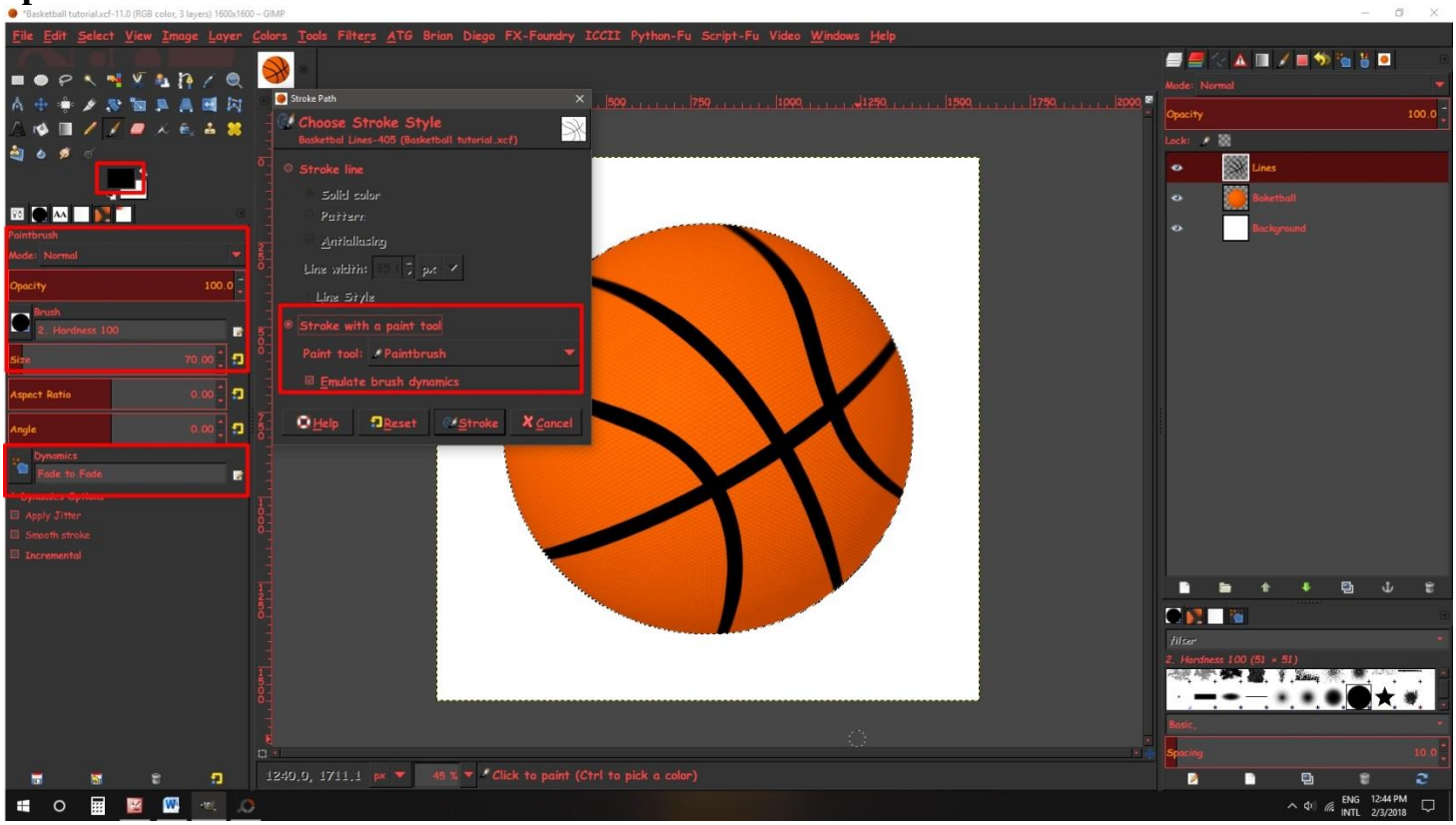
7. Right click the layer Basketball and select “Alpha to selection”. Select the Top layer and go to: Filters> Distorts> IWarp. Set the configurations, and on the “Preview working window”, click on the center of the sphere 5 times, click OK. Merge down this top layer and leave the selection active.



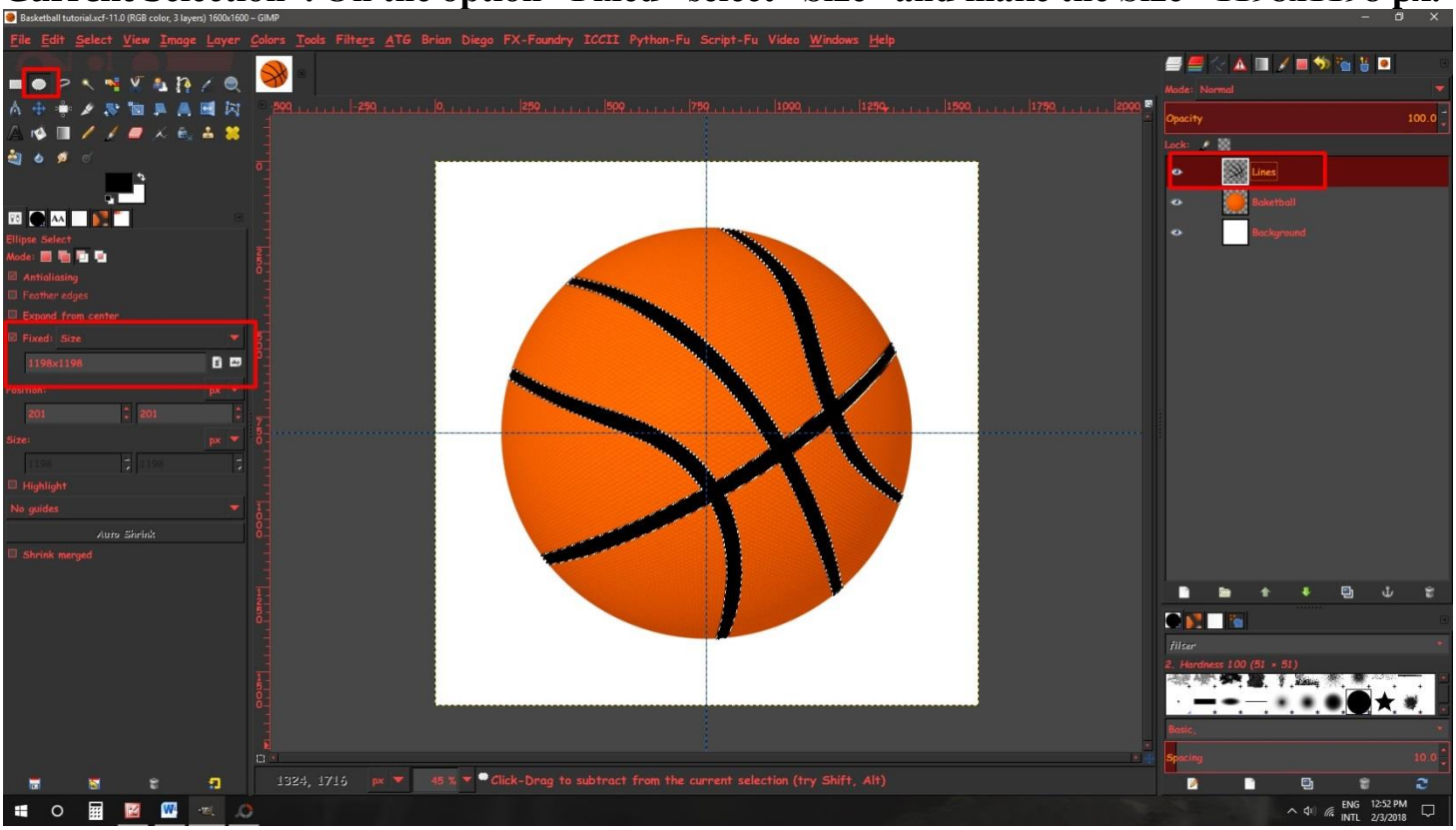
8. Now, because I know some of you have not mastered the “Paths tool” yet, I took the time to create the Paths for the Basketball lines. So go to the “Paths dialog”, right click on the dialog and choose the option “Import path”. On the bottom right click and select “All Files”. Select the Basketball lines path and click Open.



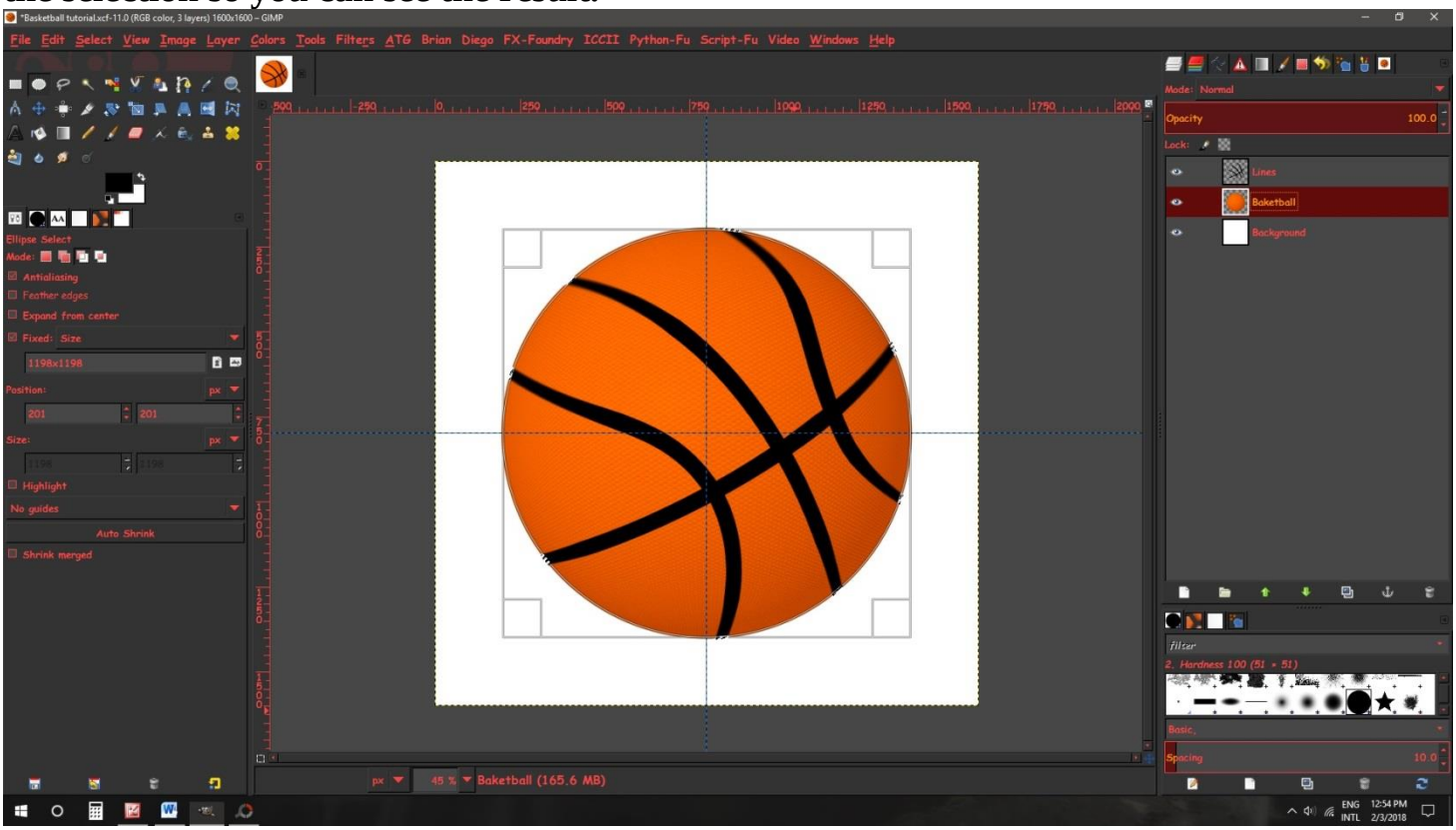
9. Go back to the Layers dialog. Add a New layer on top, name it “Lines” and change the Foreground color to> Black. Take the brush “Hardness 100”, make the Size> 70 px and select the brush Dynamics> Fade to Fade. Go to: Edit> Stroke Path, select both bottom options and Stroke.



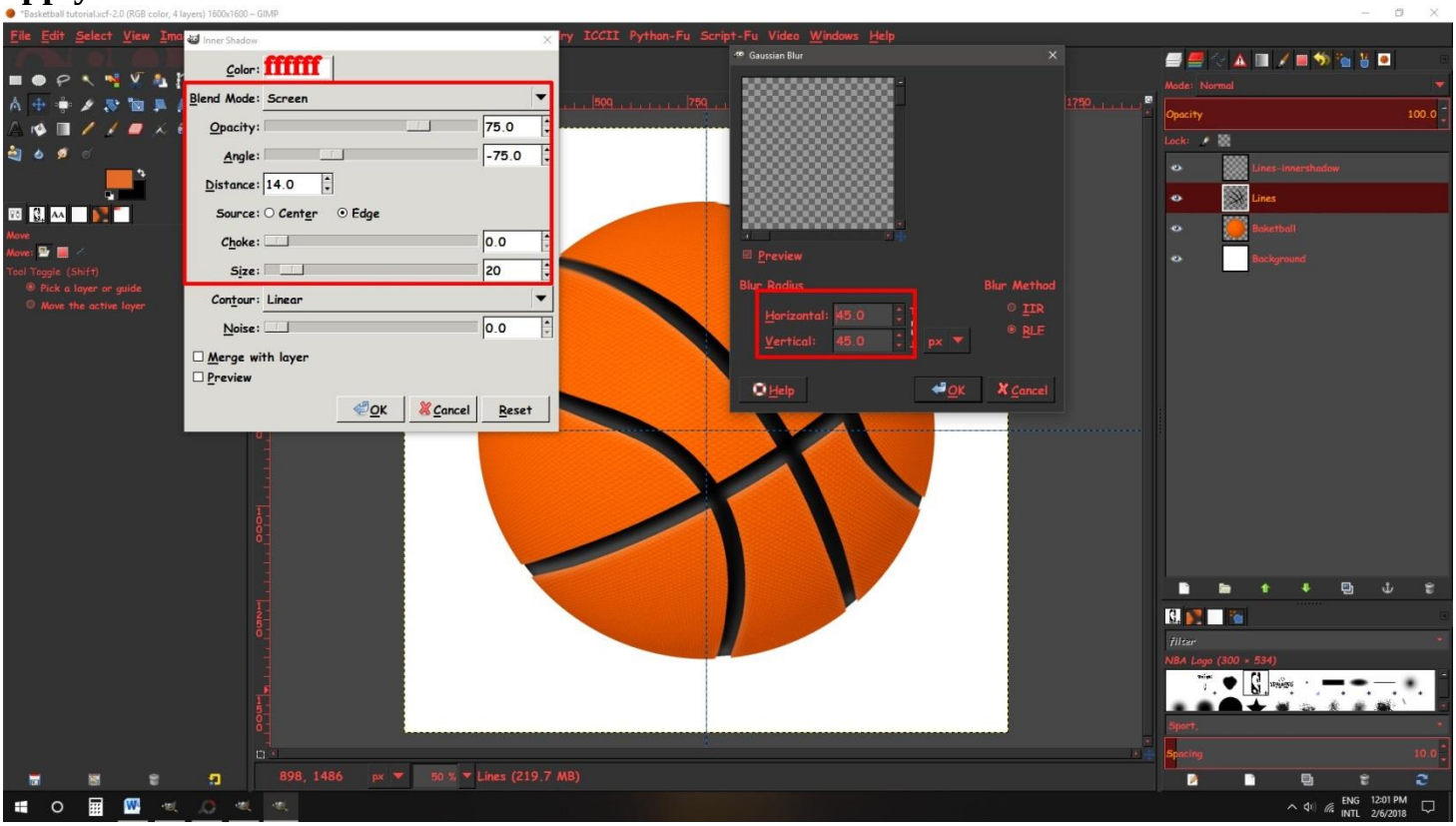
10. Get rid of the selection (Select> None), right click this top layer and select “Alpha to selection”. Take the “Ellipse select tool” and on the option Mode select> “Subtract from Current Selection”. On the option “Fixed” select “Size” and make the Size> 1198x1198 px.



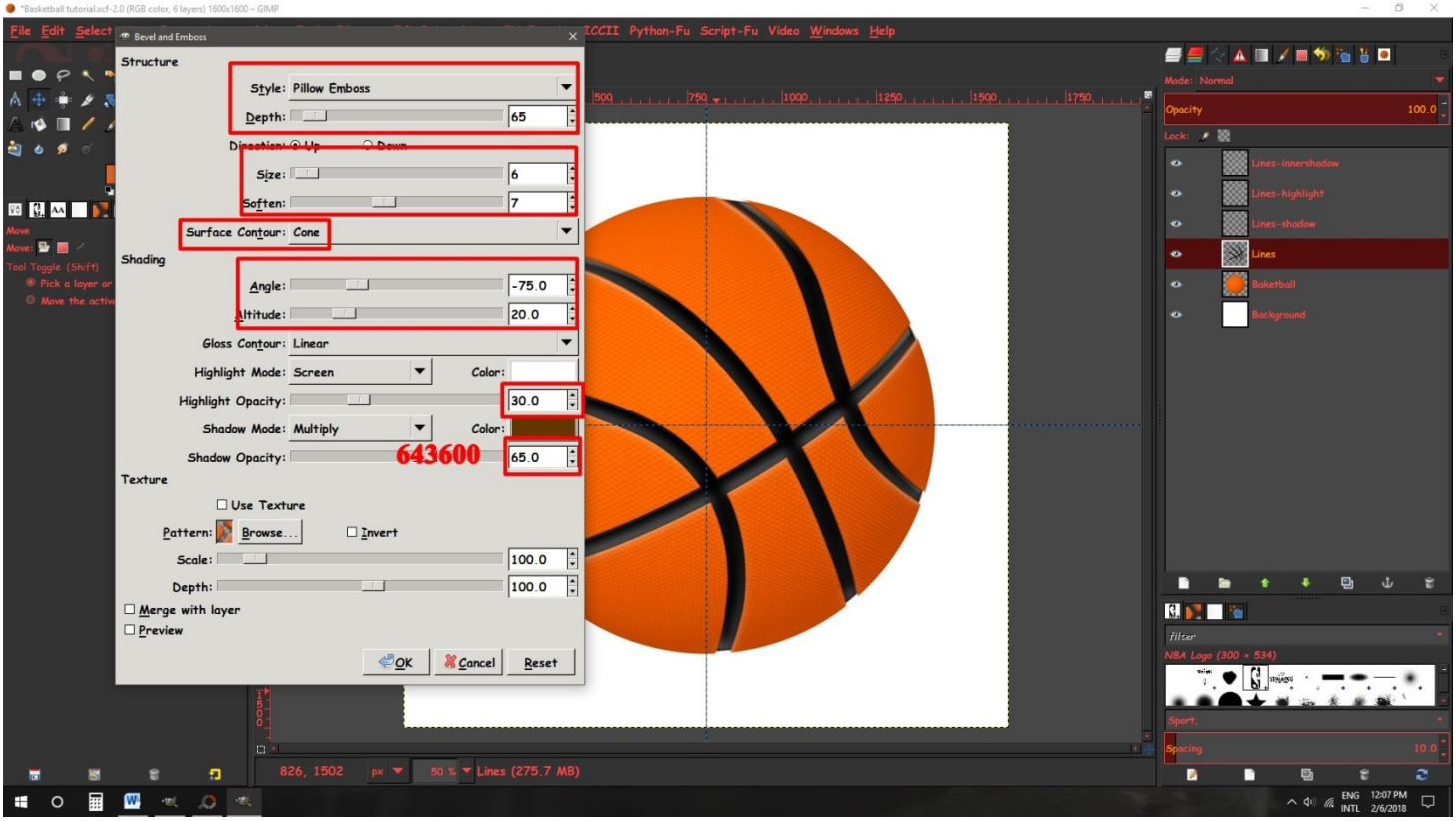
11. Click on the Canvas and move the selection to the center. Press “Delete” 5 times on your keyboard to erase. Select the layer “Basketball” and press “Delete” 5 times. Get rid of the selection so you can see the result.



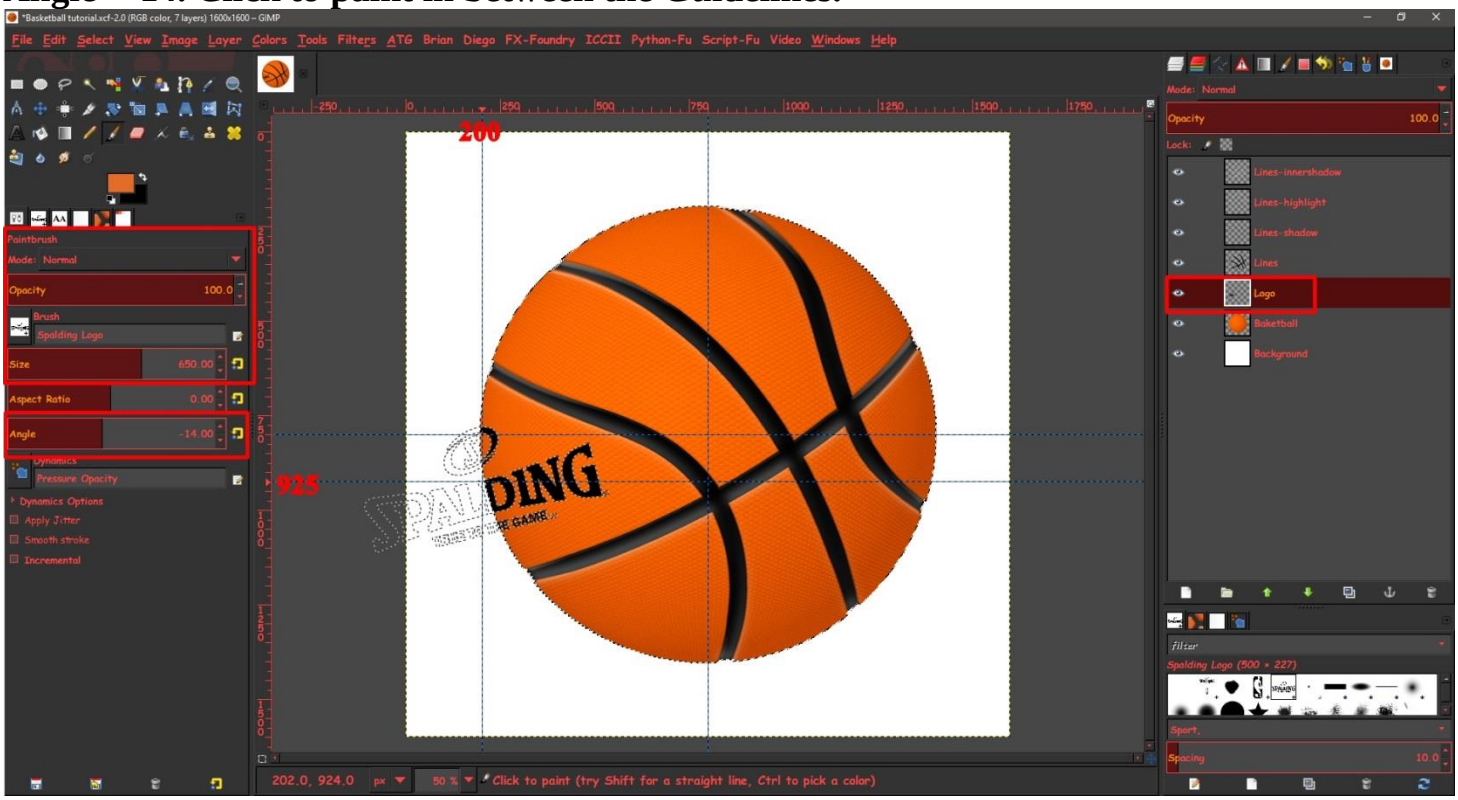
12. Go to: Layer> Layer Effect> Inner Shadow, set the color to> White and apply. Now select the layer “Lines-inneshadow”, go to Filters> Blur> Gaussian blur, make it 45 px and apply.



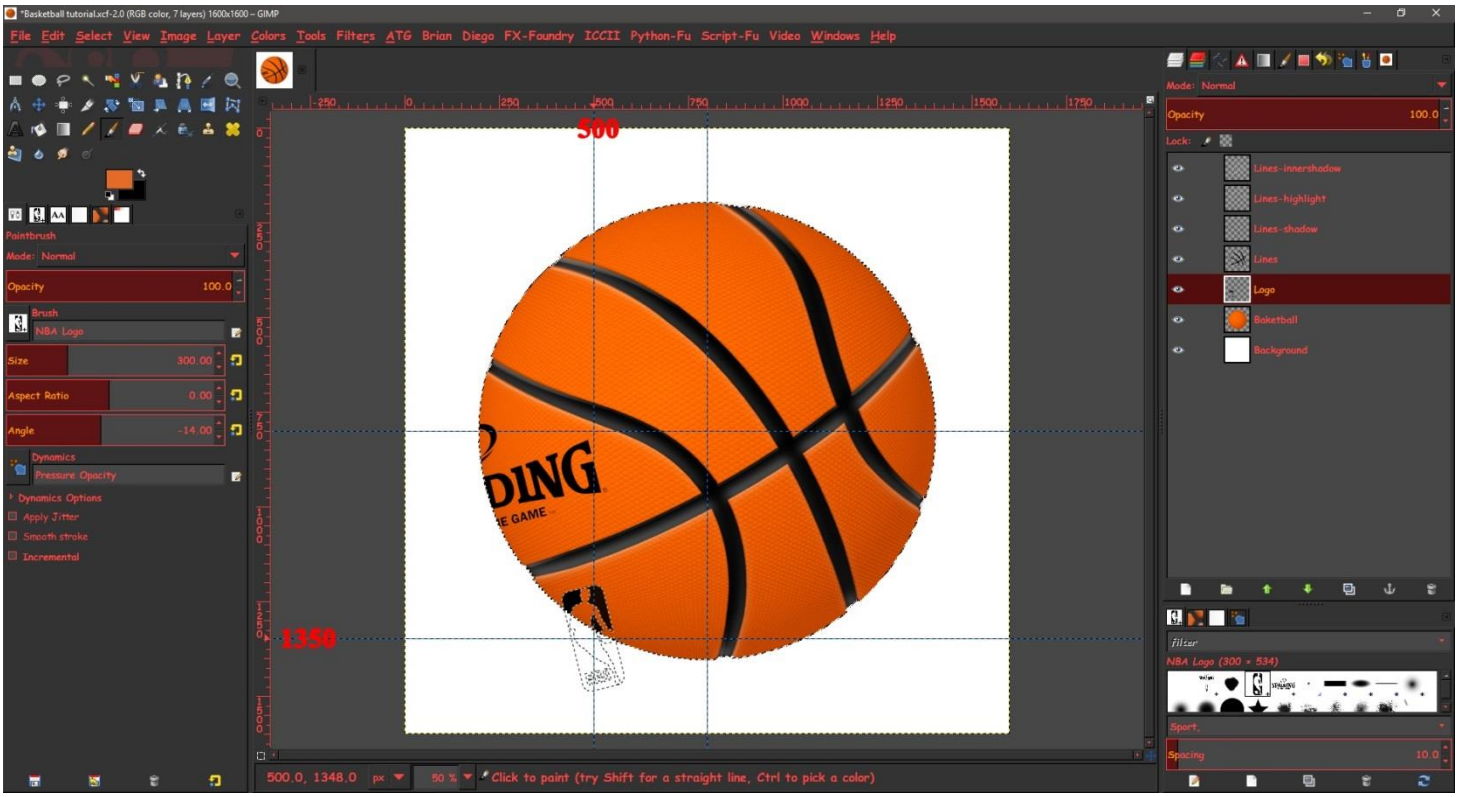
13. Go to: Layer> Layer Effect> Bevel and Emboss, change the color of Shadow Mode to> 643600, set and apply.



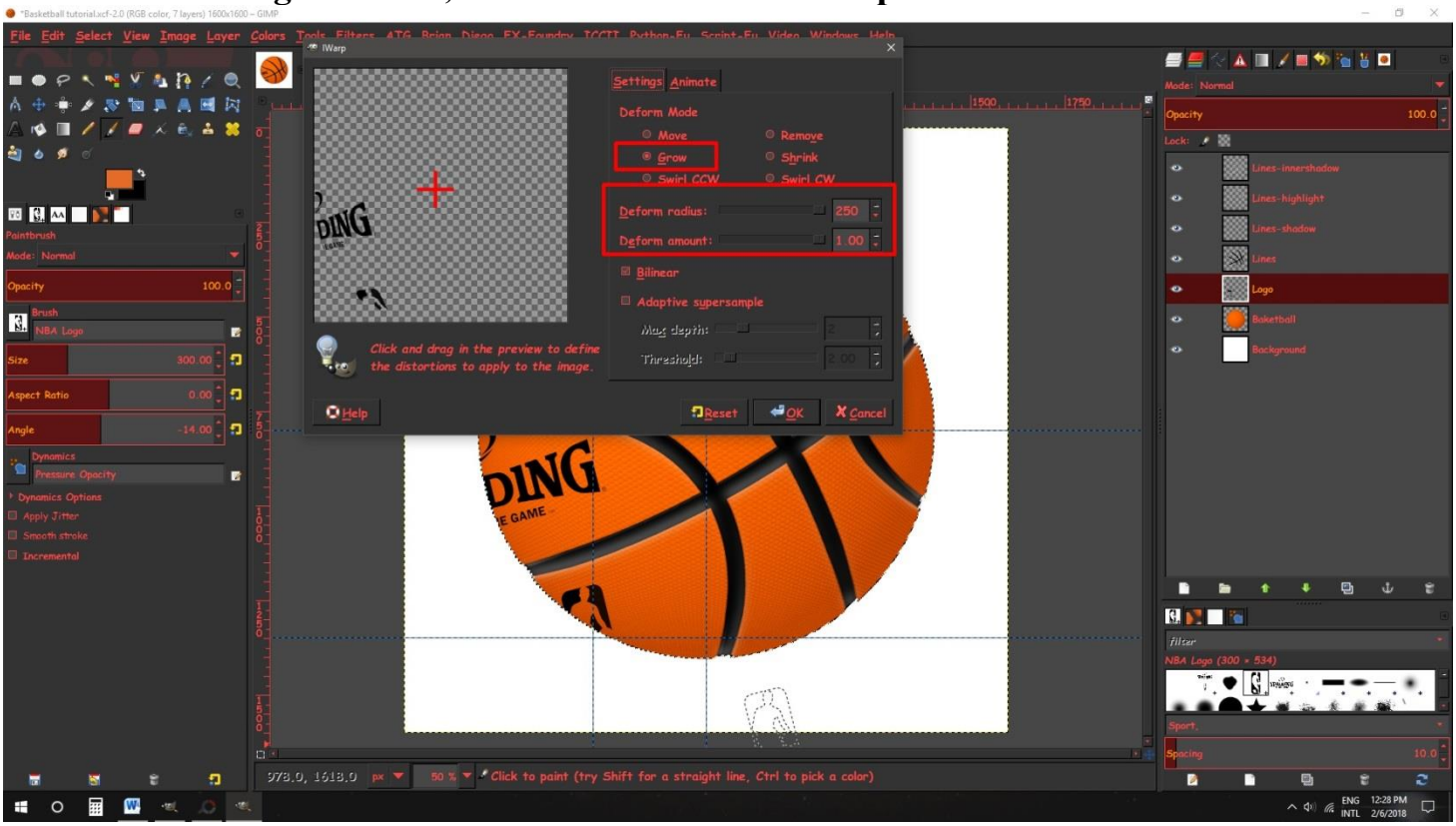
14. Right click the layer "Basketball and select "Alpha to Selection". Add a New layer on top of the Layer "Basketball" and name it "Logo". Place 2 Guidelines, Horizontal> 925 and Vertical> 200. Grab the logo brush "Spalding Logo", make the Size> 650 px, and an Angle> -14. Click to paint in between the Guidelines.



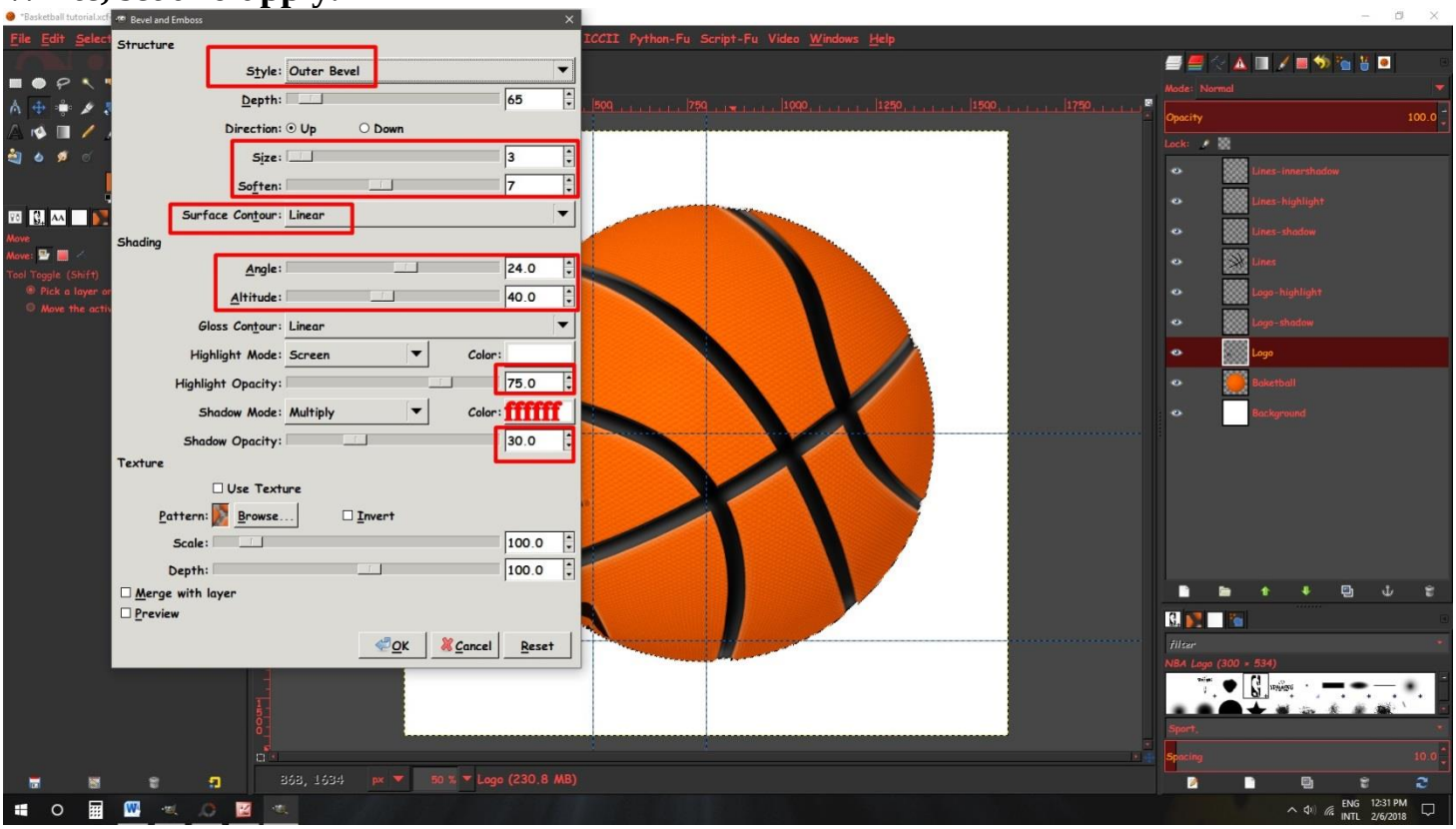
15. Move the Guidelines to the marks: Horizontal> 1350 and Vertical> 500. Take the brush "NBA Logo", make the Size> 300 px and make the Angle> -17. Paint in between the Guidelines



16. Go to: Filters> Distorts> IWarp and use the same configurations as before. On the "Preview working window", click on the center of the sphere> 2 times click OK.



17. Go to: Layer> Layer Effect> Bevel and Emboss, change the color of Shadow Mode to> White, set and apply.



18. Right click on the layer "Lines" and select "Alpha to selection". Add a New layer on top of the others and name it "Light reflection". Take the brush "Hardness 050", make the Size> 500, place the mouse "Cursor" on the V> 600 and the H> 400 like in the illustration and paint once. Reduce the Opacity of the layer to> 65 and you're done.

