

Helllllo everyone! It's been a long long long long long long did I mention longggggg time(?) since I've made a tutorial! Please bare with me and my horrible instruction skills as I attempt to tell you how to make something like this! xD

Attachment:



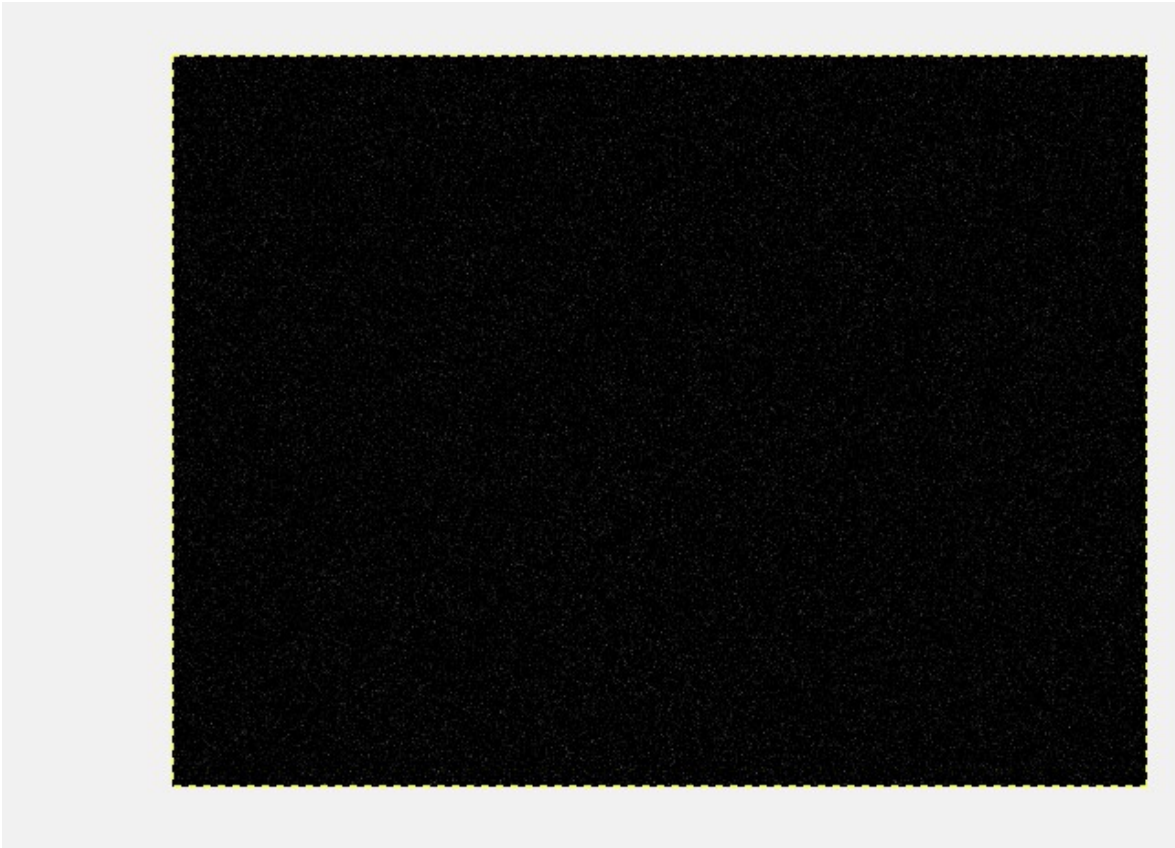
finished.png [898.97 KiB | Viewed 72 times]

Okay.... Lets begin! xD

Step one:

Make an image (whatever size you want) with a black background> Go to Filters/Noise/HSV Noise and set it to how ever you like, the noise will be representing far away stars.

Attachment:

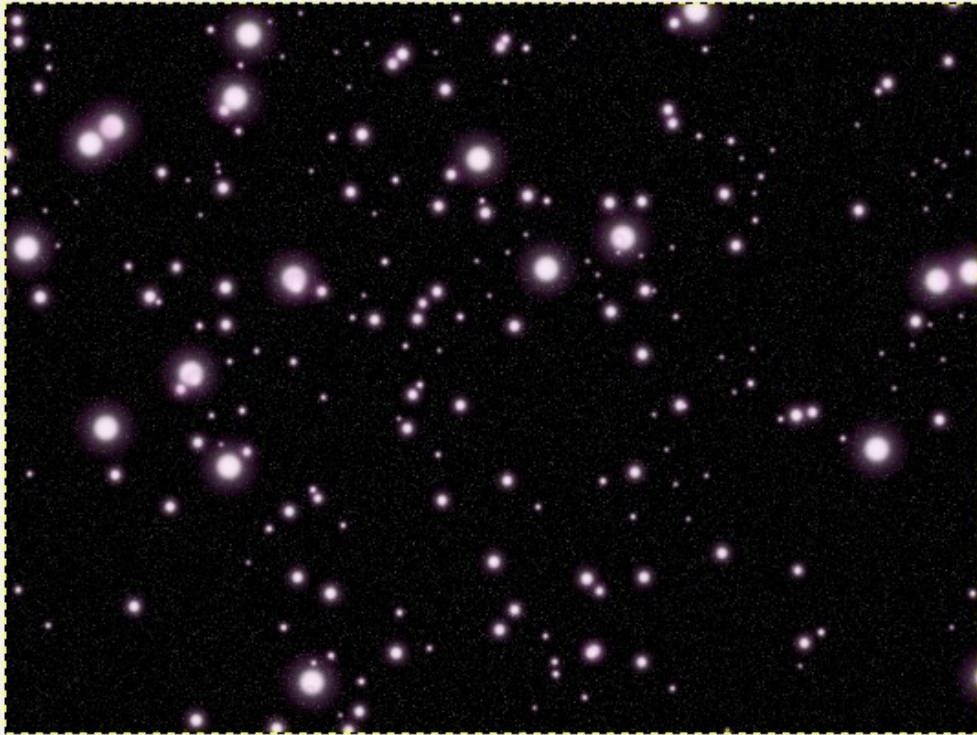


2.PNG [213.28 KiB | Viewed 72 times]

Step two (pt 1):

Get the sparkle brush and turn on jitter to make the sparkle go random and add some sparkles, then go to colorize, you can either make them white by turning saturation down or make them a vague color; I chose option 2.

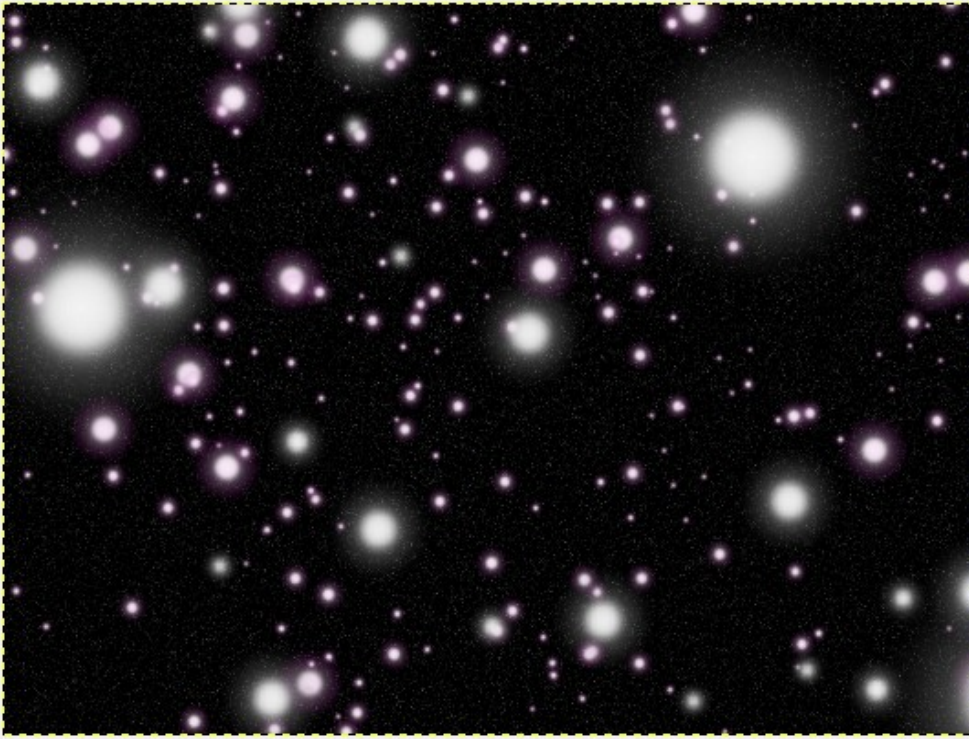
Attachment:



3.PNG [297.28 KiB | Viewed 72 times]

Step 2 (pt 2):

Now make a new layer and select the sparkle brush again, this time make the sparkles much bigger this is to add perspective, now place at random some bigger “stars” and do the same process with colorize. Attachment:

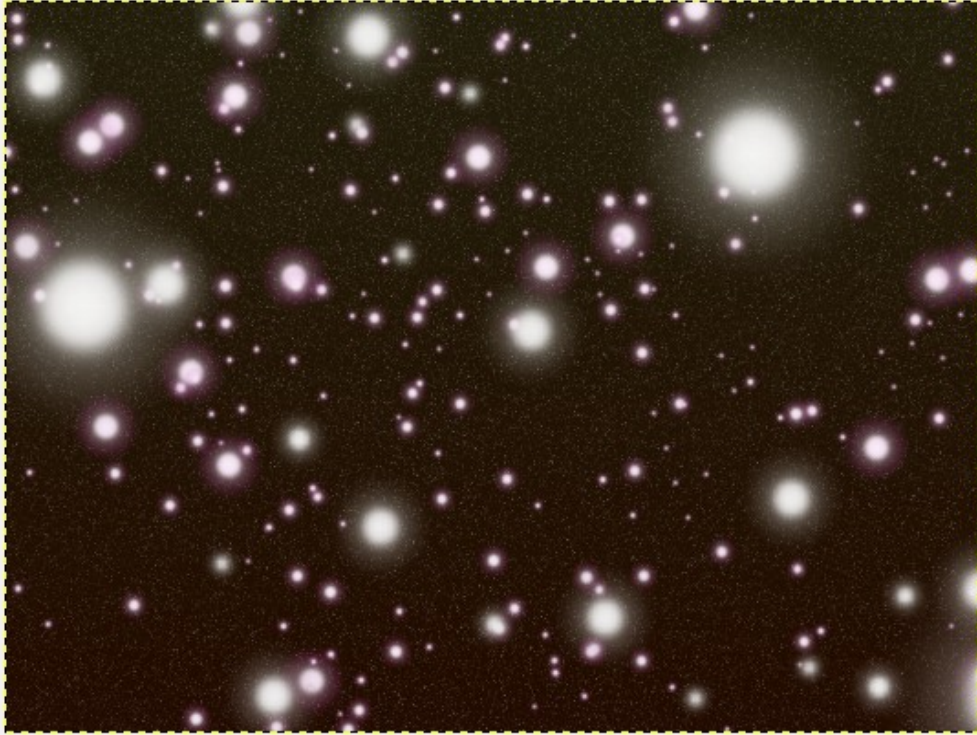


4.PNG [334.67 KiB | Viewed 71 times]

Step 3:

Next make a new layer and get a gradient of your color choosing and make a smooth layer (No repeating settings on) of the gradient, then set layer mode screen, now turn the transparency down I have it to 12.2 but how ever you'd prefer is what matters.

Attachment:



5.PNG [367.57 KiB | Viewed 71 times]

Now make a new layer and make big random color splotches (I used purple, blue and pink) with a soft fuzzy brush then set to overlay and blend them with smudging until it looks good to you.
Attachment:



6.PNG [462.35 KiB | Viewed 71 times

Step 4:

Make a new layer and go to Filters/ Light and Shadow/ Gradient Flare, and select the default flare and change the color and settings how you like, then repeat the process over the flare what another flare only use “distant star” flare, now set you're lovely double flare over a big star or in a very bright spot:
Attachment:



8.PNG [469.93 KiB | Viewed 69 times]

Step 5:

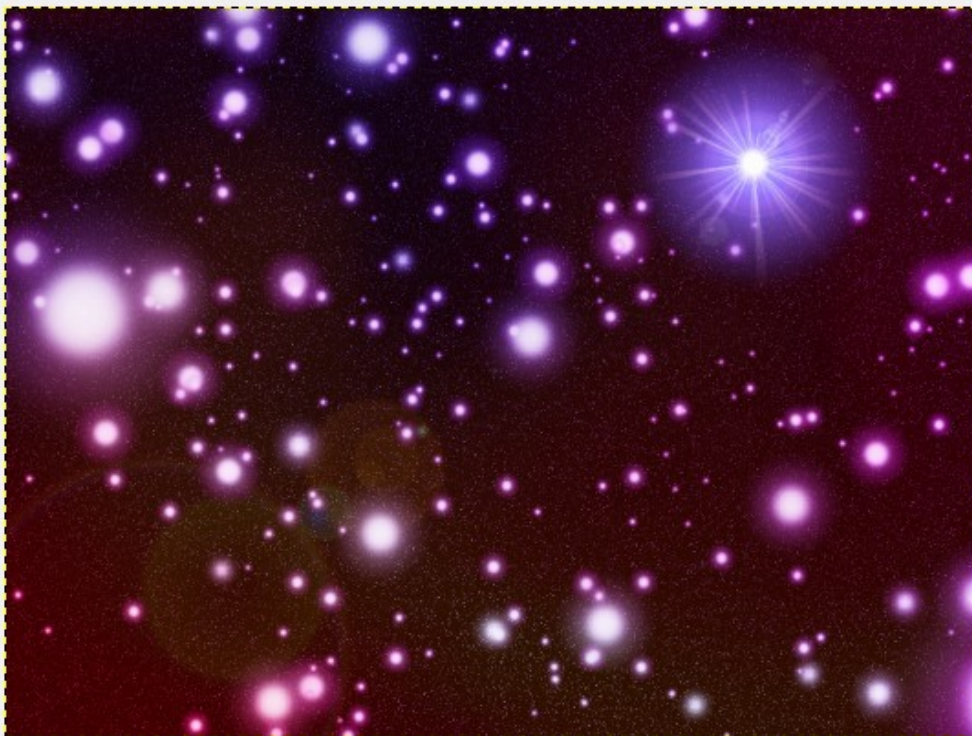
Make a new layer from visible and duplicate it, now go to lens flare and place it over the gradient flare, now get a really big fuzzy brush and erase the part that is over the flare but not the glare of the lens flare. Depending on how much you like the glare you can keep it full or turn transparency down, it's up to you!

Attachment:



9.PNG [501.29 KiB | Viewed 69 times]

Attachment:



10.PNG [473.91 KiB | Viewed 69 times]

Last step:

Make a new layer from visible again and a new transparent layer and set to overlay, now get a/the black to white gradient and make the black go the opposite direction that the flare starts from so it looks like a light source (darker to light with light being near/on the flare.)

And you're done!