



Water Spirit - drawing fire

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This tutorial will show You how to place a fire on someone's hands.

First, we have to chose a photo for our future work. I've picked one from sxc.hu and You can download it from [this url on sxc.hu](#)

Painter® 2015

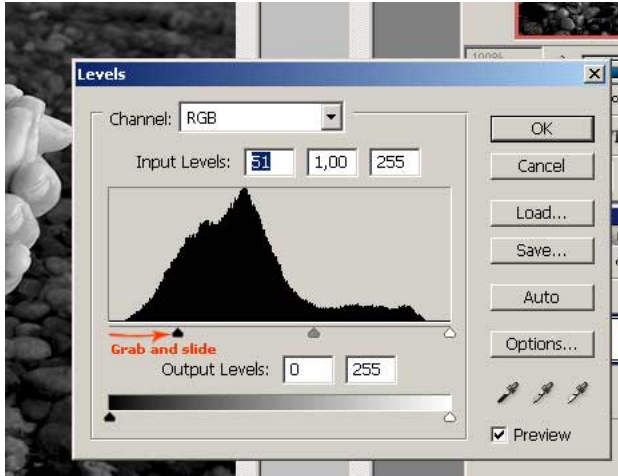
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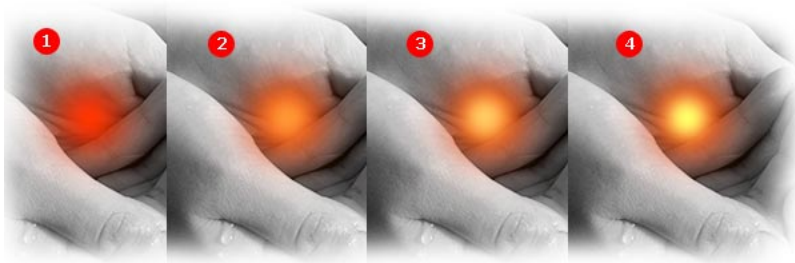
(You have to register first - it's **FREE** and really worth of it). When You open Your photo in Photoshop make first step:
Image -> Adjustments -> Desaturate (Shift + Ctrl + U). That will be our base image (I'll resize it to **450x600 px** for presentation - You may work with larger image if You want or just use this bellow if You don't want to register if You don't want to register on sxc.hu).



Now we will add a **Adjustment Layer** called **Levels**. Hold **Alt** Key, and click on **Adjustments Layer** button on **Layers Palette**. Select **Levels**. Make Sure that **Use Previous Layer to Create Clipping Mask** is selected. Then just slide dark arrow a little right.



As You can see - image is a little darker now. Now we will draw some fire. Make **New Layer**, select soft brush of the size You will choose, and using dark orange colour (for example **#993300**) make a "dot". Next use a smaller size with lighter colour (like **#ff9933**) make another dot. Again, smaller size, lighter colour (for example **#ffcc66**), and last time, smaller size, lighter colour (**#ffff66**) and dot.



Now it's time for a little "magic". Use **Smudge Tool (R)**. Pick small, soft size, and make "fire tongues". Just click somewhere inside our dot, click, hold and drag it up. After first move You will know what I'm meaning. Try until You will be satisfied. Remember that You may change the **Strenght** parameter. You will use **Alt + Ctrl + Z** combination lot of times!

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Now lets make this fire more realistic by adding some light on hands. Go to **Quick Mask Mode (Q)**, select big, soft brush, and "draw" there, where You think that the light should appear.

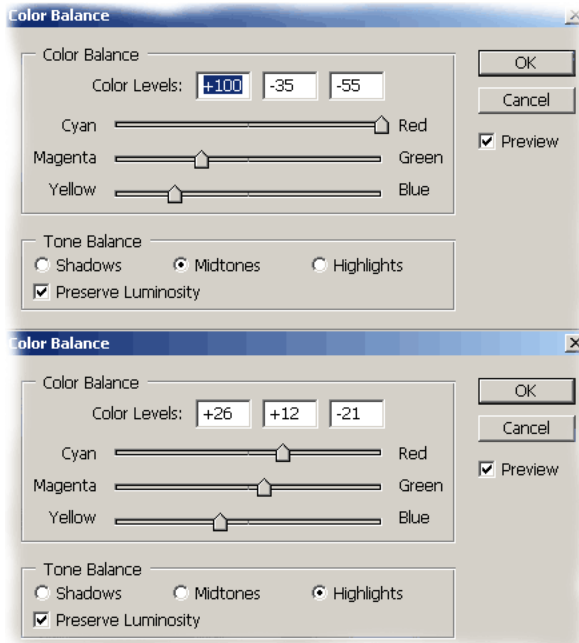


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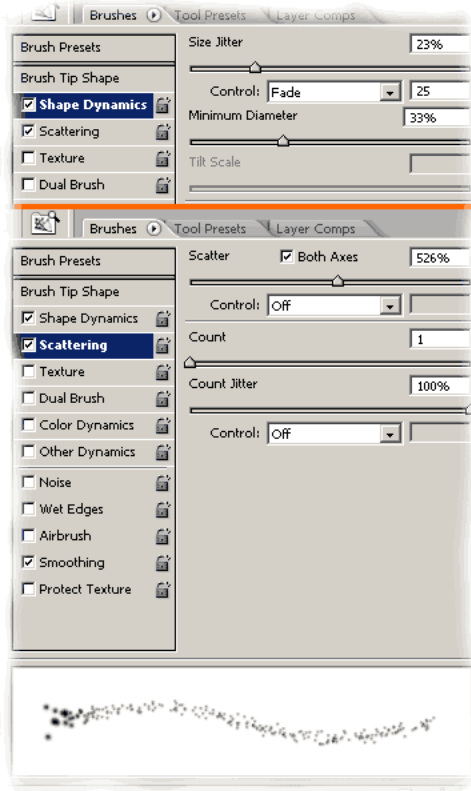
Leave **Quick Mask Mode (Q)**, You will see a selection. We have to inverse it by **Select -> Inverse (Shift + Ctrl + I)**. Select our **Hands Layer**, and holding the **Alt** key add another **Adjustment Layer** called **Color Balance (Use Previous Layer...** should be selected)



Now select our **Color Balance Adjustment Layer Mask**, and using black soft brush "erase" some lights, and using white - add some lights until You will feel that it looks good.



Next thing will be small sparks. We have to prepare brush for this operation.



With those settings draw some sparks over our fire (on **New Layer**). Lower the **Opacity** of this layer (in my case it is **64%**). Use orange colour picked from our fireball (just improvise).



Change again to regular soft brush, use **#ffffcc** colour (or similar light yellow), select our **fireball layer**, and make a bright dot inside of it (just for better effect).

My final result:



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Comments

Dyle

2007-11-05
WHATTT

Iena

2007-11-05
awesome.. can u make it easier?

barat

2007-11-05
I don't think so that it can be easier. It's because all smudge tool operations are just improvisation - each time You will get difrent effect :)

yousif

2007-11-05
just one word .. awesome

Fizz.

2007-11-05
It is amazing....:O

czechoo

2007-11-05
nice

snakehead!

2007-11-06
it sucks!

ProSniper 117

2007-11-06
It's alright i could do better.

ProSniper 117

2007-11-06
And instead of making the hands black/white and the other part color, not good it looks like he's hands are like numb....should have made he's whole arm and hands color.

abduasid