

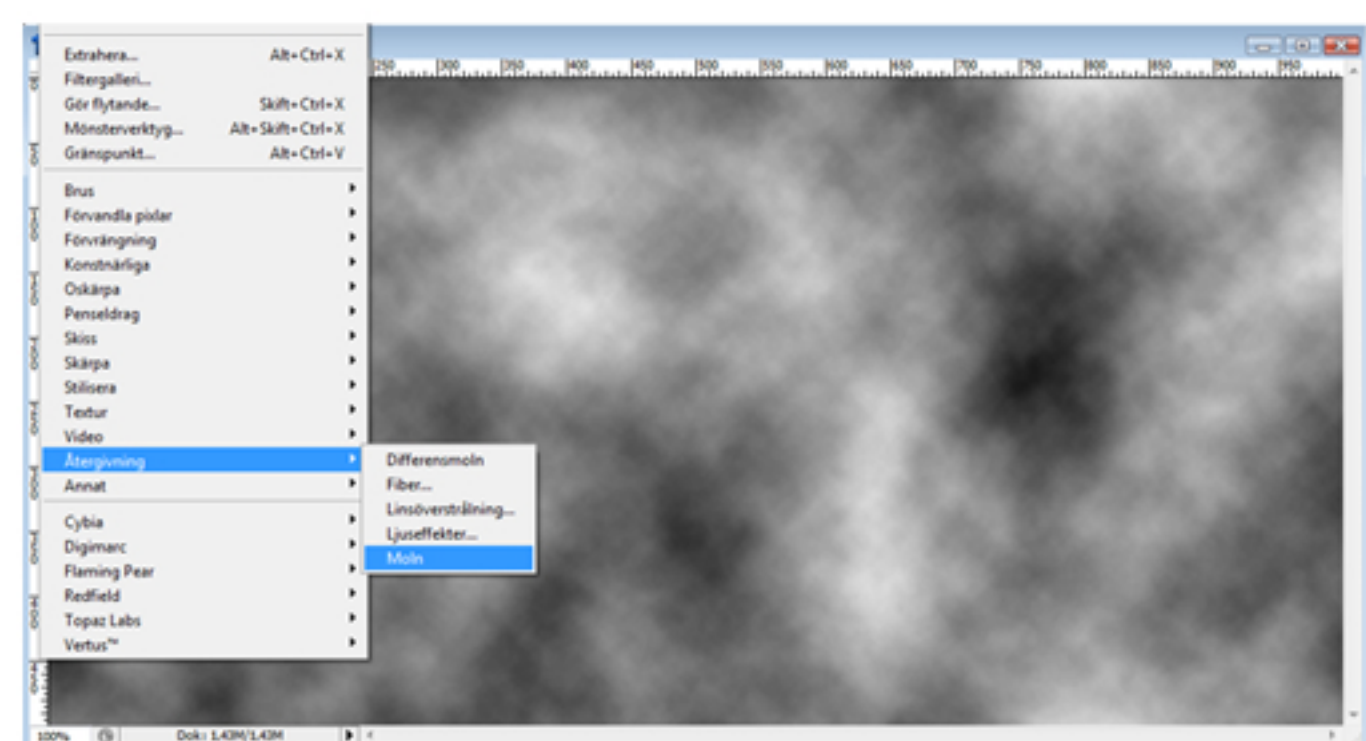
Water ripples

Tutorial by Cindy Grundsten 2010 CS3

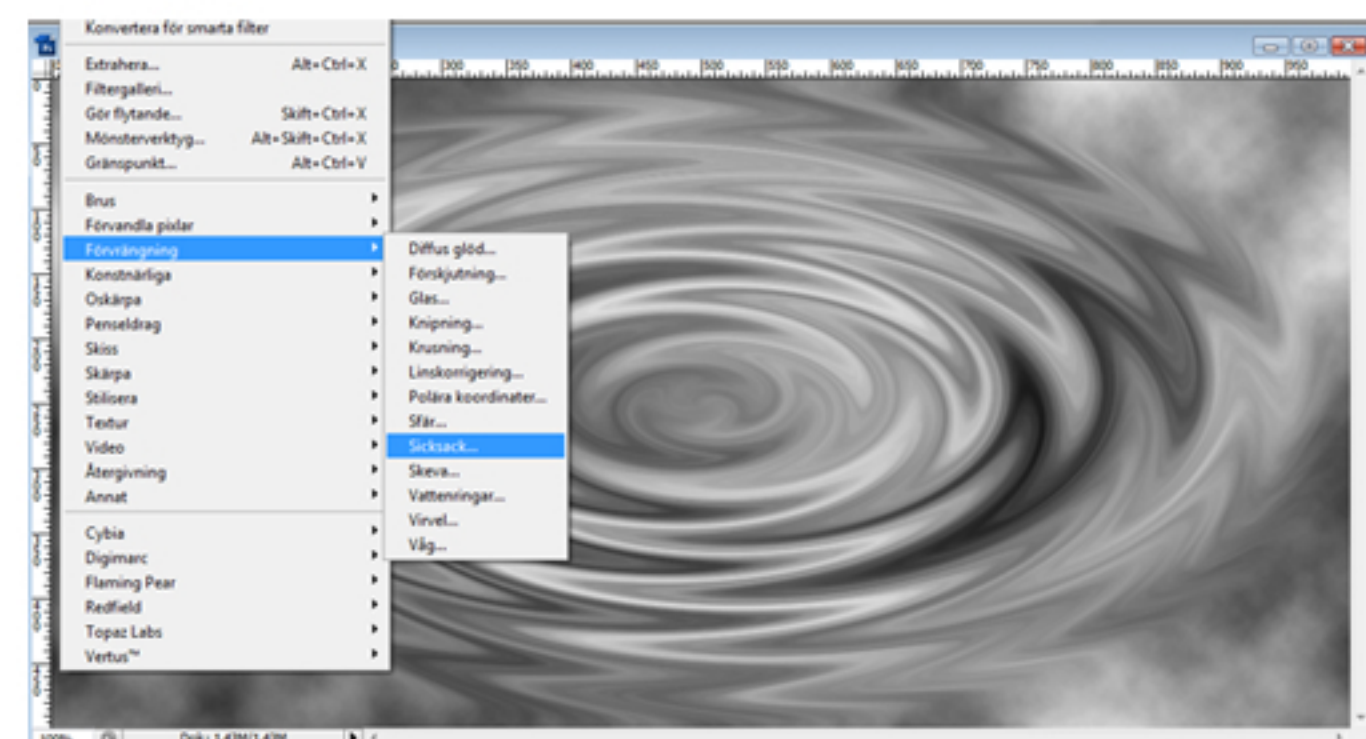


I have been asked how I made the water rings in this picture.
And it is very easy.

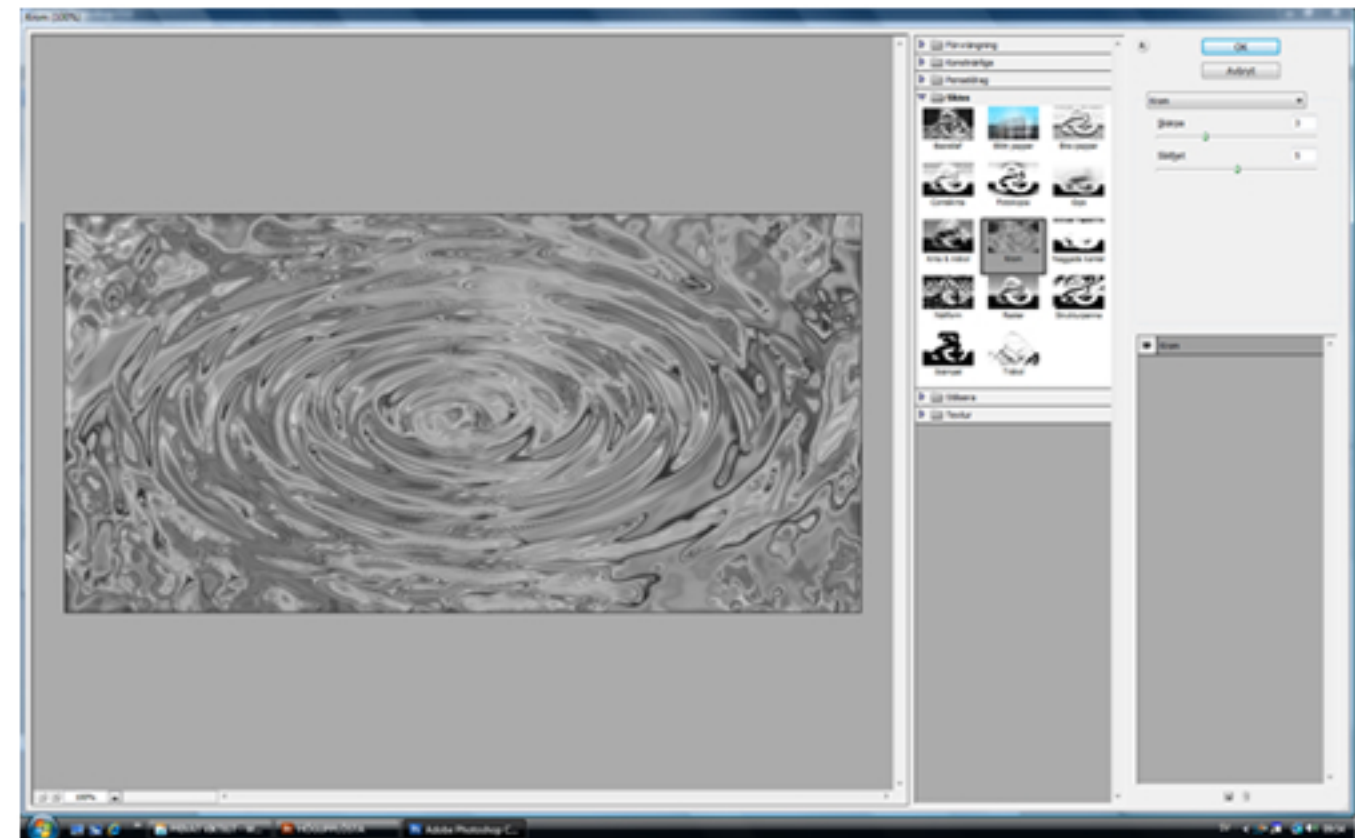
Start with a New layer of 1000 x 500th
Make sure you have black as your foreground color and select the cloud from the Filters menu.



Then go to Filter menu again and select Distort - Zigzag.
There you can choose either Dust Waves or around downtown.
Pull the levers until you think it looks okay. If you're not pleased do it again.
When you are happy select OK.



Then select Filter - Sketch - Chrome
Here you have to try it out until it looks good.



I edit a bit of color to make it look a little more like water.
If you think the ripples is too sharp, you can add some blur.
But wait until you have paste it on the image.



Put the water ripple to the artwork. Change the blend mode to either Hard light,
or Overlay. See what you think looks best.
Add a layer mask, and brush off edges and other places where you dont want it.
Now you can use a little blur if the ripples are too sharp.

The splash coming from Ron's water brushes. <http://www.renderosity.com/mod/bcs/rons-splashes/51849>
You can find a lots of free water brushes if you google on the Internet.



There are certainly better ways to make water rings. But this works
still pretty good I think :)

The beautiful fishes is purchased from dreamstime.com

Good luck!