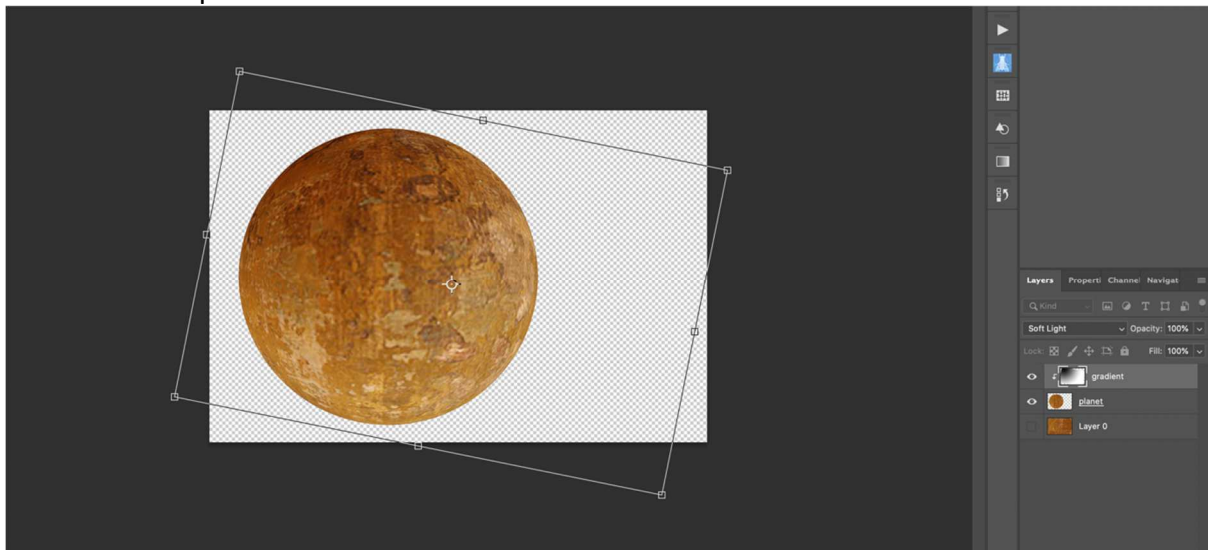


HOW TO MAKE PLANETS:

(Remember I work on a Mac so when I say Command it's Control on a PC)

- Open a texture image
- Select the elliptical marquee tool – use to make a circle and if you want to move the circle around to the correct area of the texture image hold down the space bar.
- When you have the correct bit circled with marching ants, go to Filter – Distort – Spherize
- Amount to 100% and Mode to Normal – click OK
- Command J to copy this texture circle onto a new layer, close the eye on your first layer so you can see your planet
- To emphasise the Planet even more. Click on the cut-out layer press Command key and it will select your planet – go to Filter and repeat the last spherise command. You can repeat this a couple of time until you like your planet
- You can now play with lighting effects
- Open a new blank layer and clip it to the sphere layer, by going to Layers at the top and down to Create Clipping mask. Put this blank layer into a soft light blending mode
- Go to gradients and make sure you are on (Foreground to Background). Try the colours Black and White first, but you could use any colours you like.
- Now draw with the gradient tool a line from say 11 o'clock to 4 o'clock and you have a lovely Planet. Command T for the transform tool and you can always move the gradient around to create different lighting on the Planet.

Screen shot of process:



Have fun