

New

Name:

Preset:

Size:

Width:

Height:

Resolution:

Color Mode:

Background Contents:

Advanced

Color Profile:

Pixel Aspect Ratio:

OK

Cancel

Save Preset...

Delete Preset...

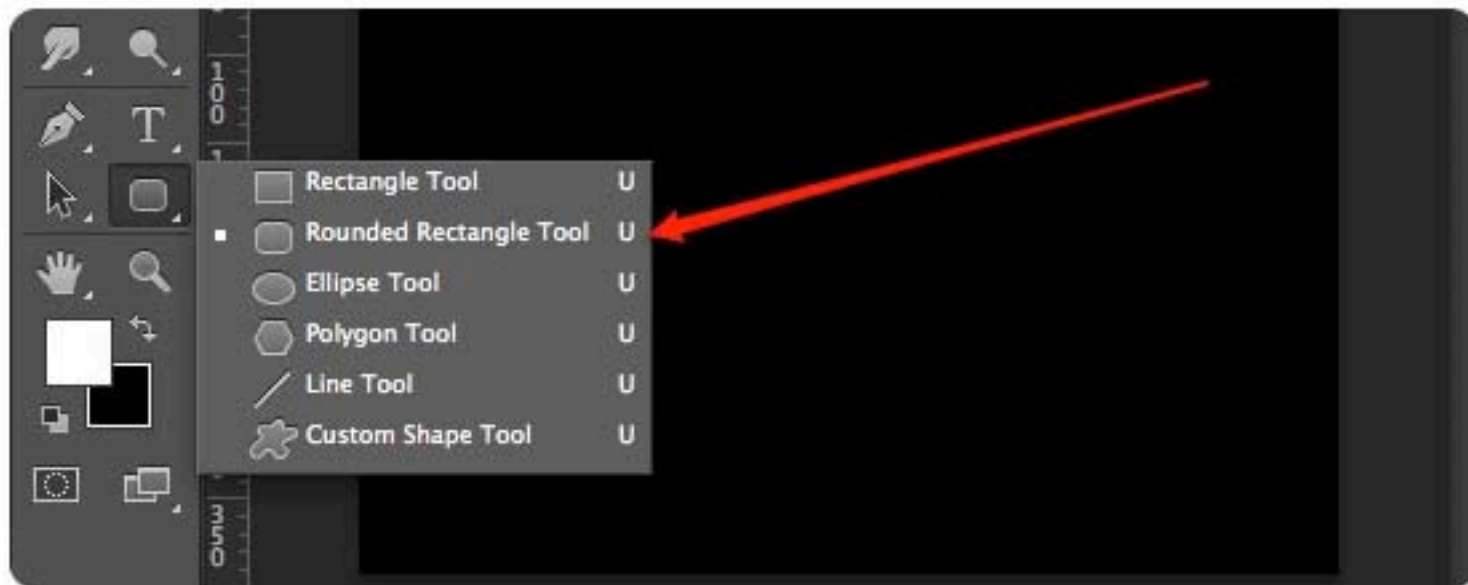
Device Central...

Image Size:

900.0K

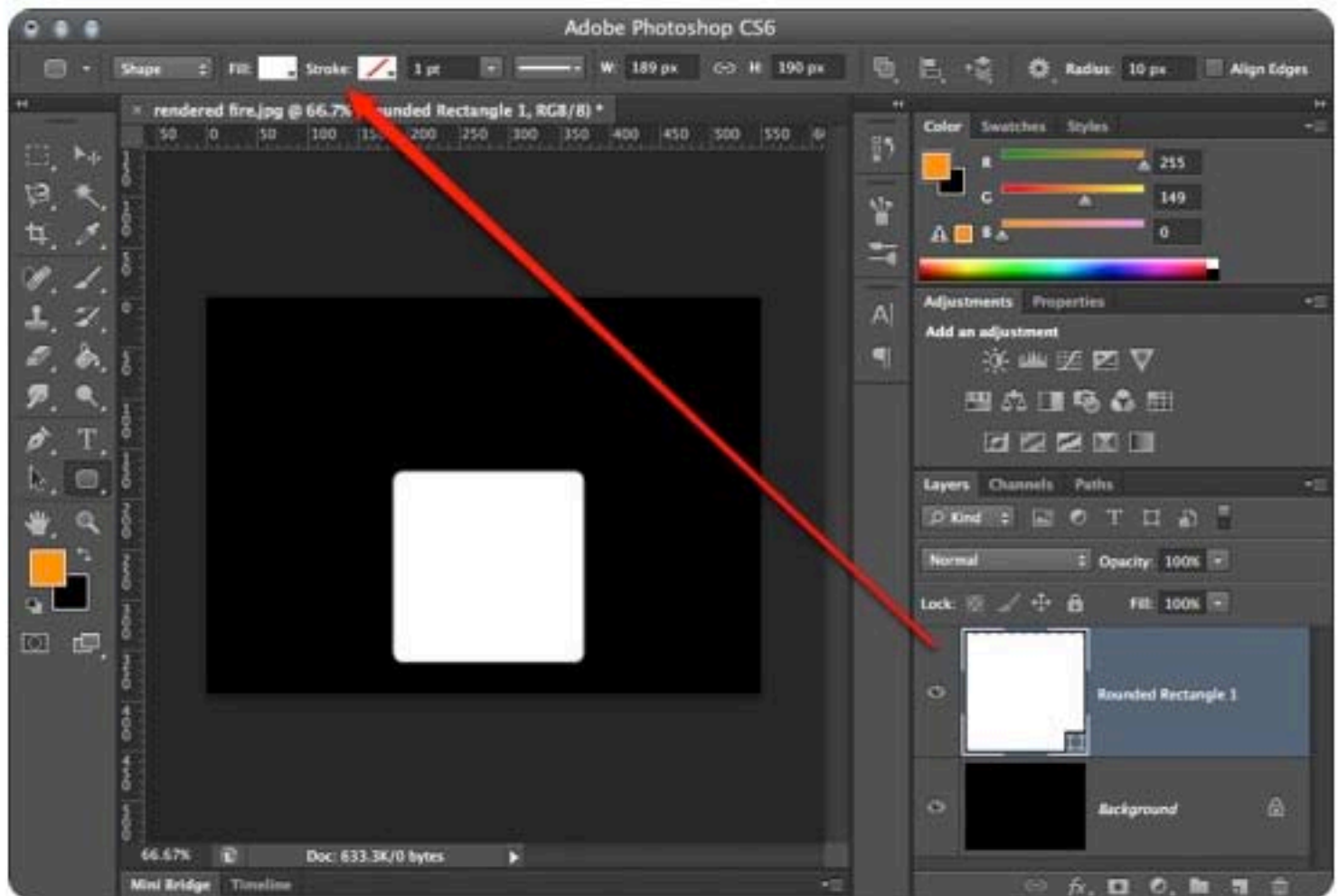
Method 3 of 3: Liquid Fire

- 1 Open Adobe Photoshop.** Set the foreground color to white, and the background color to black. A quick way to do this is to press the D key (for Default colors), and the X key (swapping the foreground and background colors).
- 2 Create a new Photoshop image.** As with the above method, set the background content to be Background Color.
- 3 Create a Rounded Rectangle by clicking on the shape tool in the task bar on the left hand side.** Draw a squarish shape in the middle of the image.



4

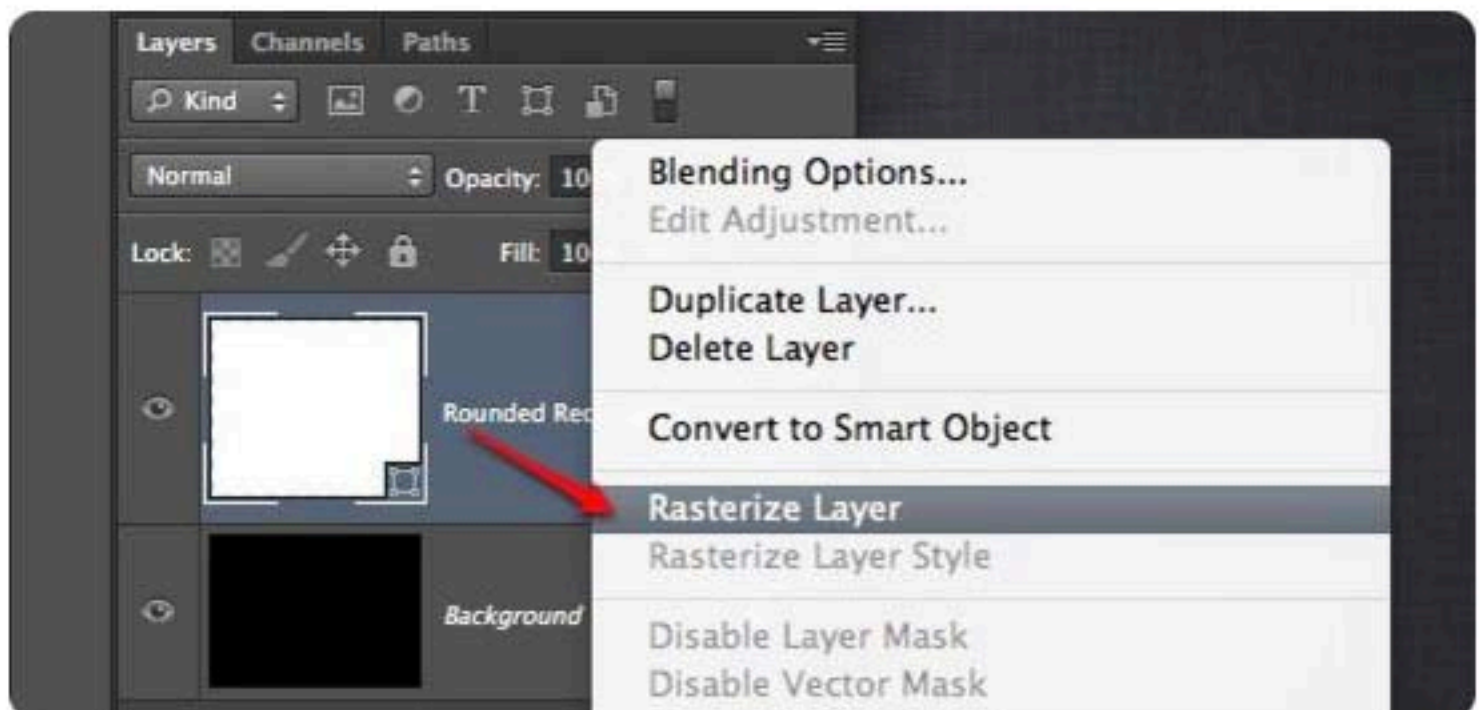
Set the attributes of the shape. At the top of the window, select **Fill**, and choose white. Select the **Line** attribute, and set it to none, as shown.



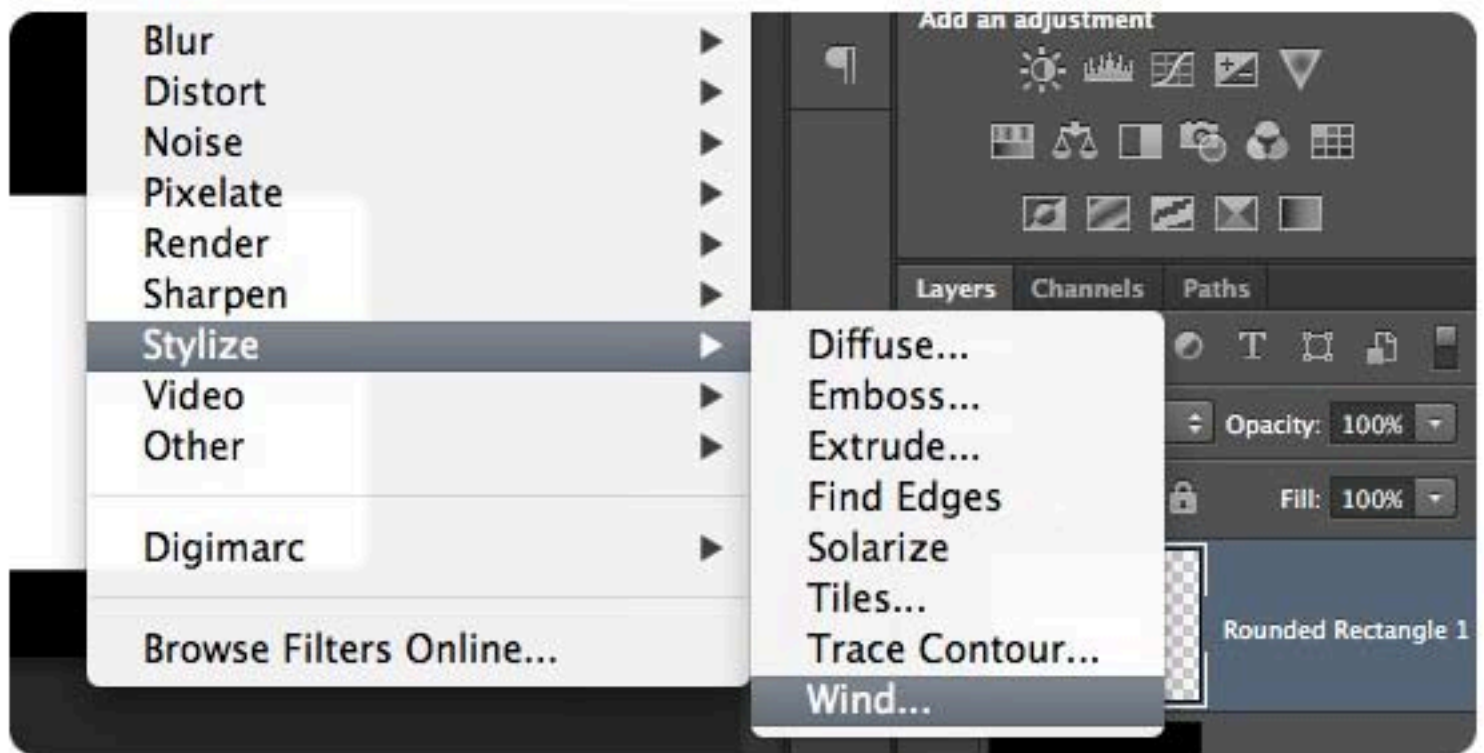
(Control + Click)

5

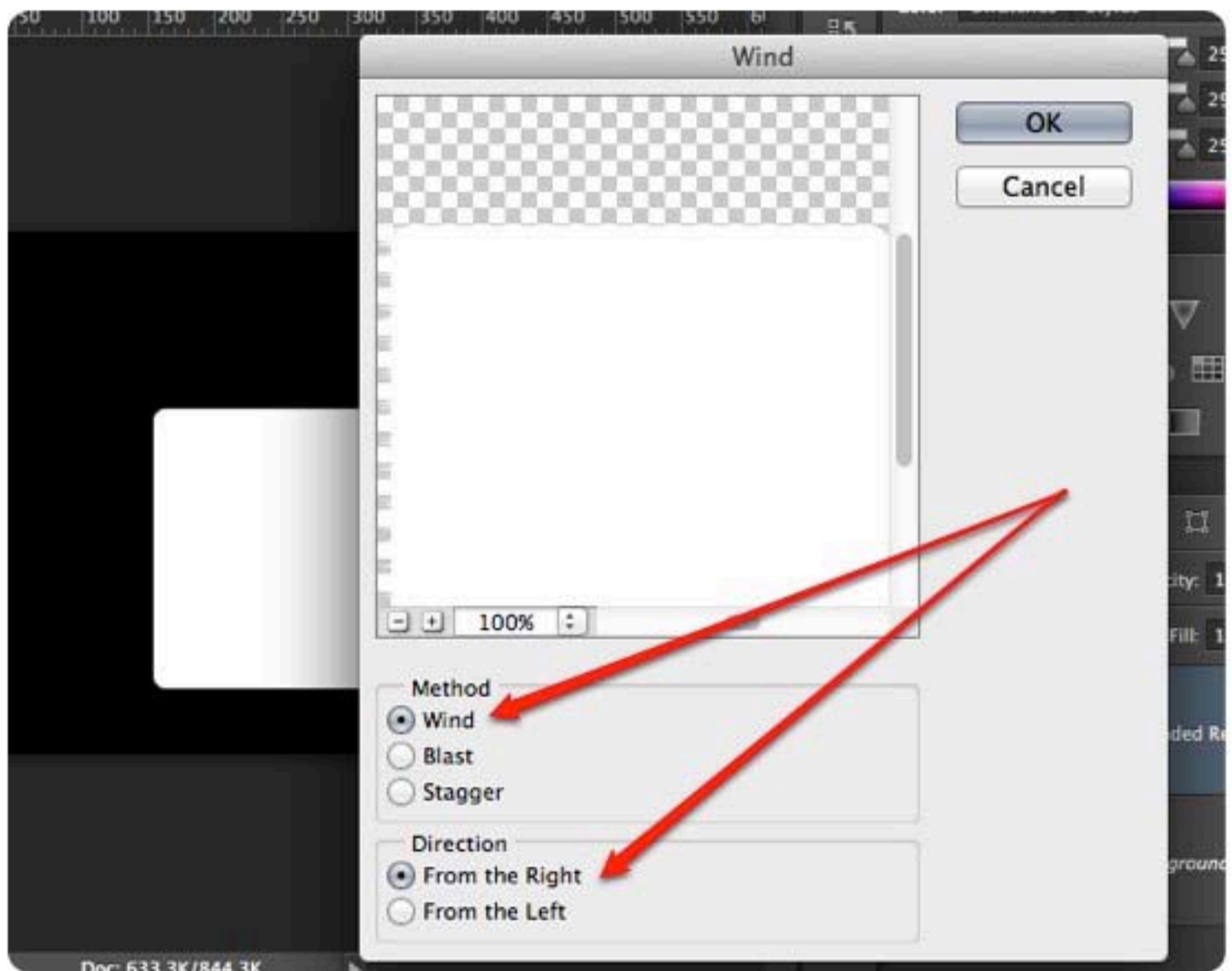
Rasterize the layer. Right-click on the name of the new shape layer (Rounded Rectangle 1, by default), and select **Rasterize Layer** from the contextual menu.



- 6 **Add wind.** Ensure the shape layer is still selected. From the **Filter** menu, select **Stylize**, and then then **Wind**.

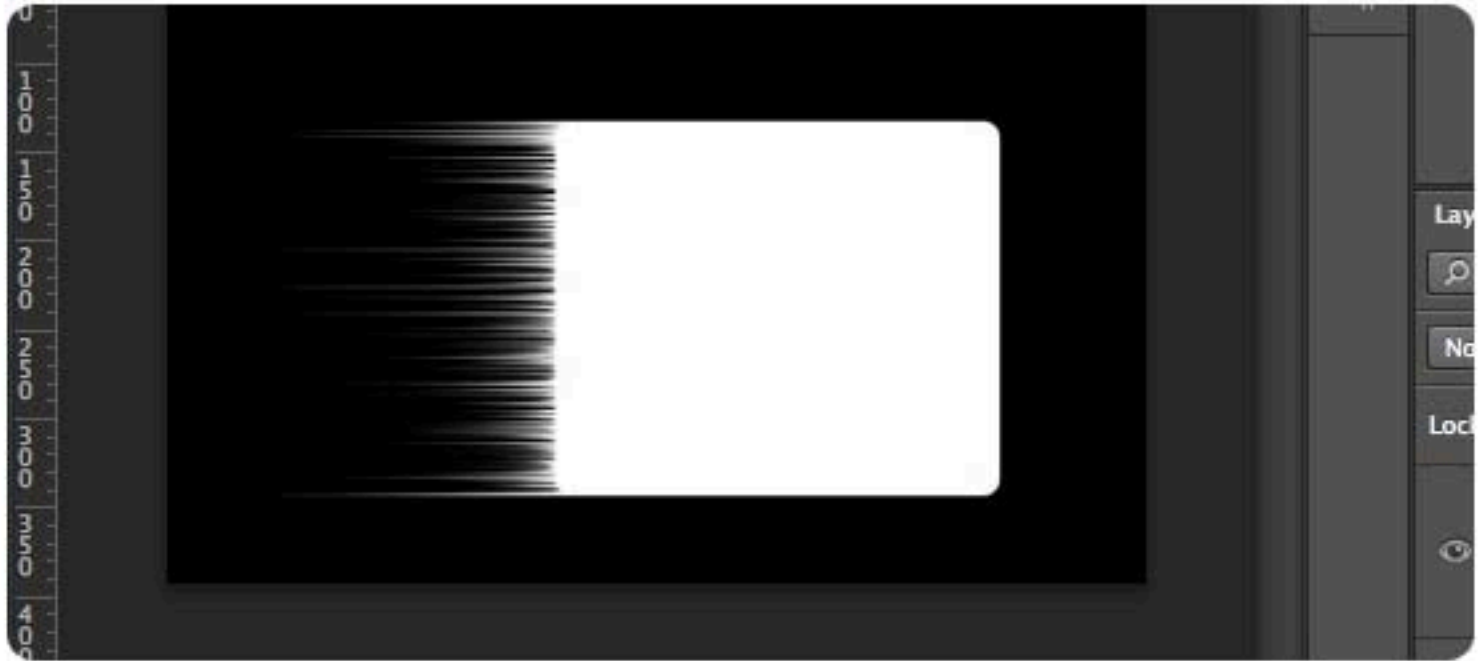


- 7 **Adjust the Wind settings.** Choose the following settings in the Wind window: **Wind** and **From the Right**, then click **OK**.



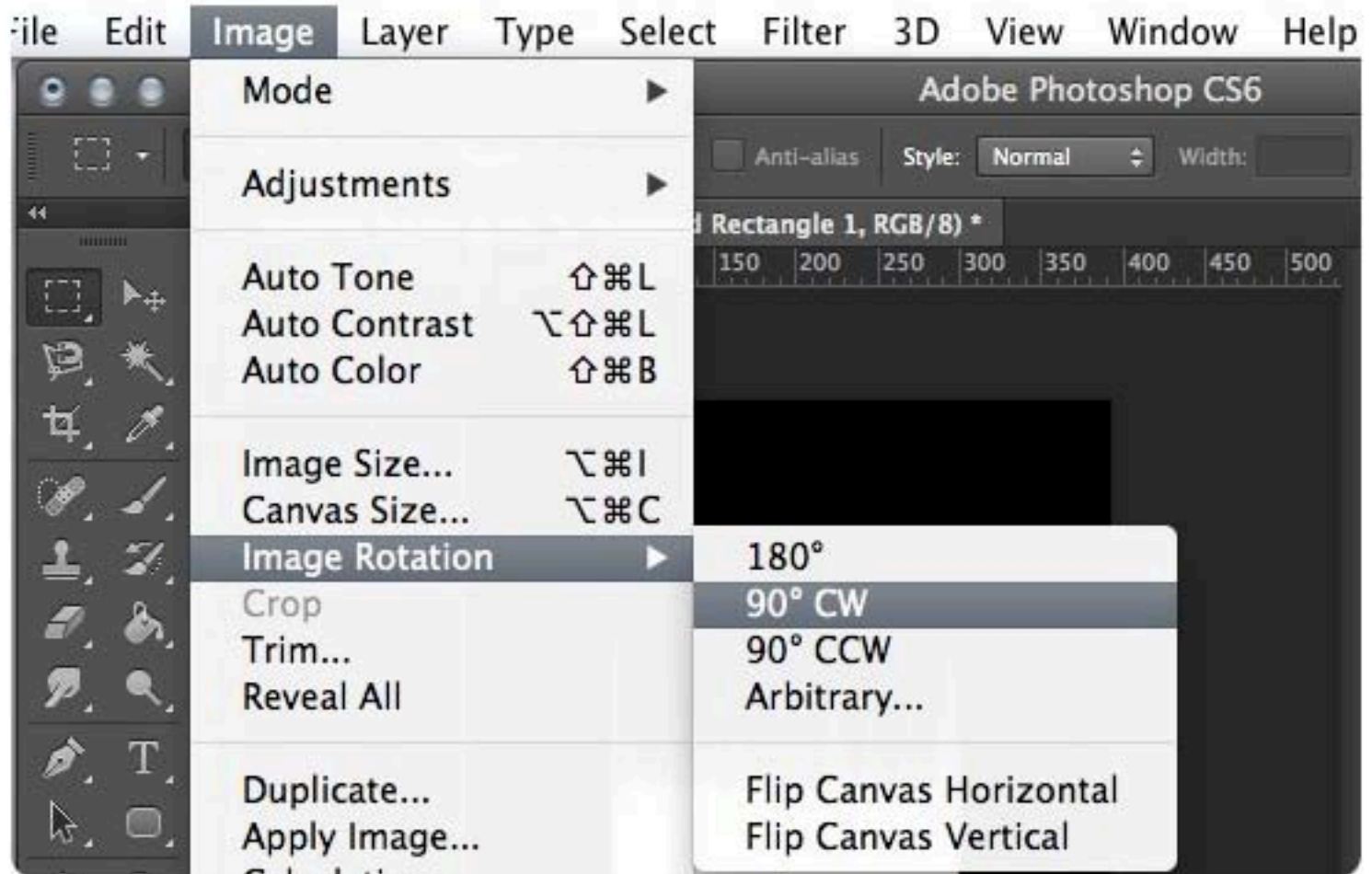
8

Press Command + F (PC: Ctrl + F twice. This adds to the Wind effect. Your rectangle should look something like this:



9

Rotate the image. Click on the **Image** menu, then **Image Rotation**, then **90° CW**.



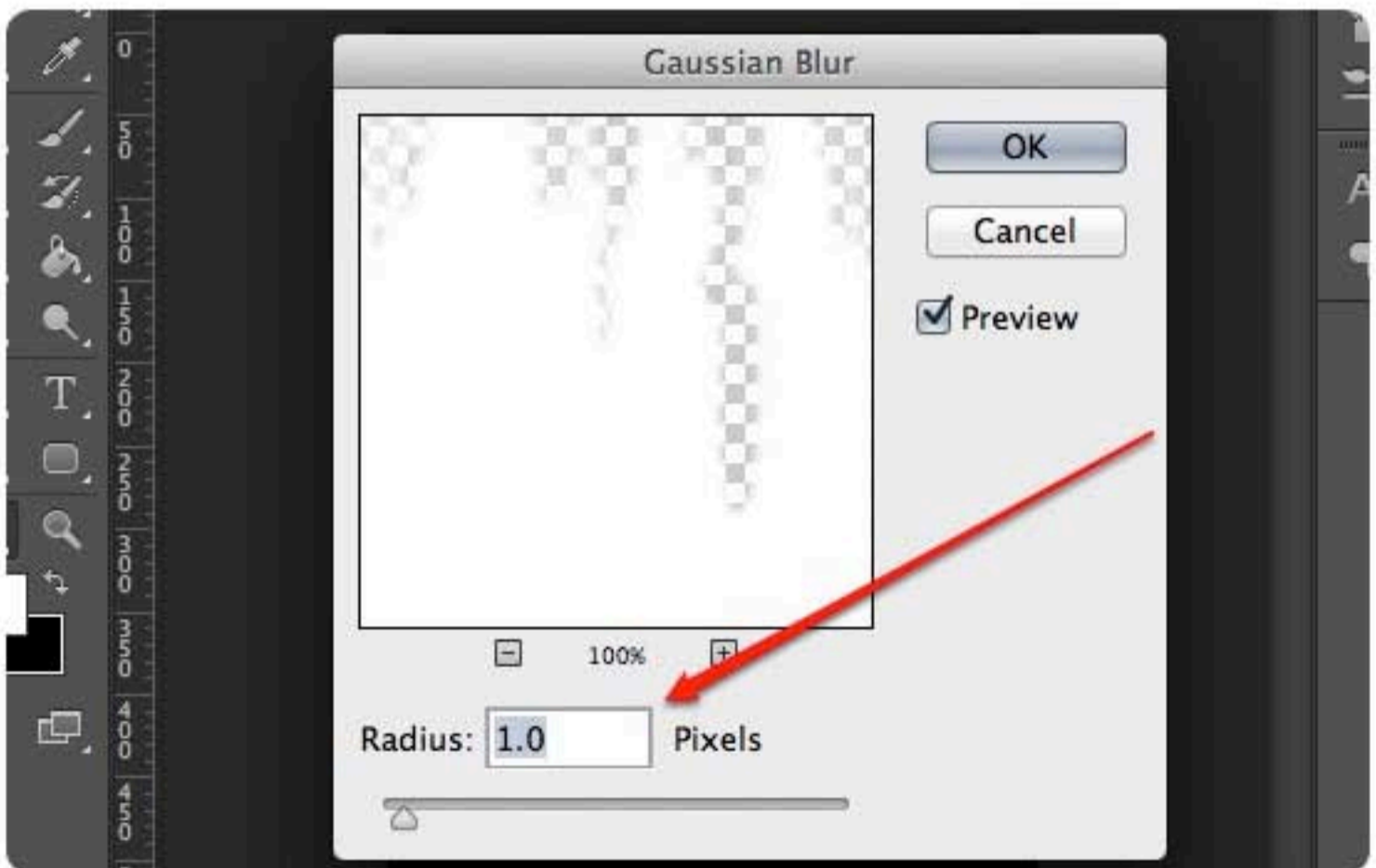
10

From the **Filter** menu, select **Liquify**. A window will open. Set the brush size to about 25, initially, then click and drag on the lines made by the wind to distort them into what a flame may look like. Vary the brush size for a more realistic flame look. Once you have done this, click **OK**.



11

Blur the image. Click on **Filter**, then **Blur**, then **Gaussian Blur**, and set the radius to 1 pixel.



- Duplicate the layer twice. You can do this either by dragging the first layer onto the New Layer icon at the bottom of the Layers window, or by pressing **Command + J** (PC: **Ctrl + J**) twice.
- Make the top 2 layers invisible by clicking on the eye next to them.

Window

Help

Arrange



Workspace



Extensions

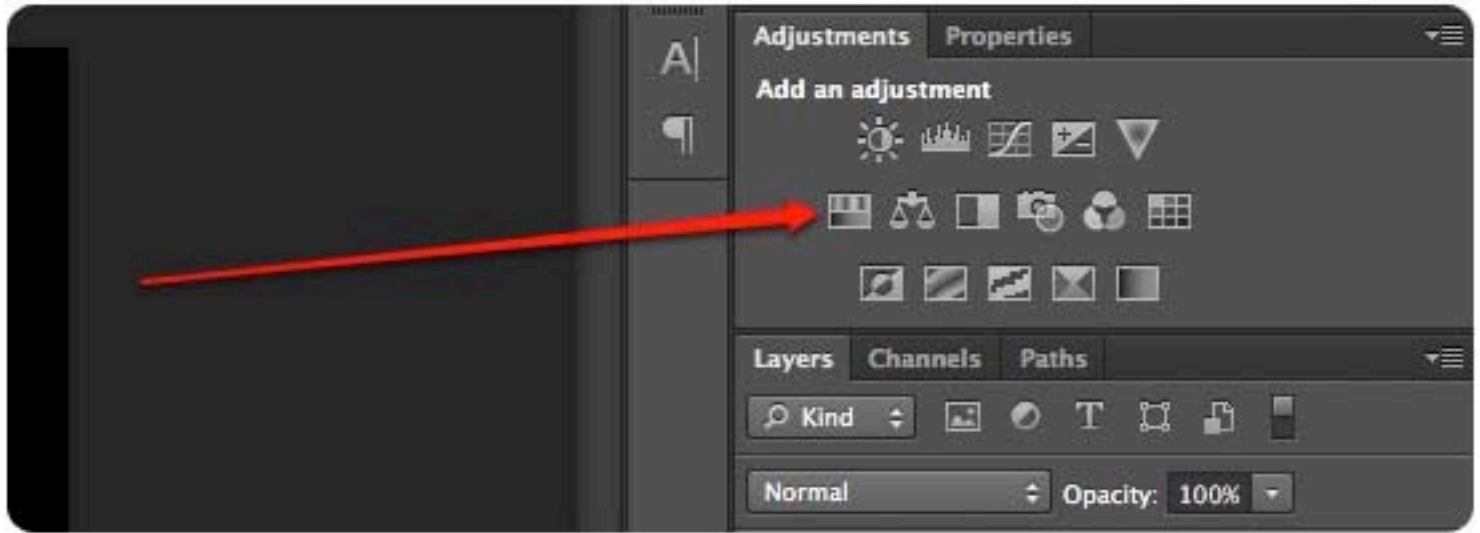


Actions

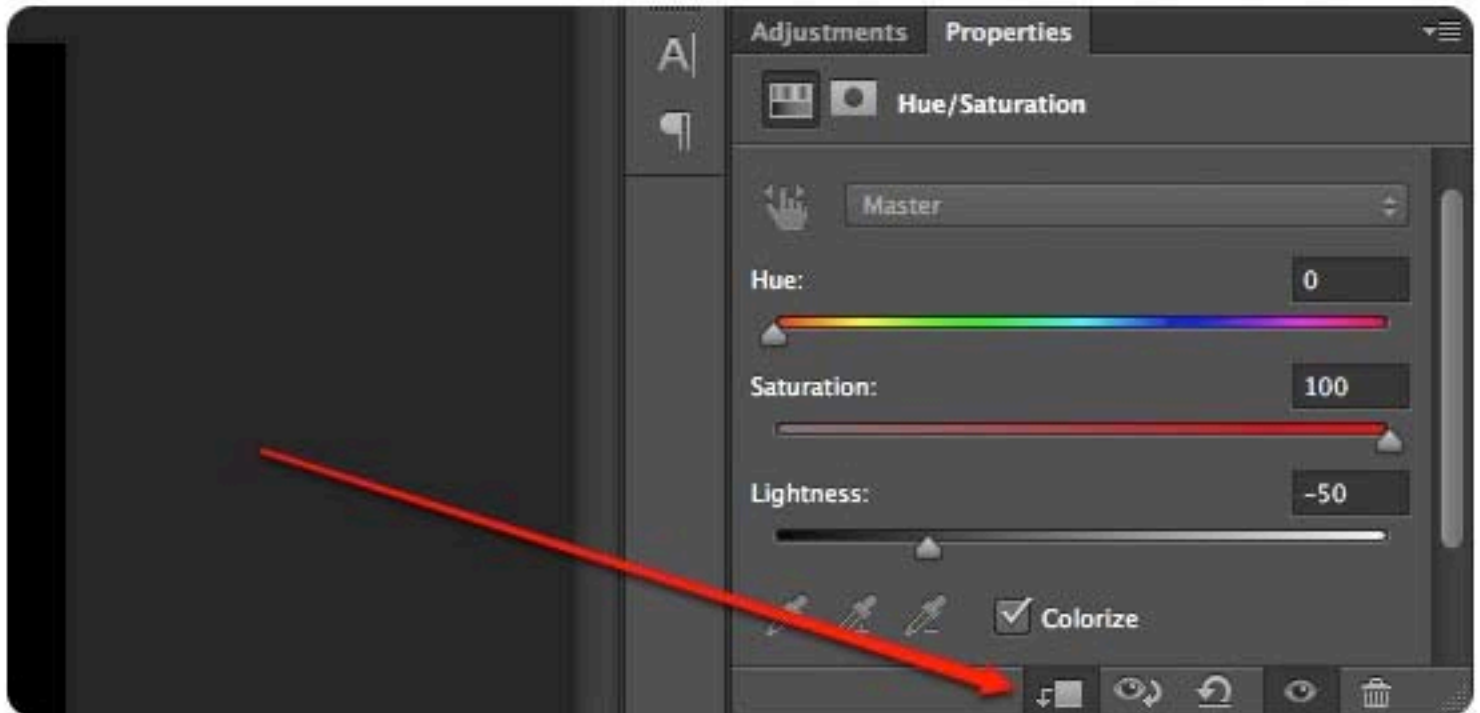
⌘ F9

✓ Adjustments

- 12 Click on the original (bottom) rectangle layer. From the Adjustments window, select the Hue/Saturation icon.

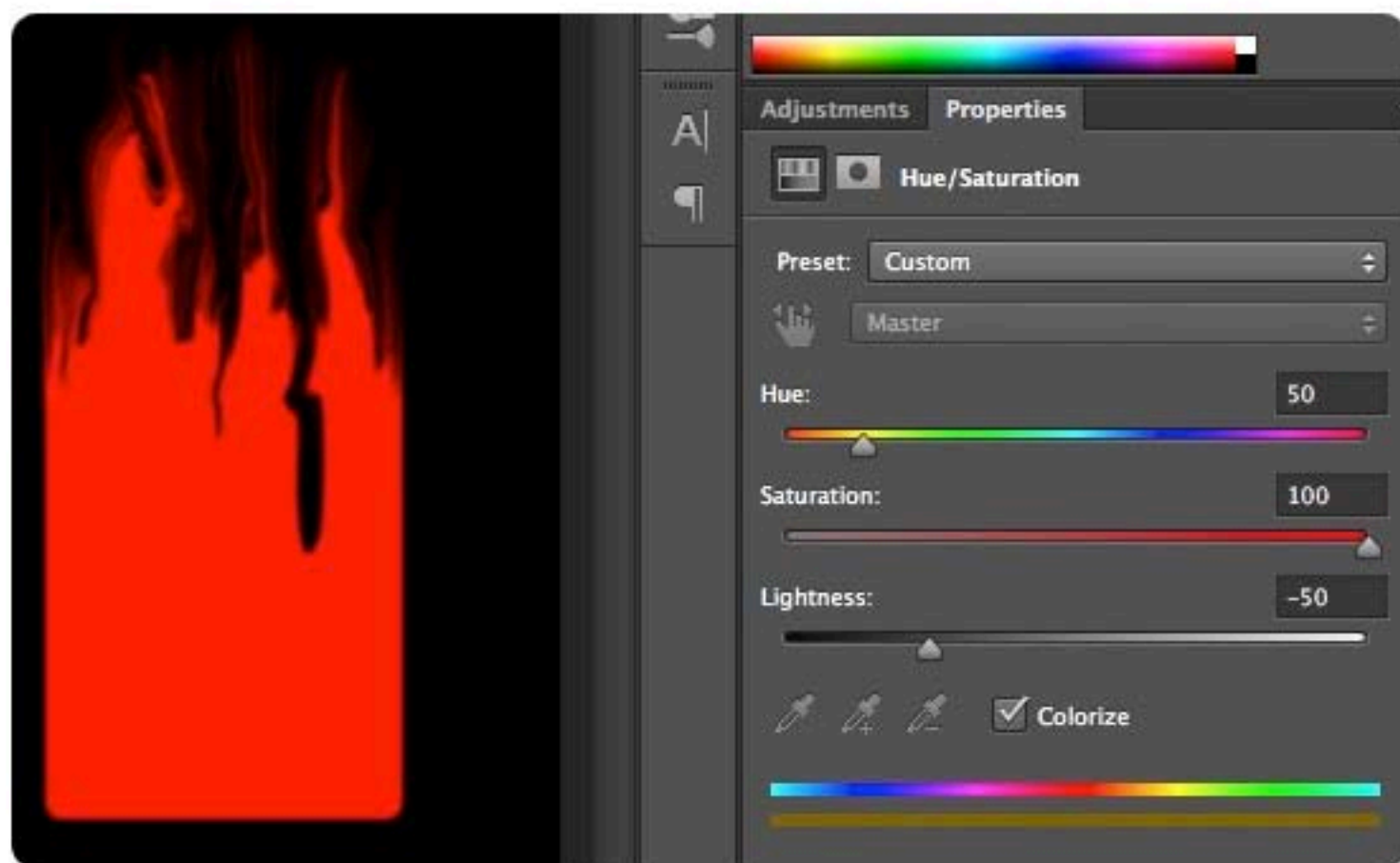


- 13 Make the Hue/Saturation layer a clipping layer. Click on the clipping layer icon at the bottom of the Adjustments window. This will limit the effects of the Hue/Saturation layer to only the layer directly below it.



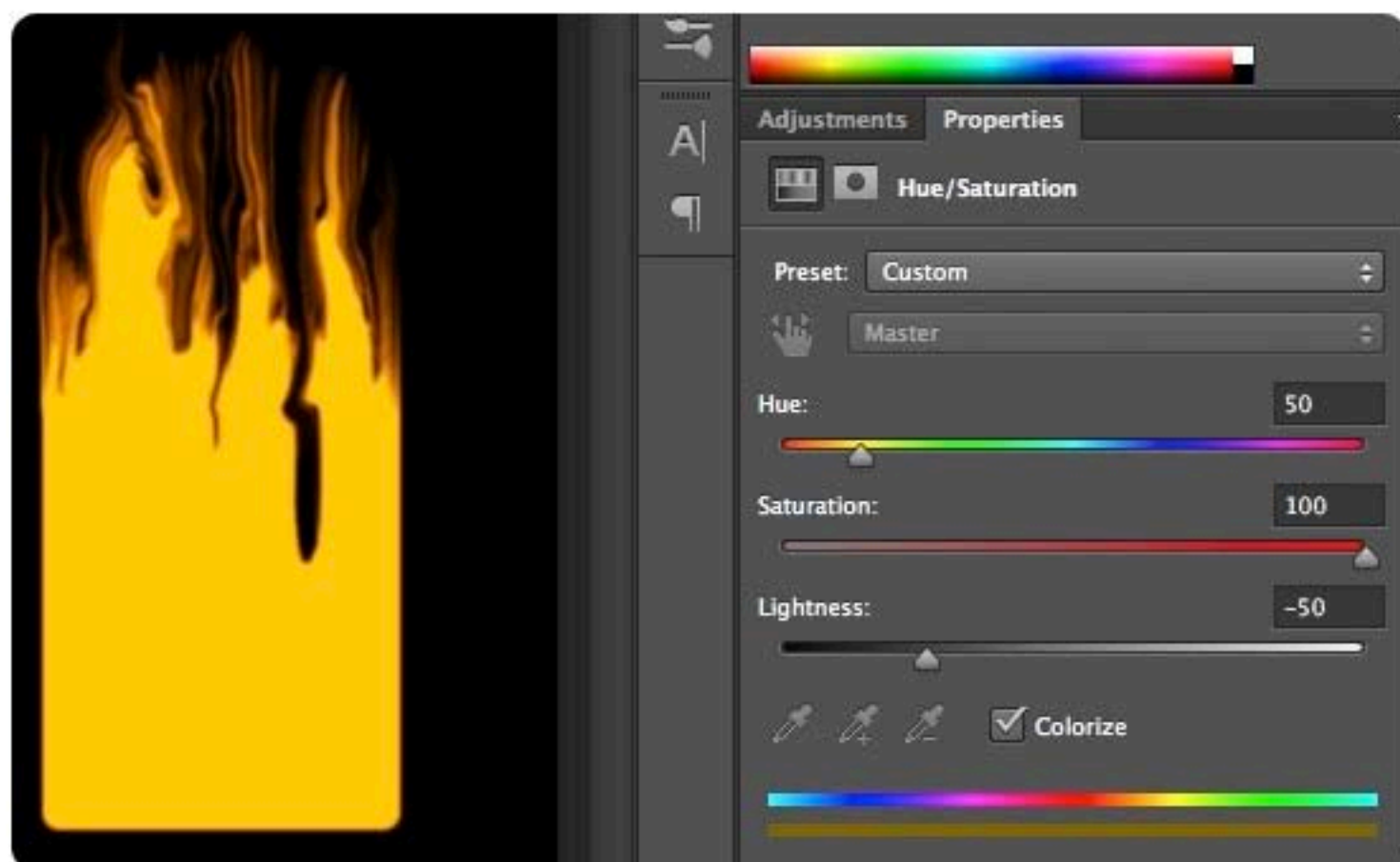
14

Set the Hue/Saturation levels as shown in the above image. Be sure to enable the Colorize checkbox first. Hue is set to 0, Saturation to 100, and Lightness to -50, giving you a rich red color. It should look like this:



15

Turn the top layer back on. Add another Hue/Saturation adjustment layer as before, and set the clipping as you did with the bottom layer. Change the properties of the top adjustment layer to Hue: 50, Saturation: 100, Lightness: -50. This will make it a yellow color.



ADJUSTMENTS

MASKS

Hue/Saturation

Custom



Master

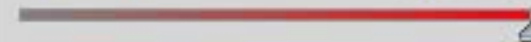
Hue:

0



Saturation:

100



Lightness:

-50



Colorize



Make sure the **Hue/Saturation Layer** is selected (see below) and *hold* the **CONTROL** key on your keyboard to bring this menu up. *Select* **Create Clipping Mask**



The screenshot shows the Photoshop Layers panel with the following layers from top to bottom: 'Shape 1 copy 2' (checked), 'Shape 1 copy' (checked), 'Hue/Sat' (checked and selected, with a white rectangle on its thumbnail), 'Shape 1' (checked), and 'Background' (checked). The 'Hue/Sat' layer is highlighted in blue. The panel also shows the 'LAYERS' and 'PATHS' tabs, a 'Normal' blending mode dropdown, and various lock and visibility icons.

Layer Properties...
Blending Options...
Edit Adjustment...

Duplicate Layer...
Delete Layer

Convert to Smart Object

Rasterize Layer

Disable Layer Mask
Disable Vector Mask
Create Clipping Mask

Link Layers
Select Linked Layers

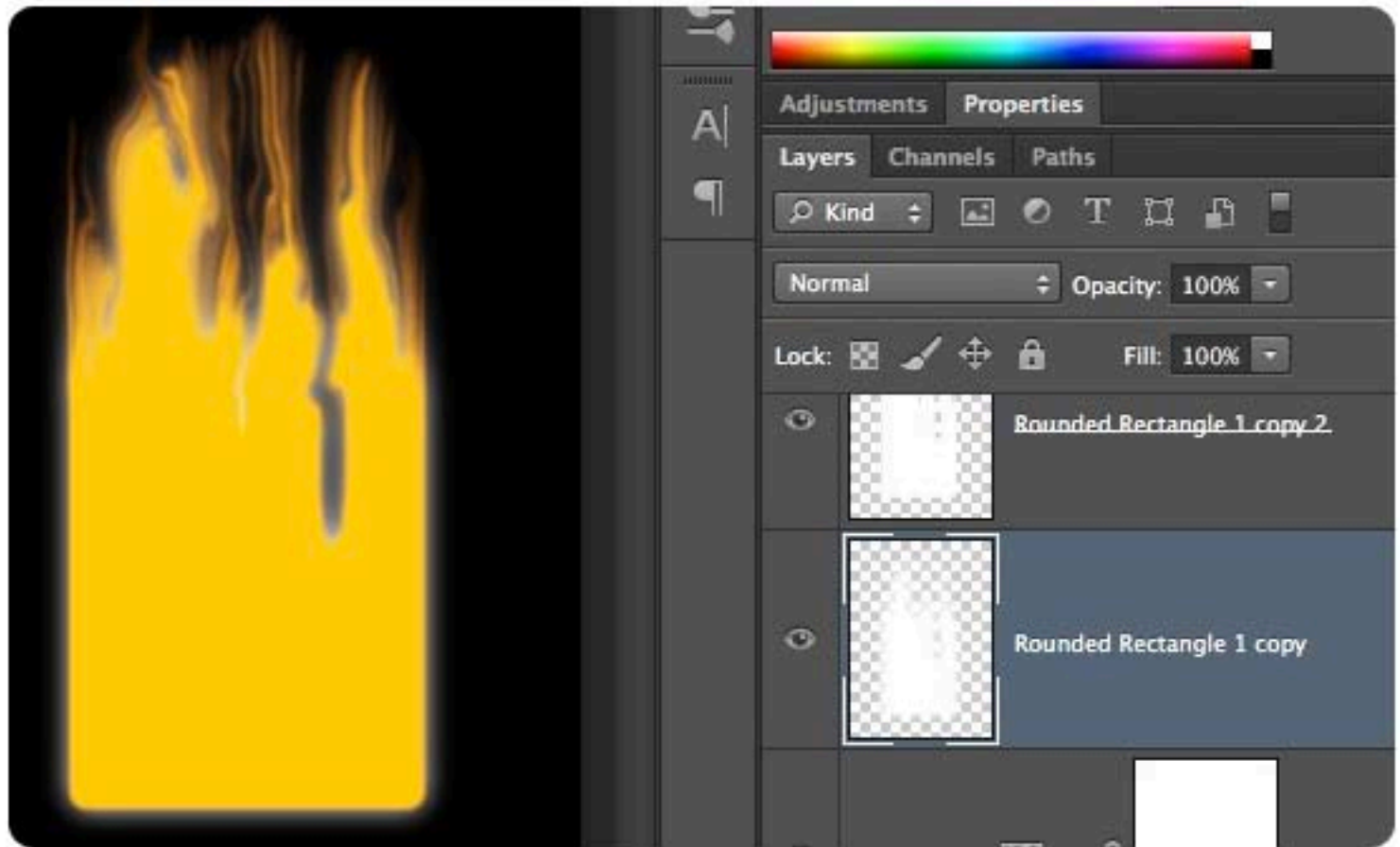
Select Similar Layers

Copy Layer Style
Paste Layer Style
Clear Layer Style

Merge Down
Merge Visible
Flatten Image

16

Select the remaining white shape (middle layer). Click on **Filter**, then **Blur**, then **Gaussian Blur**. Set the radius to 7 pixels. Your image should look something like this, at this point:



17

Change the overlay method. Select the top Layer and change the layer type by clicking in the drop-down menu that usually reads **Normal** and select **Overlay**.

