

Creating a Nebula



1. With you completed Starfield file open create a new layer and position it at the top of the layers panel. Set the color selector to B/W.
2. Select a vivid color for the foreground and go to Filter>Render>Clouds.
3. Next go to Filter>Render>Difference Clouds. Next repeat the Difference Clouds filter 3-4 additional times. Then set the blending of this layer to Screen.
4. Now in the Layers Panel double click on the thumbnail for the nebula layer. This will open the layer style panel. Go to the Blending Options and while holding the ALT key drag the black marker for “This Layer” to split it into 2 markers. Then drag each of these markers until you get a blending that you are satisfied with.
5. Create a new layer. Select a different vivid color for the foreground. Then go to Filter>Render>Clouds. Next, go to Filter>Render>Difference Clouds. Run this filter 3-4 additional times.

6. Next double click the thumbnail in the Layers Panel to bring up the Blending Options again. Set the Blending to Hue. Now with the ALT key pressed, separate the slider marker for This Layer and then adjust to your liking.
7. If you wish, you may get an eraser tool with a soft brush and erase any unwanted parts of the nebula to suit your artistic tastes.