



PART 1: CREATING BACKGROUND 1.

Create a new 600x600 document. Rename layer to "MAIN"

Press "D" to reset colors, and fill it with "black" color

Go to "Filter > Render > Lens Flare" and add "50-300mm Zoom" with 100% Brightness in top-left corner

Now add another flare but "105mm Prime" with brightness 150% on center-right side

2.

"Filter > Distort > Wave"

Leave param. standard and press ok 3.

Now

"Filter > Brush Strokes > Accented Edges"

Edge Width = 2

Edge Brightness = 50

Smoothness = 10

PART 2: CREATING EXTRUDE 4.

Duplicate layer "MAIN" and rename it to "EXTRUDE"

Apply "filter > stylize > extrude"

Size = 10

Depth = 80

Mode = Pyramides 5.

Now apply "filter > sketch > plaster"

Image Balance = 20

Smoothness = 10

Light Direction = Top 6.

Change "EXTRUDE" layer mode to "overlay"

And that's it! :)

You can add other filters like "ocean ripple" or something like this.

Mix layers and you can create pretty image :]



Here are example what ya can do with this tut. :)

