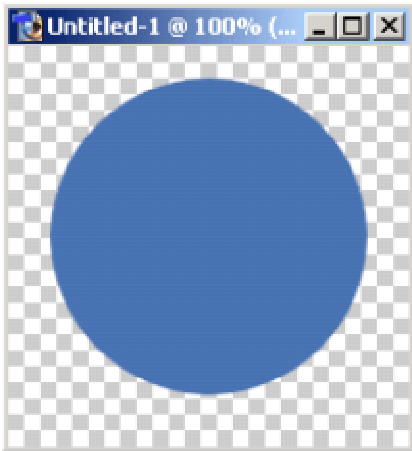


1) First step is to create a new document with the following properties :  
Height : 200  
Width : 200  
Contents : Transparent

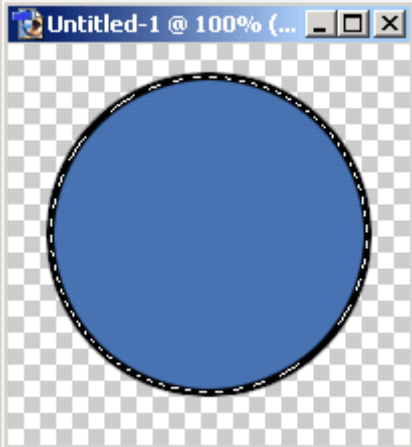
Once you have done that make a new layer. Now with the marquee tool draw a circle in the center, filling it with the color of your choice. (the color you choose will be the final color of the glass ball).

You should have something like mine to the left -->



2) Next we want to add some shading to this....right? Well, make a new layer above the layer you just created in step 1. CTRL + click on the layer with the circle on it to make a round selection, then go to EDIT | STROKE. And use these [settings](#) here.

Once you have that, click ok. Don't lose the selection just yet. You should have something like mine on the left -->

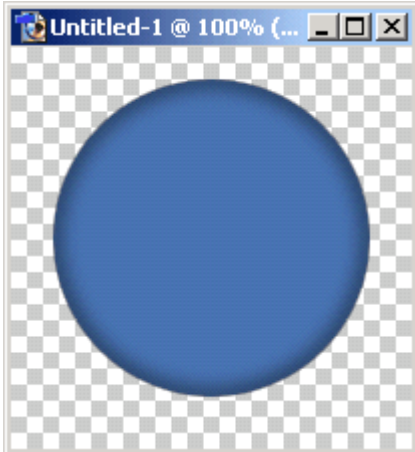


3) Next we need to **gaussian blur** that selection using these [settings](#) here.

Now dont lose that selection :-)

Now go to SELECT | INVERSE and hit your DELETE key. Then change the opacity of the current layer to 47%.

You should have something that looks like the left here -->

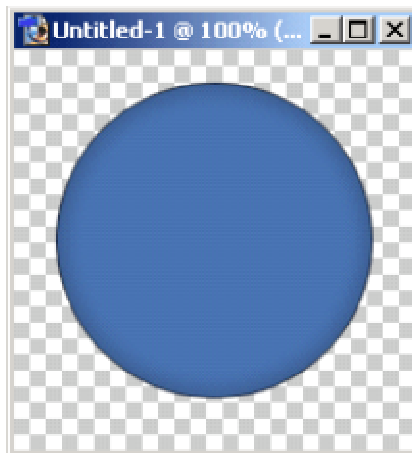


4) Now once you have that create a new layer on top of that again. Now with that new layer selected CTRL + click on the original circle you made to get a nice round selection and hit EDIT | STROKE using these [settings](#) here.

Now the layer with the stroke on you just made, change the opacity of that layer to 55%.

Then hit CTRL + D to deselect.

You should have something like mine here -->



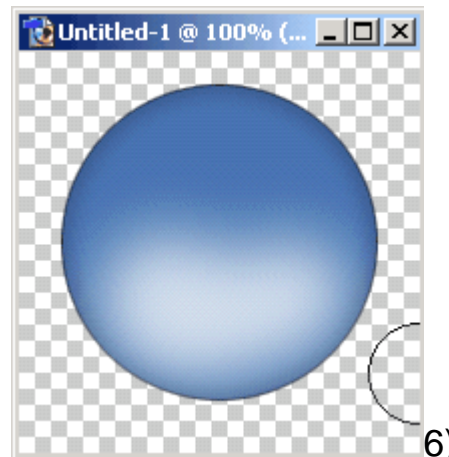
Looking good so far...eh?

5) Heres where some may find it abit tricky. It'd be easier for you to use a tablet here.


Ok make a new layer and call it 'bottom highlight'. Or whatever you like. Make sure this new layer is on top of everything else! Again CTRL + click on the original circle (the very 1st layer) to get that selection then select the paint brush tool from the tool bar. Make sure you have selected '[AirBrush capabilities](#)' for the brush.

Select brush size 65 and using the color white paint a small blob like thing on the bottom half of your circle. Then **gaussian blur** it using these [settings](#). (You can blur it as many times as you feel is needed..I recommend either once or twice).

Then set the opacity for this layer to 47%. (Or whatever you feel is needed).

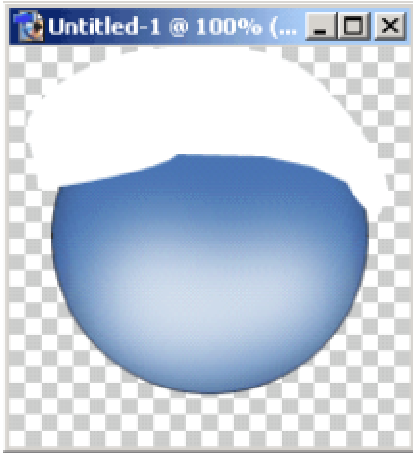


You should have something like this --> 6)  
Next we need to add a top highlight to this ... right?

Right, now create a new layer again on top of everything else and call it 'top highlight'. Now using the **freeform pen** tool , draw a shape over the top edge of your circle to make the top highlight.

You should have something like this -->

Once you have that hit LAYER | RASTERIZE | SHAPE.



7) Next CTRL + click on your original circle (the very 1st layer) hit SELECT | INVERSE and hit DELETE.

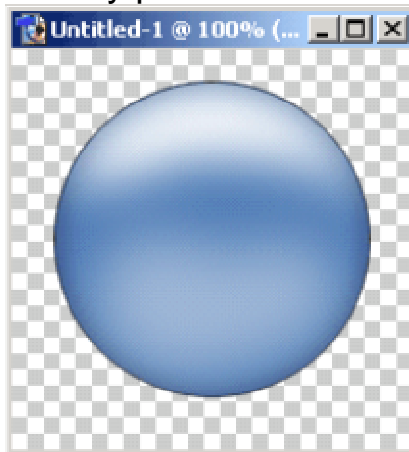
You should have something [like this](#).

Now keep that selection (of the original circle shape) and **gaussian blur** that white mess with [these settings](#).

Now without losing that selection, hit SELECT | MODIFY | CONTRACT using a setting of 1. (This just brings back that ever so nice 1px stroke :-)

Here you should have something that looks like mine -->

Ok, now that's it...where you go from here is up to you! But don't limit yourself to just this...there are so many possibilities for this thing. Below



is something I made using this.