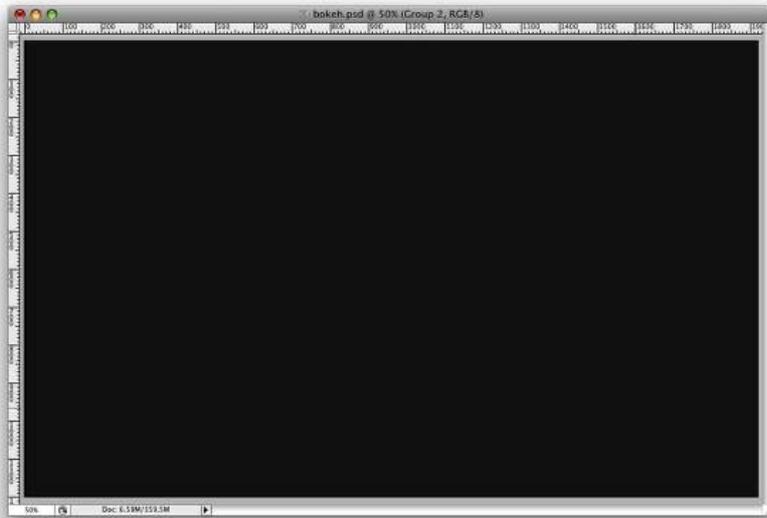


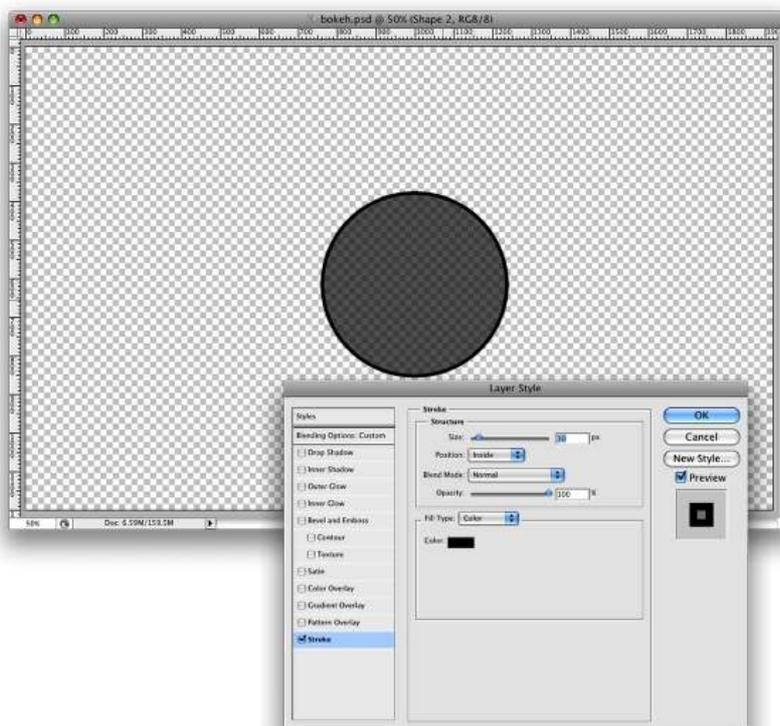
Step 1

Create a new document in Photoshop. As usual I will use a nice scree resolution, **1920x1200 pixels**. Fill the background layer with a very dark grey, not black. If you fill it with black the effect won't work. The color I used was **#262626**.



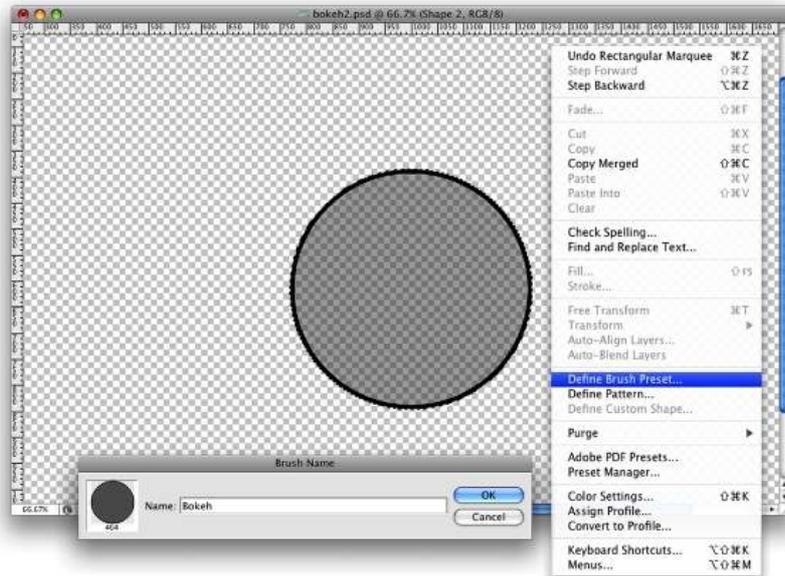
Step 2

Select the **Ellipse Tool (U)**, and create a circle. Use black for the color, and go to **Layer>Layer Style>Blending Options**. Change the **Fill Opacity** to **50%**. After that select **Stroke**. Use **10 pixels** for the size, **Inside** for the Position and **Black** for the color.



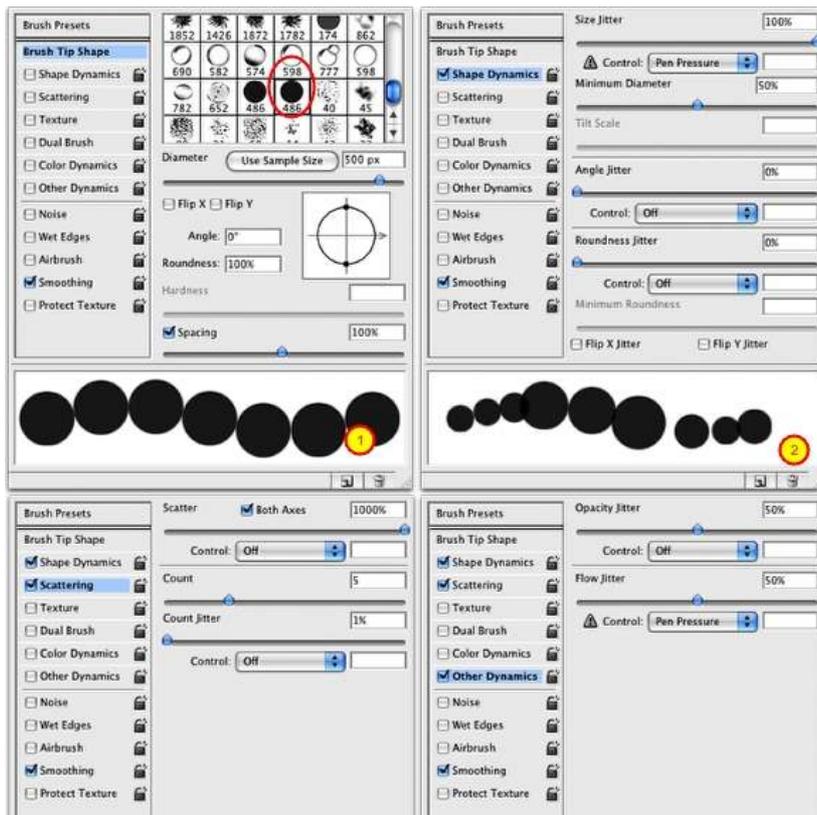
Step 3

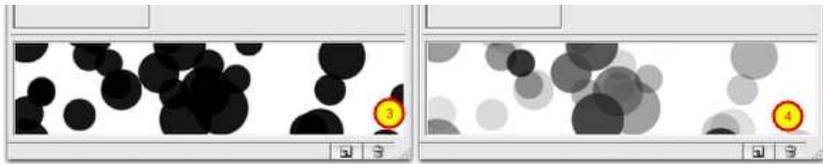
Select the ellipse and go to **Edit>Define Brush**. Name your brush and that's done. Now we have a new brush ;)



Step 4

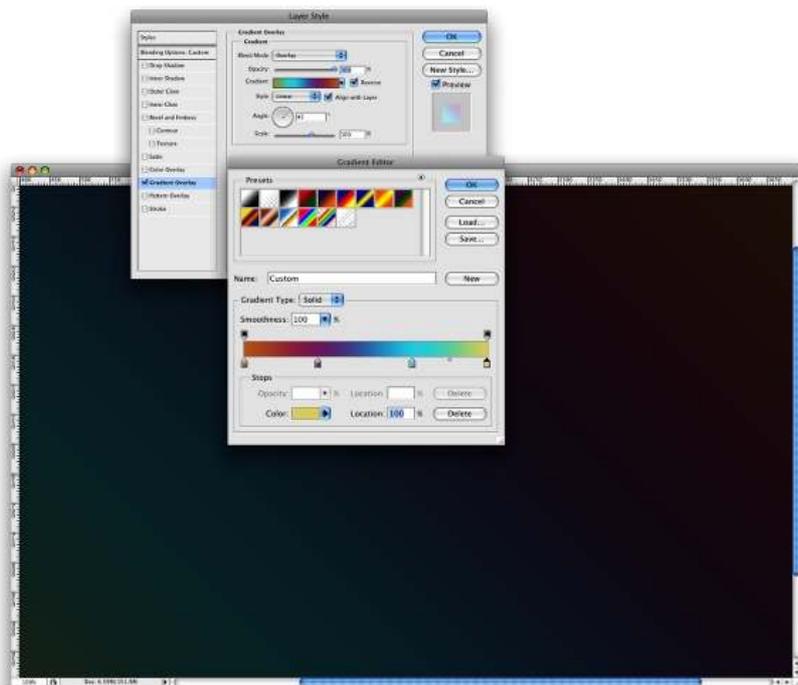
Go to **Window>Brushes (F5)**. The first thing to do in the **Brush Engine** is to select our new Brush. The size won't matter because you will change that when you use it. The **Spacing**, however, is very important. Change the value to **100%**. After that, select the **Shape Dynamics**, then **Scattering and Other dynamics**. For the values use the image below.





Step 5

Before we start painting our bokeh's let's create a new layer and fill it with a colorful gradient. I created a new layer and used the layer styles to do that but feel free to do the way you are used to. My gradient settings are as follows: **Blend Mode is Overlay**, **Opacity is 100%**, **Style is Linear**, and **the Angle is 45°**. The colors I used are: **Yellow (#00085)**, **Cyan (#1bdaeb)**, **Purple (#9b3b81)**, **Orange (#d27e34)**.



Step 6

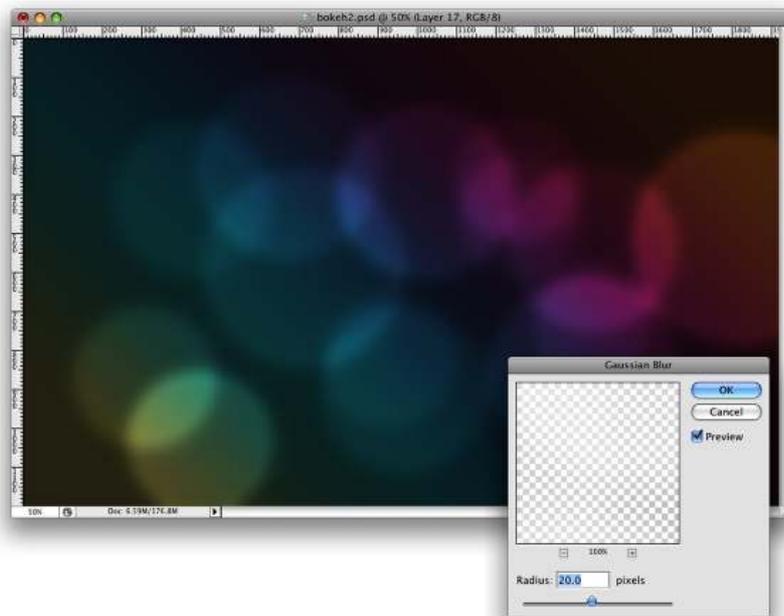
Let's create a new **Folder** in our Layer Palette. Rename the folder to **Bokeh's** and change the **Blend Mode to Color Dodge**. Then create a new layer, choose white for the color and select the **Brush Tool (B)**. Now just paint some ellipses with our custom brush. For this first layer use a big size, like 500-600px.





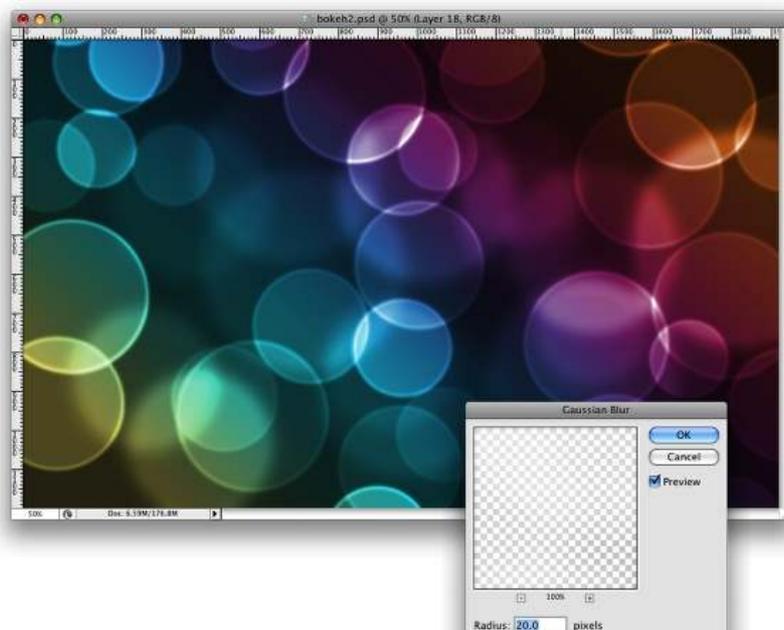
Step 7

Go to **Filter>Blur>Gaussian Blur**. For this first layer use **20 pixels for the Radius**.



Step 8

Create another layer and paint more brushes. This time however use a smaller size for the brush. After that go to **Filter>Blur>Gaussian Blur**. Use **4 pixels for the Radius**.





Step 9

Create another layer and repeat the previous step, this time however use a much smaller brush. Apply the **Gaussian Blur** to this layer as well, but use only **1 pixel for the Radius**.



Conclusion

Now just add your logo and that's it. We have a nice wallpaper. The idea of this tutorial was once again to show the power of the Brush Engine. You can try different shapes for this same effect, like hexagons for example. Also you can play a bit with the blurs to add more depth to the final design. Now it's up to you.



[Click on the image for a full preview.](#)

[Click on the image for a full preview](#)

Video Tutorial

Below there is a quick video version illustrating the whole tutorial.

