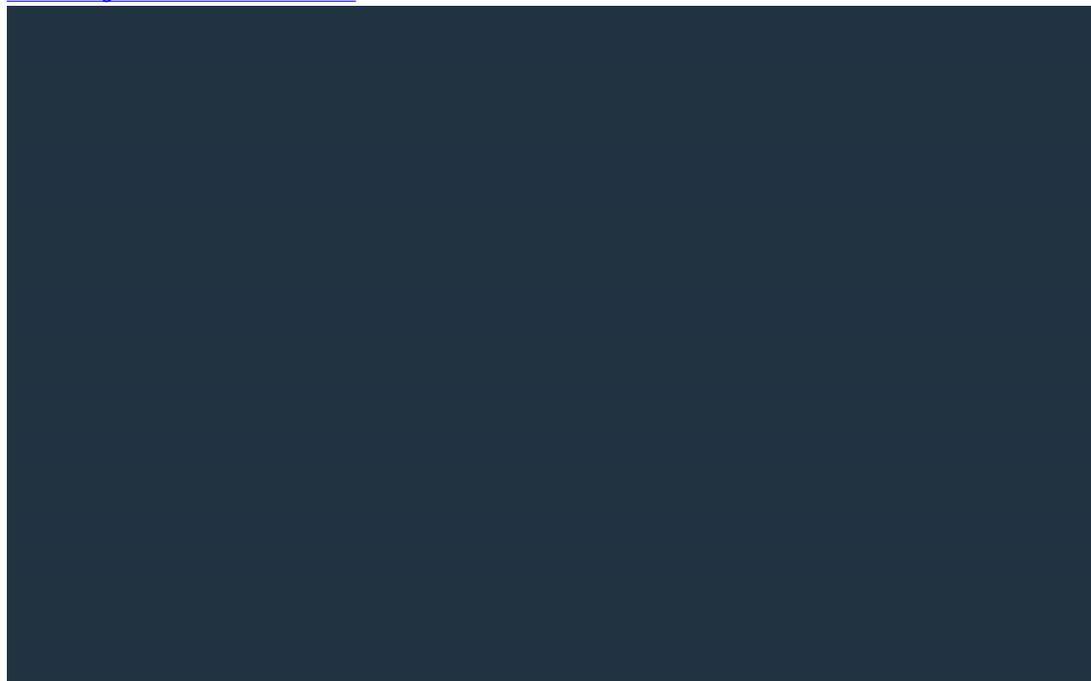


photoshop tutorial abstract light rays

Provided by:

[web design victoria vision media](#)

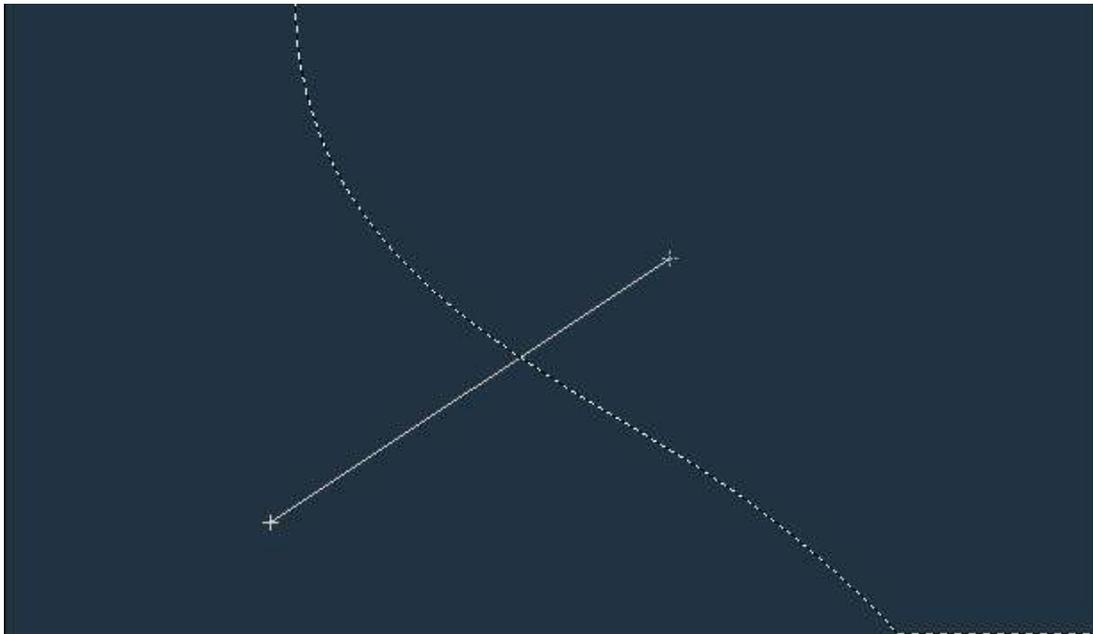
**Step 1**

Create a new document and fill the **background** color with this hex color value `#2a3b4d` or any color you would prefer.

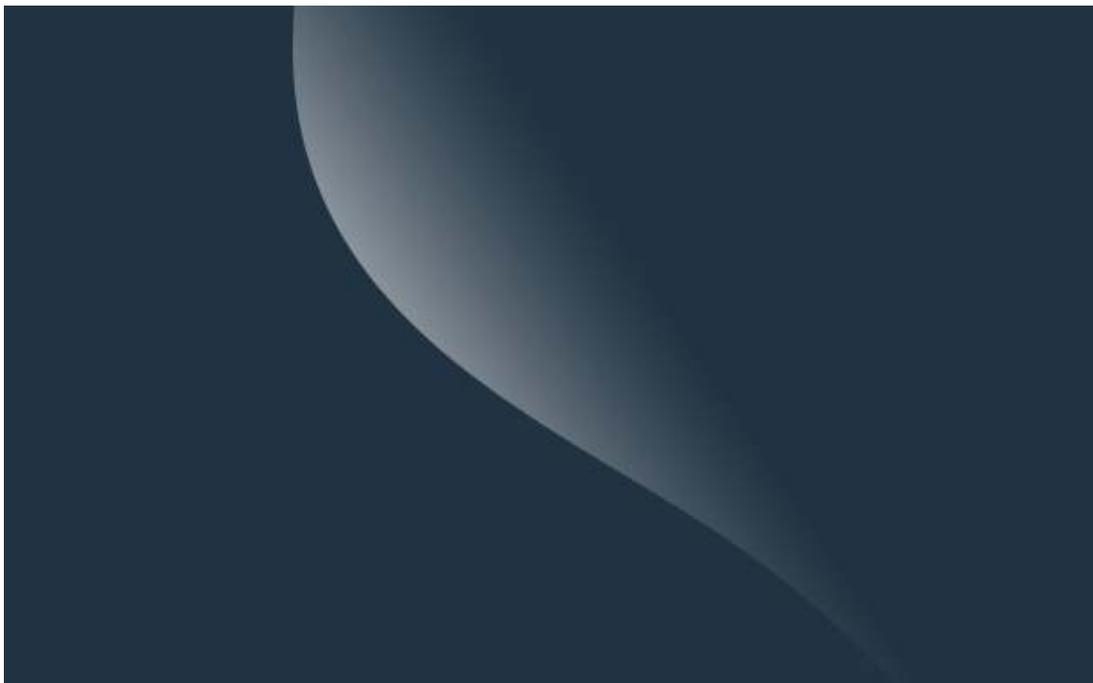
**Step 2**

By using the edge of a photoshop shape, or drawing your own curves with selection tools or even the path tool create a shape similar to above. I actually used the edge of the *heart vector shape* as the color white.



**Step 3**

Right click the layer and *Select Layer Transparency*. *Click* the *eyeball icon* to hide the shapes layer. Then on a *new layer* with your selection still selected use the *Linear gradient* tool white the color of white and click/drag into the selected area like above.

**Step 4**

You should have a similar result from following the previous step.



**Step 5**

On a *new layer* create a *radial gradient* of white and then set this layers *blending mode to overlay* and lower the *fill* to around 50% allowing it to blend with the background color.

**Step 6**

Now heading back to the light rays shapes layer, *right click and duplicate* the layer and then using *CTRL + T* rotate multiple copies of this shape simply rotating and scaling as you like until you get a similar or *desired effect*.



**Step 7**

Un-hide your original shapes layer and *select the layer transparency* again. Now on the same layer hit your arrow keys a few **times** to the **right** to move your selection until a thin line is left. press the *delete* key to remove the rest of the shape leaving you with only the line.

**Step 8**

Using the same *CTRL + T*, for *transform* method as above do the same copy/pasting/resizing with the lines until they line up similar to the previous shapes you duplicated.





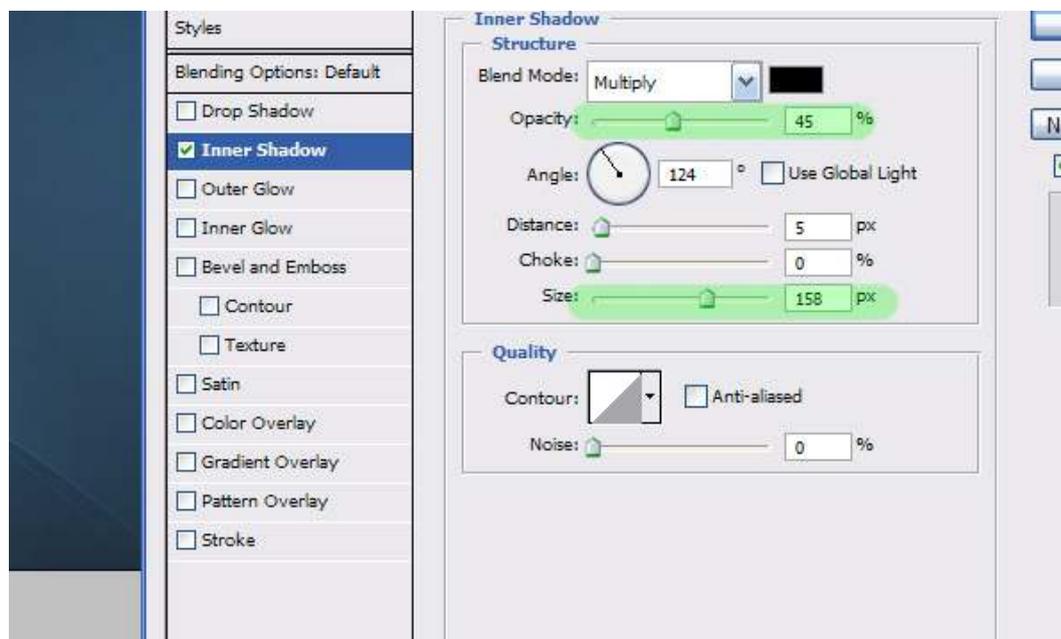
Step 9

Now go in with a *Low opacity Eraser* tool and brush over the lines fading them into the background. set all the line layers *Blending modes to color dodge* and lower the opacity as you see fit.



Step 10

You should have something similar to above. Here we have simply used the *Color Dodge* tool to add some intensity to the middle area of the rays



Step 11

Press *CTRL + A* to select the entire canvas. Now press *CTRL + SHIFT + C* or your photoshop shortcut default for *copy merged*. This will copy a merged version of the image to the clipboard even though your elements are on different layers. Press *CTRL + N* for a new document or file >> new and paste the copied image. Now you can *work* with the document on a single layer which is handy for color dodging.

Now that we have the new document, on your images layer right click and go to *blending options*. We are going to apply an inner shadow to the entire image like above *creating* a 'vignetting' type effect intensifying the image with

black edging.



Step 12

You should now have something similar to above! enjoy !

Also check out the star tutorial extending what you have created from this tutorial at [bright stars tutorial](#)