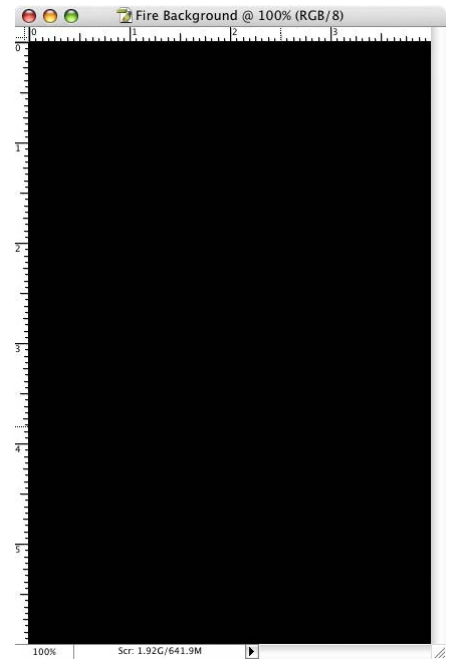
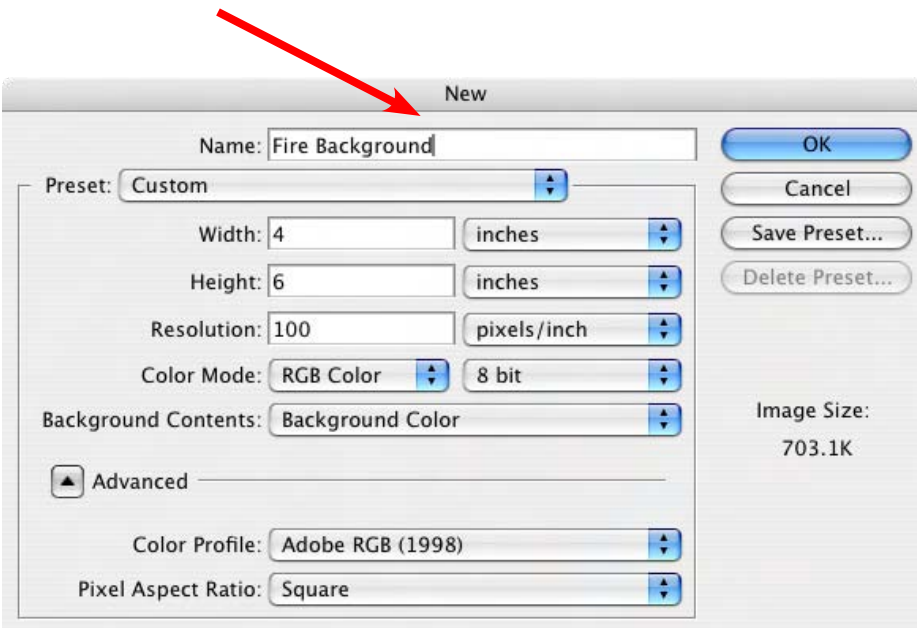
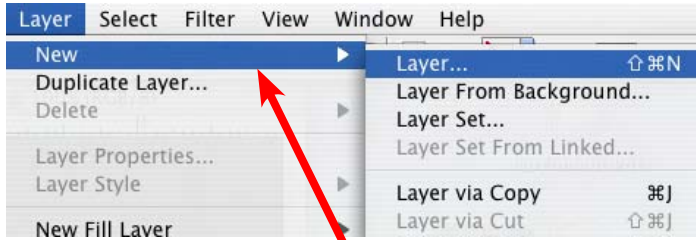


Select File>New.

Set the size and resolution in the New File control panel

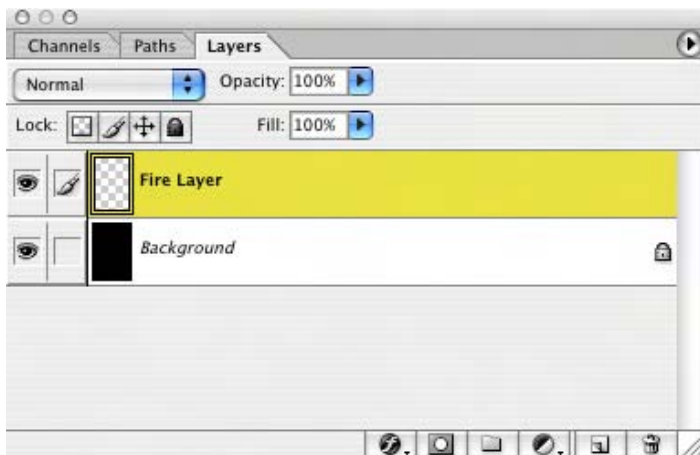
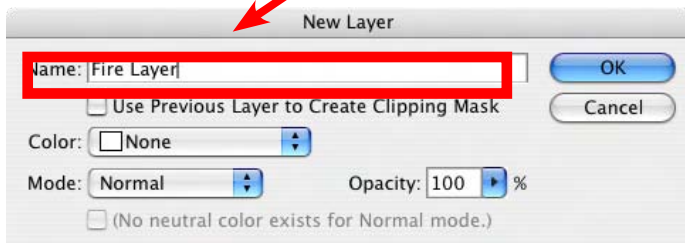


File>New.



Select Layer>New

Change the layer name to Fire Layer

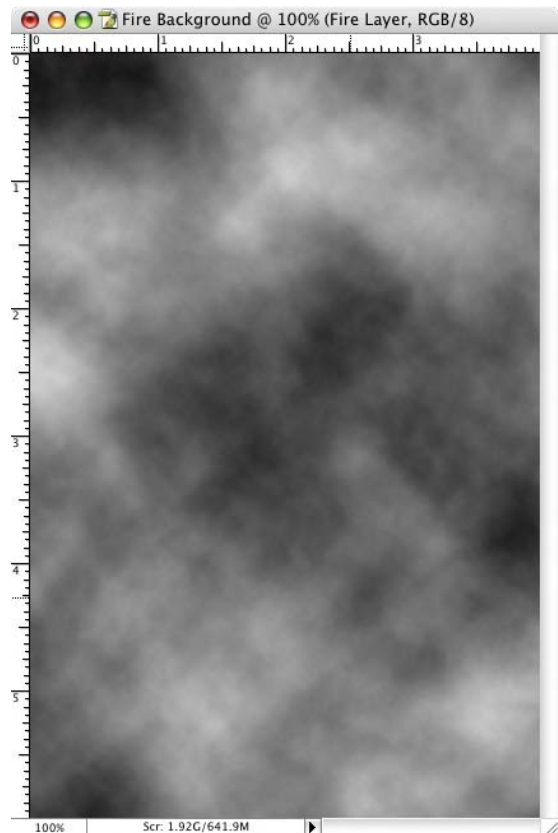


New Fire Layer added

*** NOTE: Change the Foreground and Background colors to the default Black and White colors by clicking the “D” key on the keyboard before running the Clouds filter ***



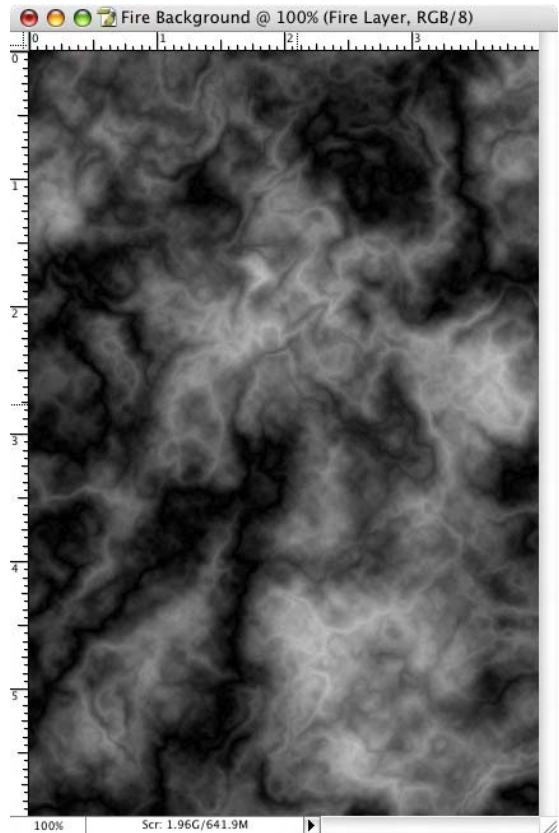
Select Filter>Render>Clouds



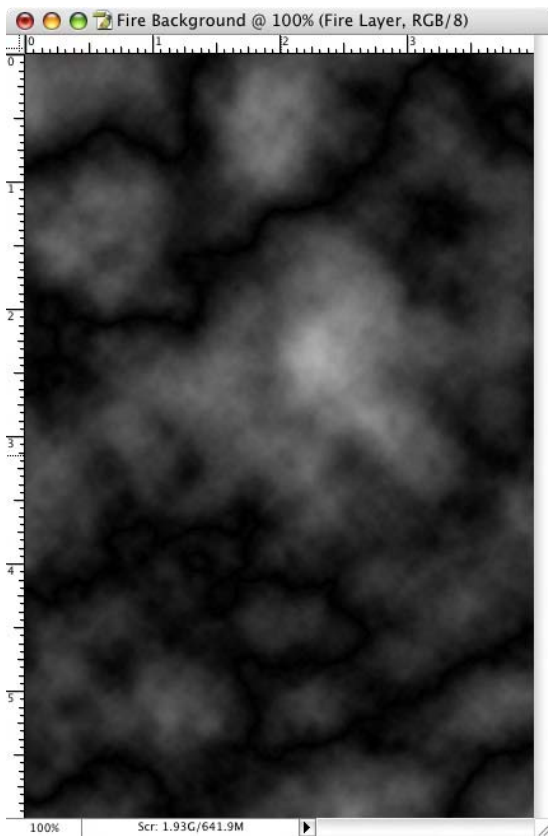
Clouds Filter applied to Fire Layer



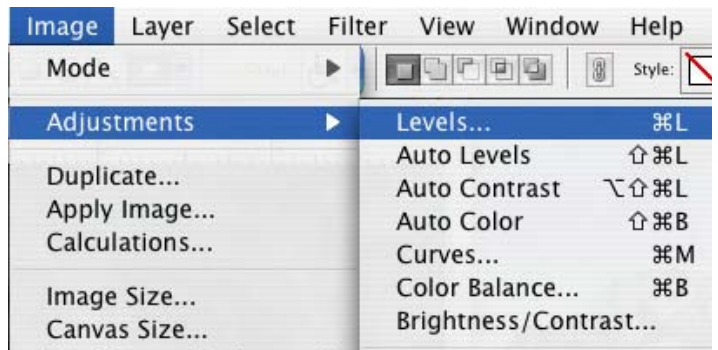
Select Filter>Render>Difference Clouds



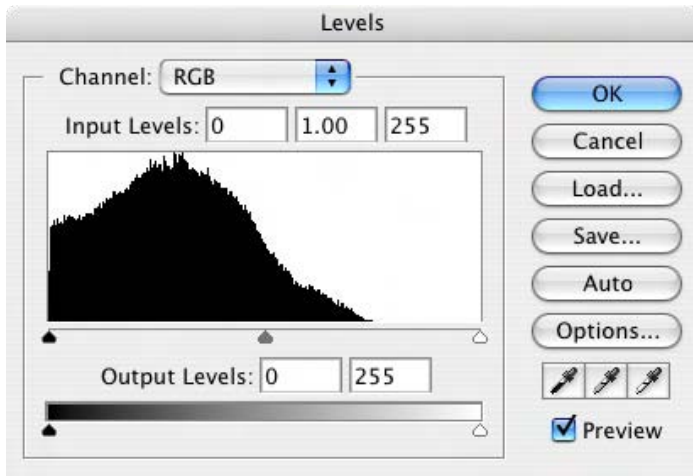
Apply the Difference Clouds Filter to the Fire Layer 10-12 times or until you get a pattern like the one shown.



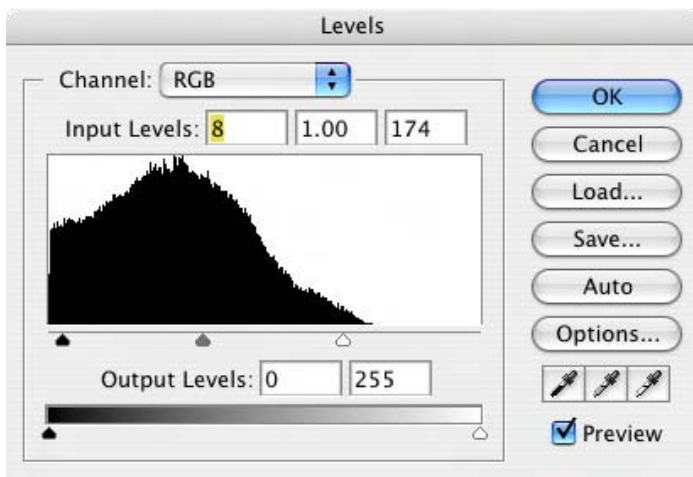
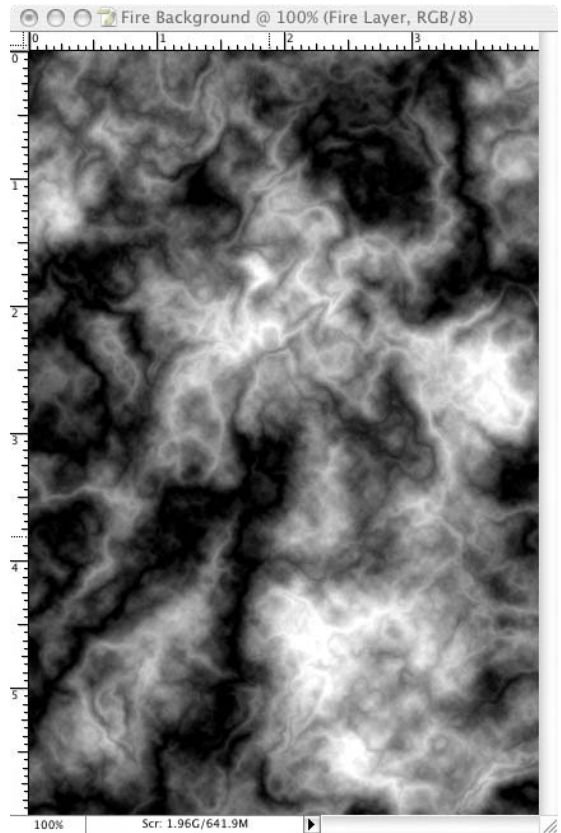
Difference Clouds Filter applied to Fire Layer



Select Image>Adjustments>Levels



Fire Layer Levels Histogram

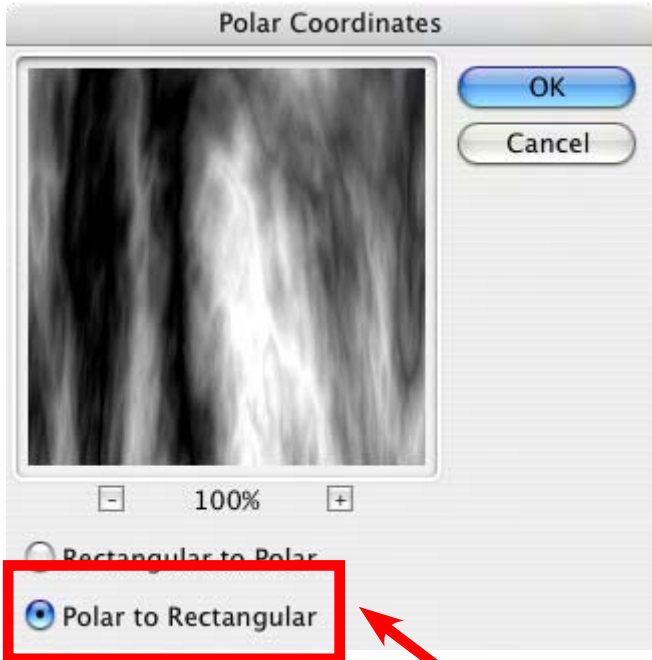


Fire Layer Levels Histogram, showing changes made to the white point slider. By holding the Option Key (Mac) or Alt Key (PC) while moving the slider you can watch and see where the highlight portions of the image start to become blown out. Take the levels to the point where they just start to overexpose.

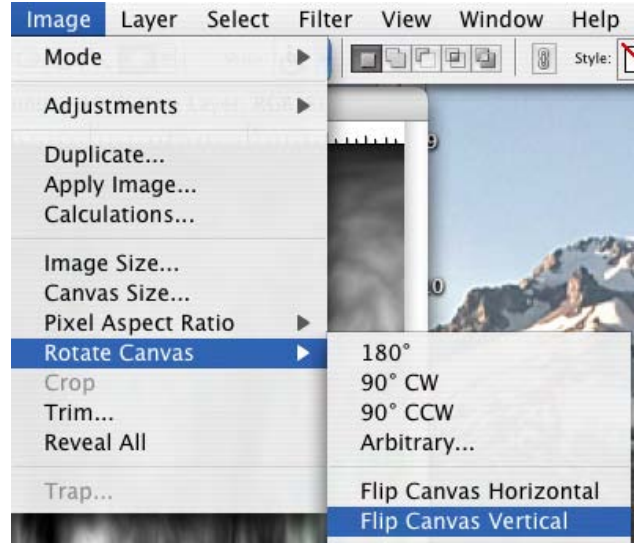
Image > Adjustments > Levels results. Notice that the Fire layer has a lot more contrast.



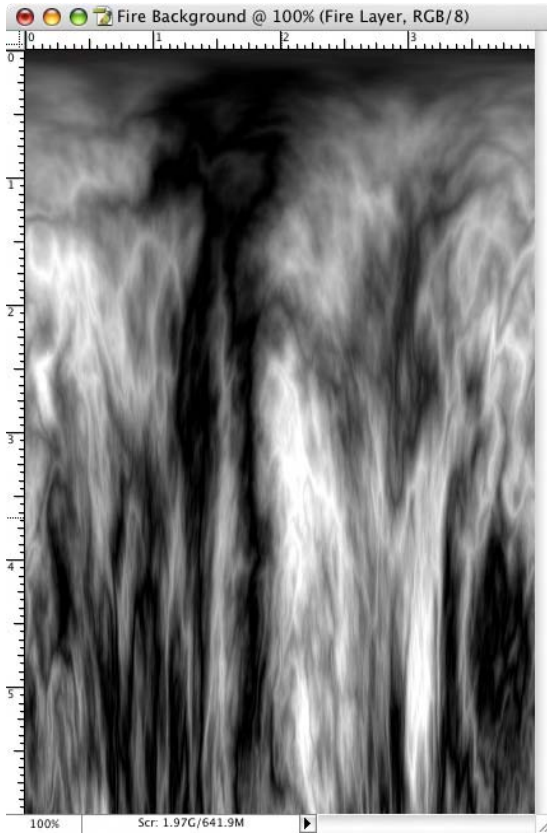
Select Filter > Distort > Polar Coordinates



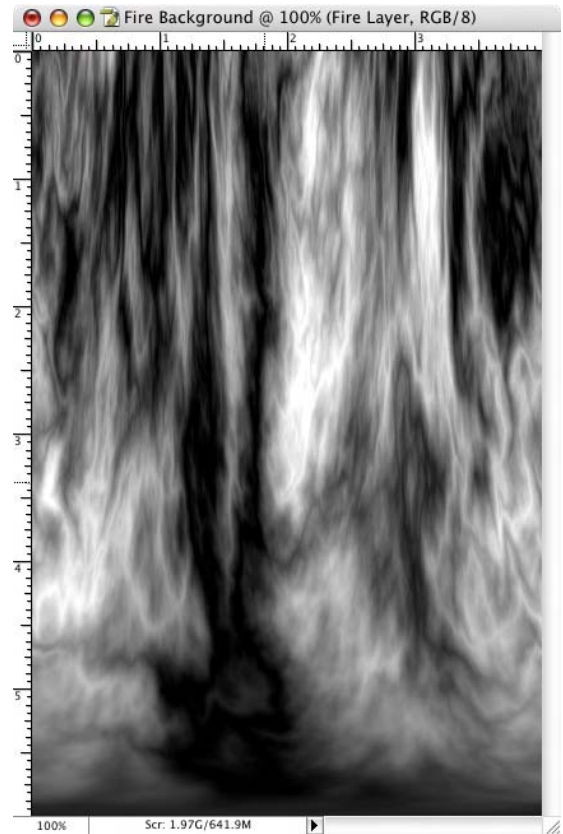
Select Polar to Rectangular in the Polar Coordinates control panel.



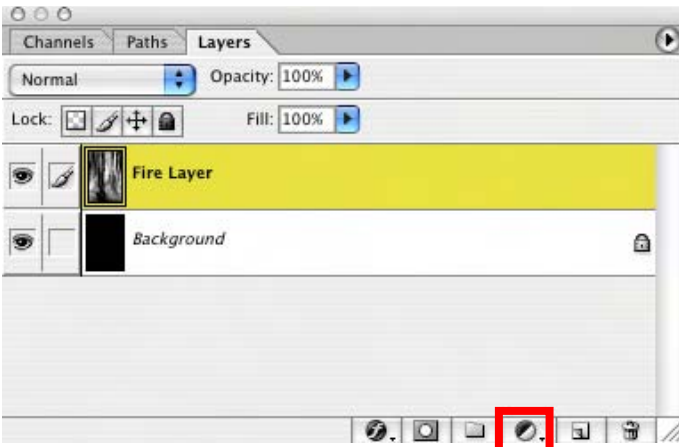
Select Image>Rotate Canvas
>Flip Canvas Vertical



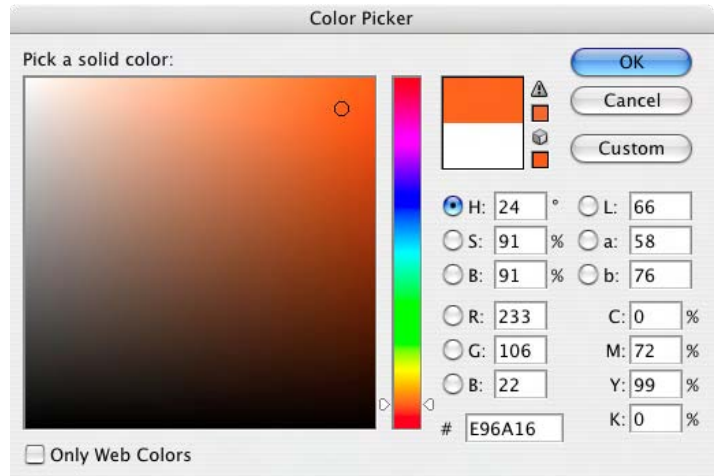
Results of the Polar Coordinates Polar to Rectangular distortion



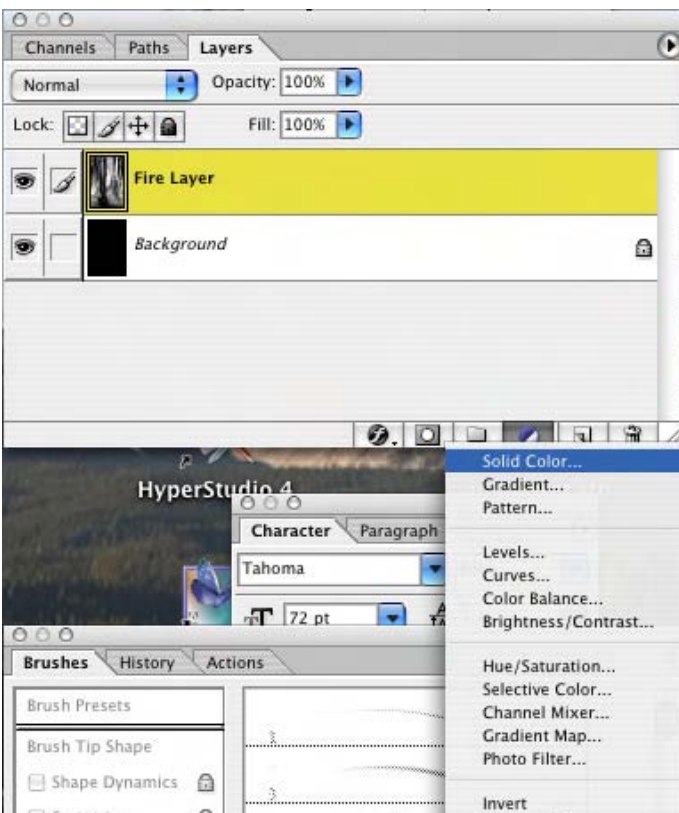
Canvas Flipped Vertical



Select the create New Fill or Adjustment layer icon at the bottom of the layers palette



Select a light Orange Color from the color picker in this example the color values are R-233,G-106,B-22



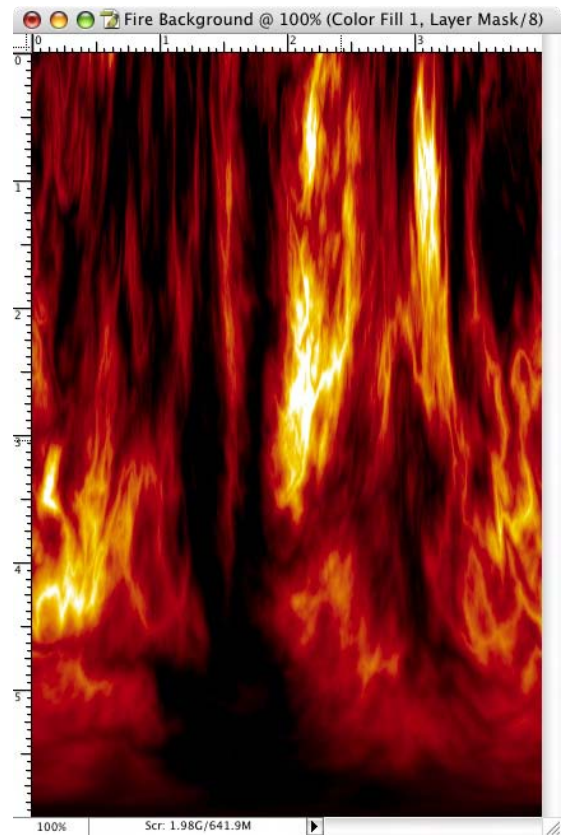
Select Solid Color from the popout menu



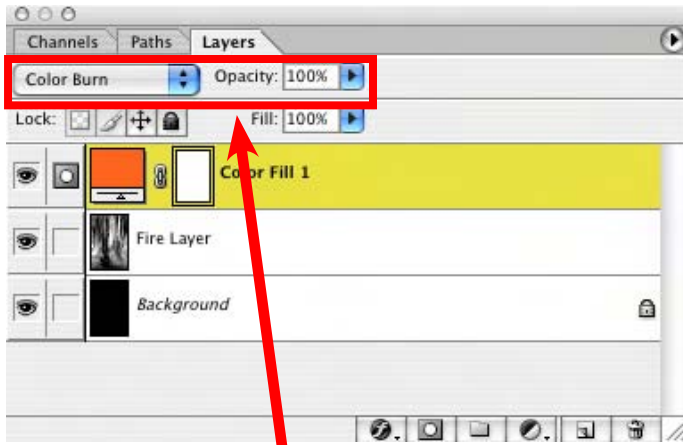
Solid Color Fill layer at Normal 100%



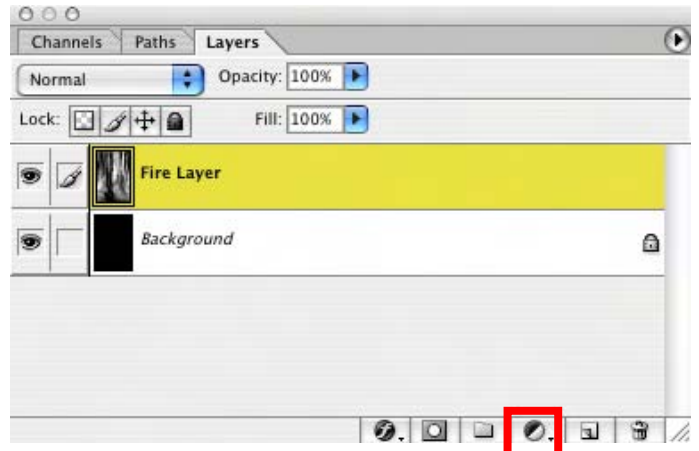
Solid Color Fill layer, layer Blend mode is set at Normal 100%



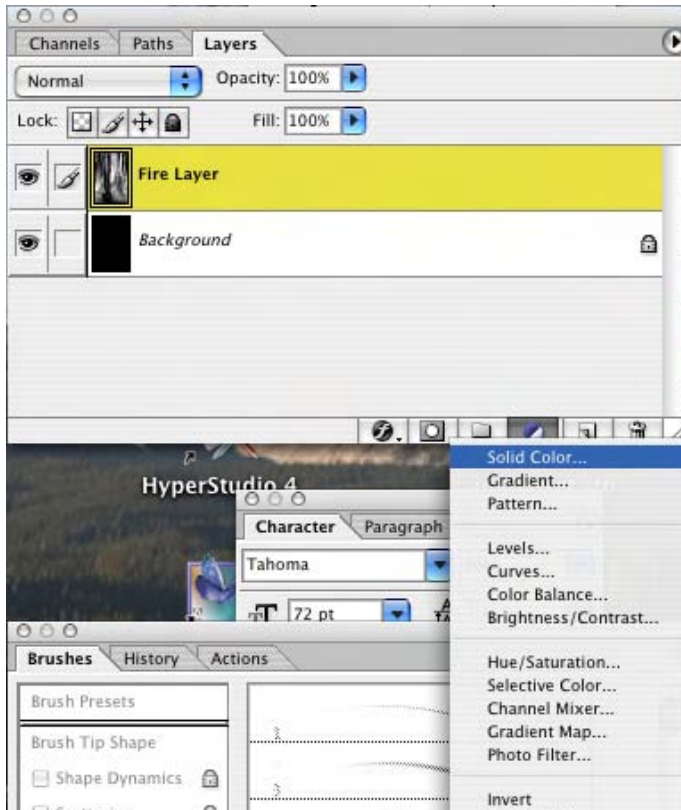
Results of changing the layer Blend mode to Color Burn at 100%



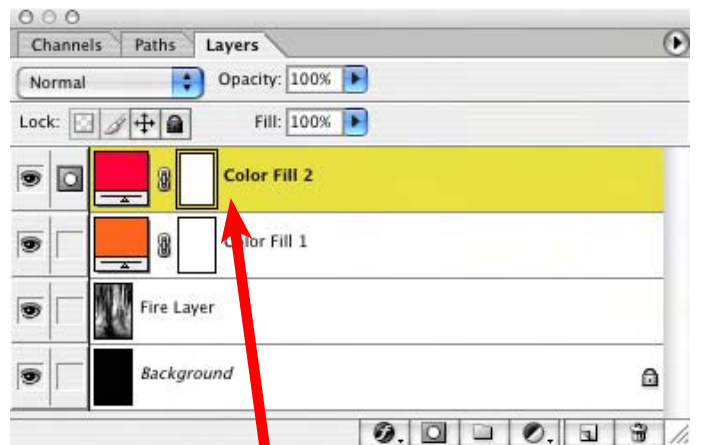
Solid Color Fill layer, change the layer Blend mode to Color Burn at 100%



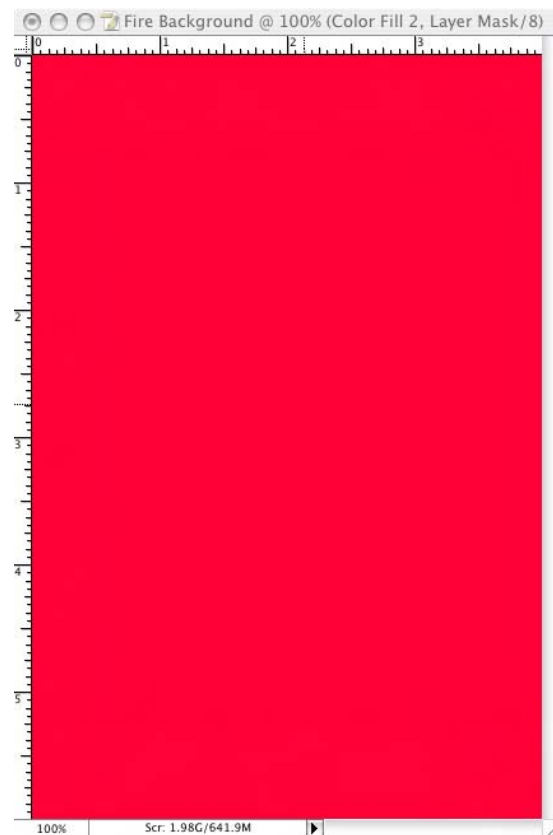
Select the create New Fill or Adjustment layer icon at the bottom of the layers palette



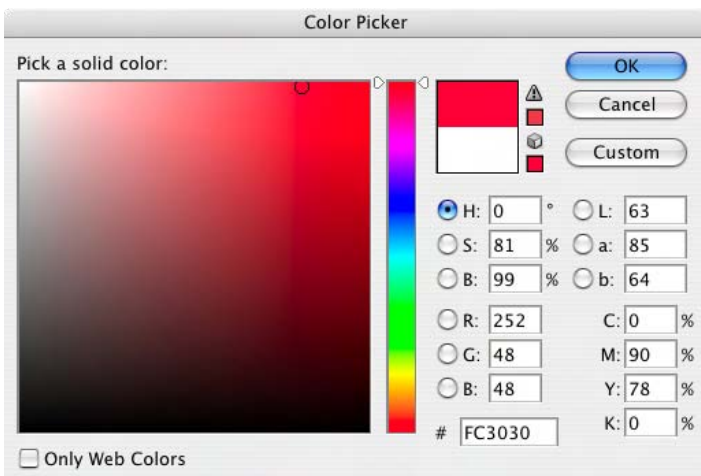
Select Solid Color from the popout menu



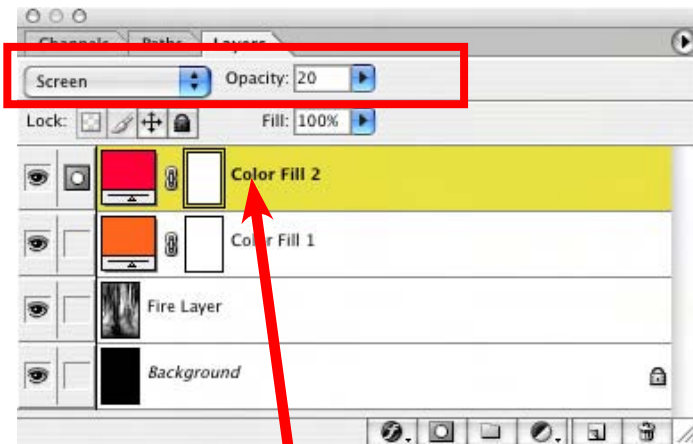
Solid Color Fill layer, layer Blend mode is set at Normal 100%



Solid Color Fill layer at Normal 100%



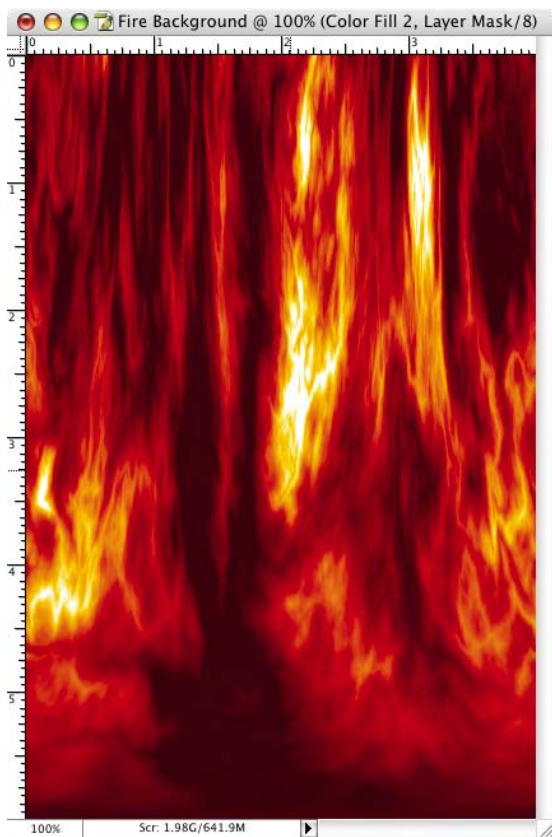
Select a light Red Color from the color picker in this example the color values are R-252,G-48,B-48



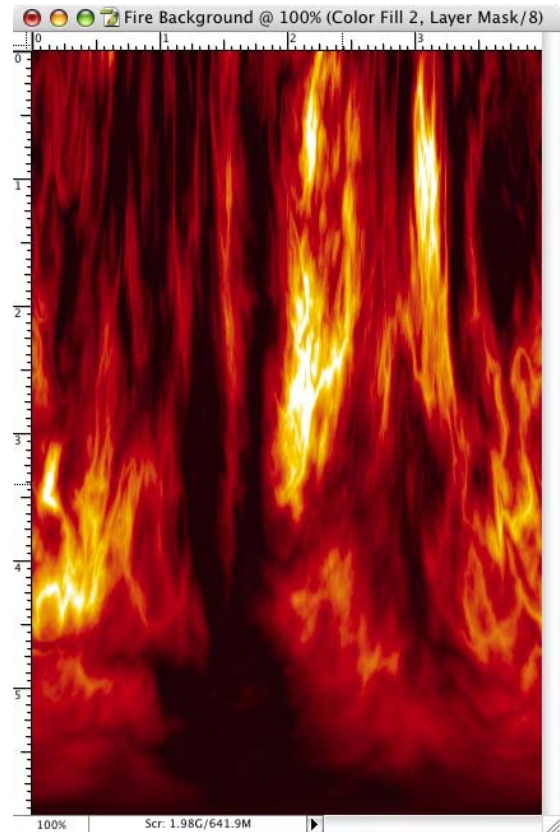
Solid Color Fill layer, change the layer Blend mode to Screen at 20%



Solid Color Fill layer, change the layer Blend mode to Screen at 10%

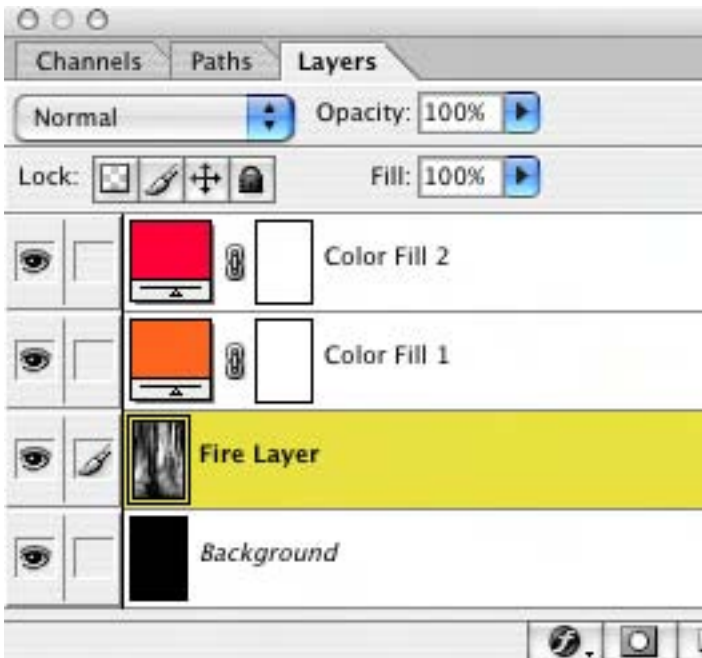


Results of changing the layer Blend mode to Screen at 20%



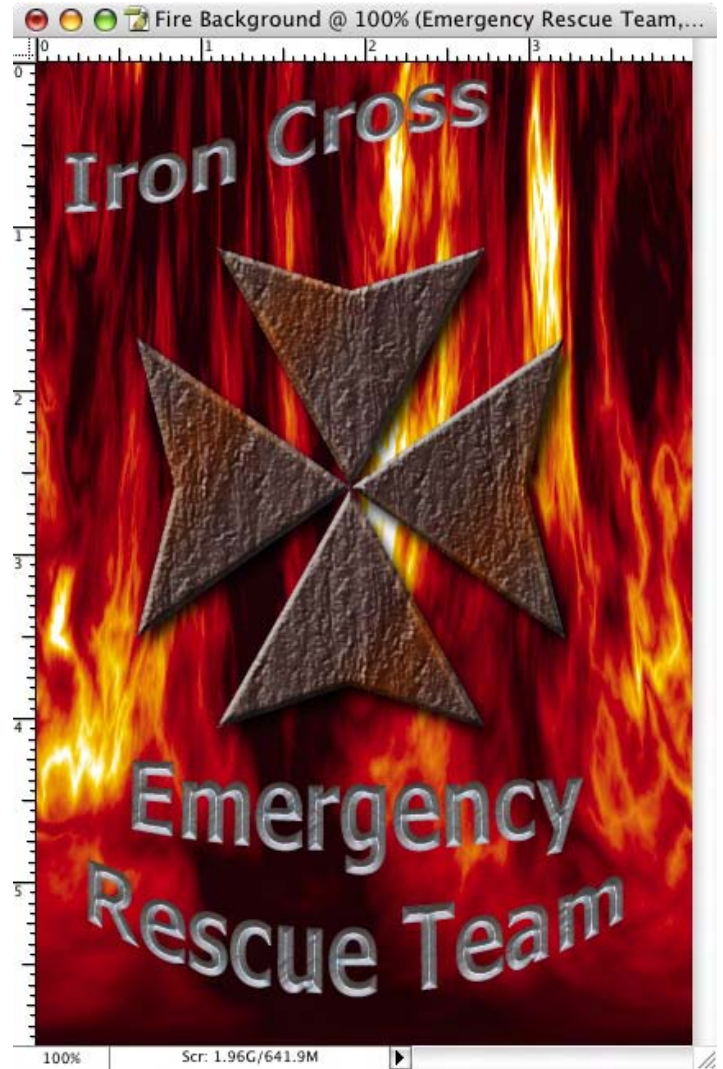
Results of changing the layer Blend mode to Screen at 10%

Variations



By clicking on the Fire Layer and then selecting Sharpen>Unsharp Mask you can adjust the wildness of the flames by applying, differing amounts of sharpening

Flatten Image when you are done.



Final Flame image being used as a background for a rescue company