

Nanobot's Postwork Glowing Eyes Tutorial

This method is based on experience with Ron's Flames brushes (from DAZ3D). I found that I could use his layer technique on a whole host of items that might glow, including magick effects, eyes, fire—anything. In this case, I'm going to specifically use eyes, as that was requested.

Requirements

- **Photoshop 7 or better**

We need to use layers that have composite method options, so any bitmap editing software that allows you to do this is fine, too. I happen to use Photoshop CS4.

- **Your render or other image at a fairly large pixel size**

Work as large as you possibly can. I typically render at 2000 pixels on the smallest side of a rectangle (whichever orientation, portrait or landscape). You'll find that a lot of the struggling with brushes in postwork goes away if you work really big.

You may also want to render with a small light the same color as the glow you want in front of the figure's face to get proper light on the brow and cheek bones.

Instructions

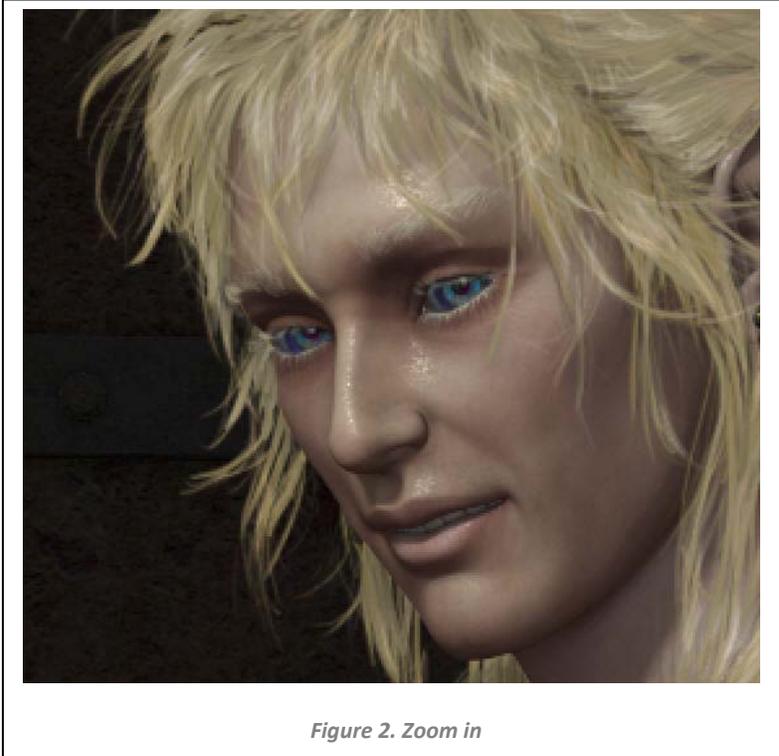
1. Load up your image. I've finished all the other postwork on my Kitsune guy at this point.



Figure 1: Kitsune guy opened in Photoshop.

The dimensions of this actual capture were 675 pixels wide by 792 pixels tall.

2. Zoom in a bit, you're going to be painting.



3. Make another layer on top of him. This is shown as Layer 8, below.

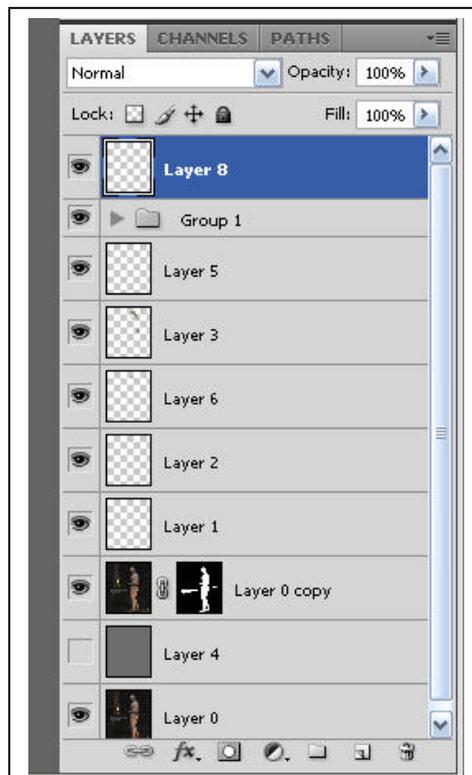


Figure 3. New layer above him.

- Pick a color to be the base of the glow. You can pick black or some dark version of the color you want as a final glow. Here, I used an intense deep blue.

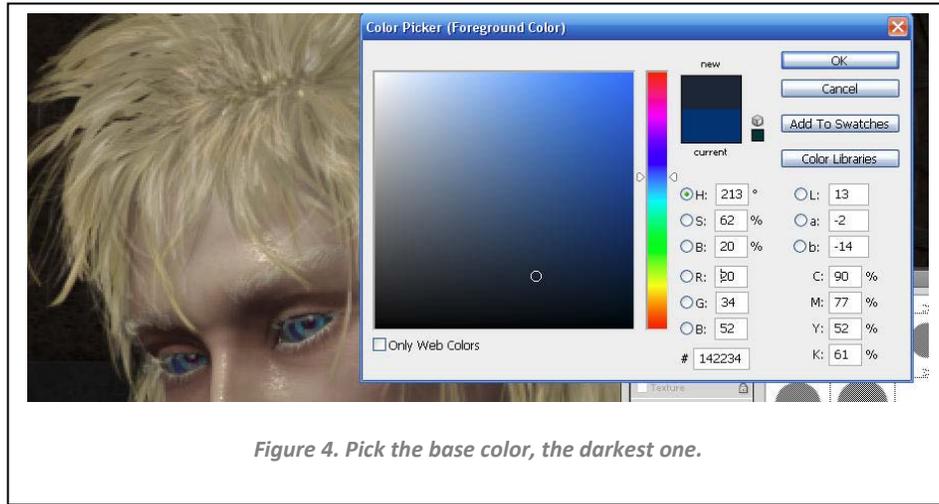


Figure 4. Pick the base color, the darkest one.

- Paint over his eyes in your new layer. Doesn't have to be super-accurate.

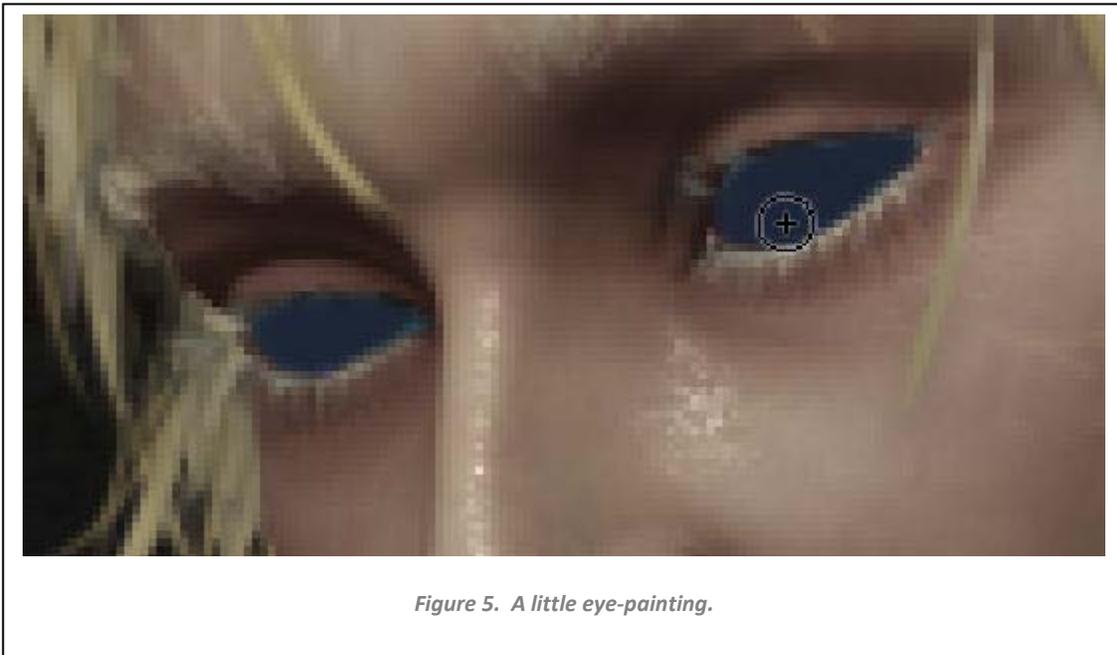


Figure 5. A little eye-painting.

- Dial back the new layer's opacity. Here, 73% looked about right.

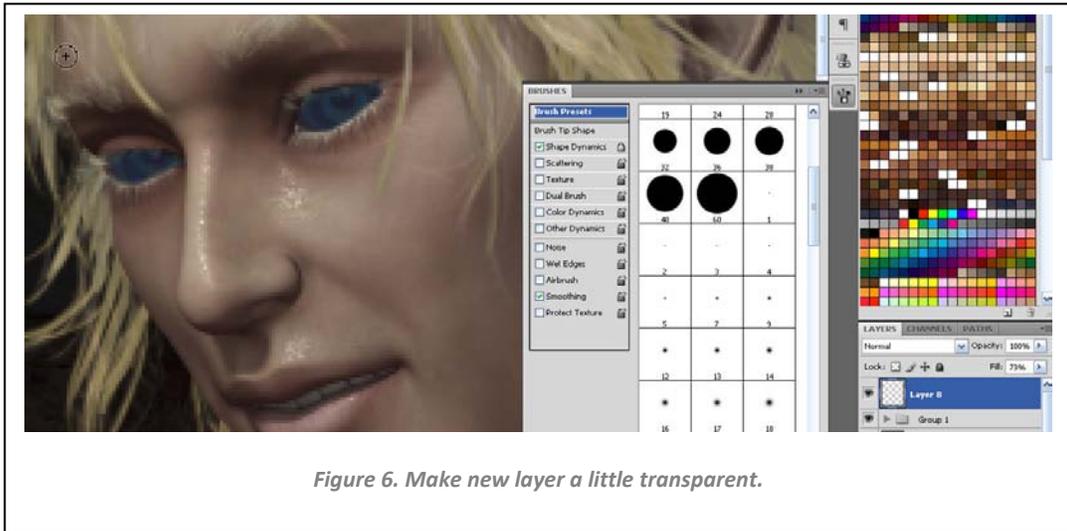


Figure 6. Make new layer a little transparent.

- NOW, duplicate this base layer: drag it onto the new layer icon in the Layers palette in Photoshop. Once you've done that, apply a slight Gaussian blur to the copied layer. About 4.6 pixels worked for me here.

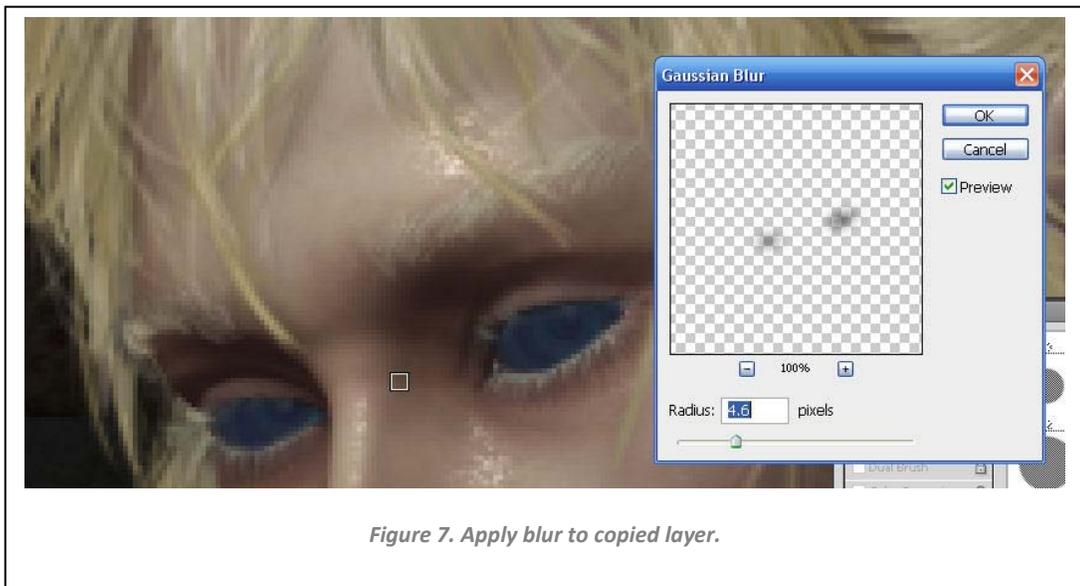
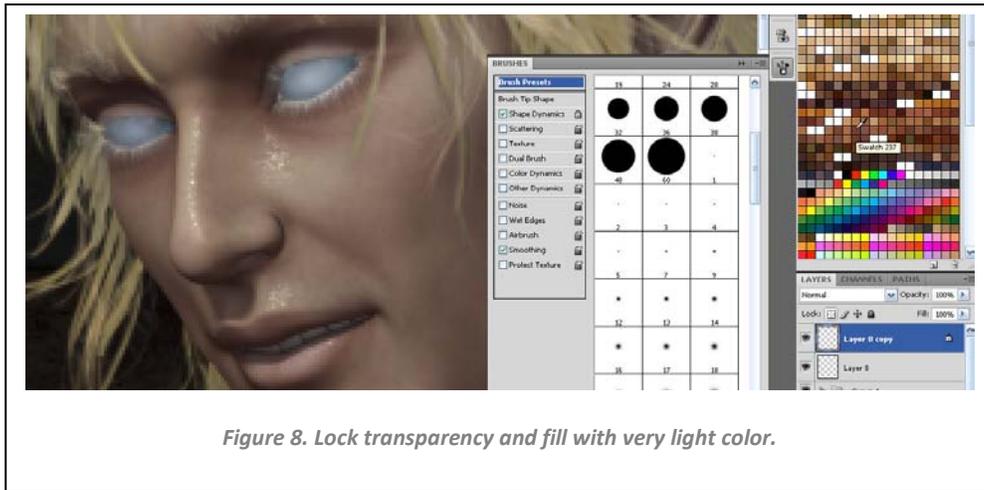
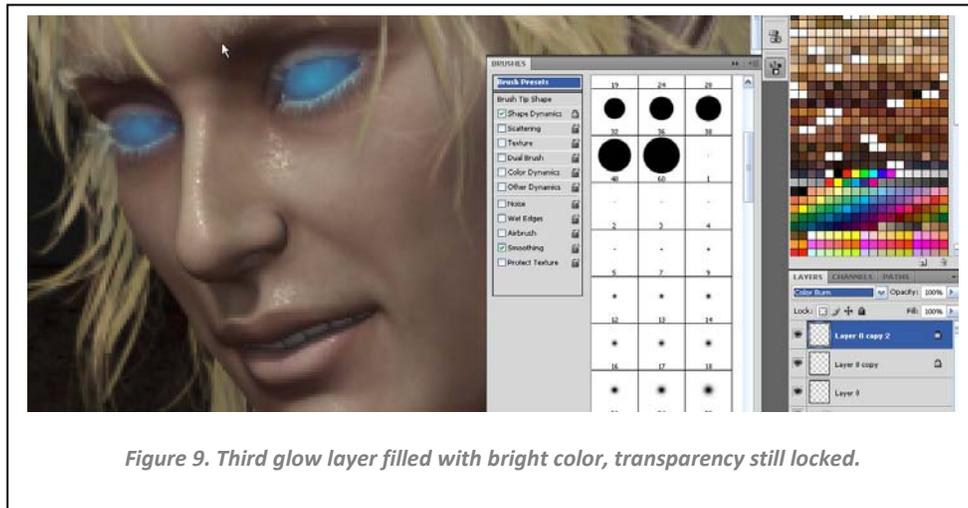


Figure 7. Apply blur to copied layer.

8. Lock the duplicated layer's transparency and fill with a nearly white color.

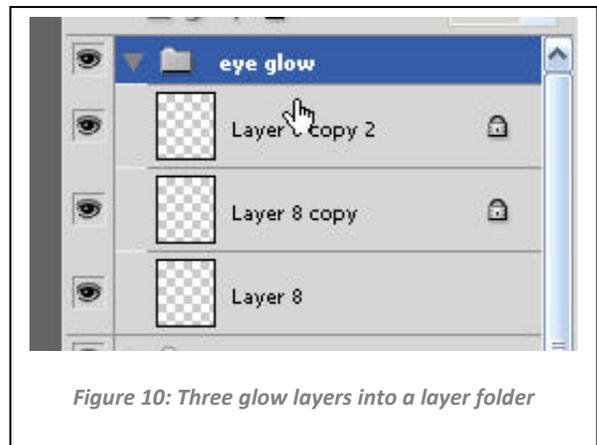


9. Duplicate the 2nd glow layer (its transparency is still locked) and fill with a vibrant blue. Change this layer's blending option to COLOR BURN.



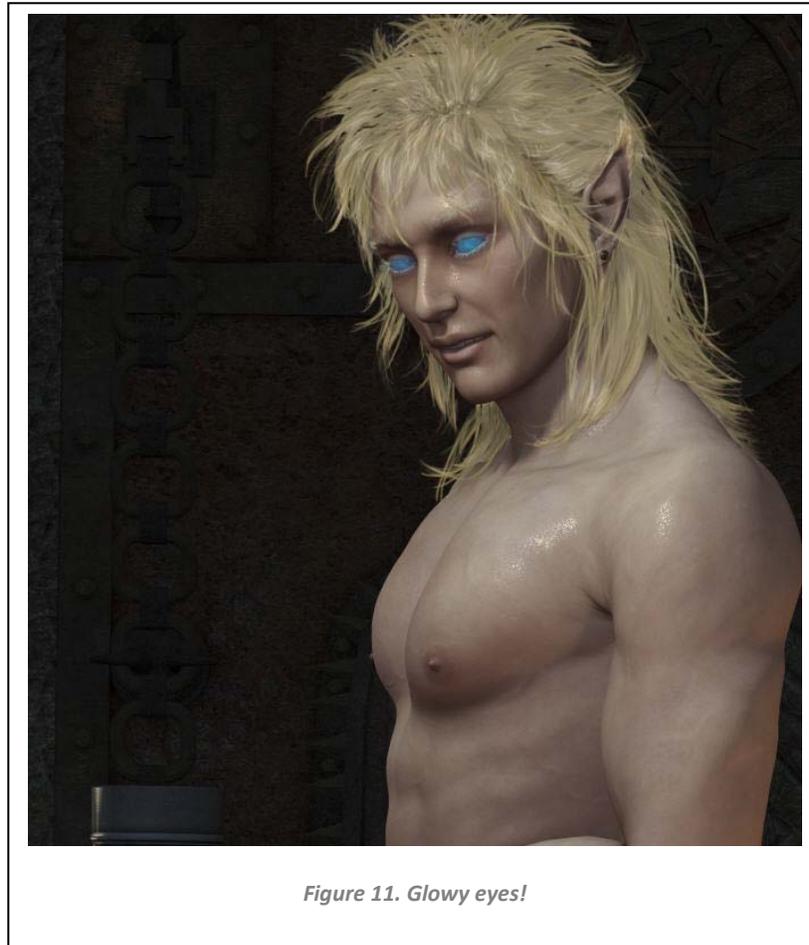
10. You now have THREE layers above his face:

- base dark color, normal blending
- lightest color, normal blending
- vibrant color, color burn blending

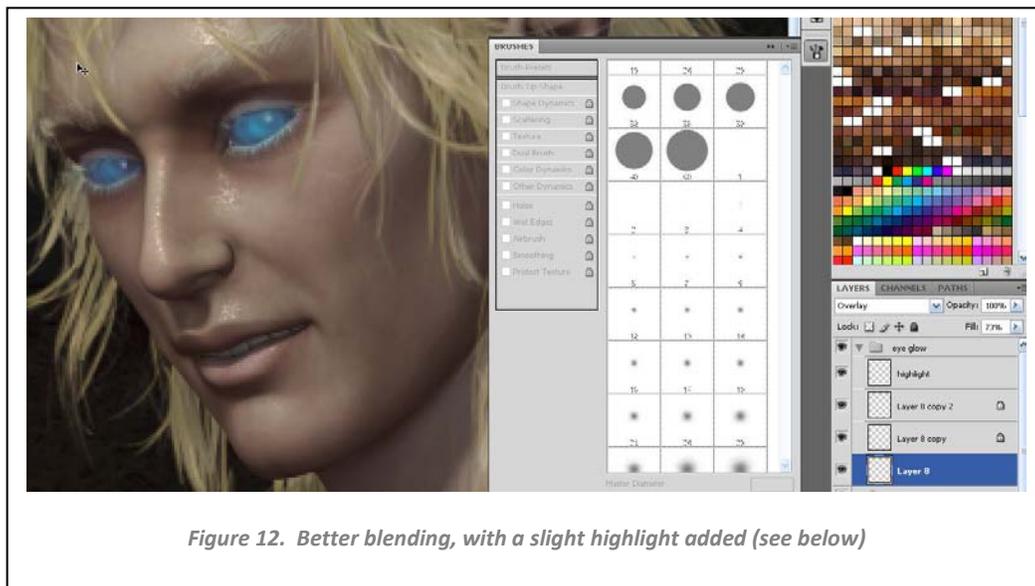


For convenience, put all of them into a layer folder so you can adjust their transparency as if they were ONE layer.

11. Pretty much done: here's the initial effect. However, it's too strong, even with reduced opacity.



12. To make them blend better, change the blending option on the bottom layer to OVERLAY.



On top of the glow layers, make a new layer. Use a soft round brush with near-white to put the highlight back into his eyes.

13. Final product: glowing but still subtle.



Figure 13. Done.

--Nan Fredman

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Nanobot on DAZ3D forums.