

Photoshop Tip: Use Layer Styles for Special Effects

In this exercise I will show you how to create a realistic water effect.

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One of the new features of Photoshop 6 is the ability to control Layer Styles to create a variety of special effects. Though some of these effects appeared in version 5, version 6 makes them easier to use.

Create a dripping water effect

1. Open an image.
2. Click on the Make New layer icon at the bottom of the layer's palette.
3. In the new layer, use the paintbrush to create shapes that you want to appear as if they are made out of water. These can be a word or just dots that resemble raindrops.
4. Double-click on the layer in the Layer's palette. This will pop up the Layer Style dialog box.
5. All the different effects are listed on the left side of the dialog box. Choose the Drop Shadow option and increase the size to about 10.

Do not click OK.

It takes more than that to create an element.

6. Choose the Inner Shadow option. Make the Blend Mode, Multiply, and increase the Opacity to 100 percent.
7. Choose the Bevel and Emboss option.
8. Set the Technique to Chisel Hard.
9. Set the depth to a high percentage -- somewhere between 300 percent and 500 percent.
10. Set the Soften to about 11 pixels. Keep in mind that all entries are up to you. Notice that the preview icon on the right of the dialog box starts to look lucid.
11. Set the Shading to an Angle of 900 and an Altitude of 200.

12. At the bottom of the Bevel and Emboss option, set the Highlight Mode to Screen with the Opacity of 100 percent and set the Shadow Mode to Color Dodge.
13. Set the color of the Shadow Mode to white and reduce its Opacity to 50 percent.

(The next and final step in the Layer Styles dialog box will complete the effect.)

14. Choose the Blending Option on the left of the dialog box. Set the Advanced Blending Fill Opacity to 0 percent.

This will cause all the active pixels in the layer to disappear, leaving behind only the Layer Style effects.

Now you can click OK to exit the dialog box. You should have a realistic looking liquid. [Click here](#) to see what I mean.

[See more of Bert Monroy's work.](#)

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