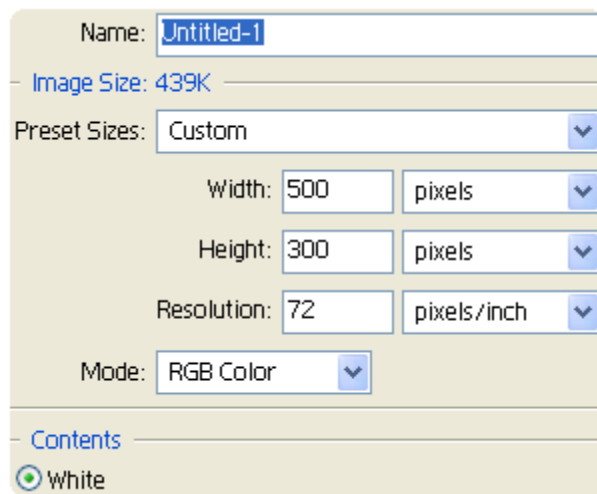


การสร้างพื้นผิวของลูกโลก (ตอนที่ 1)

1. file/new,w=500,h=300,resolution=72 pix/inch

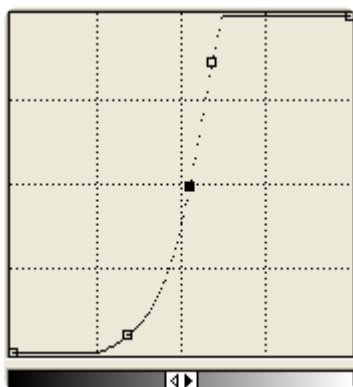


2. set background color=white,background=black

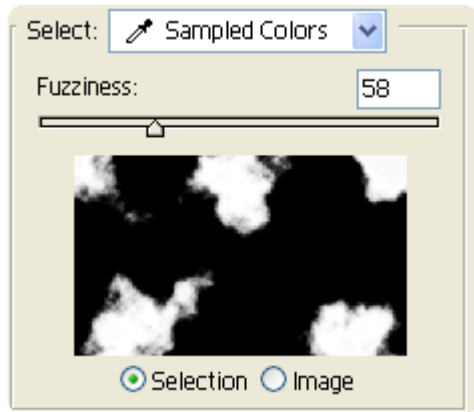
3. filter/ render / clouds



4. Image /adjust/curve



5. Select/Color range /Fuzziness=58

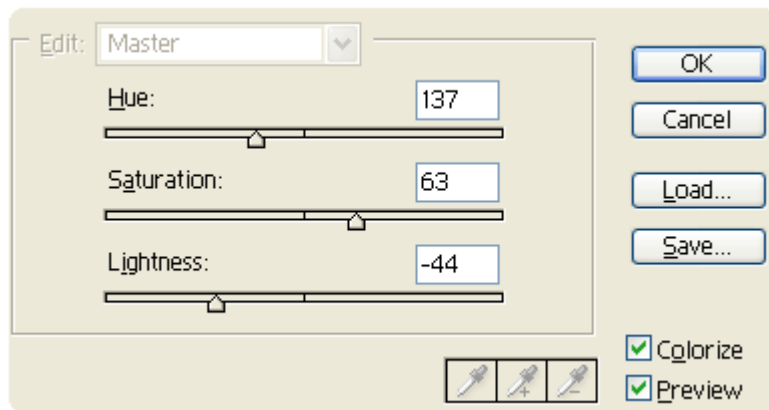


6. สีดำจะถูกเลือกไว้ select/feather=3

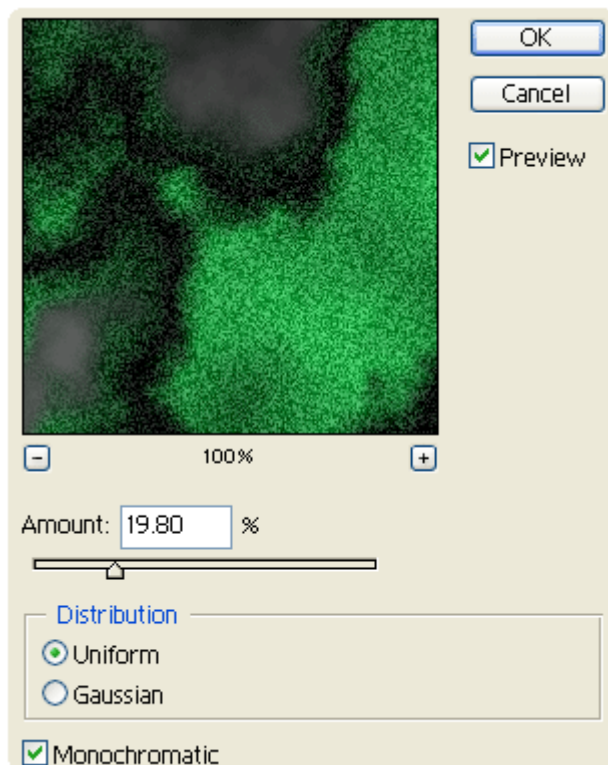
7. filter/render/clouds

8. select/inverse แต่ไว้ที่ Filter/render/Difference Clouds

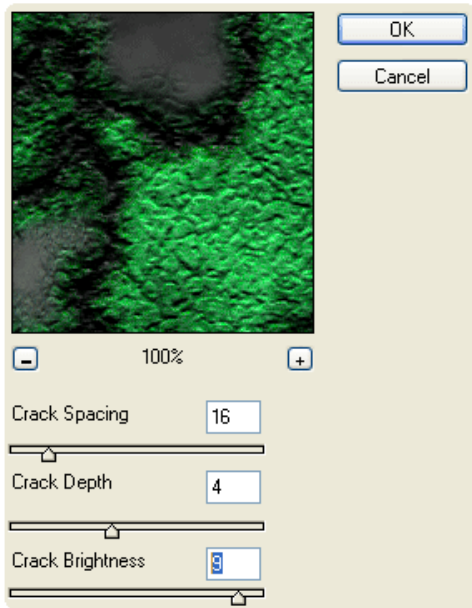
9. Image/Adjus.../Hue



10. Filter/Noise/add...

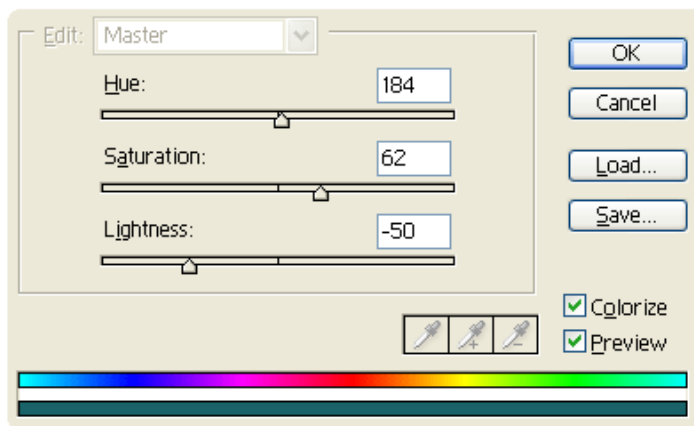


11.Filter/Tex../Craq

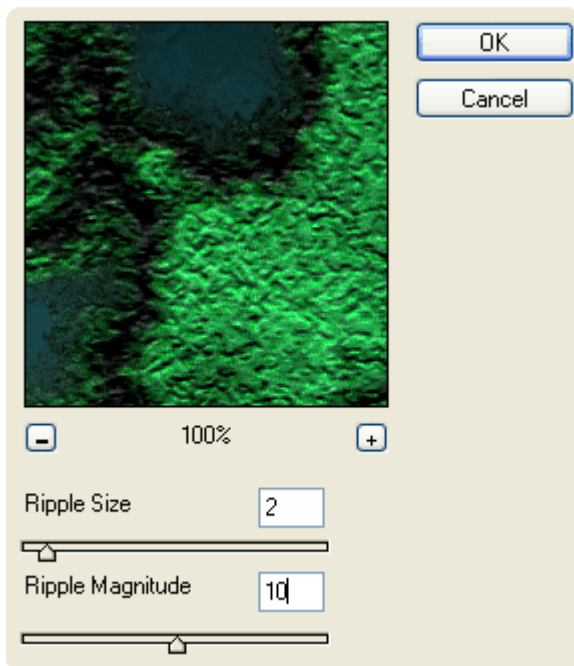


12.Select/Inverse

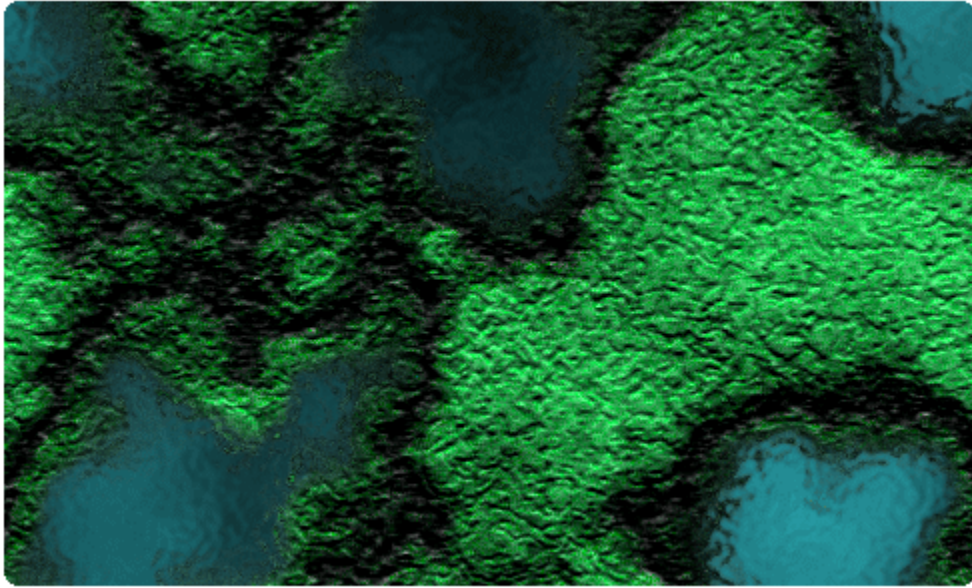
13.Ctrl+U (Image/ad../hue)



14.Filter/dis../ocean..



15.Ctrl+D (Finished)



16.เสร็จแล้วครับชั้นที่1