

# LIGHTNINGS

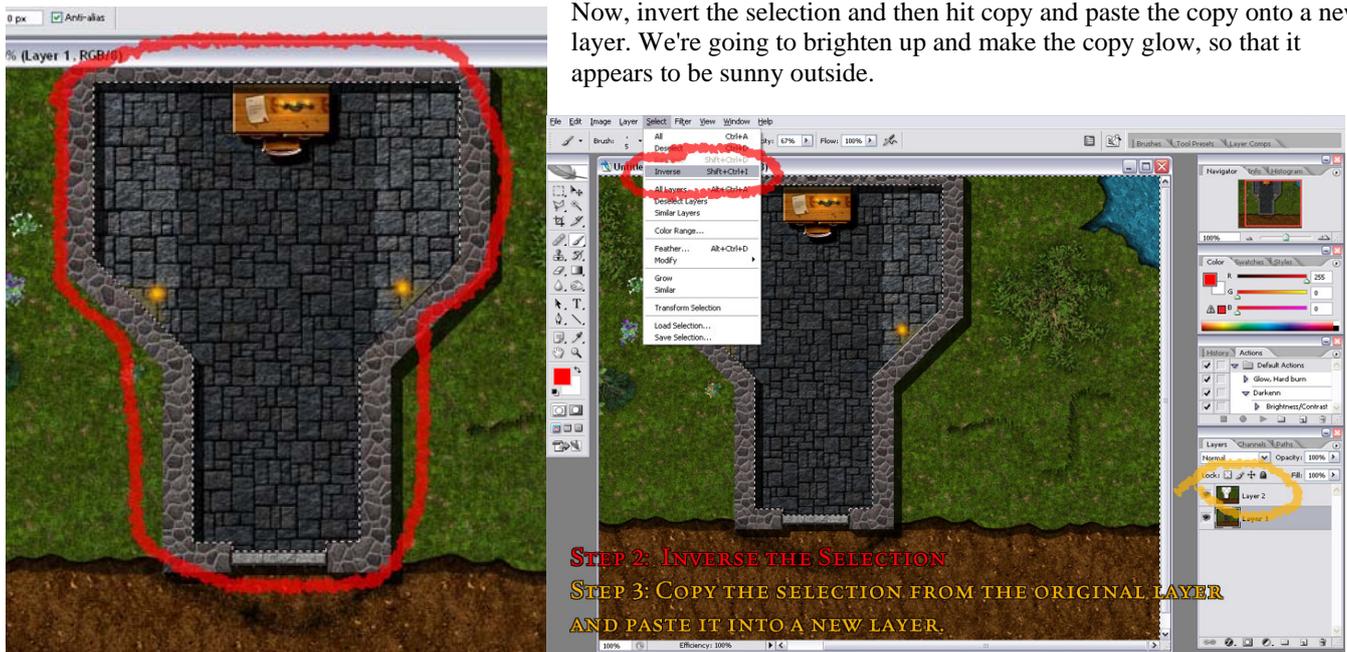
[http://www.dundjinni.com/forums/forum\\_posts.asp?TID=6992](http://www.dundjinni.com/forums/forum_posts.asp?TID=6992)

Load your map in Photoshop. Here's the map I'm using. It's quite simple and just an example.

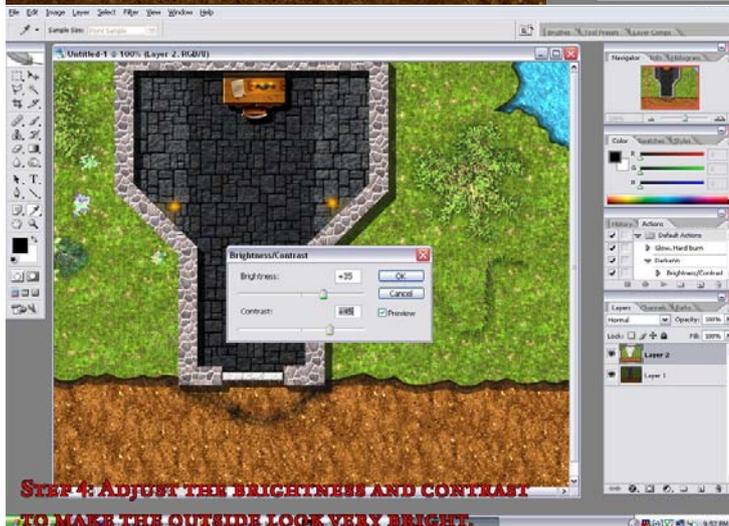


First off, select the inside of the building using the marquee tool. I don't like to select the walls, but it's your choice.

Now, invert the selection and then hit copy and paste the copy onto a new layer. We're going to brighten up and make the copy glow, so that it appears to be sunny outside.



**STEP 2: INVERSE THE SELECTION**  
**STEP 3: COPY THE SELECTION FROM THE ORIGINAL LAYER AND PASTE IT INTO A NEW LAYER.**

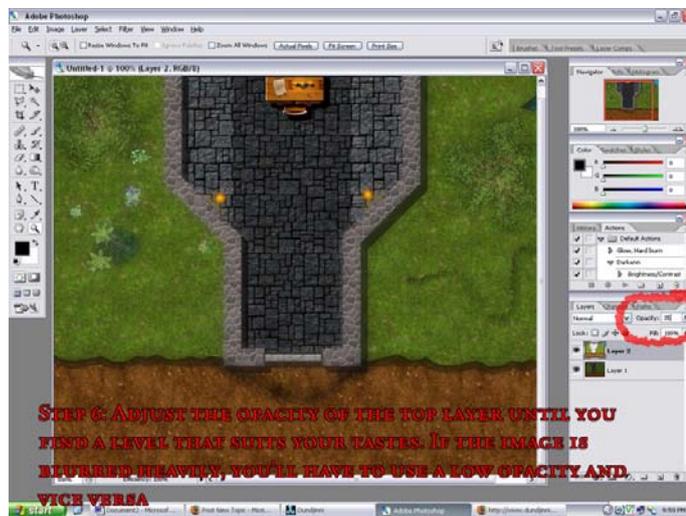


**STEP 4: ADJUST THE BRIGHTNESS AND CONTRAST TO MAKE THE OUTSIDE LOOK VERY BRIGHT.**

Under Image > Adjustments, select brightness/contrast. Adjust the levels so that it appears significantly brighter, but retains the colour. I like +35/+45 for outside areas.

Now, it's pretty bright but it doesn't have that shine effect it should. That's the easy part. Use Filter> Blur> Gaussian Blur.

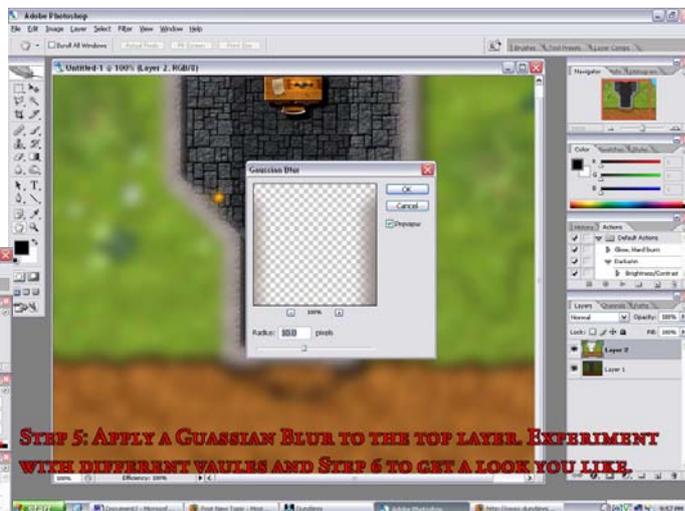
Change the opacity of the top layer to something that makes the image glow, but not so much that your eyes can't focus on details. It's all about experimentation.



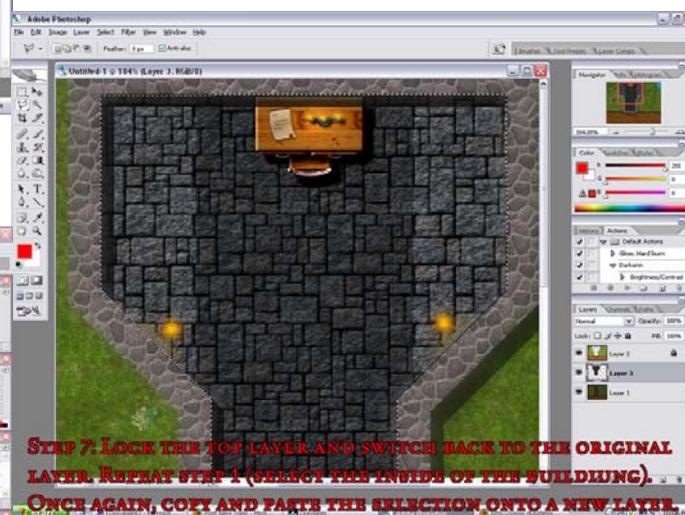
Adjust the brightness and contrast again. I tend to use less harsh values when darkening an area.



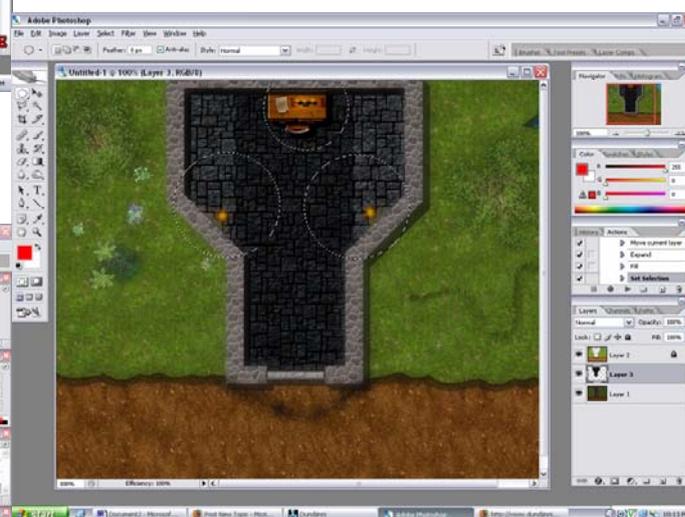
Apply a feather effect on the selection by going to Selection> Feather and choosing a value. It depends completely on how soft you want the light to be. I used 20.



Lock the top layer and select the original. Once again, select the inside of the building, but this time don't invert the selection. Copy and paste it onto its own layer.

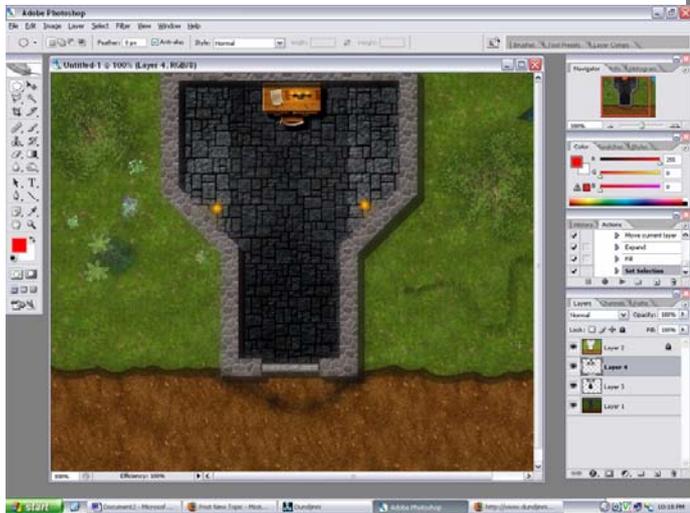


Unselect everything. Switch to a round marquee and then select round areas of the map where you have light sources such as candles and torches.

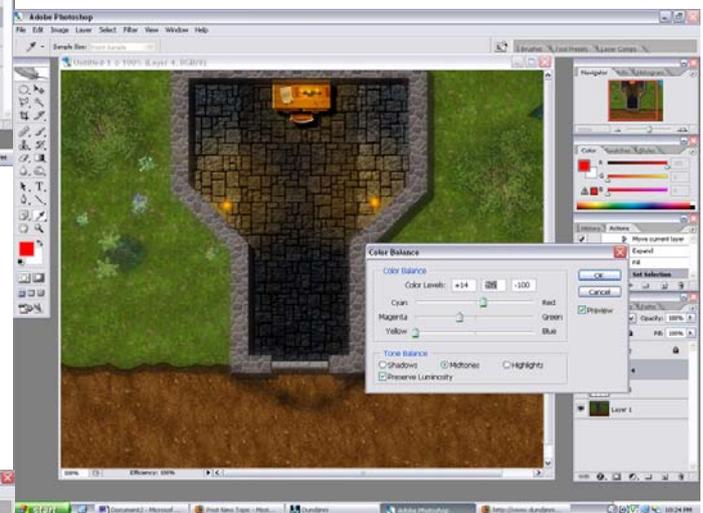


Now, using the marquee tool, deselect parts of the circle that the light wouldn't effect, such as walls. You can do this by choosing the polygonal lasso tool, and then holding ALT while selecting areas that don't belong.

Once feathered, hit delete on your keyboard to erase the feathered selection from the current layer. Now, with the selection still active, switch to your original picture. Copy the selection and paste it on a layer ABOVE the building interior that we made in step 5.

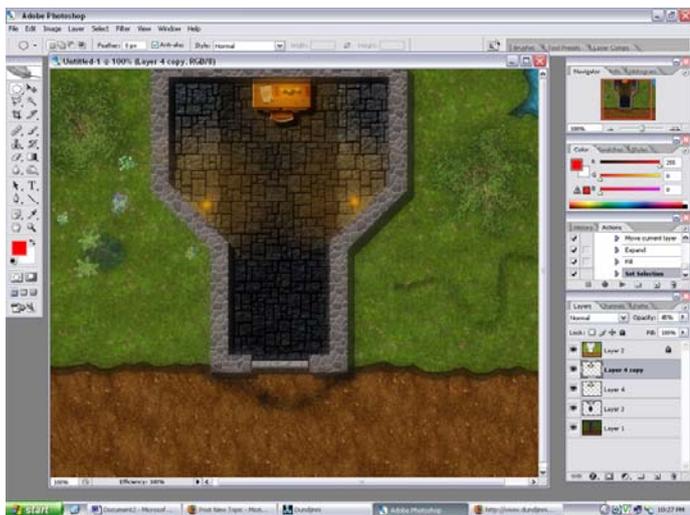


Hit ctrl+b to bring up the color balance of the new layer. Alternatively, choose image> adjustments> color balance. Now, play with the colors until you get something that matches the light source.



## OPTIONAL

Now comes an optional multitasked step, but one that doesn't take long. Duplicate the color balanced layer and place the duplicate on a layer above the original. Apply another gaussian blur and then adjust the opacity of the layer once again. It's basically a repeat of the steps you did before to add a 'shine' effect to the light.



## OPTIONAL

Here's something I do sometimes when I feel like it. Hit ctrl+a to select the entire map and choose edit> copy merged. Paste the merged selection onto a layer above all others, apply a tiny gaussian blur and adjust the opacity. I love shiny, smooth maps.

