Got Fire???
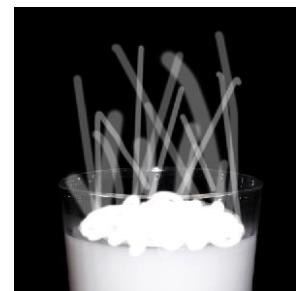
Open the **GotFire.tif** file from Poland > Pickup. Once you go through this lesson, you can find a photo to try it on your own.

Create a new layer above the original layer, name it "white blob." Using a small paintbrush with the hardness set to about 50% and the opacity set to 100%, paint a blob of white paint at the top of the milk, but below the top of the glass.

Create another new layer, name it "black." Fill it with a solid black background and move it between the original photo layer and the white blob layer. Select the white blob and black layers and choose to Merge Layers. *This black background is for the sole purpose of making the Liquefy process easier to see.*

Next, use a small paintbrush with the opacity set to 30-40% to draw some basic and random flames coming up from the white blob.

From the Filter menu, choose Liquefy. A new window pops up and you'll see a list of different tools on the left, and options on the right. Use a variety of these to give your flames a very organic, chaotic look to them. There should be lots of gray and very little white when you finish with this step. I used all of the tools to get my flames.

Next it is time to add color. Go to Image > Adjustments > Hue/Saturation and check the Colorize box. Bring the Saturation up to 60-80% and make it a bright yellow color. If necessary, bring the Lightness down to eliminate any bright white color that is left. Rename this layer, Yellow flame. Duplicate the layer, naming the new one, Red flame. Repeat the Hue/Saturation process making it a bright red-orange color (not a purplish red).

In the Layers Panel, change the Blending Mode of the **Red flame layer** from Normal to Overlay.

Next, Merge the two Flame layers together and then change the Blending Mode from Normal to Screen. Your glass of milk layer should now be visible underneath the flames.

Next, you should get the Eraser tool and set the Opacity to 50%. Use this to try to "Blend" the edges of the base of the fire trying to make it fade into the glass of milk. I found that the Smudge Tool worked really well after erasing some stray pieces.

Create another new layer, name it Smoke. Use the paintbrush to draw some white smoke above the flames. Set the Opacity to 5% and the Flow to 30% and lightly paint some smoke.

Save your file as #_lastname_Got Fire.PSD, then as a JPG for your Google Site. Try making something else catch fire now.