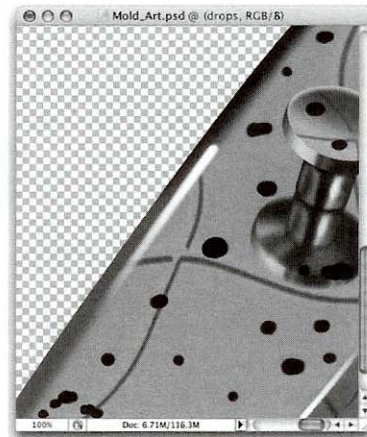


### (1) Creating the basis for the drops

In a new layer, which I named "drops", a hard-edged paintbrush was used to create a bunch of shapes that would eventually be turned into drops of water (Upper right).

The color was inconsequential because it would never be seen in the final image. The entire effect would be created in the Layer Style window.



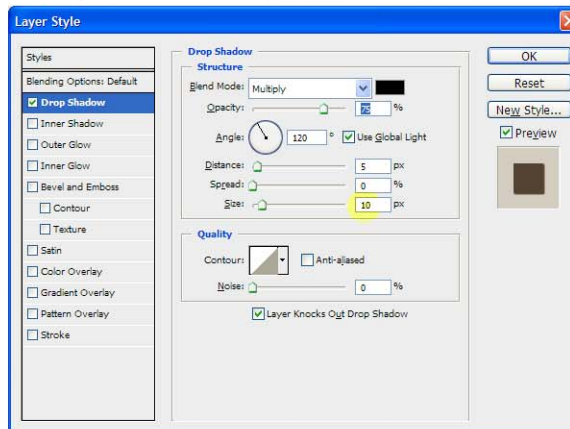
### (2) Applying the Layer Style

Sometimes an ounce of real-world experimentation is worth a pound of Photoshop adventuring. I sprinkled a few drops of water on a flat piece of plastic and studied the way light reacted with the water so that I could recreate it in Photoshop.

The first thing I noticed is that even though water is transparent it does have mass which will cast a shadow. I therefore double-clicked on the "drops" layer to bring up the Layer Style window for it.

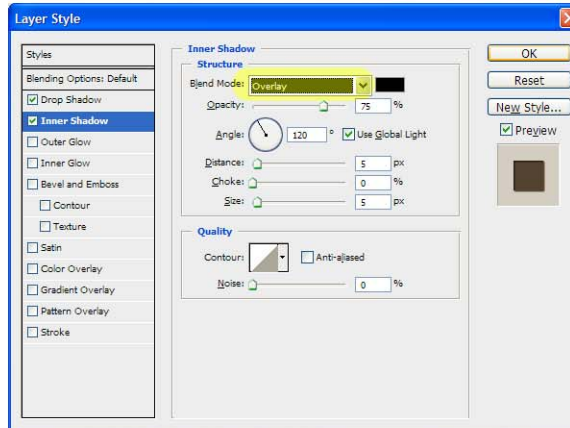
### (3) The Drop Shadow

The first choice was Drop Shadow (Figure at right, center). I increased the size slightly.



### (4) Inner Shadow

Next came the effect of adding a slight shadow inside the drops. I chose Inner Shadow (Bottom right). I set the Blend Mode to **Overlay** to darken some of the tones in the layers below the make up the spigot.

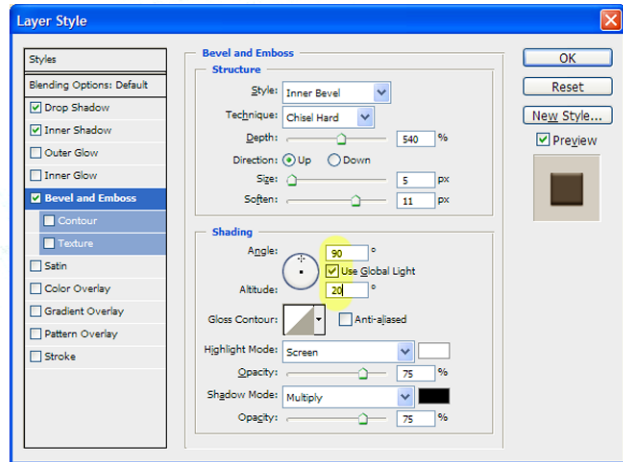
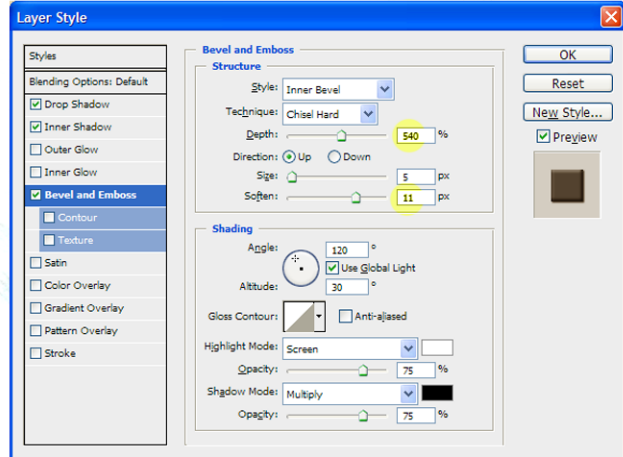
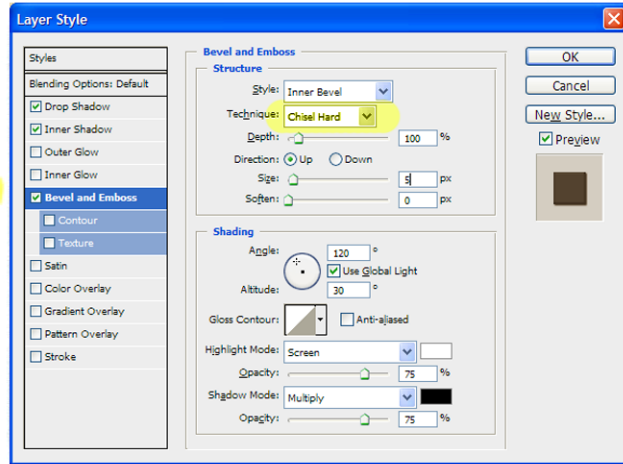


## (5) Bevel and Emboss

Next came Bevel and Emboss (Figure top right). This is where the main action was to take place. To create the effect that the water drops were rounded, I chose **Chisel Hard**. Sounds like the opposite but with a few modifications—well, you'll see.

I pushed the **Depth** up to a high amount. This would intensify the lights and darks produced to form the chisel. I then pushed up the **Soften** amount to blur out the chisel effect (Figure right center).

I then played with the lighting for the bevel. I set the **Angle** to 90 degrees so that the light source was from above and the **Altitude** to 20 degrees for a slight angle to the light (Figure bottom right). Since the **Use Global Light** was checked, this automatically set those parameters to all the other layer styles.



Now, to get that total liquid feeling a few more modifications were needed. I pushed the **Highlight to 100%**. The **Shadow Mode** was another story. I already had shadows working in my drops. What I needed was the color intensification I had witnessed in the real drops I was studying. I changed the color to white and the mode to **Color Dodge** (Top right). This was going to have the affect on the underlying layers that I was looking for.

### (6) Blending Options

Finally, it was time to do something about the original black color used to make the drops. I went into the Blending Options: Custom, a section of the Layer Style window. You will notice in the figure at right center, that there are two opacity settings at the top. Opacity deals with the entire layer. Bringing down the amount will make the layer transparent allowing you to see the layers underneath it.

Fill Opacity deals with the actual pixels that are in the layer, which in this case, are the black drops. Pulling back on this opacity setting will make the black of the drops fade while leaving all the layer styles untouched. I pulled it all the way back to zero.

### Now Try This:

1. Select your "drops" layer.
2. Go to the Styles palette.
3. Click on the New Style button.
4. Name the new style "Water Drops" and click OK.
5. Open a new image.
6. Create a new layer in this image.
7. Select the paintbrush tool and paint a swirl.
8. In the Styles palette, click on your new style.

