

# Creating Realistic Reflection with Ripples

The following instructions will hopefully aide you in following the tutorial in the YOUTUBE video, **How to Create Water Reflections with Realistic Ripples in Photoshop**. Here is the link:

<https://www.youtube.com/watch?v=0MvjWH8opK0>

Other links are also available in the Discussion Topic on our FLICKR ECC site that I posted several months ago.

## Part I, creating the Reflection

### 1) Main Image

- a) Open an image that you wish to work on after you have tweaked it to your taste
- b) Label this the background
- c) Select the Marquee Tool and Select the area that will be reflected in the reflection that you will create
- d) Select **EDIT, COPY** then **EDIT, PASTE**, this will create a new Layer.
- e) **Label** this New Layer "**REFLECTION**"

### 2) REFLECTION IMAGE, working on the reflection layer to create the effect:

- a) Hit **EDIT, TRANSFORM, FLIP VERTICALLY**
- b) Use the **MOVE** tool to move the REFLECTION to the right position in the composition.
- c) Extend the Canvas of the Background so that the entire reflection fits on the Canvas. Go to **IMAGE, CANVAS SIZE** to add more height.
- d) BLUR the reflection layer by
  - i) Select **FILTER, BLUR, MOTION BLUR**, settings: **Angle 90 degrees, Distance 11 pixels**
  - ii) Hit **OK**

## PART II, CREATING RIPPLES EFFECT FOR WATER REFLECTION – WATERS RIPPLES DISPLACEMENT MAP

(This is a separate layer can be used again in other transformations. You only have to create this once!)

### 3) Displacement Map Creation

- a) **OPEN A NEW 600 X 1000 px RGB** layer (preset= custom, background=transparent, Resolution=72, Pixel Aspect=Square **OK**)
- b) Fill layer with Black, **EDIT, FILL, BLACK, OK**
- c) Add Noise
  - i) Go to **FILTER, NOISE, ADD NOISE**, set amount to **MAX**, click **OKAY**
- d) Create BLUR
  - i) Go to **FILTER, BLUR, GAUSSIAN BLUR, RADIUS set to small (1.3) OKAY**
  - ii)
- e) **GO TO LAYER PANEL** and switch to **CHANNELS**
  - i) Select **RED, FILTER, STYLIZE, EMBOSS**, settings: **Angle 180, Height 1, Amount Max**
  - ii) Select **GREEN, FILTER, STYLIZE, EMBOSS**, settings: **Angle 90, Height 1, Amount Max**
  - iii) **Select RGB layer (where all three are combined)**
  - iv) **Return to Layers Panel**
- f) STRECH CANVAS
  - i) Go to **EDIT, TRANSFORM, PERSPECIVE**

- ii) Stretch the bottoms two corner as far out as possible right and left, make screen smaller and do it again until your pattern looks like waves or ripples.
- g) **SAVE AS "PSD" FILE** where you know you can retrieve it easily.
- h) **SAVE** the file as **DISPLACEMENT MAP**. Make sure **MAXIMUM COMPACTY IS CHECKED**.
- i) **CLOSE that file** making sure you do not close the original photo that you were working on

### PART III, ADDING THE RIPPLES AND FINAL TWEAKS.

- 4) Go Back to Original Project
  - a) SELECT REFLECTION LAYER
    - i) Go to **FILTER, DISTORT, DISPLACE**
    - ii) Set **Horizontal Scale to 10**
    - iii) Set **Vertical Scale to 40**
    - iv) **CHECK "Stretch to Fit"**
    - v) **CHECK " Repeat Edge Pixels**
    - vi) CLICK **"OKAY"**
  - b) You will be asked to select the "Displacement Map" that you just made
  - c) **Select the Displacement Map** from your file. This will apply distortion to your reflection layer
  - d) If you want more ripples in the repeat the last step changing the parameters of the vertical scale higher

### PART IV, FINAL TWEAKS

- 5) Add **Shadow** between layers
  - a) Creating the dark shadow in between layers
    - i) **Add a blank layer above Reflection layer, Label it GRADIENT**
    - ii) Go to **GRADIENT TOOL**
    - iii) **Make sure colors are white in front, black in back**
    - iv) Select **REFLECTIVE Gradient** at the top. It looks like a black filled box with a white horizontal line.
    - v) Drag the cross hatch (cursor) vertically between the two images, the background and the reflective layers creating a dark shadow joining the two.
    - vi) **INVERT LAYER (CNTRL "I")**
    - vii) Change **BLENDING MODE TO MULTIPLY**
    - viii) Change **Opacity to LOW**.
    - ix) Move dark line up or down or tilt until it looks right.
  - b) **Further tweak** the separate layers before flattening.
    - i) Give **punch** to the background and **dim** the reflection.
    - ii) Maybe take some vibrance off of the reflection or add a haze.
- 6) More tweaks are presented on the video. However, I decided to stop the instruction here and allow YOU to use your own personal creative license to put the final touches to this Realistic Reflective Transformation.