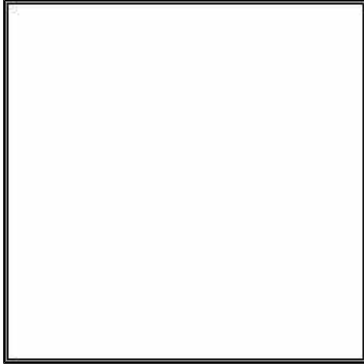




## Rounded Pipes

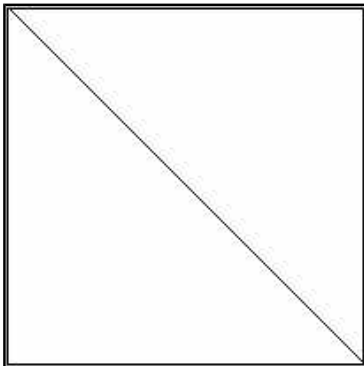
Sorry about the delay on this tutorial, but I have been trying to figure out the cleanest way of doing it, and I have finally done it! This is the easiest way to create a Rounded Pipe that you can then use on all kinds of things.

1



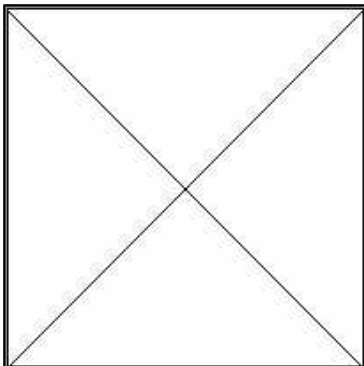
Create a new file that is 200 x 200. Then create a new layer called "X" and make it the active layer.

2



Starting in the top left corner, draw a black line (1 pixel wide) to the bottom right corner. Hold down the Shift key while you do this and it will constrain your line to a 45-degree angle, making it easier to draw.

3

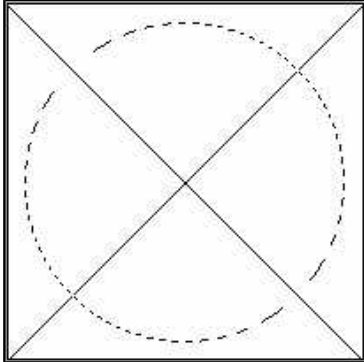


Do the same for the other corners, top right to bottom left. What you are doing here is creating a "center" to work from. It will help you a lot when you are putting elements together.

4

Create a new layer called "Pipe" (CTRL+SHIFT+N).

5

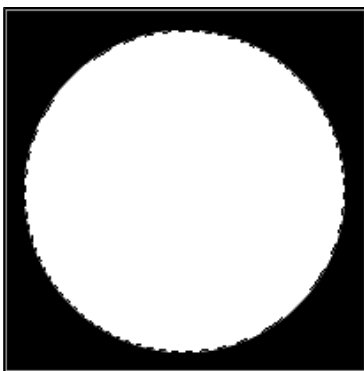


Hold down ALT+SHIFT. Using the elliptical marquee tool, click in the center of the "X" and draw a circle outwards.

6

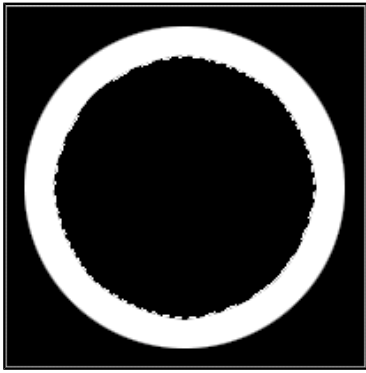
Switch to the Channels palette. Create a new channel and call it "Pipe Mask." You should still have your circle selected.

7



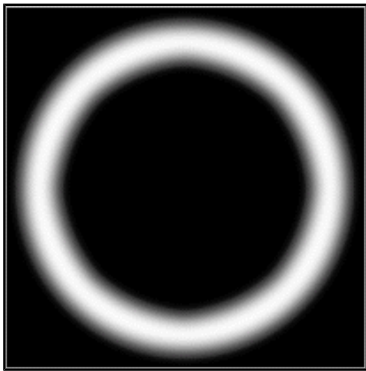
Fill this selection with white, then choose Select>> Modify>> Contract. Set the desired contract width. This amount is up to you; it will define the width of the pipe. Click OK.

8



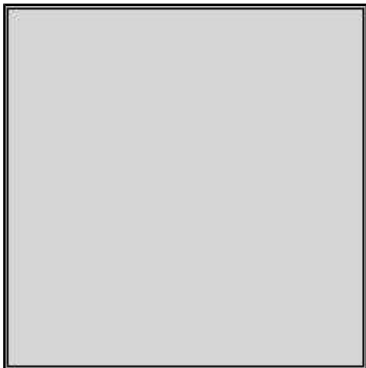
Press DEL. This will give you a "ring."

9



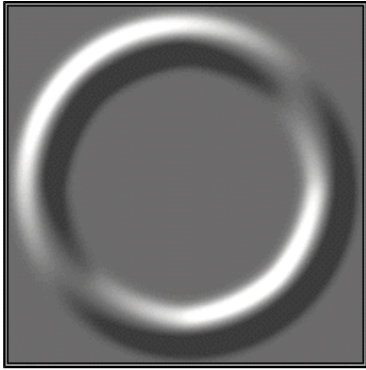
Duplicate this channel and call the new channel "Pipe 3d." Select Filter>> Blur>> Gaussian Blur and set it between 5 and 7. The blurring in this step is what will define the "roundness" of your pipe, then click back into the layers pallet.

10



Choose the Pipe layer from the Layers palette and fill it with R:204, G:204, B:204. Now you are ready to create the pipe itself.

11



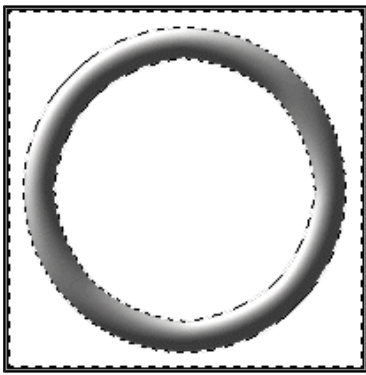
Run the Lighting Effects filter by selecting Filter>> Render>> Lighting Effects. Use these settings:

Light type: Directional  
Intensity: 35  
Gloss: 0  
Material: 69  
Exposure: 0  
Ambience: 8  
Texture Channel: Pipe 3d  
White is high: Checked  
Height: 15

Click OK. Don't be afraid to mess with these settings to get your own effect.

12

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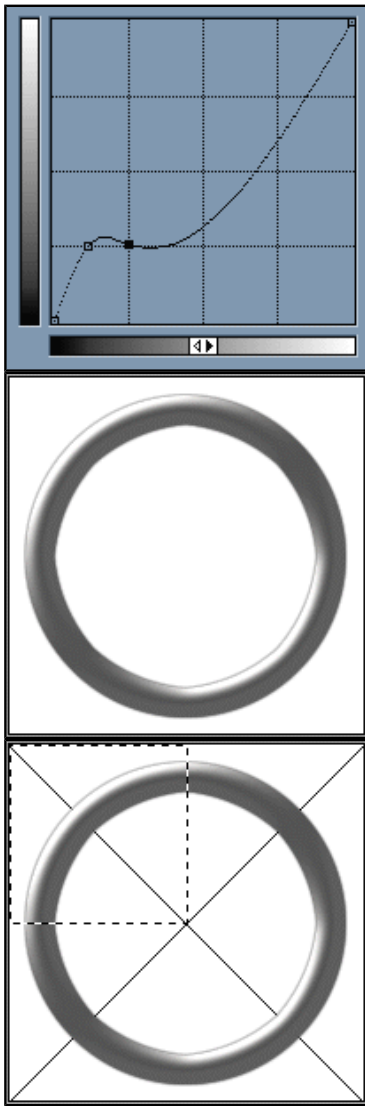


Load the selection from the Pipe Mask channel by choosing Select>> Load Selection>> Channel:Pipe Mask. Invert the selection and press DEL. This should give you a clean pipe.

**Apply a bit of "Curve" to your image to bring up the highlights:**

13

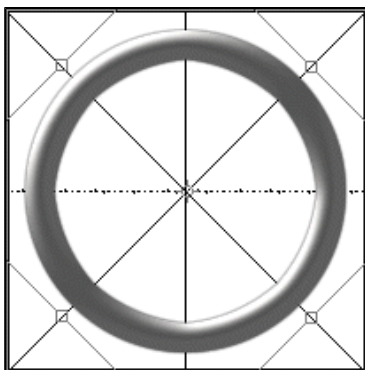
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Choose CTRL+M to open Curves. Look at the image to the left and try to match it. Curving takes a bit of practice, but once you learn how to use it, you can do all kinds of fun stuff. Again, the key here is to practice and try new settings. Be original. Now you have the basic "Rounded Pipe." Add a drop shadow and it's done. Select the corner that you want to connect to by making a marquee selection from the corner of the image to the center of the "X." Holding down the Shift key while you do this will make sure it is square. Copy and paste your pipe where you want it to be. Or you can move onto the next few steps and put some inset lines and a connector onto the pipe for realism.

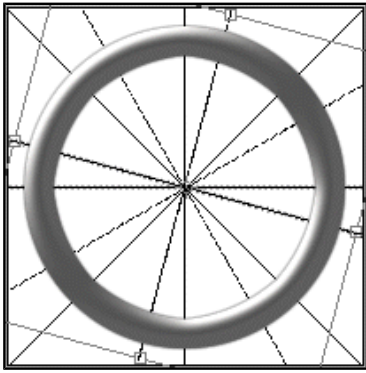
**Adding the inset lines:**

14



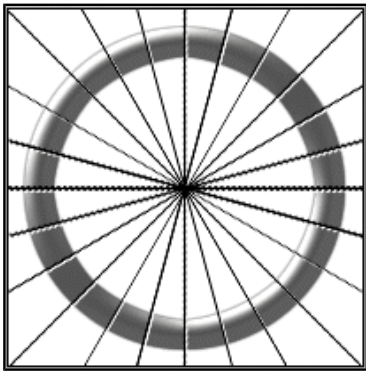
Duplicate your "X" layer and rotate the copy, using Free Transform (CTRL+T). Holding the Shift key down while you do this will constrain the rotation to 15-degree increments. You want to rotate it 45 degrees, so that you have a centered set of horizontal and vertical lines. You should now have something that looks like this "X". 15. Now merge the "X Copy" layer back onto the "X" layer. Duplicate it again. This time, only rotate it one "step" to the right. Duplicate the "X" layer one more time and rotate it one "step" to the left. Then merge all three layers together. You should now have a "starburst" shape in the middle of your image.

15



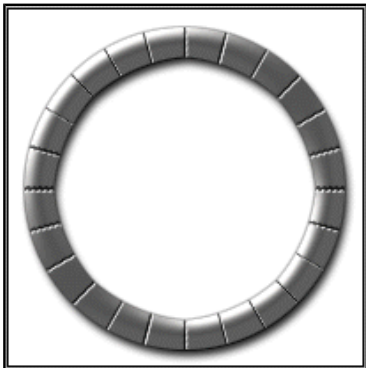
Duplicate the "X" layer again. Go back to the original "X" layer and invert it. Using the Move tool, bump it one "step" downward and one "step" to the right.

16

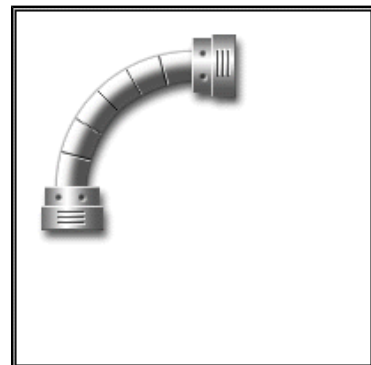
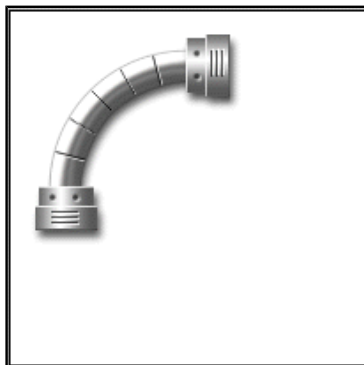
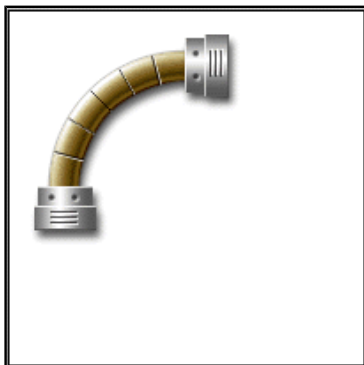


Merge the black "X" layer onto the white "X" layer.

17



Load the selection from the Pipe Mask channel by choosing Select>> Load Selection>> Channel:Pipe Mask. Invert the selection and press DEL. Set the opacity of this layer to about 75%. Then move this layer above the Pipe Layer. Now you have a finished, detailed, rounded pipe! Just detail the final pipe section that you are going to use and paste it into your image.





This tip comes from  
[ScreamDesign.Com](http://ScreamDesign.Com)