

# Electric Energy

## Photoshop Action

by [Artorius](#)

Thank you for purchasing this item. Electric Energy is a Photoshop action that creates electricity effects over an image.

The action works on the area of the image you define by Brushing (the subject of the image). Every time you run the action an unique result will be produced, even if you don't change your brushed areas.

Multiple layers are generated with vast customization possibilities: Smart layers with Smart filters, multiple color controls for the effects and blending options.

The action also comes with 12 color presets for an impact look.

### USAGE

1. Load **Electric Energy Brushes** file into Photoshop. Follow [this](#) tutorial if you don't know how to load a brush set.
3. Load **Electric Energy PS Action**. Follow [this](#) tutorial if you don't know how to load an actions file.
4. Open an image into Photoshop. It should be larger than 2000px. The larger the image, the smaller the electric effects will look.
5. Check to make sure your image mode is RGB 8bits (Image menu - Mode). The *Brush* opacity should be set to 100% (click on the Brush tool and Opacity should be at 100%).
6. Create a new layer and name it *Brush* (with capital B). On this layer, paint (brush) over areas of interest.
7. Run **Electric Energy Action** from the Actions Panel.
8. Optional. Run **Generate Color Presets** from the Actions Panel.

## CUSTOMIZING THE RESULTS:

You can run the action as many times as you want. Each time you run the action, a main folder will be created called **Electric Energy Action** (visible in the layers panel). All layers created by the action can be found here.

The action creates four Electric Arc layers. Each layer has blending options and a color fill layer.

Changing the color of the electric arches: Change the color of the color fill layer. This is responsible for the main color of the effect. Also, you will have to change the outer glow color of the Electric Arc layer. You can double-click on the fx icon in the layer panel or by selecting the desired arc, then going to **Layer - Layer Style - Blending Options** and then Outer Glow. Here you will have to set a similar color to the color fill layer.

The same principle applies to the rest of the layers, except for *Diffuse light* which only has a Color Fill layer.

The image size is relevant to the result. If the image is very large (e.g. 4000px) the electricity effects will look small, but they will still occupy the brushed area, so they will be many.

Running the action many times will produce different results, each time organized into a folder.

When you want, you can run the **Generate Color Presets** action and 12 color presets will be generated. Initially they will be turned off and you can enable the needed one.

If you have more questions, feel free to contact me via my GraphicRiver profile page.