

SOLAR NIRVANA

In this Photoshop tutorial, we will see how to compose a Solar Nirvana.

It must be clear that first of all we will need two images (or more, in the case of mosaics):

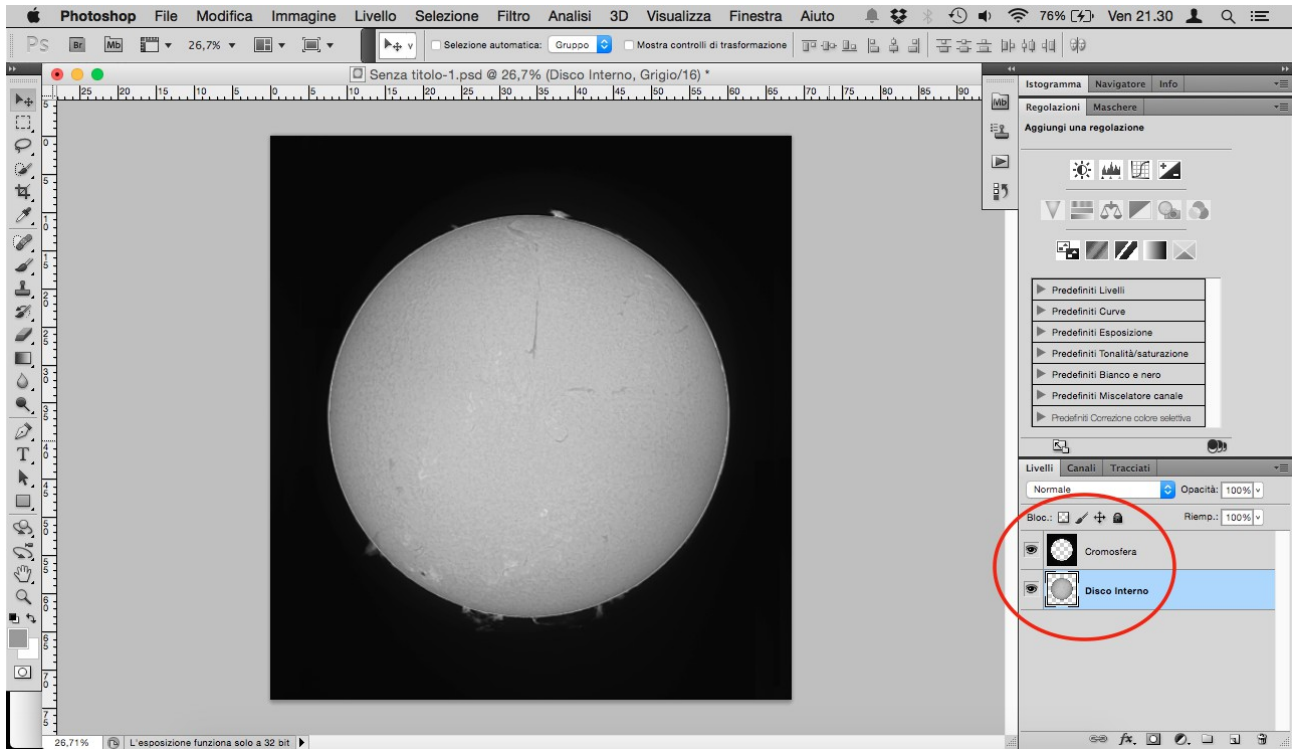
1 - Image of the overexposed disk that we need for the chromosphere and prominences.

2 - Image of the disk.

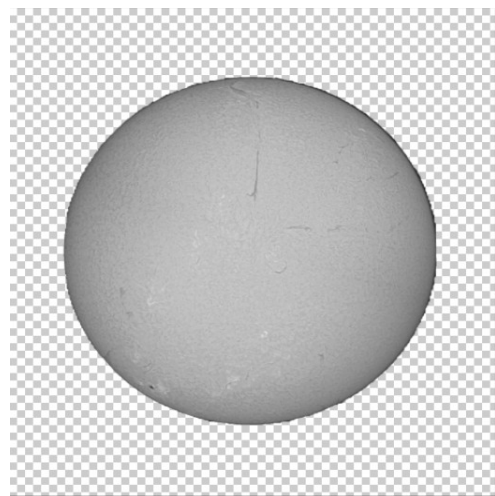
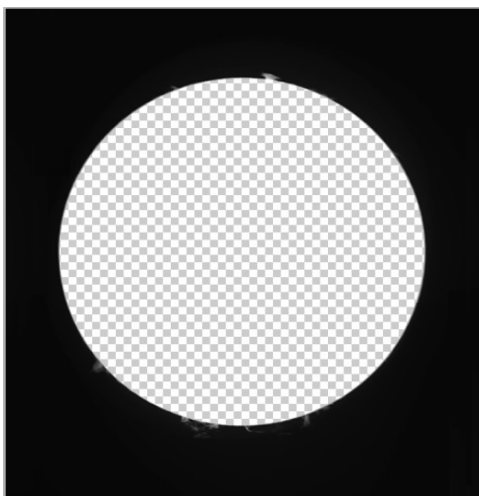
That said here's my two photographs taken with a Coronado PST 40 and with camera a Qhy15II mono.

After doing the shooting and performed the stack with the usual programs, we open the two images on Photoshop by the way you can "overlay" correctly.

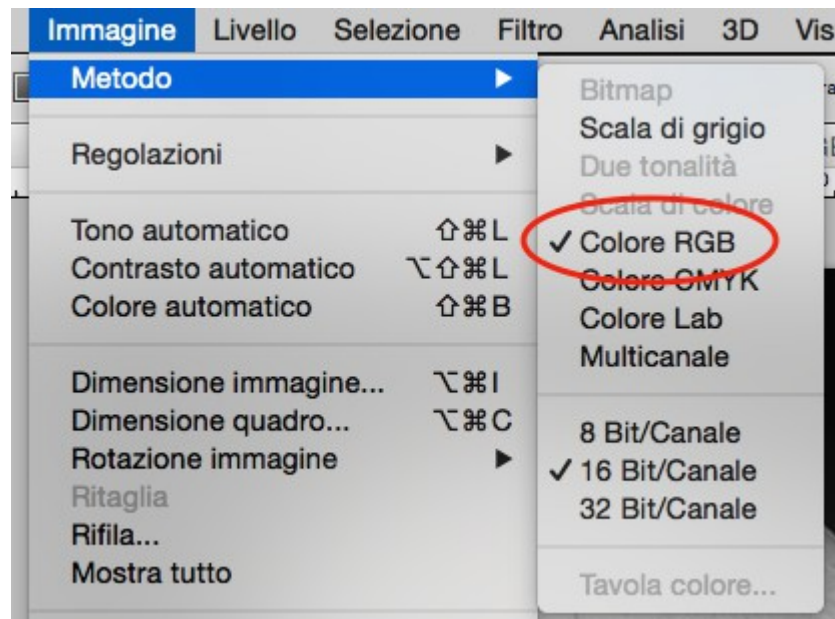
Let's see how:



Let's see how on levels window have the level "Chromosphere" and the level "Internal Disk".



Having run images with a Monochrome camera, we must first convert in RGB color. To perform this, go to: Image → method → RGB color.

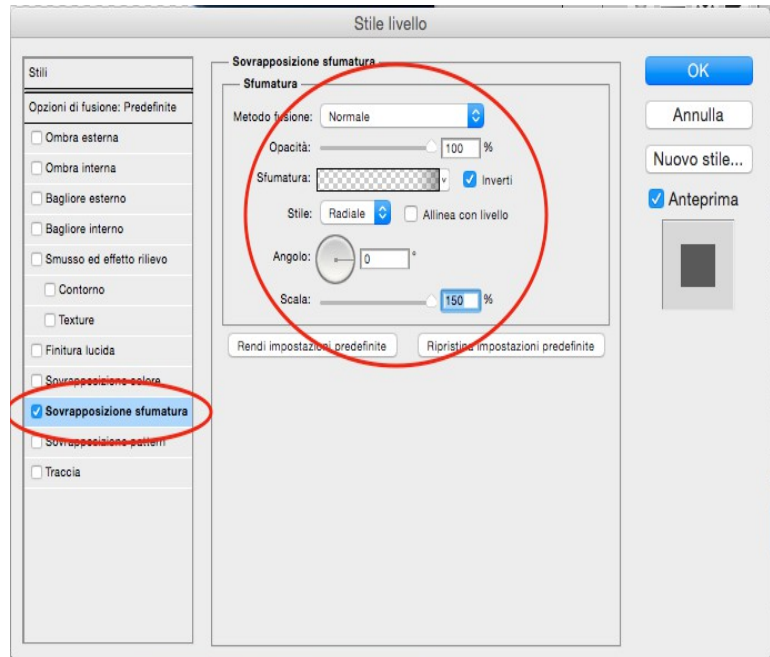
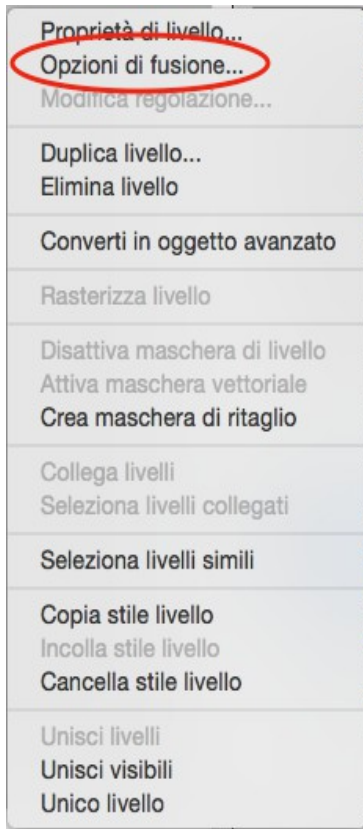


As soon as we go to select "RGB Color", Photoshop will ask us if we want to combine the various levels, which we do not want because we have to use different processes.

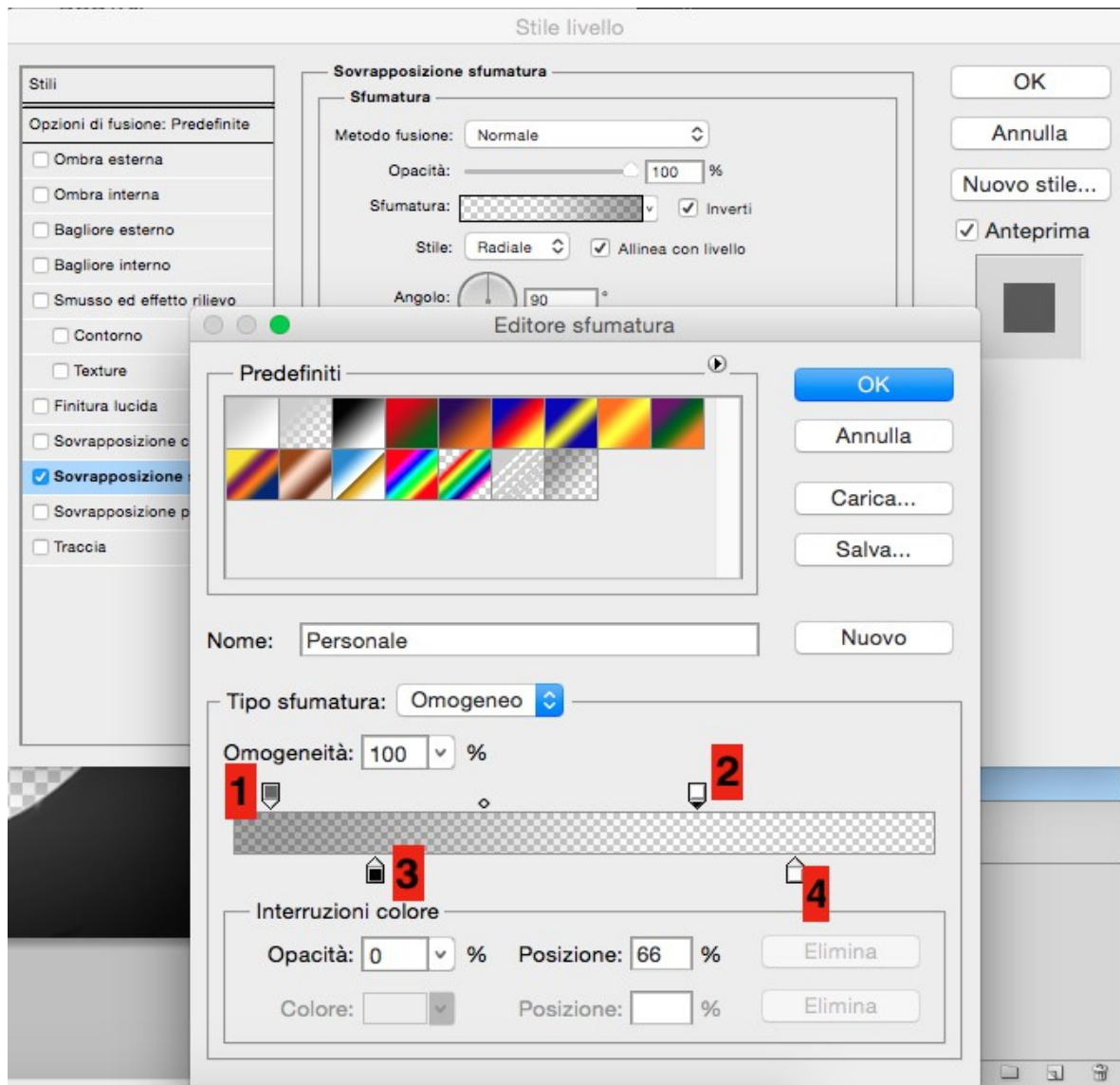
As soon as we go to select "RGB Color", Photoshop will ask us if we want to combine the various levels, which we do not want because we have to use different processes.

Once the conversion is done we deactivate the view of the "Internal Disk" and we are going to develop only the level "chromosphere".

Now we launch a first step of shade that from the center will darken up until outside. We press the right mouse button on level "Chromosphere" and select "Option melting ..." and then we go in the window "Gradient Overlay" and we're going to change the parameters (Each change then, will be for mere personal taste, I have given you just a base). Important is the selection of the style "Radial" and check "Invert" in order to have a shade that start clear from the center and goes to darken in a circular outward. The kind of shadow I have chosen is transparent. The scale and opacity are pure personal taste.



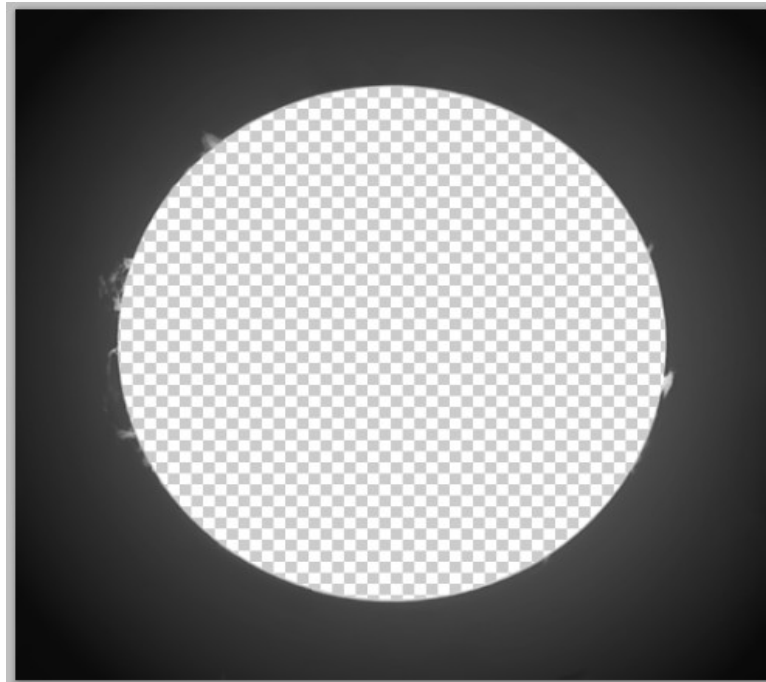
That done, we double-click on the gradient bar to open the following window:



Let's modify the bar and markers. I used these values:
Homogeneity: 32%

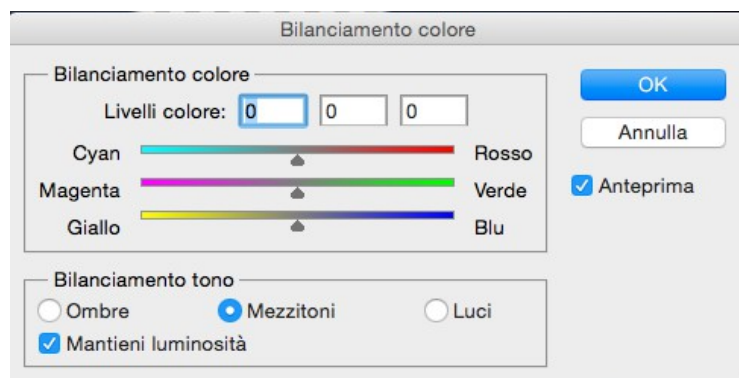
	Opacity	Position
1	70	0
2	0	100
	Color	Position
3	Black	20
4	White	85

We get this shade:



Now a first turn of color...

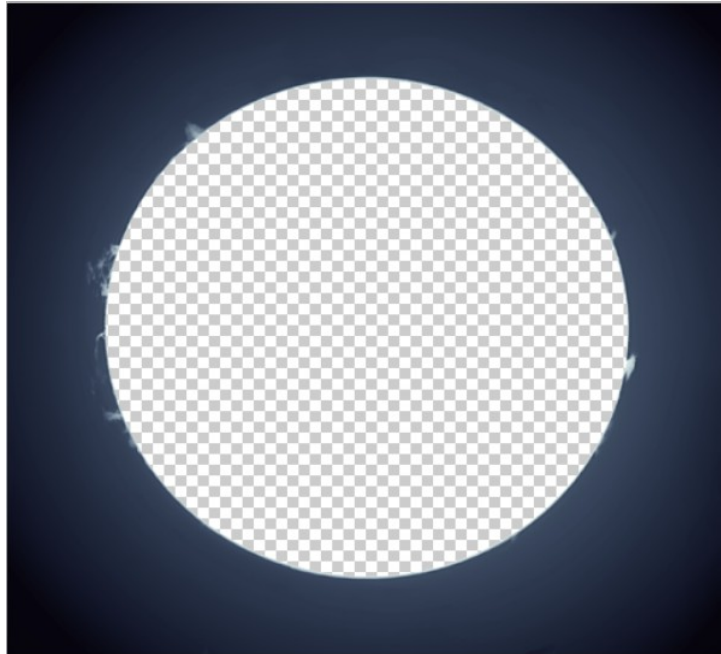
Open "Color Balance" by: Image → Adjustment → Color Balance.



Now we put the check "Preserve Luminosity" and then we go to fill in the colors according to our taste:

Shadows	8	0	2
Midtones	-26	0	37
Hilights	-16	-5	-14

This is the new result:



We now turn to treatment of the disc!

First of all, turned off the display of "Choromosphere" and activate the "Internal Disk" level .

To give a sense of "height" even in the inner flame, I preferred to reverse the inner disk

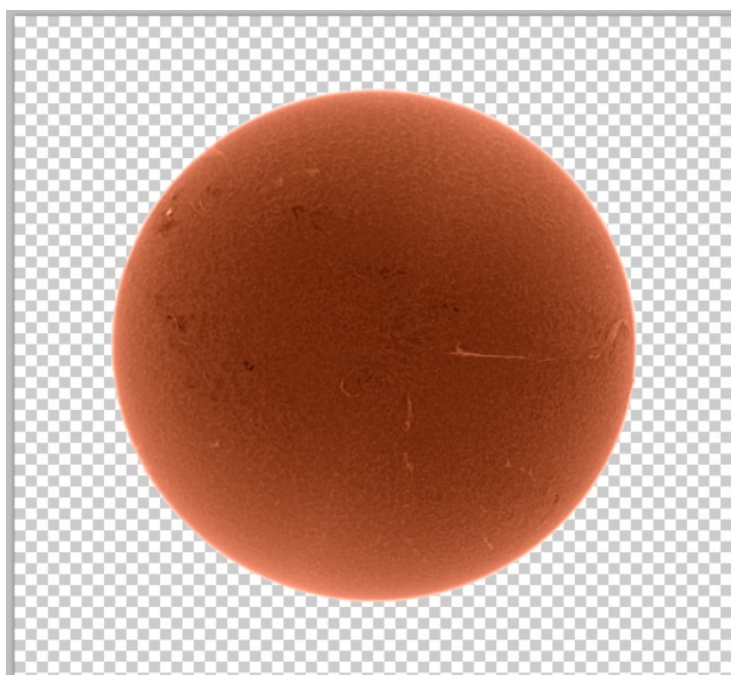
Choosing Image Adjustment → Invert.

Now we reactivate the "Color Balance", as in the previous step and insert these values:

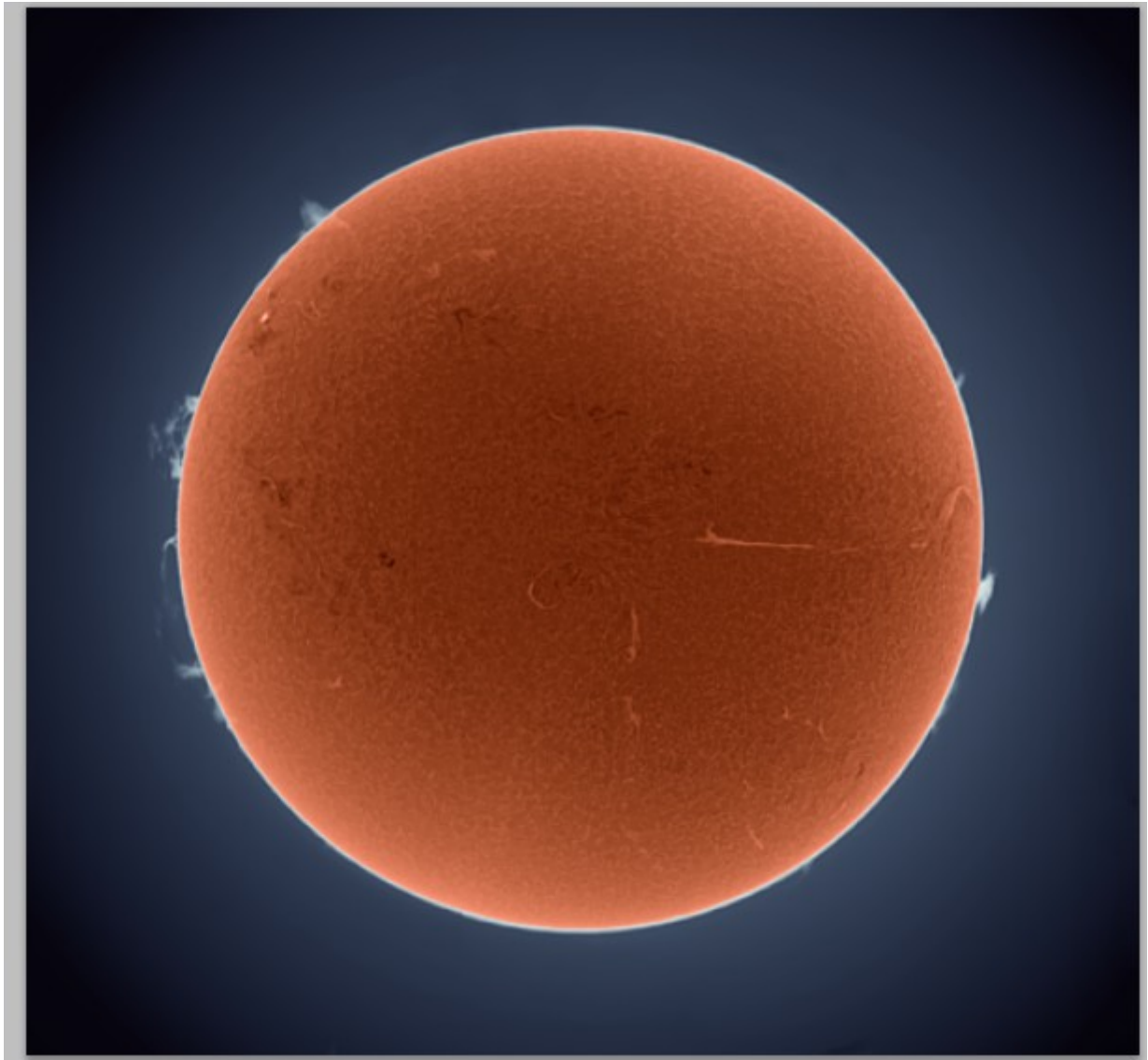
Always check "Preserve Luminosity" and then:

Shadows	25	0	-20
Midtones	25	0	-20
Hilights	77	-14	-20

And here it is how it is after inverted and balanced:



Reactivate all views and see how it looks now our sun ...

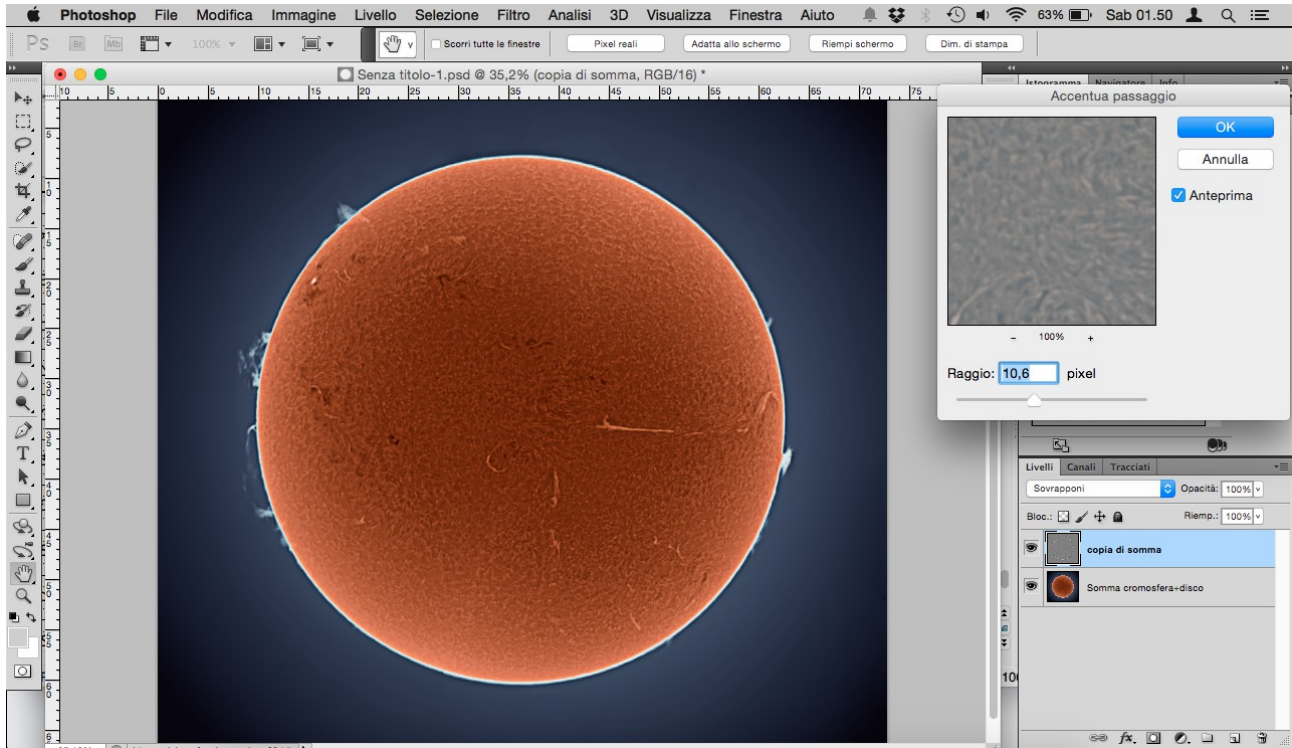


Now we do the finishing touches to give a little thick and even adjust the areas that are too bright.

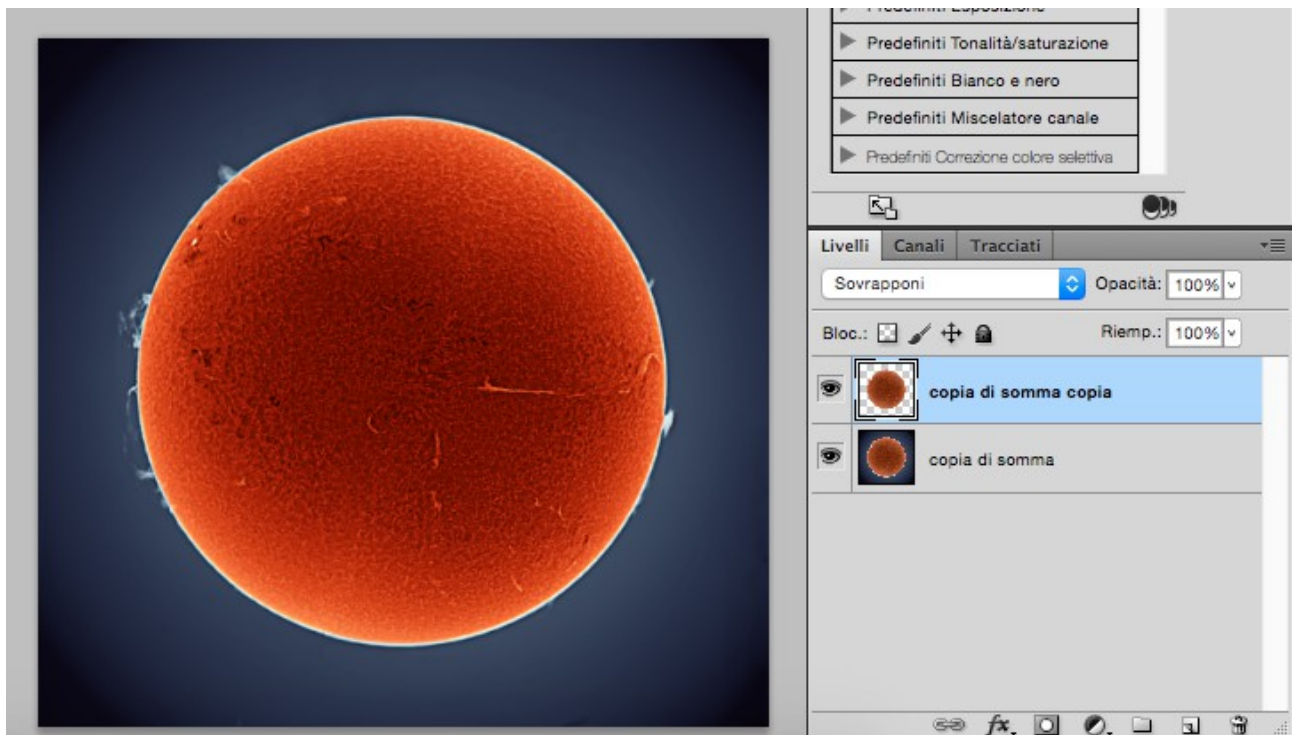
We combine all levels and duplicate the one result.

In the upper level, let's select "Overlay", then in the menù filters choose:

Filter → More → High pass. In the new window, give a value of 10.6, then merge the levels a second time.



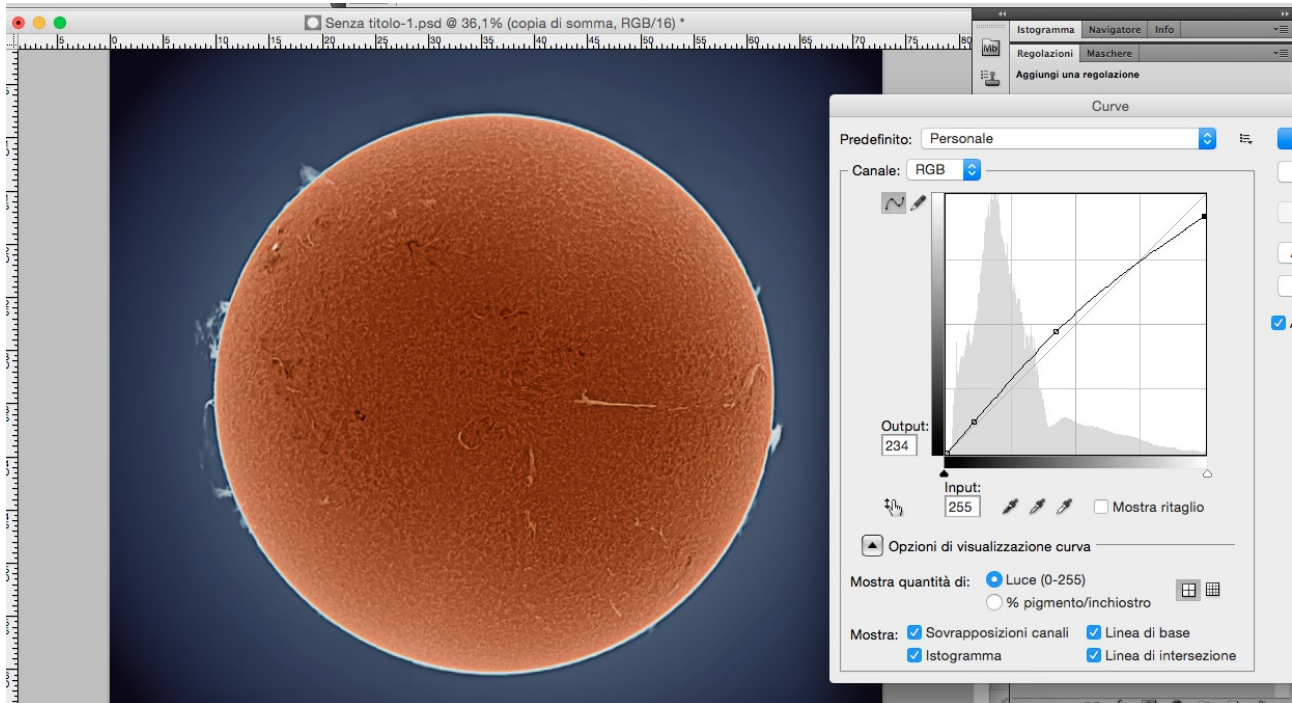
Now we make again a copy of the result one and selecto the “overlay” option, but we select only the disk level.



Let's make another High Pass filter at the upper level with a value of 5. Being maybe a little 'hard this extra step, we put a 70% Opacity and Fill. 50% and join levels.

As a final step we take a moment to a modify curve, so as to adjust a bit the brightness of the inner and outer disk.

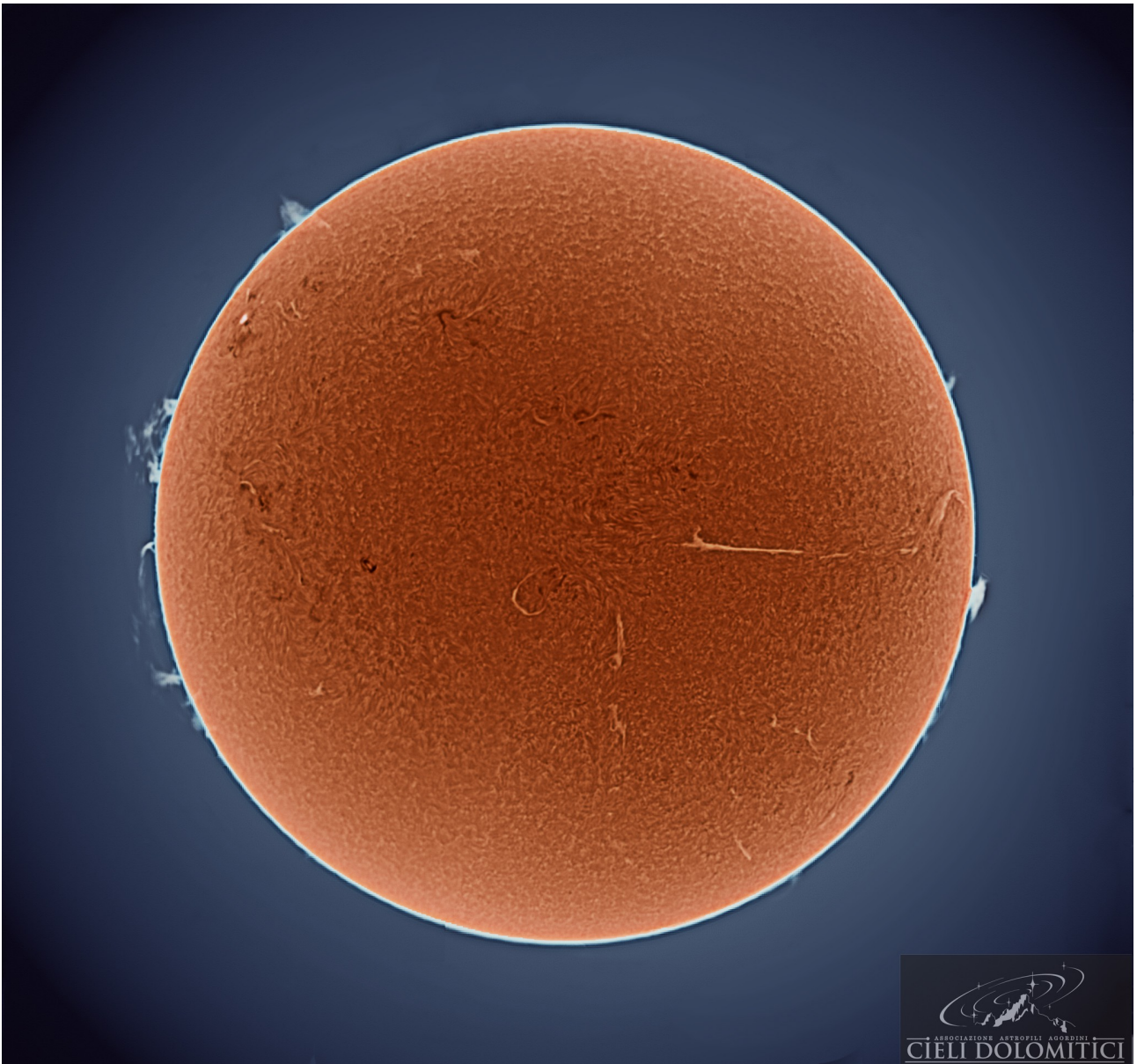
We go on Image → Adjust → Curves and modify the curve as you like.



Press OK and apply a small signature if we wish.

This tutorial is a trail with the guidelines to achieve this result. More time and care put into the process, better will be the final result!

Here our Solar Nirvana:



Davide De Col

This tutorial was created by Davide De Col and freely translated by Beppe Scotti