Making Clouds

(default clouds: filters —> clouds)

- new document

- gradient

- brush
  - 0% hardness
  - 500px

- window —> brushes
  - brush tip shape
    - diameter = 500px
    - hardness = 0%
    - spacing = 30%
  - shape dynamics
    - size jitter = 100%
    - control = fade / 20
    - minium diameter = 20%
    - the rest of the options set to 0 or off
  - scattering
    - √ both axes
    - scatter = 100-120%
    - control = off
    - count = 10
    - count jitter = 100%
    - control = off
  - texture
    - dropdown = clouds
    - scale = 500%
    - brightness = -10
    - contrast = 42
    - √ texture each tip
    - mode = color burn
    - depth = 100%
    - depth jitter = 0
    - control = off

Then Select…
- transfer
  - opacity jitter = 100%
  - control = fade / 25
  - minimum = 0%
  - flow jitter = 0%
  - control = pen pressure
  - minimun = 0%
  - the rest 0 / off

OR
- other dynamics
  - opacity jitter = 100%
  - control = fade
  - flow jitter = 0%
  - control = pen pressure / leave blank

- click on create new brush icon
- save as new brush
- make a new brush
- set brush to white

- open layer style
  - adjust inner shadow