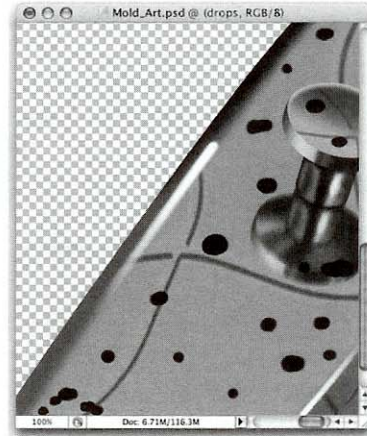


### (1) Creating the basis for the drops

In a new layer, which I named “drops”, a hard-edged paint-brush was used to create a bunch of shapes that would eventually be turned into drops of water (Upper right).

The color was inconsequential because it would never be seen in the final image. The entire effect would be created in the Layer Style window.



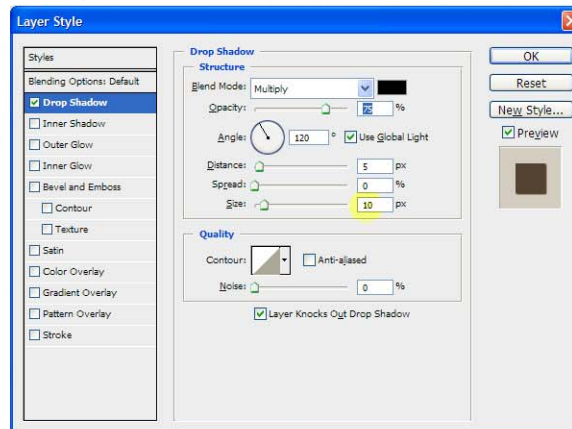
### (2) Applying the Layer Style

Sometimes an ounce of real-world experimentation is worth a pound of Photoshop adventuring. I sprinkled a few drops of water on a flat piece of plastic and studied the way light reacted with the water so that I could recreate it in Photoshop.

The first thing I noticed is that even though water is transparent it does have mass which will cast a shadow. I therefore double-clicked on the “drops” layer to bring up the Layer Style window for it.

### (3) The Drop Shadow

The first choice was Drop Shadow (Figure at right, center). I increased the size slightly.



### (4) Inner Shadow

Next came the effect of adding a slight shadow inside the drops. I chose Inner Shadow (Bottom right). I set the Blend Mode to **Overlay** to darken some of the tones in the layers below the make up the spigot.

