Start by creating a new file (File>New) with 1925×1218 and 200 dpi.

Using the **Rectangle Tool** (U), represent the background of the picture that we ant to get finally.

1	
1	

The layer's parameters may be set by clicking on the processed layer on the layers' panel: **Blending Options>Gradient Overlay**

Gradient Ov Gradient	erlay			
Blend Mode:	Normal		~	
Opacity:	r	-0	100	96
Gradient:		-	-]Reverse
Style:	Linear 🗸] 🔽 A	lign wil	th Layer
Angle:	90]•		
Scale:		- 1	100	96

adient Editor				_ 0
Presets				OK Cancel Load Save
me: Custom Gradient Type: Smoothness: 100	Solid	v]		New
Stops				6A93BAL
Opacity:	* %	Location:	%	Delete
Color:	Þ	Location:	%	Delete



Using the **Pen Tool (P)**, try to represent a snow hillock, which shape is possible to change with the **Convert Point Tool**.



The layer's parameters: Blending Options>Inner Shadow

Inner Shado	w		
- Structure	-		
Blend Mode:	Normal	~	
Opacity:		75	96
Angle:	146	° <mark>∕ U</mark> se G	lobal Light
Distance:		19	рх
Choke:	۵	0	96
Size:		73	рх
Quality -			
Contour:		nti-aliased	
Noise:	0	0	96

Blending Options>Inner Glow

Inner Glow Structure			
Blend Mode:	Normal	~	
Opacity:	0	100	96
Noise:	<u>a</u>	0	96
0	0	- -]
Elements	-		
Technique:	Softer 💌		
Source:	Center OEdge		
Choke:	۵	0	96
Size:	<u> </u>	35	рх
Quality —	- 1040)		
Contour:	- Anti-alias	ed	
200000	- 0	50	06
Range:		50	20

Blending Options>Bevel and Emboss

- Structure —			
Style:	Inner Bevel 💉		
Technique:	Smooth		
Depth:	-0	100	%
Direction:	⊙Up ○Down		
Size:		79	px
Soften:	<u>م</u>	0	рх
Angle:	146 °	Liabt	
Angle: Altitude:	146 ° Use Global I 53 °	Light	
Angle: Altitude: Gloss Contour:	146 ° Use Global I 53 ° Anti-alias	Light	
Angle: Altitude: Gloss Contour: Highlight Mode:	146 ° Use Global I 53 ° Anti-alias	Light ied	
Angle: Altitude: Gloss Contour: Highlight Mode: Opacity:	146 ° Use Global I 53 ° Anti-alias	Light ied	96
Angle: Altitude: Gloss Contour: Highlight Mode: Opacity: Shadow Mode:	146 ° Use Global I 53 ° Anti-alias Normal Multiply	Light ied 39	96

Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay —			
Blend Mode:	Normal		~	
Opacity:	r	-0	100	96
Gradient:			-	Reverse
Style:	Linear	~	Align wit	h Layer
Angle:		43 °		
Scale:	-0-		44	96

iradient Editor		
Presets		Cancel
Name: Custom		New
Gradient Type: So Smoothness: 100	lid ♥	ē
Gradient Type: So Smoothness: 100	Hid % % D6E2EE	FFFFFF



Make two copies of the last made layer and choose **Free Transform** option to make the necessary changes on the copies' sizes and their placement on the picture:



instruments, **Pen Tool** (**P**) and **Convert Point Tool**, try to represent another snow hillock.



The layer's parameters: Fill 0% Blending Options>Inner Shadow

Inner Shado – Structure	w			
Blend Mode:	Normal		-	
Opacity:		-0	100	%
Angle:	146	• 🔽	se Gl	obal Lighi
Distance:		- 6	36	рх
Choke:	<u>a</u>	— [1	%
Size:	<u> </u>	- [103	рх
Quality —				
Contour:	• 🗖 An	ti-aliasec	r,	
Noise:	<u> </u>	- 0)	96

Blending Options>Inner Glow

Inner Glow ——			
Structure		/ //	
Blend Mode: Nor	mal	~	
Opacity:		100	96
Noise: 🛕		0	96
0 0	- 535		-
Elements			
Technique: Soft	ter 💌		
Source: OC	enter 💿	Edge	
Choke: 🏠		8	96
Size:	<u></u>	70	рх
Quality			
12. 12.			
Contour:	• 🗆 🗛	nti-aliased	
Contour:		nti-aliased	96

Blending Options>Bevel and Emboss

Style:	Inner Bevel 🛛 💙		
Technique:	Smooth 😽		
Depth:		100	96
Direction:	⊙Up ○Down		
Size:		250	p
Soften:	0	0	p
Angle:	(+) 146 °	Light	
Angle: Altitude: Gloss Contour:	146 ° ✓ Use Global 53 °	Light	
Angle: Altitude: Gloss Contour: Highlight Mode:	146 Use Global 53 Anti-alia: Normal	Light sed	
Angle: Altitude: Gloss Contour: Highlight Mode: Opacity:	146 Use Global 53 Anti-alia:	Light sed	%
Angle: Altitude: Gloss Contour: Highlight Mode: Opacity: Shadow Mode:	146 ♥ Use Global 53 ♥ Anti-alia: Normal Multiply	Light sed 39	%

Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay	
Blend Mode:	Normal	~
Opacity:	· · · · · ·	100 %
Gradient:		+ Reverse
Style:	Linear 🔽	Align with Layer
Angle:	-148°	
Scale:		150 %

adient Editor		
Presets		OK Cancel Load Save
lame: Custom		New
Gradient Type: Smoothness: 100	Solid V	
Gradient Type: S Smoothness: 100 BDD3E9 Stops	Solid v % D6E2EE	FFFFF



Next we'll make another snow hillock, applying the already known instruments: **Pen Tool (P)** and **Convert Point Tool**, for making the corresponding corrections on the element's shape.



The layer's parameters: Fill 0% Blending Options>Inner Shadow

Inner Shado	w		
- Structure	5		
Blend Mode:	Normal	× [_
Opacity:		75	96
Angle:	146	° 🗹 Use G	lobal Lighl
Distance:		19	рх
Choke:	<u>a</u>	0	96
Size:		73	рх
Quality -			
Contour:	• 🗆 Ar	nti-aliased	
Noise:	0	0	96

Blending Options>Inner Glow

Inner Glow		
Blend Mode: Normal	~	
Opacity:	100	96
Noise: 🛕	0	%
0 0	•	-
- Elements		
Technique: Softer	~	
Source: OCenter	Edge	
Choke: 🏠	0	96
Size:	35	рх
Quality		
Contour:	Anti-aliased	
Range:	50	96
litter:	0	96

Blending Options>Bevel and Emboss

Bevel and Embo	iss —		
Style:	Inner Bevel 💉	1	
Technique:	Smooth	5	
Depth:		100	96
Direction:	⊙Up ○Down		
Size:		79	р×
Soften:	۵	0	рх
Altitude:	53 °	Light	
Gloss Contour:	Anti-alia	sed	
	1 (S) (S)	(T T	
Highlight Mode:	Normal	~	
Highlight Mode: Opacity:	Normal	39	96
Highlight Mode: Opacity: Shadow Mode:	Normal Multiply	39	%

Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay	
Blend Mode:	Normal	~
Opacity:		100 %
Gradient:		Reverse
Style:	Linear 🗸	Align with Layer
Angle:	119 °	i.
Scale:		150 %

ient Editor		
resets		OK Cancel Load Save
e: Oistom		New
e. Custom	(1)	L New
iradient Type: Solid	M	
oothness: 100 >	%	
		~
CBAD7	DEEDEE	FFFFF
tops	DOEZEE	
Opacity:	% Location:%	Delete
Color:	Location: 6	Delete
Color:	Location:%	Delete

Using the earlier described method, try to make the next element, representing also a snow hillock.



The layer's parameters: Blending Options>Inner Shadow

Inner Shado	w		
Structure	-		
Blend Mode:	Normal	× [
Opacity:		75	96
Angle:	<u>∖</u> 146 °	Use G	lobal Lighl
Distance:	~i	- 19	рх
Choke:	<u>a</u>	0	%
Size:		73	рх
Quality			
Contour:	- Anti-	-aliased	
Noise:	0	0	96

Blending Options>Inner Glow

Inner Glow	-		
Blend Mode:	Normal	~	
Opacity:	e	100	96
Noise:	۵	0	96
0	0		
Elements	1		
Technique:	Softer 💌		
Source:	Center 🧿)Edge	
Choke:	۵	0	96
Size:		35	рх
Quality			
Contour:	-	Anti-aliased	
Paperat	~	50	96
Kanger	· · · · · ·	50	100

Blending Options>Bevel and Emboss

Bevel and Embo	ISS		
- Structure -	-		
Style:	Inner Bevel 💙		
Technique:	Smooth 💙		
Depth:	-0	100	96
Direction:	⊙Up ○Down		
Size:	<u> </u>	79	px
Soften:	0	0	рх
Altitude:	Use Globa	l Light	
Gloss Contour:	Anti-ali	ased	
Highlight Mode:	Normal	~	
Opacity:	<u> </u>	39	96
Shadow Mode:	Multiply	~	
Opacity:	· · · · · · · · · · · · · · · · · · ·	100	96

Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay			
Blend Mode:	Normal		~	
Opacity:		-0	100	96
Gradient:			F C	Reverse
Style:	Linear 🗸	A	lign wit	h Layer
Angle:	• 3	•		
Scale:		-0	150	96

adient Editor		
Presets		OK Cancel Load Save
ame: Custom Gradient Type: S Smoothness: 100	iolid 💌	New
ame: Custom Gradient Type: S Smoothness: 100 9CBAD7 Stops	iolid M % DGE2EE	FFFFFE
ame: Custom Gradient Type: S Smoothness: 100 Stops Opacity:	iolid M % D6E2EE % Location:	FFFFFf(



Now we must introduce on the picture the sun, colored with **#EDF7F8** and made with the **Ellipse Tool** (U). Place the sun's layer lower than the layer containing the hillock, bordering with the sun (on the layers' panel).



The layer's parameters: Blending Options>Outer Glow

Outer Glow	-		
- Structure	-		
Blend Mode:	Screen	~	
Opacity:		50	96
Noise:	۵	0	96
0	0		1
Technique:	Softer 🔽		
Spread:	0	0	96
Size:	-0	49	рх
- Quality - Contour:		Anti-aliased	
Range:		45	96



Now we'll represent the fir tree. For the beginning we'll make the tree's top, colored with **#6588B6** and then apply the **Pen Tool (P)**. The fir tree's contours may be corrected with the usual **Convert Point Tool**.





Next we'll make a highlight on the top, using the **Ellipse Tool** (U). The color in this case should be white.



Press Alt button and make a mouse's click between the highlight's layer and the tree's top layer (on the layers' panel). The highlight will be applied this way in the limits of the top's element. The layer's parameters: Fill 40%



Create now the next layer belonging to the fir tree, selecting the **Pen Tool** (**P**) and **Convert Point Tool**.





The layer's parameters: Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay
Blend Mode:	Normal
Opacity:	100 %
Gradient:	Reverse
Style:	Linear V Align with Layer
Angle:	
Scale:	150 %

Gradient's parameters:

radient	Editor					_0
Prese						OK Cancel Load Save
Varne: Grad Smooti	Custom ient Type: nness: 10	Solid	•			New
	FFF					9CB6D5
O	pacity:	+ %	Locat	ion:	9%	Delete
	Color:		Locat	ion:		Delete
5						



Choosing the last instrument, **Pen Tool (P)**, try to make the next layer, reserved for the fir tree. Its contours may be corrected with the well-known instrument already – **Convert Point Tool**. The color is **#7495C0**



Using the same instruments, **Pen Tool** (**P**) and **Convert Point Tool**, try to make the next layer of the tree, colored with **#253825**.



Select also the **Pen Tool** (**P**) to make the next layer, belonging to our fir tree.



The layer's parameters: Blending Options>Gradient Overlay

Gradient Ov — Gradient	arlay
Blend Mode:	Normal
Opacity:	
Gradient:	Reverse
Style:	Linear Align with Layer
Angle:	- 180 °
Scale:	%

Gradient Editor	
Presets	OK Cancel Load Save
Name: Custom	New
Gradient Type: Solid Smoothness: 100 > %	
Gradient Type: Solid Smoothness: 100 > %	E0EDF5
Gradient Type: Solid Smoothness: 100 M %	E0EDF5(



Use the last described method to make one more layer, reserved for the fir tree.



The layer's parameters: Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay
Blend Mode:	Normal
Opacity:	100 %
Gradient:	Reverse
Style:	Linear Align with Layer
Angle:	· · · ·
Scale:	100 %

adient Editor	_ 0
Presets	OK Cancel Load Save
ame: Custom Gradient Type: Solid M Smoothness: 100 N %	New
ame: Custom Gradient Type: Solid M Smoothness: 100 > % B9D3E7 Stops	New 5C7FB0
ame: Custom Gradient Type: Solid M Smoothness: 100 > % B9D3E7 Stops Opacity: > % Location:	 SC7FB0



The next layer should be done, applying the same method, but the layer should have the next color: **#253825**



Pass to representing the next layer:



The layer's parameters: Blending Options>Gradient Overlay

Gradient Ove Gradient	erlay			
Blend Mode:	Normal		~	
Opacity:	r	-0	100	96
Gradient:			-	Reverse
Style:	Linear 🗸		ign wit	h Layer
Angle:	\bigcirc	°		
Scale:	~	-0	150	96

radient Editor		
Presets	•	OK Cancel Load Save
Iame: Custom Gradient Type: Solid Smoothness: 100		New
Vame: Custom Gradient Type: Solid Smoothness: 100 % CEE6F2 Stops		New
Vame: Custom Gradient Type: Solid Smoothness: 100 > % CEE6F2 Stops Opacity: > % Location:	%	7294BE



Using the **Pen Tool (P)**, represent the next layer of the fir tree, having the color this time **#111D13**



Next we'll pass to representing the trees' trunk, colored with **#24110E**. For creating this element, we'll use the **Rectangle Tool** (U). Place this layer lower than all the layers belonging to the fir tree (on the layers' panel).





For our convenience, we

should combine in a group all the layers composing the fir tree (press **Ctrl** button to mark the corresponding layers and hold on left mouse's button while moving these layers on **Create a new group** selection). Make six copies of this group and select the **Free Transform** option to change the copies' sizes, if necessary, and their placement.



Now we'll make the shadow under the fir tree, using the **Ellipse Tool** (U). After that we'll select the **Delete Anchior Point Tool** to erase one of the ellipse's tops. Make the necessary corrections on the element, by choosing the **Convert Point Tool**.



The layer's parameters: Blending Options>Gradient Overlay

Gradient Ov Gradient	erlay —				
Blend Mode:	Normal			~	
Opacity:			-0	100	96
Gradient:		88333	223	•	Reverse
Style:	Linear	~	Ali	ign wit	h Layer
Angle:	\odot	180	s		
Scale:	-		-0	150	%

adient	Editor				- 0
Prese					OK Cancel Load Save
ame: Grad Smootl	Custom ient Type: nness: 10	Solid	~		New
ame: Grad Smootl 729	Custom ient Type: nness: 10 3BE	Solid	¥		FFFFF
Grad Smootl 729 Sto Or	Custom ient Type: nness: 10 3BE 3BE os	Solid	Location: [\$%0	FFFFFF C



Make three copies of the layer, containing the fir tree's shadow and select after that the **Free Transform** option to place the copies under marked trees from below. The layers with the shadows should be placed lower than the layers, composing the demonstrated trees (on the layers' panel).



Next apply the **Pen Tool (P)** for representing a very long shadow, coming under the tree. Its shape may be corrected, as usually, with the **Convert Point Tool**. Place this layer lower than the fir tree's layers, the shadow belongs to.



The layer's parameters: **Blending Options>Gradient Overlay**

Gradient Ov Gradient	erlay	
Blend Mode:	Normal	~
Opacity:	û	100 %
Gradient:		- Reverse
Style:	Linear 🔽 🗹 A	lign with Layer
Angle:	\bigcirc	
Scale:		100 %

adient Edito	r				_ 0
Presets				•	OK Cancel Load Save
-					New
ame: Cust Gradient 1 Smoothness	om ype: Solid 100 >	*]%			
Gradient 1 Smoothness	om ype: Solid 100 >	▼]%			8FB3D3
Gradient 1 Smoothness Green Smoothness Green Green Green Stops Opacity	om ype: Solid 100 >	♥]%	ion:]%	8FB3D3



Make two copies of the recently made layer, containing the long shadow. Select **Free Transform** option to make the changes on the copies' sizes, placing them out the way shown below. Place the layers with the shadows lower than the fir trees' layers, the shadows are situated under.



Apply the next parameters for the shadow's copy, marked below:



Opacity 50%



Using the **Ellipse Tool** (U), it's possible

to introduce in the picture the falling snow of white color.



The layer's parameters: Fill 20%



Make a lot of copies of the last made layer and select the **Free Transform** option to change the elements' sizes and their placement on the picture.



Using the same instrument, try to make several white patches inside the falling snow.





Apply now the **Custom Shape Tool (U)** to represent several white snowflakes of different sizes.





All the snowflakes have the parameter, indicated below: Fill 50%