[1] Take a new file of 400 pixels,400 pixels, of resolution 72 dpi in the RGB mode.



[2] Now create a new layer.



[3] Take the Elliptical Marquee Tool create a shape and fill the color with Black do not deselect.

Use d+ALT+BACKSPACE!!!!!



[4] Now go to Filter>Render>Different Clouds.



[5] Then press Cntl+L, to Levels apply the following settings.



[6] Your image should be look like this.



[7] Now go to Filter>Sharpen>Unsharp Mask use these values.



[8] Your image should be look like this.



[9] Then go to Filter>Distort>Spherize apply these settings.



[10] Your image should be look like this.



[11] Now press Cntl+B, to Color Balance use these settings.





[12] Your image should be look like this.



[13] Now select the Background Layer and fill the color with black and go to Filter>Noise>Add Noise use these settings.



[14] Your image something look like this.



[15] Select the shape layer go to Blending Option and select the Drop Shadow apply the following settings.



[16] Here is your Fireball Planet.

