

These are steps to turn day to night and put lights in windows. I'm using Steve's picture here:

<http://forums.dpreview.com/...dflat.asp?forum=1006&thread=18520429&page=1>

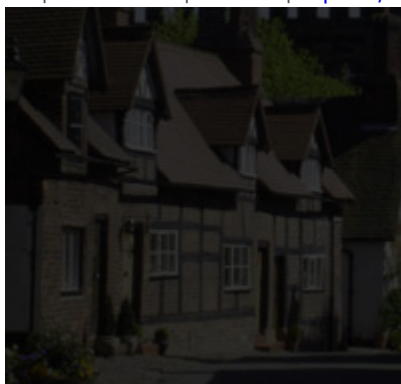
I will take very short steps so as not to lose people with relatively little experience in PS (this may be a bit tedious for more advanced users). Begin with this portion cropped out of Steve's pic.

Image control: [Zoom out](#) | [Zoom 100%](#) | [Zoom in](#) | [Expand / Contract](#) | [New window](#)



Create a new layer (I'll name it "black night"), fill with solid black, leave blending mode as "normal," and reduce opacity to around 78%. Use your eye here. It should look pretty dark, about like this:

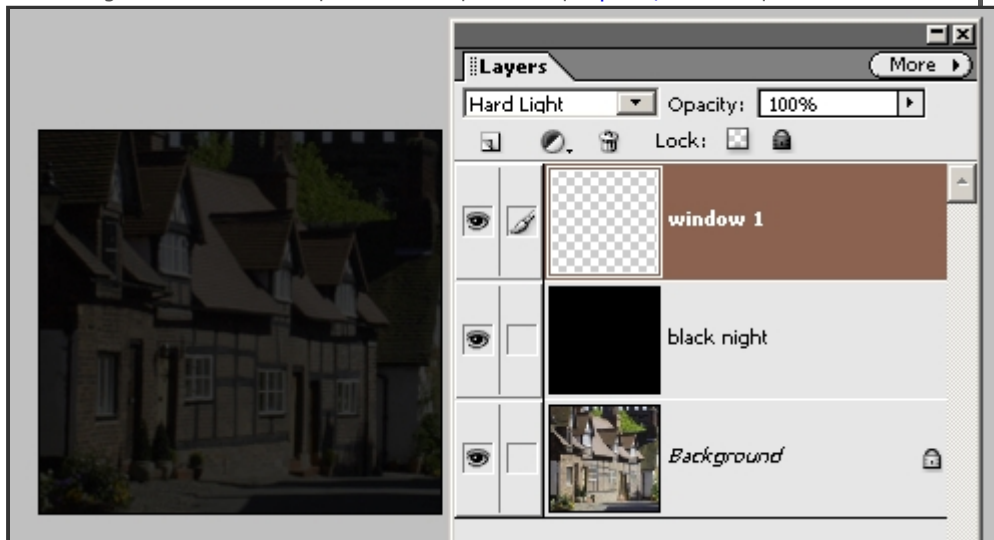
Image control: [Zoom out](#) | [Zoom 100%](#) | [Zoom in](#) | [Expand / Contract](#) | [New window](#)



On top of that, create a new layer ("window 1") and change blend mode to hard light.

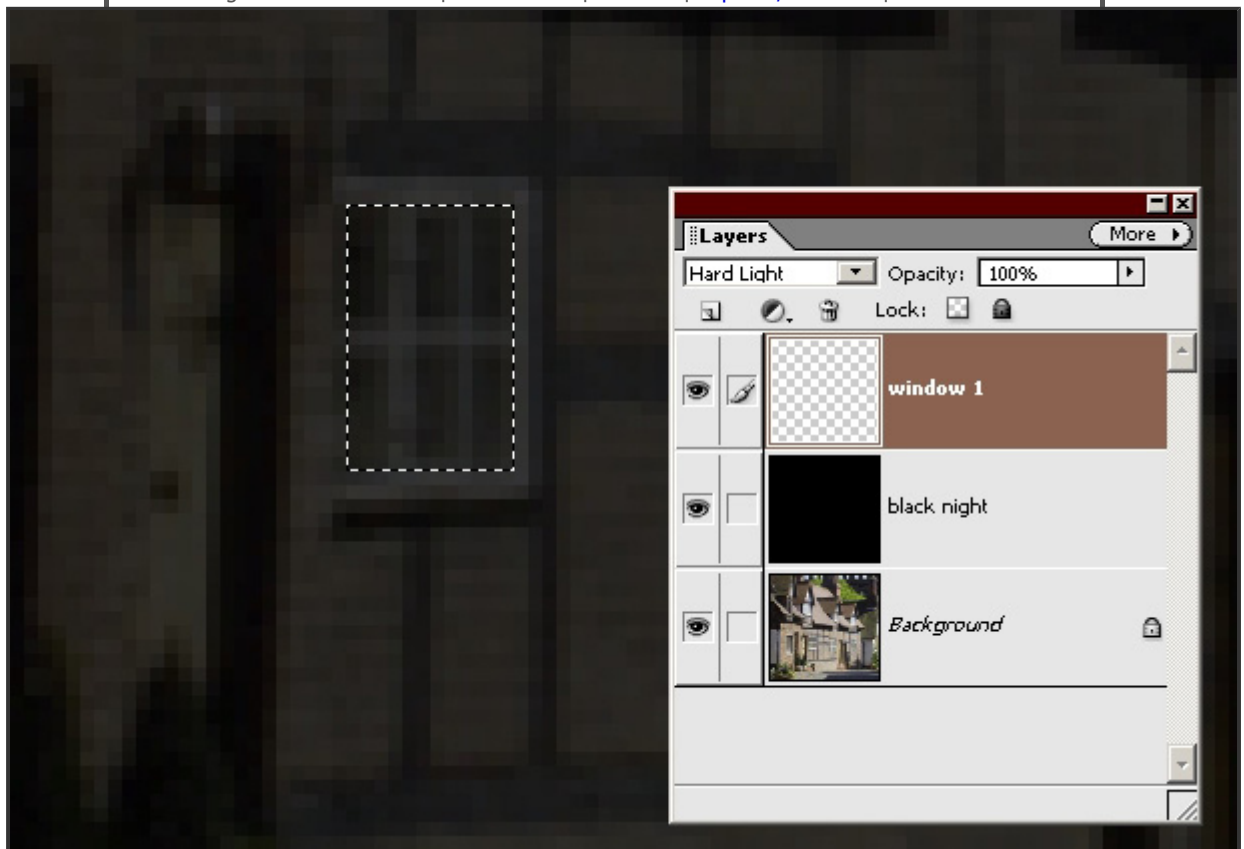
Here's what you should have in the layers palette:

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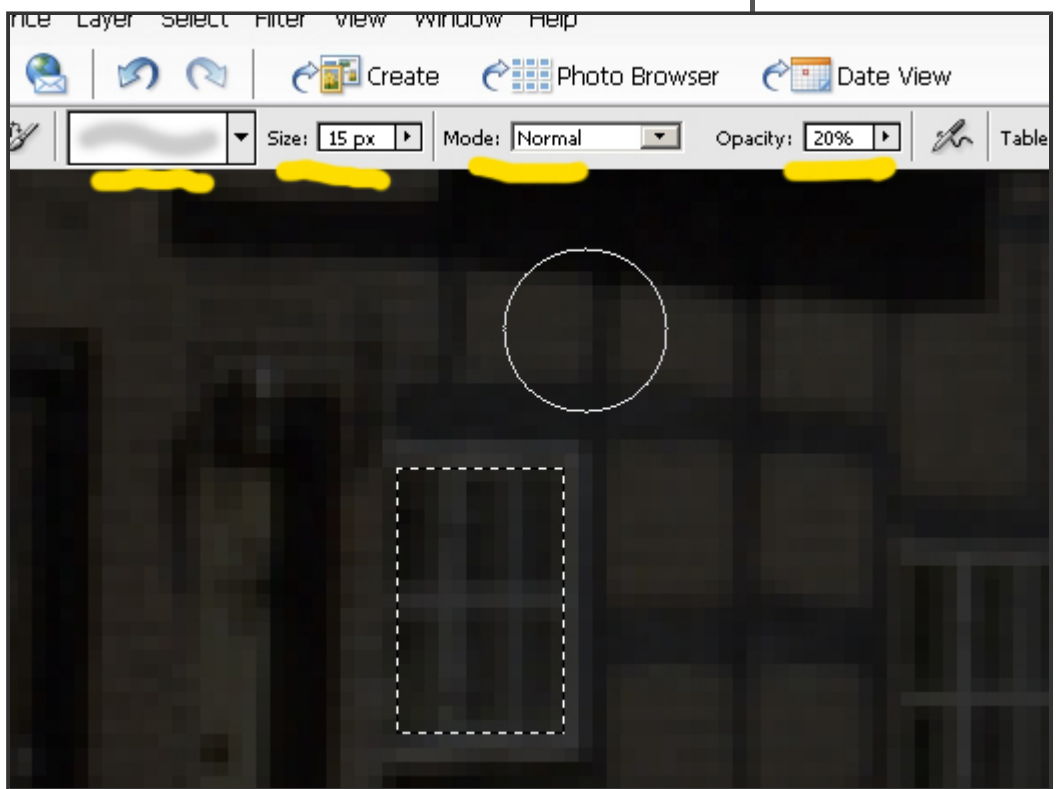


Zoom in on the window to the right of the door. Using the polygonal lasso with no feathering, select the window.

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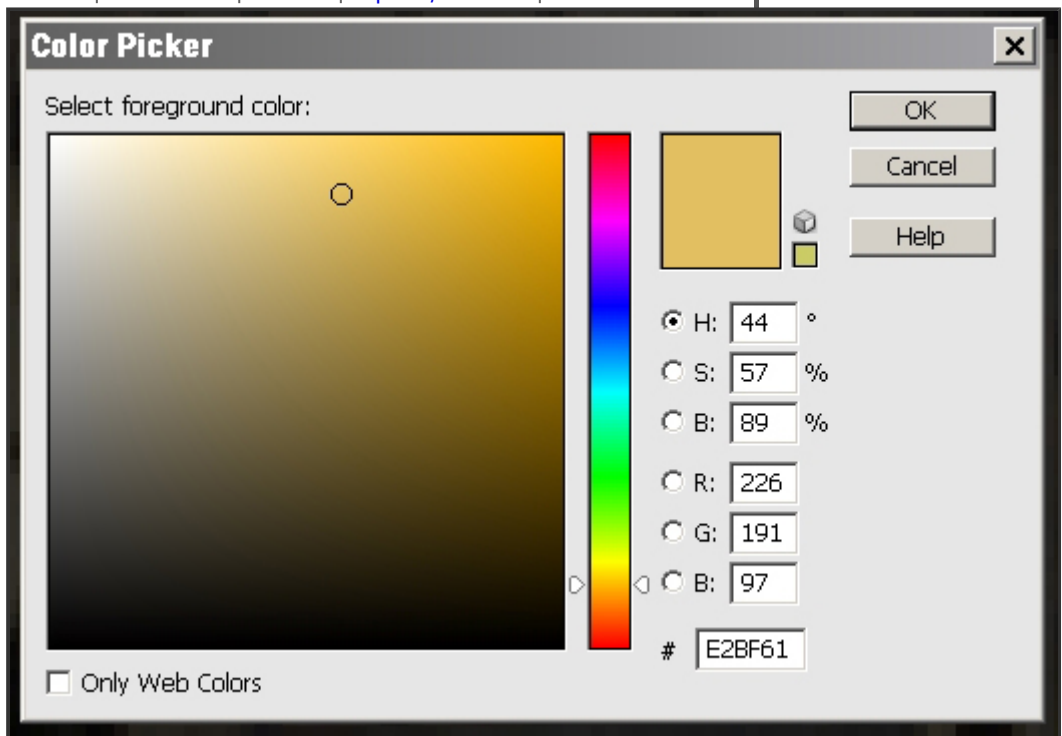


Choose a round, soft brush (if you're not sure about the "soft" part, check your help files under Brushes). Note the settings underlined here. They're approximate but are a good place to start.



Choose a muted yellow color. Here's what I picked. Experiment with colors and don't use the same color for all windows.

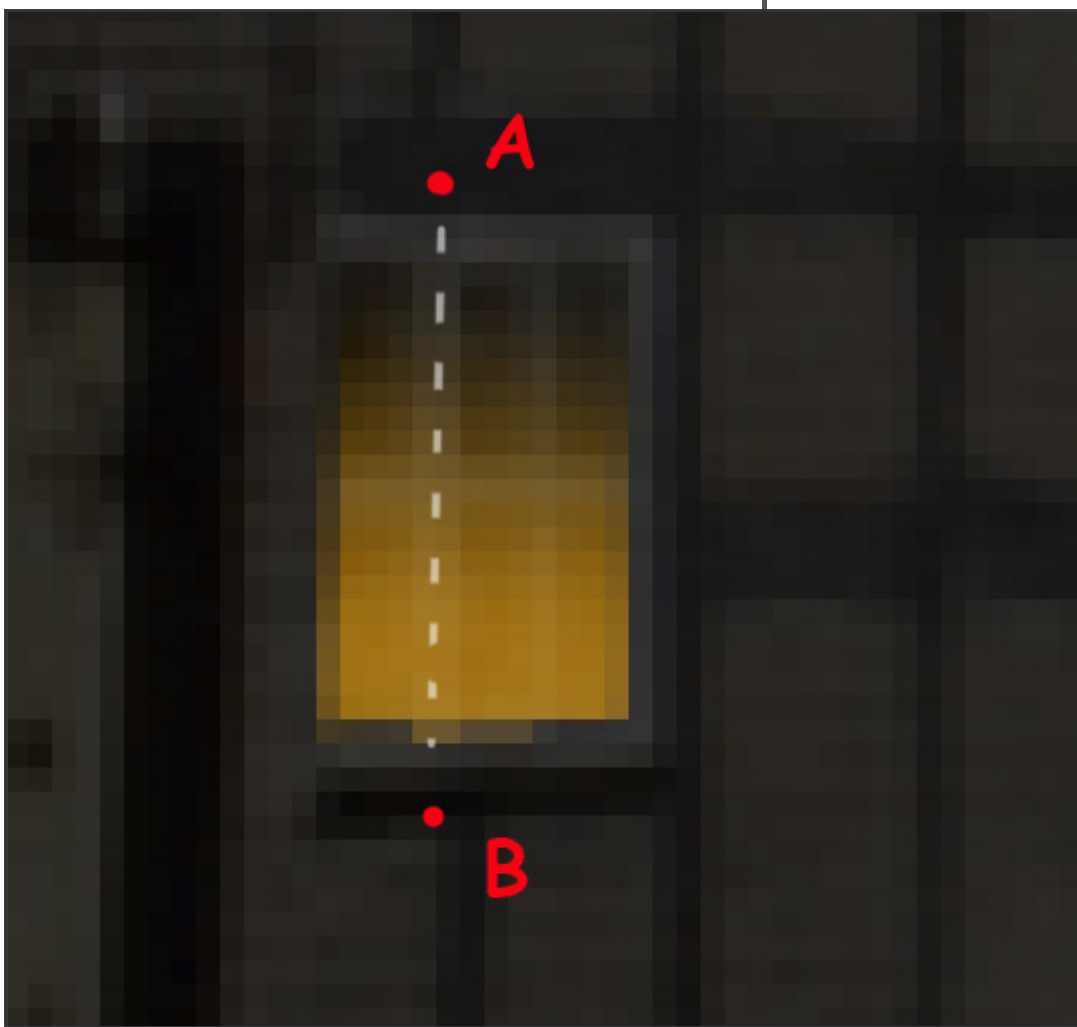
Image control: [Zoom out](#) | [Zoom 100%](#) | [Zoom in](#) | [Expand / Contract](#) | [New window](#)



Using horizontal strokes and working from the bottom, paint in the window so it is brighter at the bottom than at the top. Three to five strokes should do it. Here I let it fade out at the top so it would look like a lamp set low behind the window. You should get something like this. (Remember, I'm zoomed in close. That's why the image looks so choppy.)



While you're still on that hard light layer, one little refinement that is especially good for windows that show a lot of detail in an image. Use the eraser to knock out the muntins (the wooden sticks that separate the individual window panes). Set the eraser to 1 px, hard edge, 100% opacity. If you don't know this little trick with brushes, here's how to do it. Click at A and release. Move the eraser-brush to B, hold down SHIFT, and click again. This will erase along the dotted line from A to B. This works for all brushes -- painting, erasing, smudging, etc.



After you knock out all three muntins (two horizontal, one vertical), you should end up with something like this:



You can use this basic method to put lights in most windows. The settings I've used here are just approximations, what looked right to me on my monitor in my current mood. Experiment, experiment, experiment.