

ice

INTRODUCTION TO
GRAPHICS

Displacement Mapping IV:
Your Name on a Curtin

Information
Sheet No.

PS742

Making your type assume the texture of the background it's on can add a punch to your message. Using displacement maps for this effect is easy, but it makes your project look polished. Try this technique to add "wow" by texturing type.

Use the two images in this folder that are similar to the ones shown. They work together well for this effect. Alternatively, you can use your own background texture copy, and select or make a headline image as shown in this example.



In Photoshop

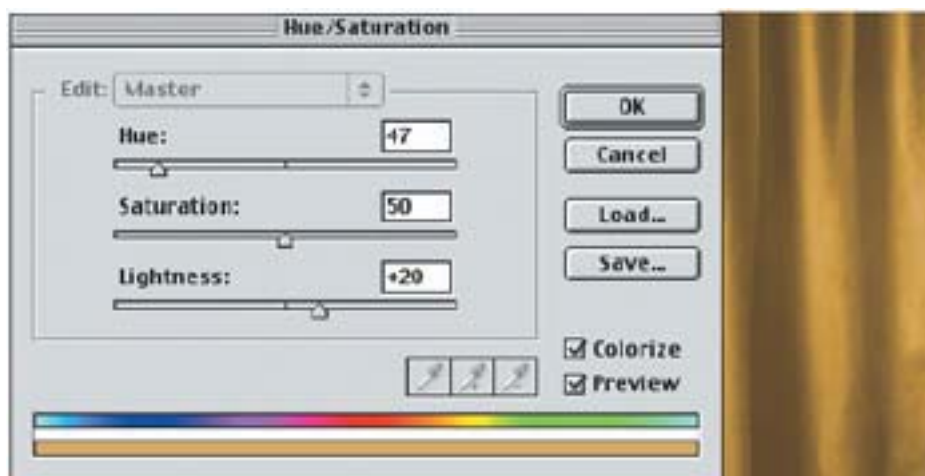
1. Open your background image and Desaturate (Shift- Command-U). Apply a very slight Gaussian Blur (1- or 2-pixel radius), save a copy of your file, and set it aside to use later in the process.



2. Return to your original color image by clicking the Open state in the History palette. Paste your headline onto a separate layer. You can type in your own copy, but remember to Layer > Rasterize > Type. (Note: This technique works best with a fairly wide font.)



3. Next, duplicate the background layer and place it above the text layer. With the top layer active, choose Image > Adjustments > Hue/ Saturation. Check Colorize, and move the Hue, Saturation, and Lightness sliders around until you reach a gold-colored image.



4. Choose Layer > Create Clipping Mask (in Photoshop 7 or earlier, the command is Layer > Group with Previous). This should make your text gold, but keep the curtain background red.



5. Finally, to make the letters assume the texture of the curtain (or whatever background you're using), activate your type layer and choose Filter > Distort > Displace, entering a value of 20 in both Scale fields. This value will differ depending on the resolution of your file and the amount of distortion you want to apply. Click OK. When prompted to choose a Displacement Map file, select the file you created and set aside in Step 1. The use of the Displace filter on this image is quite subtle, but effective. The pixels shift according to the grayscale values of the map.