

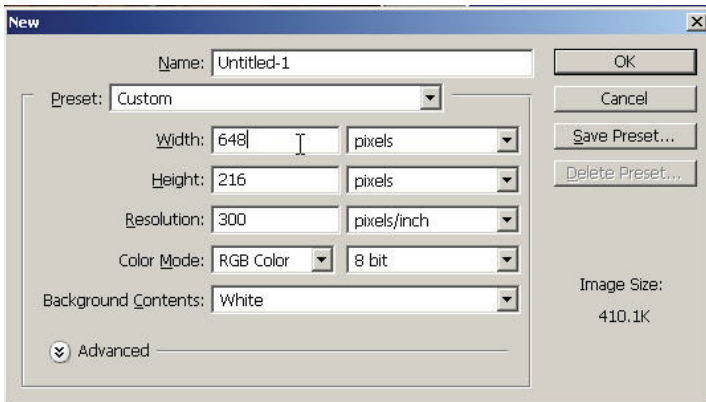


INTRODUCTION TO GRAPHICS

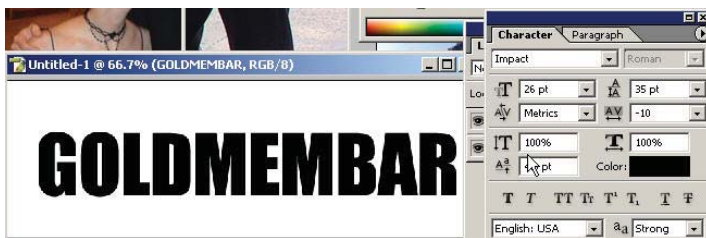
Making Movie Gold Text in Photoshop

Information Sheet No. PS846

Create a new document with these settings to start making this movie gold text. Once again were at 300 dpi in case we want to use this logo for print. We can always Save As a jpeg at 72 dpi.



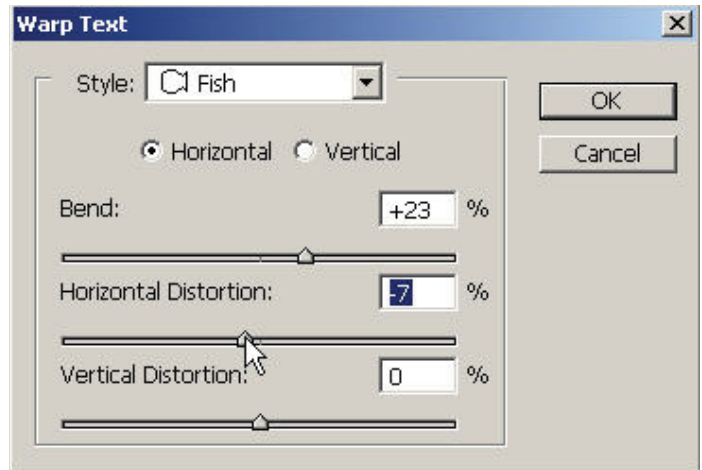
Add some text...GOLDMEMBAR using IMPACT font here. We want a large, chunky text for this Photoshop text tutorial.



After you type the text go ahead and right click and choose Warp Text. Keep this in mind for the future. We are spending some quality time on creating a logo. A logo usually will take lots of extra typography time and deliberate planning or experimentation.

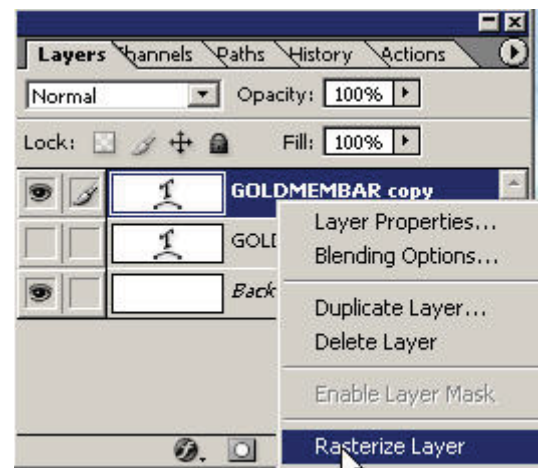


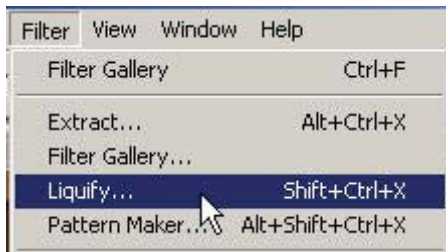
Choose these settings in the Fish warp.



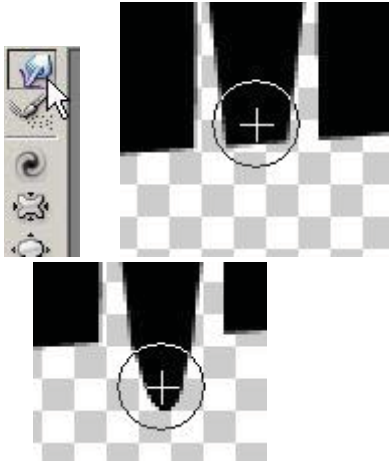
Press OK and then duplicate the layer by dragging it to the new layer icon on the bottom of the layers palette. We are purposely retaining a text-editable layer in case we need to come back to it.

Now that you have the duplicate layer, right click on the layer name in the layers palette and choose Rasterize Layer. Now that you have a rasterized layer go to Filter: Liquify.





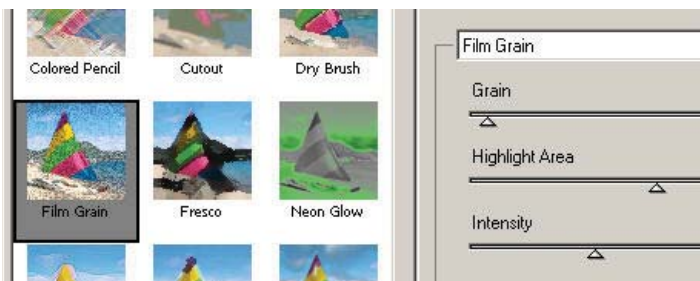
Use the default Forward Warp Tool (W). Zoom in if you need to (Z). Use the left bracket key ([) to get a smaller brush. Go to the middle part of the first m. Now slowly drag down to move and stretch the pixels.



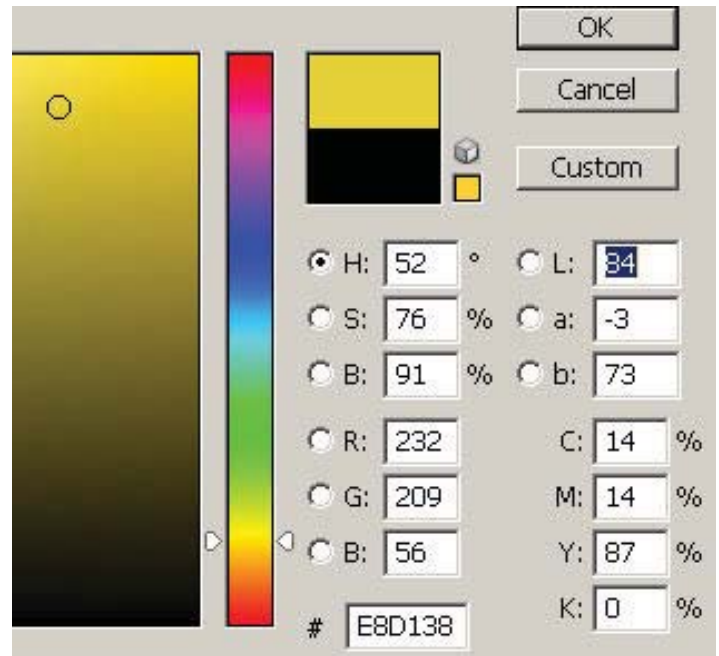
Take your time to get it right. Go ahead and release click a few times to slowly get it just right. Make sure its balanced and pretty straight. By releasing clicking and clicking on a lower part you can get a smoother and more defined rounded tip.



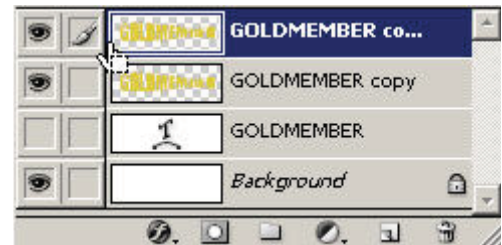
Now go to Filter: Artistic: Film Grain. Check the settings and press OK. Dont make it too obvious, we want a sprinkly bling kind of effect.



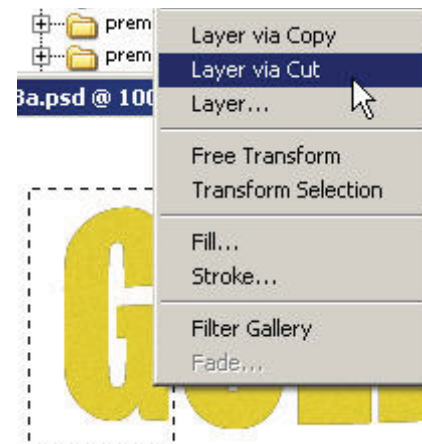
Now go ahead and Ctrl/Cmd click on the layer icon to select it with the marching ants. Bring up your color picker and choose a goldish yellow color.



Now press Alt/Opt backspace to fill the layer with this gold color. Create a duplicate of this layer by dragging it to the new layer icon.



Grab your rectangular marquee tool (M) and select the area around the first letter G. Right click and choose Layer via Cut. This will put this letter onto its own independent layer.



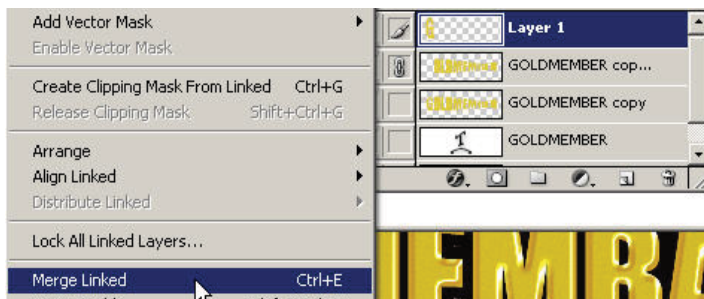
Now go ahead and Ctrl/Cmd T to free transform it. Hold down the Ctrl/Cmd key to free transform on any handle with all the functions (skew, perspective, etc.) until you end up with something like this.



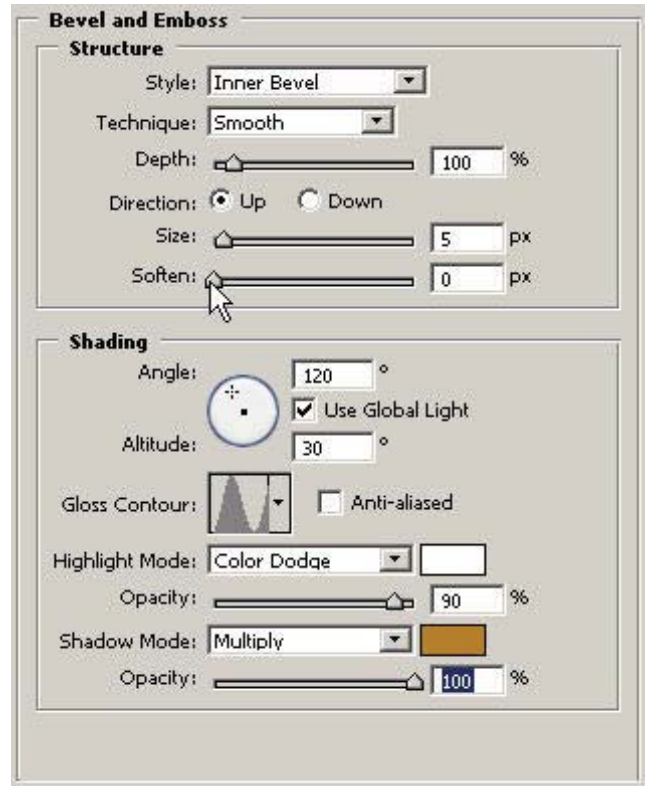
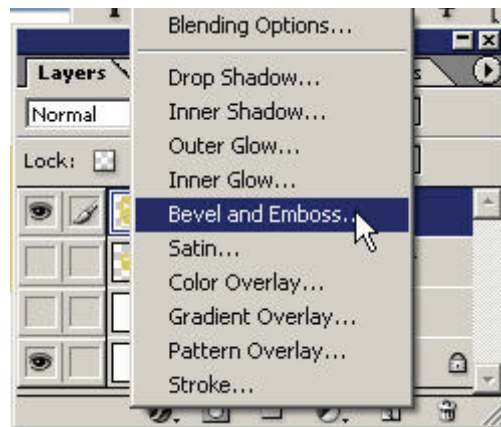
You can now go to the liquify tool (when this layer is selected in the layers palette) and drag the bottom corner of the g down a little. Aint this just shagadelic baby?!



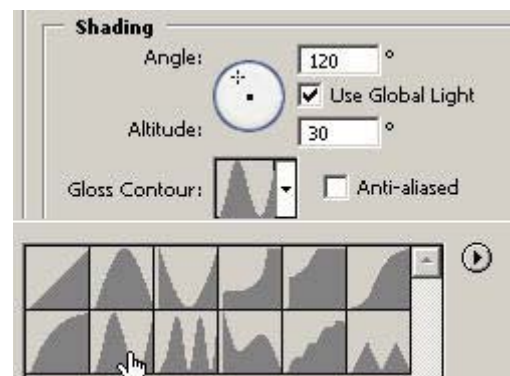
Since this layer is on its own but we want to regroup it back into the entire text, link the G layer with the oldmembar and choose Layer: Merge Linked or Ctrl E. This will merge the two layers together again.



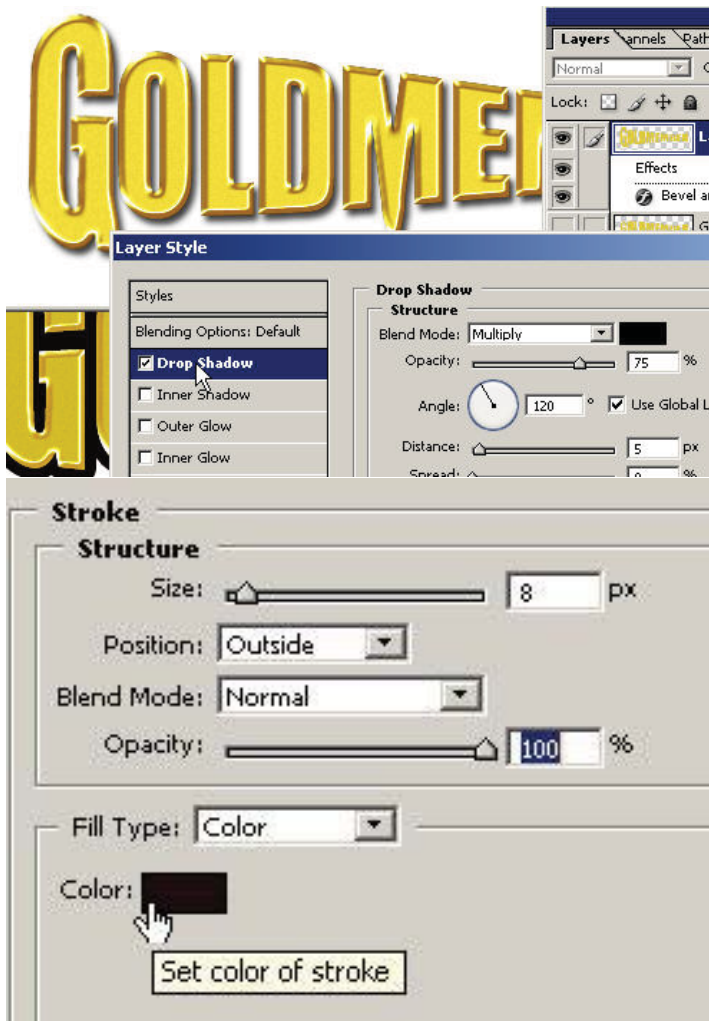
Heres where we really get some cool stuff goin on. The Layer styles/FX are quite unlimited...theres just so many options that you can produce. Follow along exactly here if you want. Use these same settings...choose Bevel & Emboss from the first icon Add a layer style on the lower left of the Layers palette. In the dialog box, use these settings.



Now go to the gloss contour and choose ring as shown.



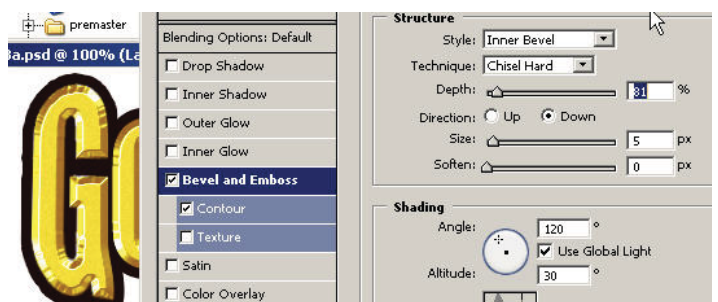
You can add a basic drop shadow if you want. Well be adding a black stroke which overpower it but thats always another option you can even leave on if you want.



Lookin good Hollywood.



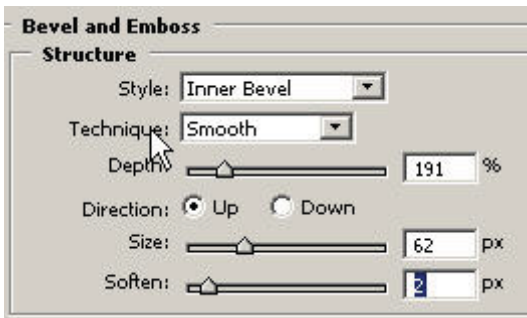
Feel free to try out Chisel Hard for technique also. Get that goldbar effect going on...



Now try Sawtooth 1 the lower right hand contour and see the platinum effect it creates around the gold. Get used to this idea of experimenting with the layer styles & FX.

Now try this depth on the inner bevel for bevel and emboss on smooth. This will create a sharper edge which we are looking for.

Now try changing the depth and size of the inner bevel.

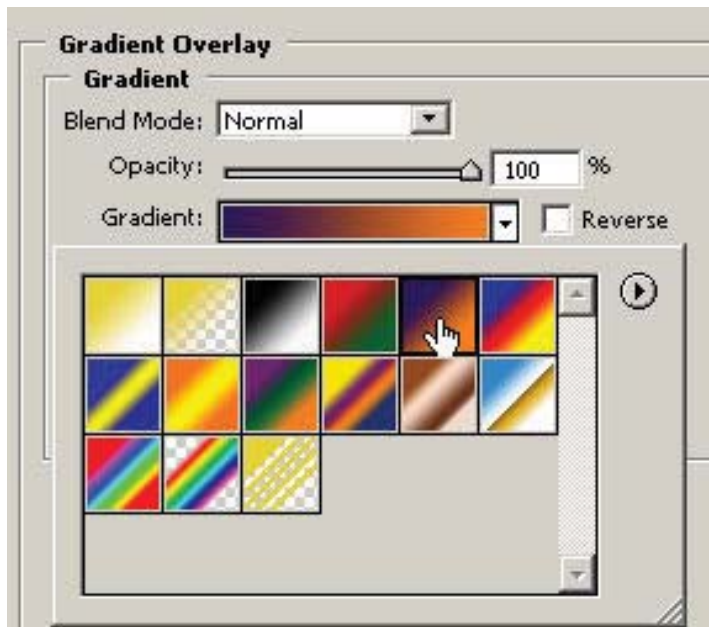
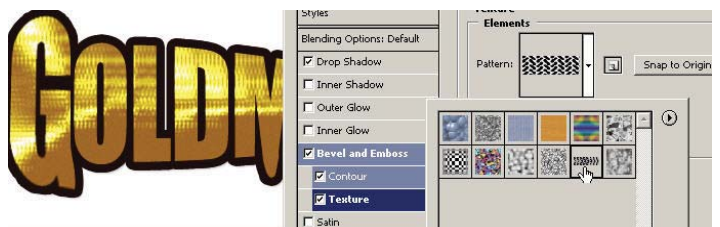


Note how the bevel distributes itself into a really cool text effect. Cant you just swear youve seen this on at least one 007 movie poster?!



In layer styles, you can try and see how a gradient overlay effect will look by clicking on the box and longbar name (not just the checkbox) to enter the dialog field. Choose this gradient to get this effect. You can also change blending modes on most of these layer styles/effects.

and cheesy texture into something that works. These are all layer styles/effects on top of the gold text layer which can be independently turned on or off in the layers palette.



You can add more to the Bevel & Emboss by clicking on contour or texture. Try changing the scale to make it more inline with what you want it to be. You want it to look like a form of gold and not a cheesy texture; fortunately by changing the settings you can make a limited

Make a new Text layer and type something new. In the text editing field select one letter and make it larger in the options bars or character palette (the font size).



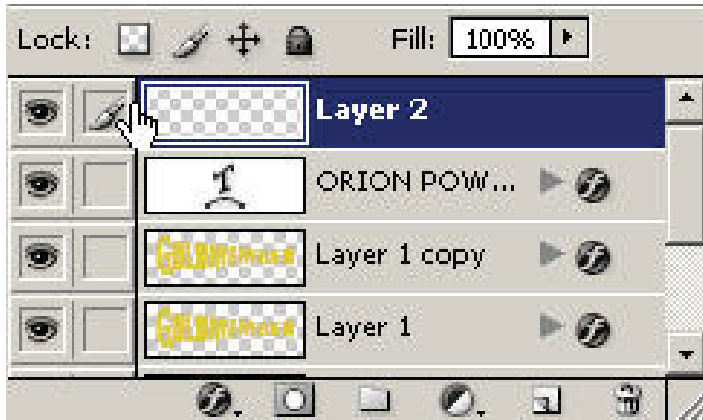
Now right click again after you have selected any area within the text editing field and create some more Warp text. Here Ive used shell upper with -26, +39, +5.



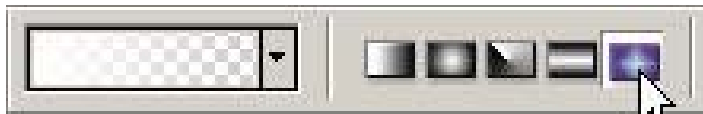
Go ahead and add some more text in the editing field, select it and lower the font size (using down arrow key..).



Now, create a new blank layer to add some extra bling to the final image. Its important to create a new blank layer to do this.



Choose the diamond gradient tool with white as the foreground color and foreground to transparent as your mode. This will allow you to create some nice little stars.



The following are the final results with some different options in the bevel & emboss layer style in full effect. You can duplicate each layer and then modify the layer effect to recreate the look that you just found while fooling around with the original the first time. Then just hide the layers and Save As to save a copy while hiding the other layers.

