



INTRODUCTION TO GRAPHICS TYPE ON A SPHERE

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ADVANCED
PROJECT No.

PS985

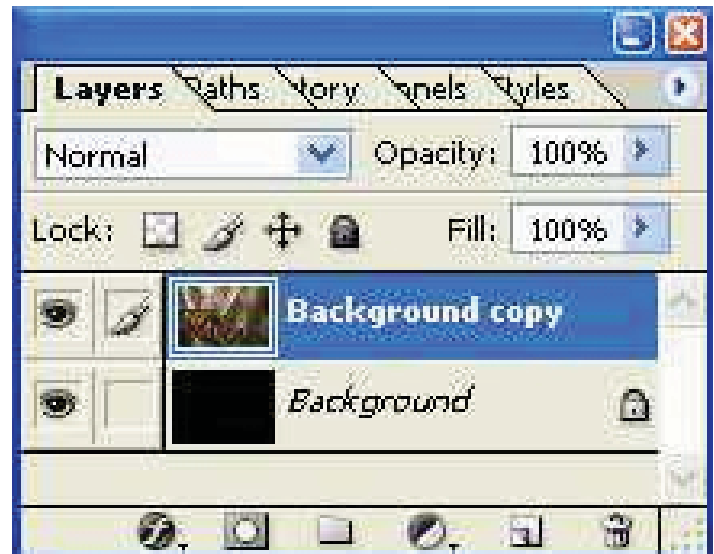
A few months ago I did a tutorial instructing people how to make text appear as though it were rotating around a sphere, or at least one way of doing it. In Photoshop 7, of course, typing on a path was not an option, so the process for creating type around a sphere was a bit more involved than it is in the new revision of the software.

Before I apply the type, I'm going to walk through quickly generating a sphere with a photo. I know I've done this before, but it will be a good refresher.

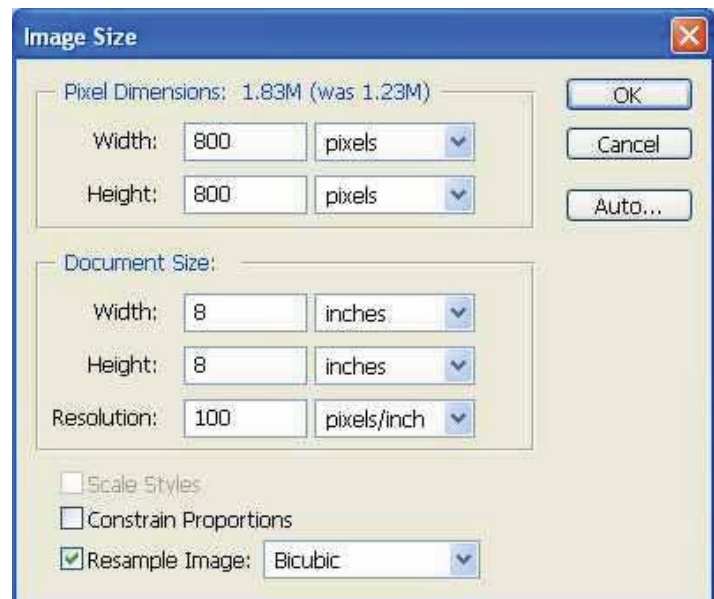
First, open a photo. I'm going to use an image from one of my favorite stock websites, Photos.com.



Make a copy of the Background layer, then fill the original background layer with 100% Black. Reselect the Background copy layer.



For the easiest generation of a sphere, the image needs to be square. Go to Image>Size and change the dimensions so that all sides are equal.



Now to create the sphere. With the Background copy layer selected, go to Filter>Distort>Polar Coordinates and select Polar to Rectangular. Click OK.



Go to Edit>Transform>Flip Horizontal.
 Go to Edit>Transform>Flip Vertical.
 Run the Polar Coordinates filter one more time, this time selecting Rectangular to Polar.

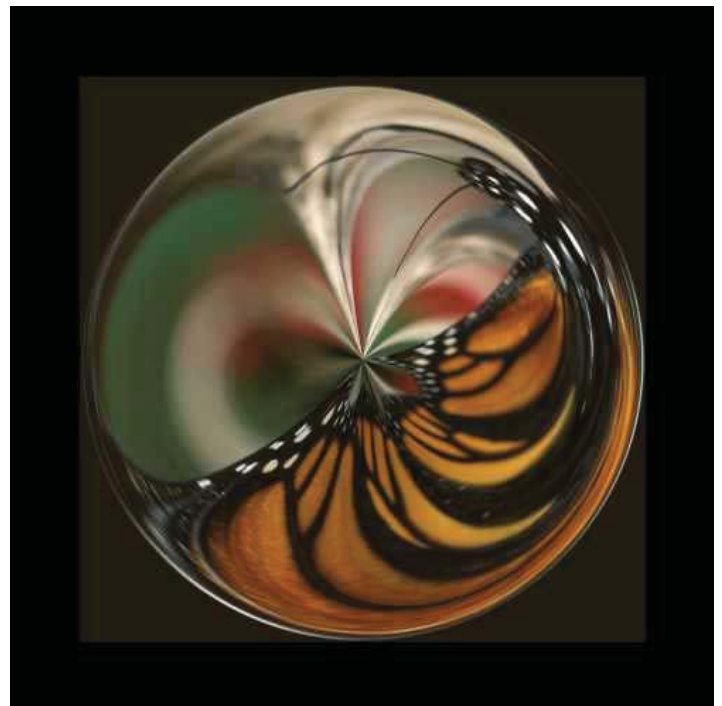


Click OK.



The sphere isn't quite done yet, even though it is starting to look pretty cool if I may say so. Hit the D key and then X to set Black as the Background color.

Now go to Image>Canvas Size and increase the size of the canvas by an inch or two both horizontally and vertically. Maintain the same length for each.



With the Background copy layer active in the Layers Palette, select the Elliptical Marquee tool. In the Options Bar set the

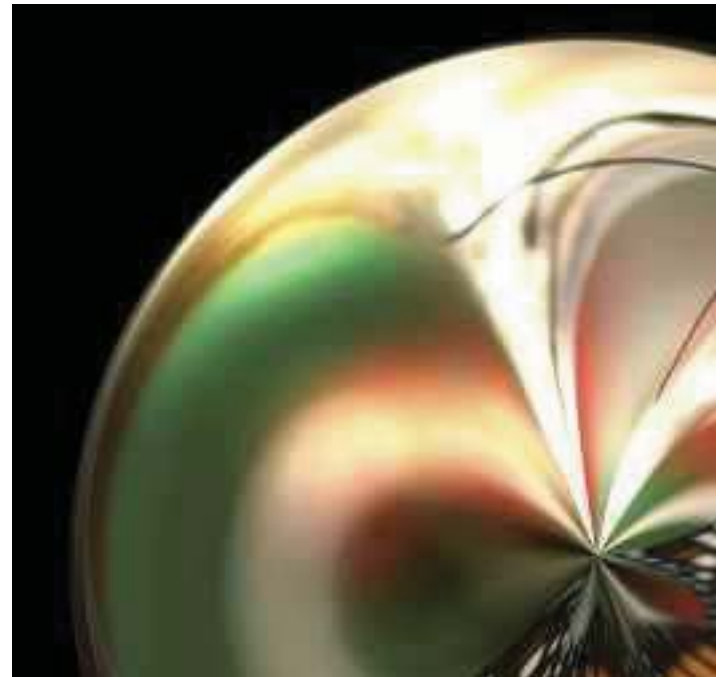
Feather to 0, Anti-aliased checked, Style to Fixed Aspect Ratio, Width to 1 and Height to 1. Make a selection around the sphere, leaving the extra color out of the selection.



Now select the Inverse (Select > Inverse) and hit the Delete key. Deselect.



So far so good! If you want to add some highlights and shadows, just run around the edges and curves of the sphere with the Dodge and Burn tools.

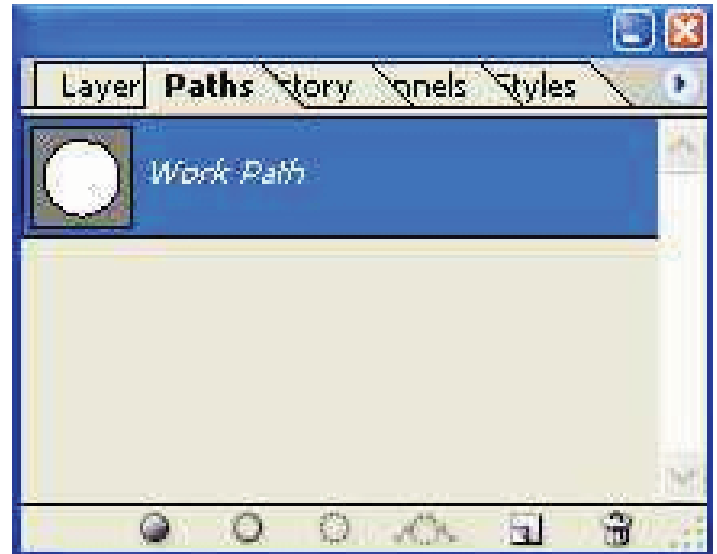


Don't leave the sphere yet without the tried and true white reflection added. Command/Control+Click the Background copy layer to generate a selection of the sphere shape, and create a new layer. Set White as the foreground color and fill the selection with a white to transparent gradient (set the Opacity in the Options Bar to 80% or so), starting at the top of the sphere and drawing the gradient down to the center point.

Deselect.



Go to Edit > Transform > Perspective and move the bottom points of the Transform box closer together a bit, then accept the transformation.



Now change the foreground color to whatever you would like your type to be, then click on the Type Tool. Move the cursor over the path (top, center) and the standard type cursor will change to one indicating the type will follow the path. Once this cursor appears, click and type your text.

In Photoshop 7, when we reached a similar point in our progress, we had to rasterize the type layer in order to perform the transform functions, at least for getting the sphere to circle the globe in 3D. Not so with Photoshop CS, as you can now apply transform functions directly to the type path without rasterizing.



Whew! Sorry for taking you through all of that again, but I'm a sphere junky. Ok, let's get back to the original intent of this tutorial; wrapping type around a sphere. Photoshop CS now allows you to type on a Path. Since we can convert a selection to a path, typing around the perimeter of the globe should be, and is, a snap.

Command/Control+Click the Background copy layer to generate the selection again. Go to the Paths palette and click the 'Make work path from selection' icon on the bottom of the palette.

With the Type layer selected, go to Edit>Transform Path>Distort, and move the top center and bottom center transform points together to create an oval of your message. The text will not conform to the new shape until you accept the transformation. You may need to reduce the size of the type first in order for the entire message to be retained.



You can also rotate the text to change the orientation of the rotation, or equator.



Depending on the message, you may want to work with the dimensions of your

canvas and the transform tools to ensure as much of your text is visible as possible., I'm not too concerned about it for this demonstration, but it is something to keep in mind.

Once the canvas is sized to your needs and the text is in position, go ahead and rasterize the text layer. Command/Control+Click the sphere layer again (Background copy) to generate the circular selection. Grab the eraser tool and just wipe away the text at the top of the rotation within the boundaries of the selection. When done, de-select.



Try adding a layer style or two to the text, generate reflections of the type on the sphere and so forth. Adding glows and other styles to the sphere itself can warrant some pretty cool results.