

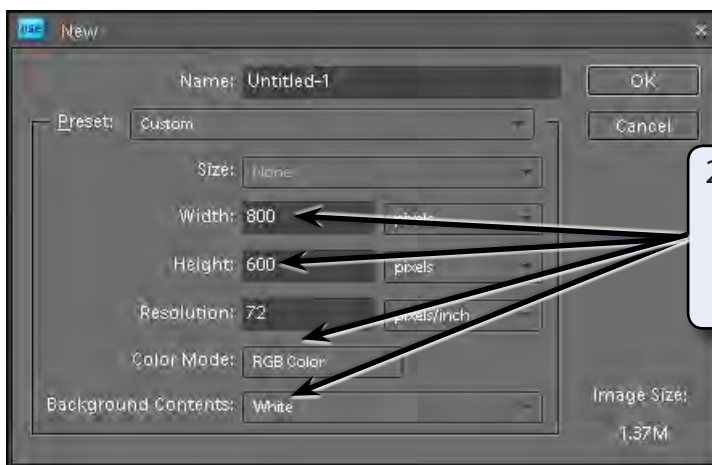
Creative Text Effects

You have already created some text effects in the graffiti exercise. Photoshop provides numerous other effects that can be applied to text to create logos, signs, displays, etc. In this exercise some three dimensional or gel effects will be applied to some text, a reflection added followed by some lighting effects to create the following slogan:



Starting a New Document

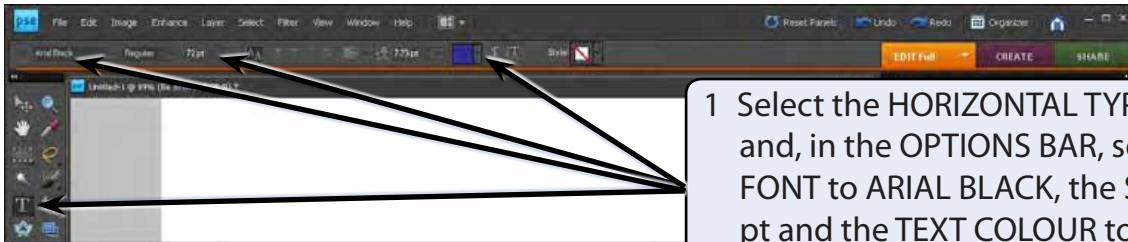
- 1 Load Photoshop Elements in EDIT MODE or close the current files then display the FILE menu, highlight NEW and select BLANK FILE.



2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the COLOUR MODE to RGB COLOUR and the BACKGROUND COLOUR to WHITE.

- 3 Select OK to start the document and set the view to FIT ON SCREEN.

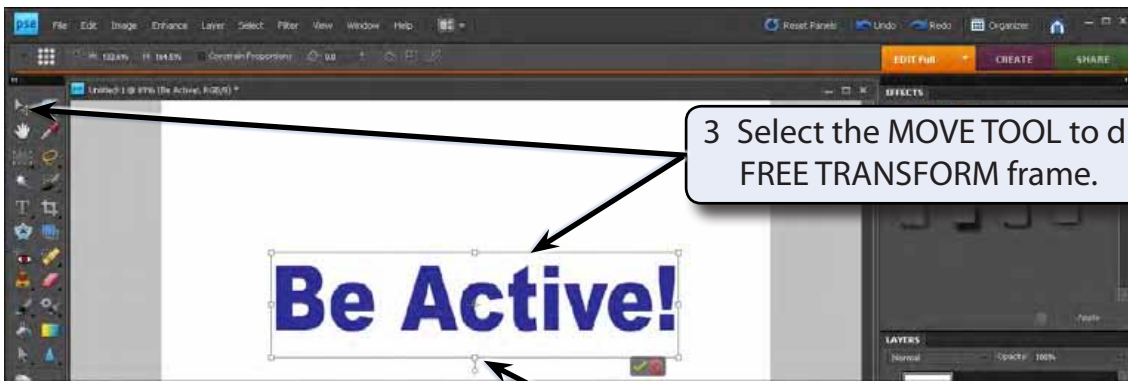
Entering the Text



1 Select the HORIZONTAL TYPE TOOL and, in the OPTIONS BAR, set the FONT to ARIAL BLACK, the SIZE to 72 pt and the TEXT COLOUR to DARK BLUE.



2 Click at the top left of the canvas and enter a slogan, such as:
Be Active!



3 Select the MOVE TOOL to display the FREE TRANSFORM frame.

4 Resize the text so that the letters are thicker and move the text to the centre of the canvas.

5 Press <enter> or <return> to accept the transformation.

Adding a Three Dimensional Effect

A WOW PLASTIC style will be applied to the text, which will then be modified to give a three dimensional or gel effect.

A Applying the Wow Plastic Style

- 1 Open the LAYER STYLES section of the EFFECTS panel and set the TYPE box to WOW PLASTIC.

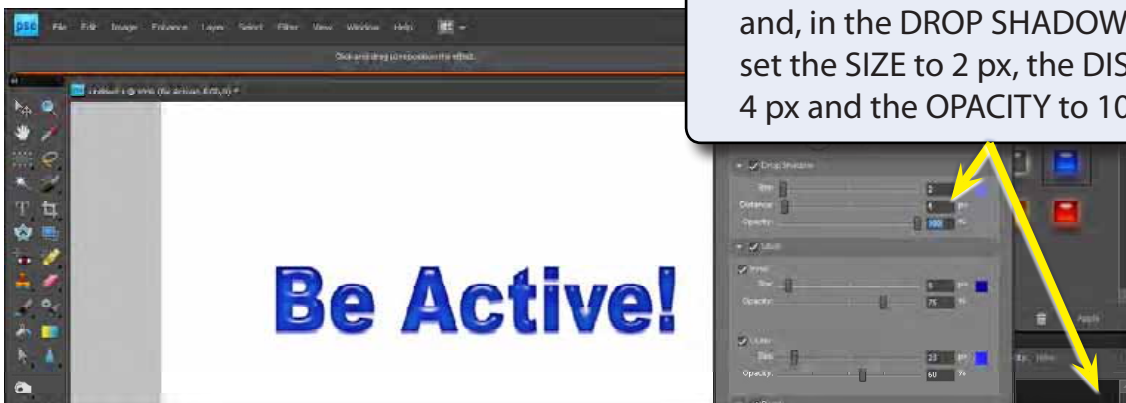


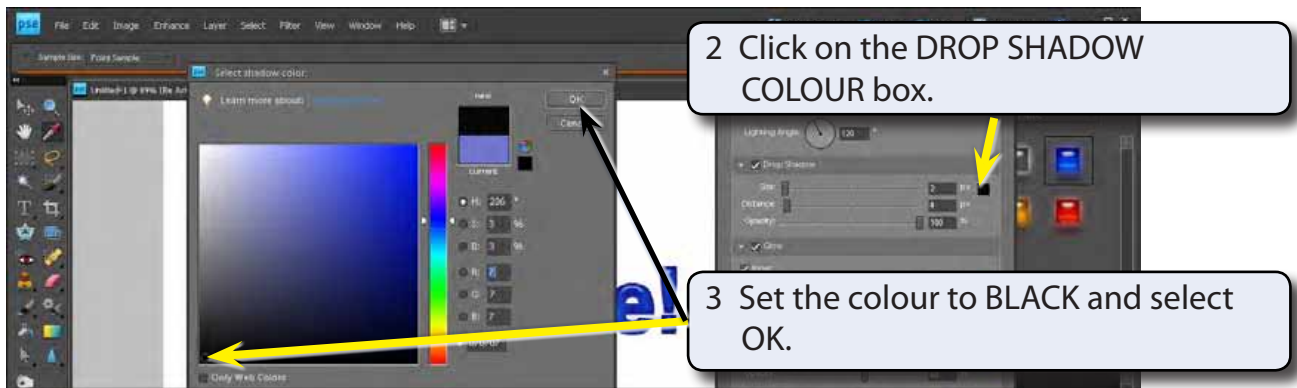
- 2 Double click on the WOW PLASTIC - DARK BLUE style to apply it to the text.

- 3 The WOW PLASTICS style applies a DROP SHADOW, INNER GLOW, OUTER GLOW and BEVEL to the text. Each of these can be adjusted.

B Adjusting the Drop Shadow

- 1 Double click on the LAYER STYLES icon (fx) to open the STYLE SETTINGS and, in the DROP SHADOW section, set the SIZE to 2 px, the DISTANCE to 4 px and the OPACITY to 100%.





NOTE: These settings will give the text a small, but sharp drop shadow.

C Adjusting the Glows

