

How to...

CREATE EMBOSSED TEXT ON A TEXTURED BACKGROUND

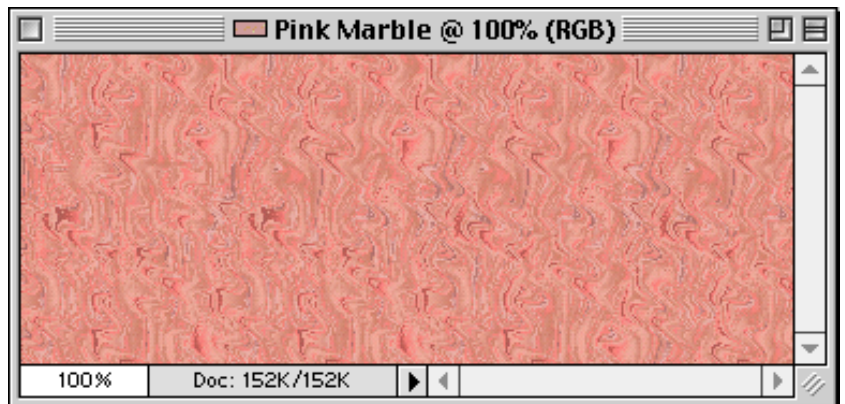
Using the technique described below, you will be able to produce text that appears to be embossed out from the surface of a textured background.

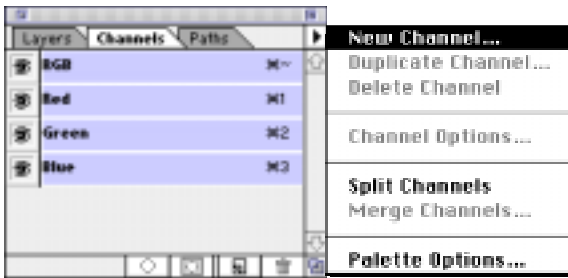
To achieve the embossed look, we will create three new channels, one for the object itself, one for the “shadows” behind the object, and another for the “highlights” on the object.



STEP 1: The Background Texture

Open the background texture you want to use. This background texture can be one you scanned in or one you created from scratch using techniques described elsewhere.





Step 2A



Step 2B



Step 2C

STEP 2: Creating the Object Channel

- A: After opening your background texture, choose New Channel from the Channels pop-up menu (if the Channels window is not already open, pull down the Window menu to Show Channels).
- B: In the dialog box that appears, name the new channel "Embossed Object." Be sure that the Color Indicates: Selected Areas option is checked. Click OK.
- C: Create the object you wish to emboss. In this example, we will simply use text that we will create in Photoshop with the text tool. Select the text tool, click in the center of the drawing, and type your text in the dialog box that appears. Choose a large point size and a "heavy" font for best results. Click OK. When you return to the drawing, you should see a flashing marquee representing your text. Pull down the Edit menu to Fill, and fill the text with Black.

Deselect the text (Command-D).

You can use any other object as well, created in either Photoshop or Illustrator. If you want to use an Illustrator object, use 100% black fill with no stroke. Save the document with an appropriate name. In Photoshop, after creating the Embossed Object channel, "place" the Illustrator object using the Place command on the File menu. Select the Illustrator object in the dialog box that appears. In Photoshop the object will be placed in the center of the drawing. Reposition as desired and then click the gavel to "hammer" it down. Deselect.

STEP 3: Creating the Shadows

- A: Pull down the Image menu to Calculations. In the dialog box that follows, everything should appear as it does to the left, with the possible exception of the Blending box. If necessary, change the blending method to "Multiply." Make sure all the other settings are as shown, then click OK.



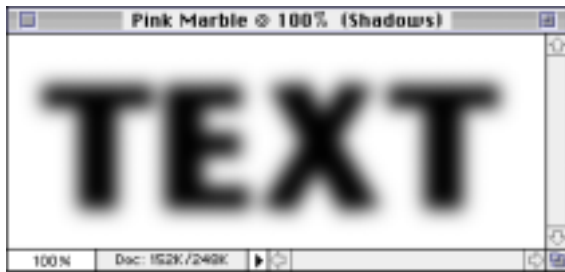
Step 3A

STEP 3: Creating the Shadows, *continued*



Step 3B

- B: Double click on the #5 channel in the Channels window. In the dialog box that results, rename the channel “Shadows.” Again, be certain that Color Indicates: Selected Areas is chosen. Click OK.
- C: Pull down the Filters menu to Blur. Choose Gaussian Blur in the Blur submenu. In the dialog box that follows, type in a number (we used 6). Click OK.



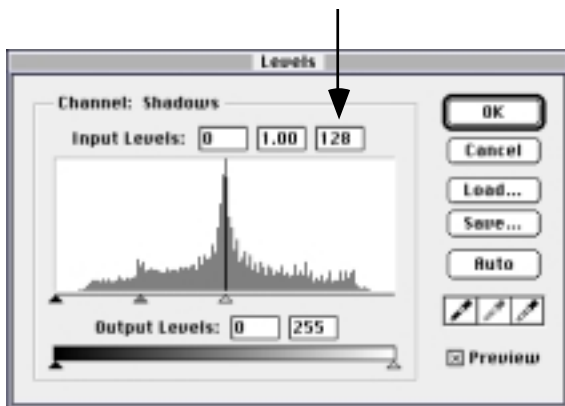
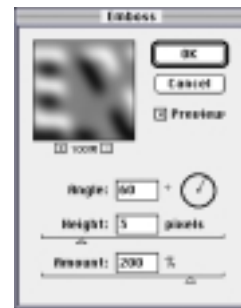
Step 3C



- D: Pull down the Filters menu to Stylize. Choose Emboss from the Stylize submenu. In the dialog box that follows, enter an Angle (we used 60°), set the Height to half of the number used for the Gaussian Blur (we used 3), and enter 200% for the Amount. Click OK.



Step 3D



Step 3F

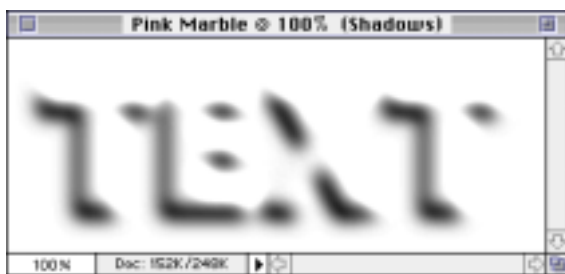
- E: Before making any other changes in the Shadows Channel, choose Select All from the Select menu (Cmd-A).

Choose Copy from the Edit menu (Cmd-C).

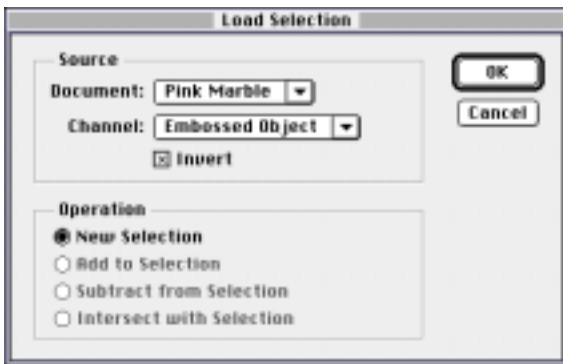
Choose Deselect from the Select menu (Cmd-D).

- F: To isolate the darkest parts of the Shadows channel, pull down the Image menu to Adjust and choose Levels from the Adjust submenu.

Enter 128 in the third Input Levels box. Click OK. The result is that everything in the Shadows channel that is 50% gray or less turns to white, leaving just the darker shadows. We used 128 because it is half of 256, the number of levels of gray in the channel—0 represents pure white and 255 represents pure black.



Step 3F (final result)



Step 3G



Step 3G (final result)



Step 4D



Step 4F (final result)

G: Pull down the Select menu to Load Selection and choose Embossed Object in the dialog box that follows. Also, click on the “Invert” box. Click OK.

Press the Delete key on the keyboard to get rid of the shadows beyond the edges of the Embossed Object. The background should turn white. (If it doesn't, Undo, and set the background color to white before repeating this step).

STEP 4: Creating the Highlights

- A: Choose New Channel from the Channels pop-up menu in the Channels window.
- B: Call this new channel “Highlights.” Once again, be certain that Color Indicates: Selected Areas is chosen. Click OK.
- C: Pull down the Edit menu and choose Paste (Command-V). The result should look like the illustration for Step 3D. (If not, you didn't copy correctly, and you must delete the Shadows and Highlights Channels and start over again from the beginning of Step 3!)
- D: Pull down the Image menu to Adjust and choose Invert from the Adjust submenu. What were once shadows are now highlights and vice versa.

We will now repeat the procedures that we used in creating the shadows.

- E: Pull down the Image menu to Adjust and choose Levels from the Adjust submenu. Enter 128 in the third Input Levels box. Click OK.
 - F: Pull down the Select menu to Load Selection and choose Embossed Object in the dialog box that follows. Also, click on the “Invert” box. Click OK.
- Press the Delete key on the keyboard to get rid of the highlights beyond the edges of the Embossed Object. The background should turn white once again.

STEP 5: Putting It All Together

- A: First the Background Texture. Click once on the RGB Channel in the Channels window.
- B: Next the Shadows. Pull down the Select menu to Load Selection. Choose Shadows in the Load Selection dialog box. Click OK. The flashing marquee will appear fragmented and small.



Step 5B (final result)



Step 5C (final result)



Pull down the Edit menu to Fill. In the resulting dialog box, choose Black for the Contents, set the Opacity to 100%, and choose Normal for the Mode. Click OK.

C: Finally the Highlights. Pull down the Select menu to Load Selection. Choose Highlights in the Load Selection dialog box. The flashing marquee will once again appear fragmented and small.

Making sure that your background color is set to white, press the Delete key on the keyboard.

D: Pull down the select menu to Deselect (Cmd-D) and enjoy the result.

STEP 6 (Optional) Just the Embossed Object

If you want just the Embossed Object and not the background, pull down the Select menu to Load Selection and choose Embossed Object, and click on the Invert box. Press the Delete key on the keyboard.

If you want to use the result in another document, next pull down the Select menu to Inverse. Then Copy (Command-C) to the clipboard. Go to your other document and Paste (Command-V).



Step 6