

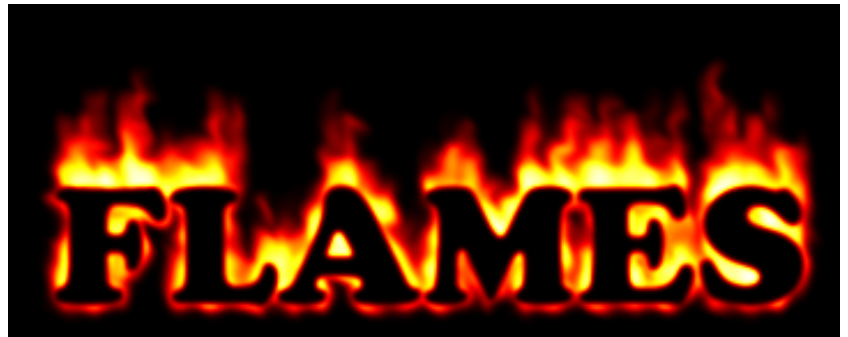
How to...

CREATE FLAMING OBJECTS

Using the technique described below, you will be able to easily add flames to any object. While this is probably not a technique that you will use with great regularity, it is a good example of how a combination of filters, along with some other techniques, can produce dramatic results very easily and very quickly.

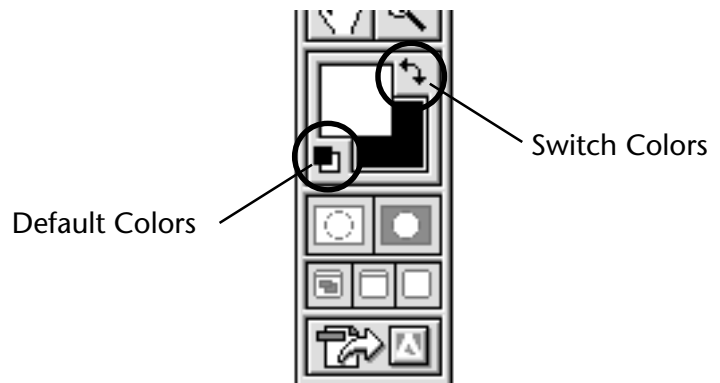
For the purposes of this paper, we have simply used text created in Photoshop. The same technique can be applied to any black and white object created in Illustrator and opened in Photoshop.

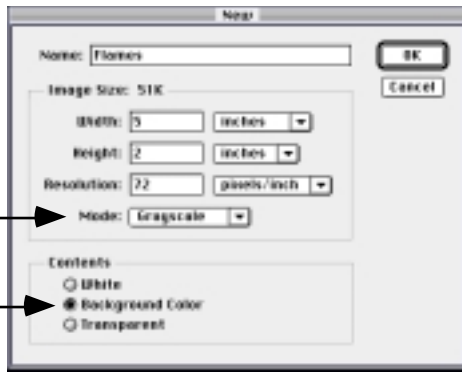
The final result looks much better in color, but even a black and white version should give the viewer an idea of what flaming text looks like.



STEP 1: Preliminaries

- A: Before creating a new document, set the foreground color to white and the background color to black. The easiest way to accomplish this is to first click on the Default Colors icon and then on the Switch Colors icon.





Step 1B



Step 1F



Step 2B

STEP 1: Preliminaries, *continued*

- B: Pull down the File menu to New (Command-N) to create a new document. In the dialog box that follows, enter a width, height, and resolution (we used 5 inches, 2 inches, and 72 pixels/inch, respectively). Set the Mode to Grayscale and the Contents to Background Color (which should be black). Click OK.
- C: Click on the Text tool, and then click in the middle of the drawing. In the dialog box that follows, enter your text. Use a large size font (72 points or larger), set the Alignment to Center, and make sure Anti-aliased is selected. Click OK.
- D: Since the flames are going to project from the top of the text, use the Move tool to drag the text below the middle of the window.
- E: Pull down the Select menu to Load Selection, select Text Layer Transparency from the Channel pulldown menu, and click on OK.
- F: Pull down the Select menu to Save Selection, accept the default settings, and click on OK.
- G: Pull down the Select menu to Deselect (Cmd-D).
- H: Go to the Layers palette, and select Merge Down from the pulldown menu.

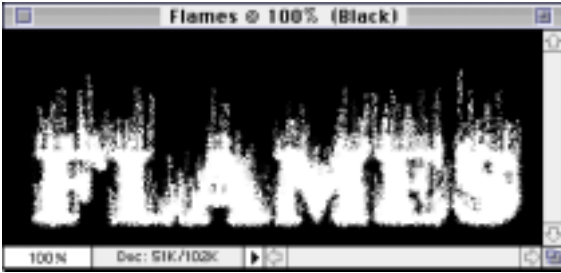
Step 2: Creating the Flames

- A: Pull down the Image menu to Rotate Canvas and select 90° CCW from the Rotate submenu.
- B: Pull down the Filter menu to Stylize and select Wind from the Stylize submenu. In the dialog box that follows, set the Method to Blast and the Direction From the Left. We had to rotate the image because the Wind Filter only works in horizontal directions.
- C: Now that we have applied the Wind Filter, we can rotate the image back to its original orientation. Pull down the Image menu to Rotate Canvas and select 90° CW from the Rotate submenu.



In order to make the wind streaks look more like flames, we now need to apply additional filters.

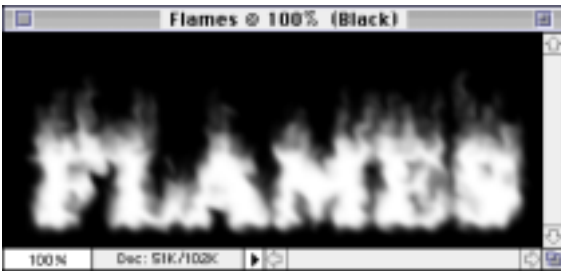
Step 2: Creating the Flames, *continued*



Step 2D



Step 2E



Step 2F

- D: Pull down the Filter menu to Stylize and select Diffuse from the Stylize submenu. In the dialog box that follows, select the Normal Mode. Click OK.



- E: Pull down the Filter menu to Blur and select Gaussian Blur on the Blur submenu. In the dialog box that follows, enter a value of 2.5 pixels. Click OK.

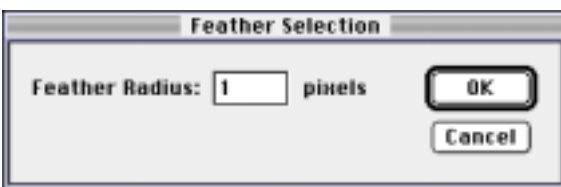


- F: Pull down the Filter menu to Distort and select Ripple on the Distort submenu. In the dialog box that follows, enter 100 for the Amount, and click on Medium for the Size. Click OK.



STEP 3: Re-creating the Object

- A: Pull down the Select menu to Load Selection, select the Alpha 1 from the Channel pulldown menu, click on OK. This loads the outline of the original text object, but it is the outline only.
- B: Pull down the Select menu to Feather. In the dialog box that follows, enter 1 pixel for the Feather amount. Click OK.
- C: Click on the Switch Colors icon to change the foreground color to black and the background color to white.



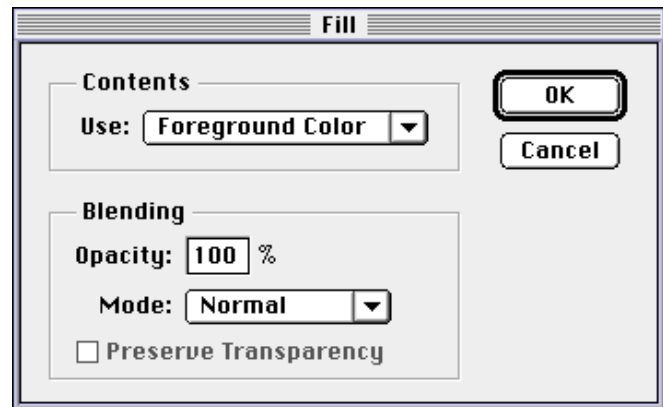
Step 3B

STEP 3: Re-creating the Object, *continued*

D: Pull down the Edit menu to Fill. In the dialog box that follows, use the Foreground Color for the Contents, 100% for the Opacity and Normal for the Mode. Click OK.



Step 3E



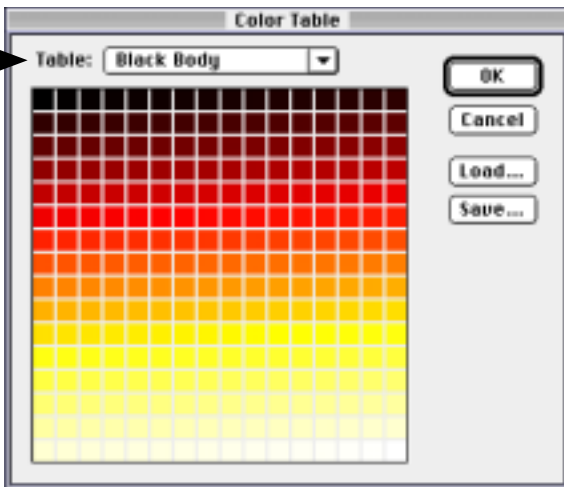
E: Pull down the Select menu to Deselect (Cmd-D).

STEP 4: Adding Color

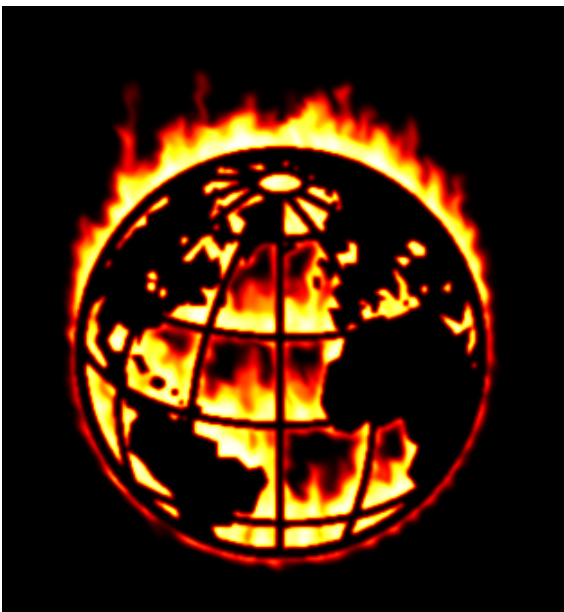
Since our image was created in Grayscale, we now have to add color. We could use the painting tools and do this by ourselves with various shades of red, orange, and yellow, but fortunately there is an easier way. We will use a built-in palette of colors (called a Color Look-up Table) which has exactly the range of colors we want.

- A: Pull down the Image menu, and select Indexed Color from the Mode submenu.
- B: Pull down the Image menu again and select Color Table from the Mode submenu. In the dialog box that follows, use the Table pop-up menu to select Black Body. Click OK.

C: Admire the result!



Step 4B



Other Possibilities

Although we used text created in Photoshop, any white object on a black background works equally well. In Illustrator, you can create a white object on a black background and then open that document in Photoshop. Use the Magic Wand—set at a Tolerance of 0 with Anti-aliasing turned on—to select part of the white area. Use Similar on the Select menu to select the rest of the white area. With the white areas selected, proceed from Step 1E forward.

At the left is a black and white Illustrator drawing of a globe with the flaming effect added in Photoshop.