

How to...

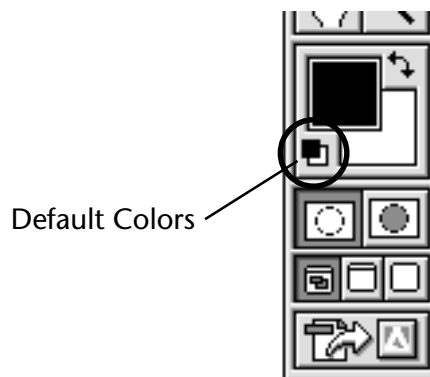
CREATE METALLIC TYPE

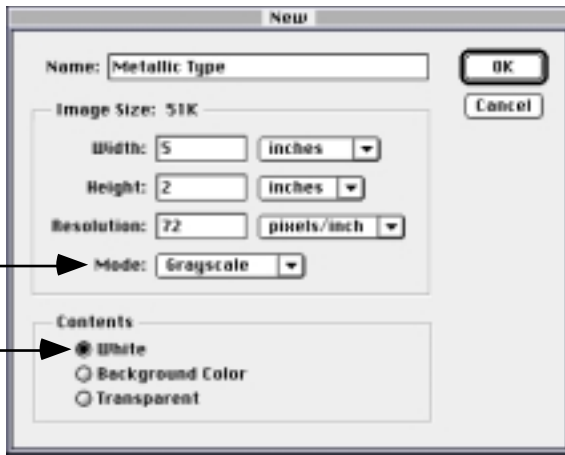
Using the technique described below, you will be able to produce objects which have a shimmering metallic look to them. Depending on the colors chosen, you can make the object appear to be gold, silver, or copper. For the purposes of this paper, we have simply used text created in Photoshop. The same technique can also be applied to any black and white object created in Illustrator and opened in Photoshop.



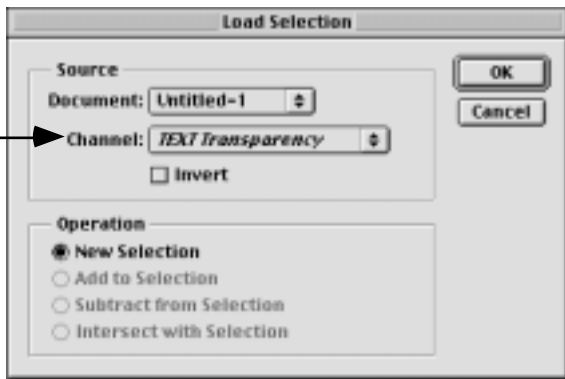
STEP 1: Preliminaries

- A: Before creating the new document for your metallic type, set the foreground/background colors to black/white by clicking on the Default Colors icon at the bottom of the Toolbox.

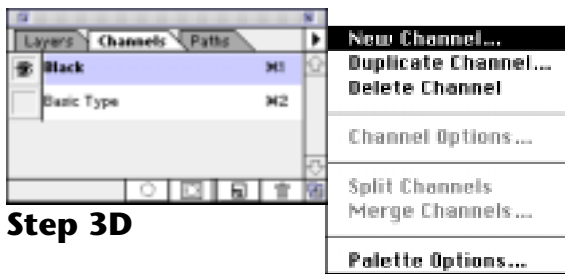




Step 1B



Step 2B



Step 3D



Step 4A

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 White. Click OK.

STEP 2: Creating the Basic Type Channel

A: 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), consider using Bold and/or Italic, set the Alignment to Center, and make sure Anti-aliased is selected. Click OK.

B: Pull down the Select menu to Load Selection, and select Transparency for the Channel. Click OK.

C: Pull down the Select menu to Save Selection, accept the default settings, and click OK.

D: Pull down the pulldown menu in the Layers palette to Merge Down.

E: Double click on the Alpha 1 channel in the Channels window. In the dialog box that follows, enter the name Basic Type. Click on the Color Indicates Selected Area button. Click OK.

STEP 3: Creating the Shimmer Channel

A: Click on the Black channel in the Channels window.

B: Pull down the Select menu to All (Command-A).

C: Pull down the Edit menu to Copy (Command-C).

D: Pull down the pop-up menu in the Channels palette to New Channel. In the dialog box that follows, enter the name Shimmer. Click OK.

E: Pull down the Edit menu to Paste to paste the copy of the text and background into the new channel.

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

STEP 4: Beginning the Shimmer

A: Pull down the Filter menu to Blur and select Gaussian Blur from the Blur submenu. In the dialog box that follows, enter 5 pixels for the Radius. Click OK.



Step 4B



Step 4C



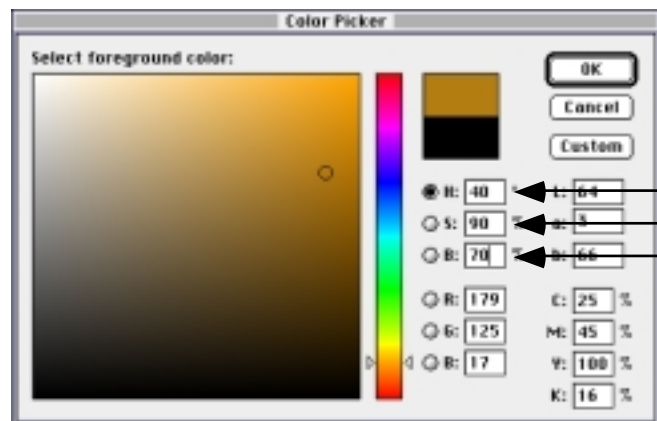
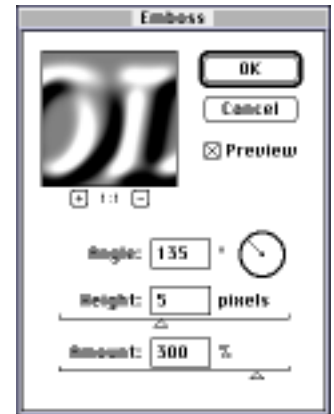
Step 4D



Step 4E

STEP 4: Beginning the Shimmer, *continued*

- B: Pull down the Filter menu to Stylize and select Emboss from the Stylize submenu. In the dialog box that follows, enter 135° for the Angle, 5 pixels for the Height, and 300% for the Amount. Click OK.
- C: Click on the Black channel in the Channels window. Pull down the Select menu to Load Selection and select Shimmer from the pop-up Channels menu. Click OK. You should see a partial outline of the letters as they were changed by the Gaussian Blur and Emboss filters.
- D: Pull down the Image menu to Adjust and choose Invert from the Adjust submenu (Command-I). This command inverts the black and white areas in your document. (At this point, your type should have a carved out appearance which you may want to use as is.)
- E: Pull down the Selection menu to Load Selection and select Basic Type from the pop-up Channels menu. Click on the Invert box to invert the selection. Click OK.
- F: Up until now, we have been working with a grayscale image to take advantage of the Invert command. It is now time to switch to color. Pull down the Image menu to Mode and select RGB Color from the Mode submenu.
- G: Click on the Foreground Color icon in the Toolbox. In the Color Picker that follows, choose a color for the metal (we used an H value of 40°, an S value of 90%, and an B value of 70%). Click OK.

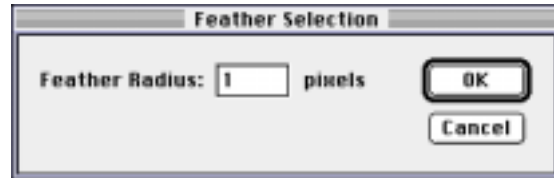


STEP 4: Beginning the Shimmer, *continued*

- I: To fill the background with your chosen color, hold down the Option key on the keyboard and press the Delete key on the keyboard.

STEP 5: Finishing the Shimmer

- A: Pull down the Select menu to Inverse to re-select the original type.
- B: Pull down the Select menu to Feather. In the dialog box that follows, enter a value of 1 pixel. Click OK.

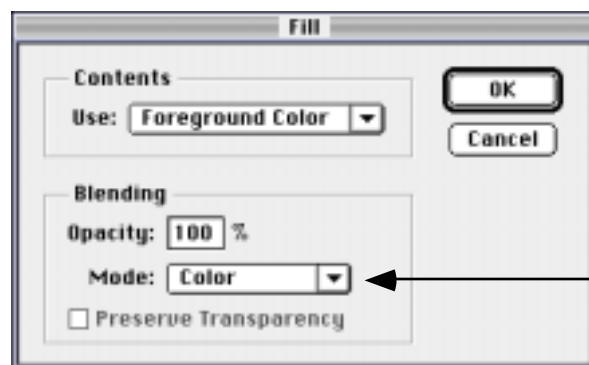


- C: Pull down the Image menu to Adjust and select Invert from the Adjust submenu.

- D: Pull down the Filter menu to Stylize and select Emboss from the Stylize submenu. Enter 135° for the Angle, 2 pixels for the Height, and 300% for the Amount. Click OK.



- E: Pull down the Edit menu to Fill. In the dialog box that follows, select Foreground Color to use for the Contents, 100% for the Opacity, and Color for the Mode. Click OK, and your letters should be filled with the gold color while still maintaining their shading (that's what the Color Mode does).



- F: Pull down the Select menu to Deselect (Cmd-D) to see the final result.



Step 5B



Step 5D



Step 5F

Options

- A: Instead of gold, if you want silver or copper, use the following values for the HSB values in the Color Picker in Step 4G:

SILVER

H: 210°

S: 20%

B: 70%

COPPER

H: 15°

S: 80%

B: 70%

Other values can be used to give you metallic green, blue, red, etc.

- B: Instead of using type created in Photoshop, you can use any black and white image created in Illustrator and opened in Photoshop.

After opening the image in Photoshop, the first thing you must do is make the selection of the black areas. The easiest way to do this is to set the Magic Wand to a Tolerance of 0 (with Anti-aliasing), and then click on the white background. Pull down the Select menu to Similar to get any additional white areas within the drawing.

Finally, pull down the Select menu to Inverse to select the black areas only. Then proceed from Step 2B forward.

