

How to...

## CREATE WET PAINT TYPE

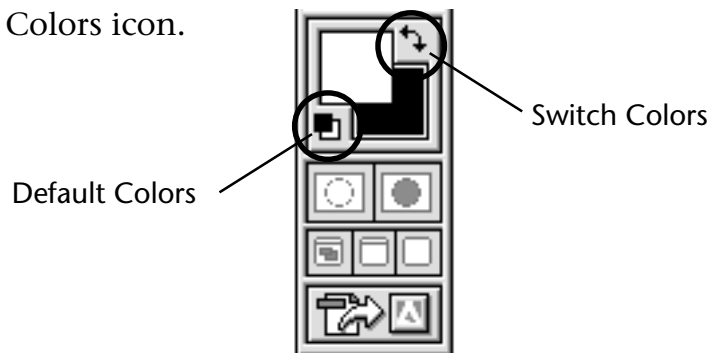
Using the technique described below, you will be able to make type look as if it were made of liquid.

Although this technique is primarily used for type, it can also be applied to any other solid-colored object,



### 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.



- B: Create a new document with the desired size. Set the mode to RGB and the Contents to White.





**Step 2B**



**Step 2D**



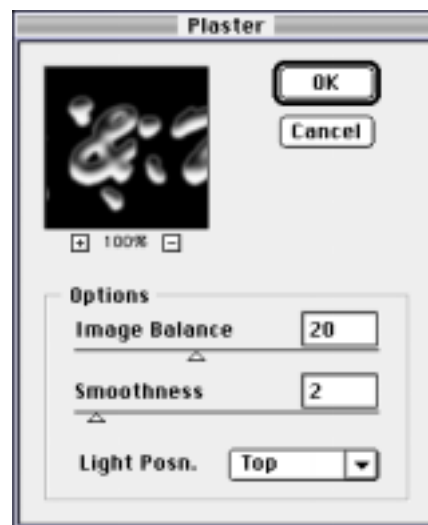
**Step 3B**

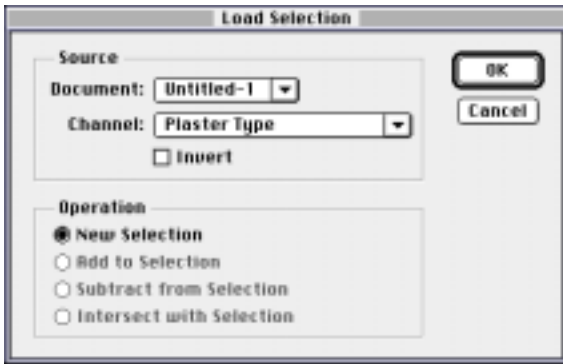
## STEP 2: Setting the Type

- A: Open the Channels palette, pull down the palette's pulldown menu to New Channel. In the dialog box that follows, name the channel Mask. Click the box that indicates the Color Indicates the Masked Area. Click OK. The new channel should now be the selected one, and your document should appear to be filled with black. Make certain the Foreground Color is still white (if not, click on the Switch Colors icon).
- B: Use the type tool to create your type. This technique works best with rounded fonts, particularly script fonts. Because you are working in a channel, setting type merely creates a selection in the shape of the type. Before deselecting the type, use the Move tool to reposition it in the window if necessary.
- C: Deselect the type selection (Command-D).
- D: Using a paintbrush of an appropriate size, add a few drips and drops around the type to add to the illusion of wetness.

## STEP 3: Creating the 3-D Look

- A: Duplicate the Mask Channel by pulling down the palette's pulldown menu to Duplicate Channel. In the dialog box that follows, name the channel Plaster Type. Click OK.
- B: With the new channel still selected, pull down the Filter menu to the Sketch submenu and select Plaster from the submenu. Experiment with the settings to get a puffy look. We used the settings shown below. When you are satisfied with the result, click OK.





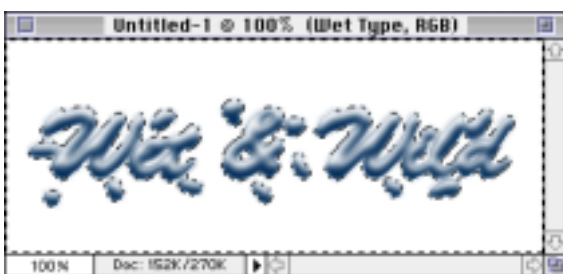
### Step 4C

## STEP 4: Creating the Type Layer

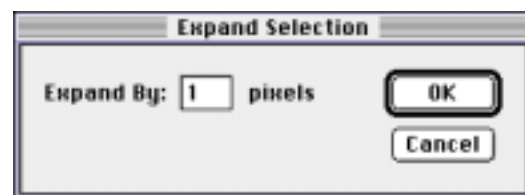
- A: Open the Layers palette, and click on the Background layer to make it visible. Your document should now appear to be filled with solid white.
- B: Pull down the Layers palette pulldown menu to New Layer. In the dialog box that follows, name the new layer Wet Type.
- C: Pull down the Select menu to Load Selection. In the dialog box that follows, select the Plaster Type channel from the pulldown Channel menu. Click OK. You should now see a flashing marquee in the document's window.
- D: Choose a Foreground color for your type by clicking on the Foreground Color icon in the Toolbox. We used a dark blue color to represent water.
- E: Fill the selection with the Foreground color, by holding down the Option key and pressing the Delete key.
- F: Deselect the selection (Command-D).

## STEP 5: Making the Edges Sharper

- A: At this point we could stop, but because the Plaster filter gave us soft edges, and we want our wet type to have harder edges, we need to do one more step.
- B: Double click on the Magic Wand tool to bring up its options palette. Set the Tolerance to 32, and make sure that Anti-aliased is checked.
- C: Click in the white background of your image.
- D: Pull down the Select menu to Similar to select any remaining background white that may be in the insides of letters (such as the inside of an "O").
- E: To select a little more of the background, pull down the Select menu to Modify and select Expand from the Modify submenu. Enter a value of 1.

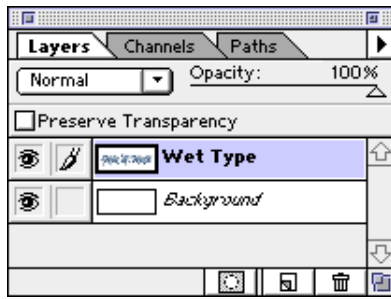


### Step 5E



- F: Pull down the Select menu to Inverse.

## Step 6B



Click here

## STEP 6: Finishing Touches

- A: In order to hide (or mask) the fuzzy edges, we now apply a layer mask.
- B: With the inversed selection still selected, click on the Layer Mask icon at the bottom of the Layers palette.
- C: Click on the RGB Channel in the Channels palette.
- D: To make the text look glossier, apply the Unsharp Mask filter (under the Sharpen submenu in the Filters menu), using the values shown below.



NOTE: Because the text is in a layer with an applied layer mask, anything under the text layer will still be visible. In our example, the only lower layer is filled with white. However, if we use the Move tool, we can drag this layer into another image thereby creating a new layer on top of whatever is in the other image, and that other image will show around and through our text.

