Kleurig futuristisch tekst effect



<u>Nodig</u> : lettertype 'code'; structuur 235; lichten; gelijnd papier patroon; zebra 3D patroon; verloop; sparkles

Contouren laden

| eset Manager | - | | |
|--------------|--|--|---|
| Preset Type: | Contours Brushes Swatches Gradients Styles Patterns Contours Custom Shapes Tools | Ctrl+1 Ctrl+2 Ctrl+3 Ctrl+4 Ctrl+5 Ctrl+6 Ctrl+7 Ctrl+8 | Done Load ve Set ename Delete |

Bewerken \rightarrow Beheer Voorinstellingen; kies voor Contouren naast Type voorinstelling

Kleine driehoekjes rechts bovenaan aanklikken; kies ook hier voor Contouren.

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| : Type: Contours | ▼ Text Only ✓ Small Thumbnail Large Thumbnail Small List Large List Reset Contours Replace Contours |
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| eset Manager Preset Type: | Contours | - Done Load |
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| Preset | Manager | L Save Set |
| | Replace current contours with the contours from Contours? | Rename Delete |
| | OK Cancel Append | |
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<u>Stap 1</u>

Bestand \rightarrow Nieuw : 1024 x 768 px ; voeg de structuur "Texture 235" toe boven de achtergrond laag; pas grootte aan voor dit nieuwe werk document.



Voeg de afbeelding "Northern Lights" toe; modus = Vermenigvuldigen.

| | | Lagen | *1 |
|---|----|------------------|-------------------|
| | MP | Vermenigvuldigen | ➡ Dekking: 100% ▶ |
| | | Vergr.: 🖸 🖌 🕂 角 | Vul: 100% 🕨 |
| | W | 💌 💽 Laag 2 | |
| 🛛 kleurig en futuristisch @ 85,3% (Laag 2, RGB/8) * | 1 | Laag 1 | |
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| 5.1 85.289 ⁽³⁾ Doc: 2.25 M/5.96 M ► < | | | |
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Stap 2

Tekst toevoegen; kleur = # 7B7B7B; lettertype = 'Code bold'; grootte = 300 pt. In het Palet Teken: Tekstspatiëring = 75 px; om overlappingen te vermijden.

| Character 🛛 👻 |
|--|
| Code Bold Regular |
| 1 300 pt ▼ [‡] A (Auto) ▼ |
| VA - XA 75 - |
| ¢Τ 100% Ξ 100% |
| Aª 0 pt Color: #7b7b7b |
| T T TT TT TT $\mathbf{T}_{\mathbf{T}}$ T $\mathbf{T}_{\mathbf{T}}$ |
| fi & st A ad T 1st 1/2 |
| English: USA + aa Sharp + |
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Dupliceer de tekst laag twee keren;

nu heb je drie tekstlagen : de originele laag; kopie laag; kopie2 laag.



<u>Stap 3</u>

Geef de kopie laag (de laag tussen de twee andere tekstlagen) volgende laagstijlen: * Schuine kante en Reliëf : Stijl = Lijn Reliëf, Techniek = Gegraveerd Hard; modus voor de Hooglichten = Intens licht; kleur = # 9EA761; voor de Schaduwen : kleur = # 7B7B7B.

| Blending Options: Default Style: Stroke Emboss Technique: Chisel Hard Depth:350 % Direction: @ Up @ Down Size:20 px O px Soften:0 px Soften:0 px Shading Angle:120 ° Altitude:0 version Shading Gradient Overlay Color Overlay Gradient Overlay Outer Glow Drop Shadow Highlight Mode: Vivid Light Highlight Mode: Vivid Light Depth:75 % Shadow Mode: Multiply #7b7b7b Opacity:75 % | 5tyles | Bevel & Emboss | ОК |
|--|---------------------------|-----------------------------------|---------------------------|
| ✓ Bevel & Emboss ✓ Contour ✓ Contour ✓ Texture Ø Stroke Inner Shadow Inner Glow Satin Color Overlay Gradient Overlay Pattern Overlay Outer Glow Ø Drop Shadow Highlight Mode: Vivid Light ✓ Bevel & Emboss | Blending Options: Default | Style: Stroke Emboss | Cancel |
| Contour Texture Stroke Inner Shadow Inner Glow Satin Color Overlay Gradient Overlay Quter Glow Verify Gloss Contour: Image: < | Bevel & Emboss | | New Style |
| Inner Shadow Inner Glow Satin Color Overlay Gradient Overlay Pattern Overlay Outer Glow Outer Glow Drop Shadow Highlight Mode: Vivid Light Topacity: | Contour | | |
| V Stroke Inner Shadow Inner Glow Satin Color Overlay Gradient Overlay Outer Glow Vivid Light Gloss Contour: Vivid Light Highlight Mode: Vivid Light Yord Yord Shadow Mode: Multiply Yord | V Texture | Depth: 350 % | V Preview |
| Inner Shadow Inner Glow Satin Color Overlay Gradient Overlay Outer Glow Outer Glow Drop Shadow Ititude: Outer Glow Drop Shadow Vivid Light Opacity: 75 Shadow Mode: Multiply Top Shadow | Stroke | Direction: Op Down | Contraction of the second |
| Soften: 0 px Soften: 0 px Satin Image: 0 px Color Overlay Angle: 120 0 Gradient Overlay Image: 120 0 Pattern Overlay Image: 0 px Outer Glow Image: 120 0 Outer Glow Gloss Contour: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: | Inner Shadow | Size: 20 px | |
| Satin Satin Color Overlay Gradient Overlay Pattern Overlay Outer Glow Outer Glow Drop Shadow Highlight Mode: Vivid Light Highlight Mode: Vivid Light Opacity: 75 % | Inner Glow | Soften: 0 px | |
| Color Overlay Gradient Overlay Pattern Overlay Outer Glow Outer Glow Drop Shadow Highlight Mode: Vivid Light Opacity: 75 % Shadow Mode: Multiply 75 % | Satin | Shading | |
| Gradient Overlay Pattern Overlay Outer Glow Gloss Contour: Image: Contour: < | Color Overlay | Angle: 120 ° | |
| Pattern Overlay Outer Glow Ø Drop Shadow Highlight Mode: Vivid Light Opacity: 75 Shadow Mode: Multiply 75 Ø Dopacity: 75 Ø Opacity: 75 Ø Opacity: 75 Ø Opacity: 75 | Gradient Overlay | Altitude: | |
| Outer Glow Gloss Contour: Image: Contoure: Image: Contoure: Imag | Pattern Overlay | 30 - | |
| Image: Drop Shadow Highlight Mode: Vivid Light #9ea761 Opacity: 75 % Shadow Mode: Multiply #7b7b7b Opacity: 75 % | Outer Glow | Gloss Contour: | |
| Opacity: 75 % Shadow Mode: Multiply ↓ #7b7b7b Opacity: 75 % | Drop Shadow | Highlight Mode: Vivid Light - #9e | a761 |
| → Shadow Mode: Multiply → #7b7b7b Opacity:75 % | | Opacity: 75 % | |
| Opacity: 75 % | | Shadow Mode: Multiply - #7b | 7b7b |
| | | Opacity: 75 % | |

* Contour: Onder Schuine kant en Reliëf.

| Styles | Elements | ОК |
|---------------------------|-----------|-----------|
| Blending Options: Default | | Cancel |
| Bevel & Emboss | Contour: | Sps / |
| Contour | Range: 50 | % |
| V Texture | | V Preview |
| 🗹 Stroke | | |
| 🖺 Inner Shadow | | |
| 🗐 Inner Glow | | |
| Satin | | |
| Color Overlay | | |
| Gradient Overlay | | |
| Pattern Overlay | | |
| Outer Glow | | |
| ✓ Drop Shadow | | |
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* Structuur onder Schuine kant en Reliëf: kies als Patroon voor 'Lined Paper'. (openen \rightarrow Patroon definiëren)

| Styles | Texture | ОК |
|---------------------------|--------------------------|-----------|
| Blending Options: Default | Elements (Line | d Paper) |
| Bevel & Emboss | Pattern: | to Origin |
| Contour | | New Style |
| ✓ Texture | | % |
| Stroke | Depth: +250 | % |
| 📄 Inner Shadow | Invert V Link with Layer | |
| Inner Glow | 121 | |
| 🗐 Satin | | |
| Color Overlay | | |
| Gradient Overlay | | |
| Pattern Overlay | | |
| Outer Glow | | |
| Drop Shadow | | |
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<u>* Lijn: 15 px; midden; kleur = # 299DA4.</u>

| Styles | Stroke Structure | ОК |
|---------------------------|-------------------------------|-----------|
| Blending Options: Default | ➡ Size: 15 px | Cancel |
| 🗹 Bevel & Emboss | Position: Center | New Style |
| Contour | Blend Mode: Normal | Droviour |
| V Texture | | VIPIEVIEW |
| V Stroke | Opacity: 2 100 % | |
| 🔲 Inner Shadow | Fill Type: Color 👻 | |
| Inner Glow | Color #200 dat | |
| Satin | #277004 | |
| Color Overlay | | |
| Gradient Overlay | | |
| Pattern Overlay | | |
| Outer Glow | | |
| V Drop Shadow | Make Default Reset to Default | |
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* Slagschaduw: kleur = #686868, Globaal licht gebruiken uitvinken.

| Styles | Drop Shadow Structure | ОК |
|---------------------------|---------------------------------|------------|
| Blending Options: Default | Blend Mode: Multiply | 868 Cancel |
| 🗹 Bevel & Emboss | Opacity: 75 % | New Style |
| Contour | | Desting |
| V Texture | Angle: 148 ° Use Global Light | V Preview |
| Stroke | Distance: 8 px | |
| 🗐 Inner Shadow | ▶ Spread: 57 % | |
| 📃 Inner Glow | Size: 7 px | |
| Satin | | |
| Color Overlay | Quality | |
| Gradient Overlay | Contour: Anti-aliased | |
| Pattern Overlay | Noise: 0 % | |
| 🗐 Outer Glow | I III and Karda Oct Data Chadan | |
| ✓ Drop Shadow | | |
| | Make Default Reset to Default | |
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Zie bekomen resultaat .



<u>Stap 4</u>

Voor de "kopie 2" tekst laag geef je volgend laagstijlen (de bovenste tekst laag):

* Schuine kant en Reliëf : Techniek = Gegraveerd Hard; modus voor de Hooglichten is Intens licht; kleur = # FF5F40; voor de Schaduwen : kleur = # 7B7B7B.

| ityles | Bevel & Emboss OK | |
|---------------------------|---|-----|
| Blending Options: Default | Style: Inner Beyel | el |
| Bevel & Emboss | | do |
| Contour | | ne. |
| V Texture | Depth: 250 % | ew |
| Stroke | Direction: O Up O Down | |
| Inner Shadow | Size: 25 px | |
| Inner Glow | Soften: 0 px | - |
| Satin | Shading | |
| Color Overlay | Angle: 120 ° | |
| Gradient Overlay | Alterator | |
| Pattern Overlay | 30 ° | |
| Outer Glow | Gloss Contour: Anti-aliased (Rounded Steps) | |
| Drop Shadow | Highlight Mode: Vivid Light - #ff5f40 | |
| | Opacity: 75 % | |
| | Shadow Mode: Multiply - #7b7b7b | |
| | Opacity: 75 % | |
| | | |

* Contour: onder Schuine kant en Reliëf.

| ayer Style | | — |
|---|---|-----------|
| Styles | Contour Elements | ОК |
| Bevel & Emboss Contour | Contour: Arti-aliased (CONE) Range: 50 % | New Style |
| Texture Stroke | | V Preview |
| ✓ Inner Shadow | | |
| ✓ Inner Glow ✓ Satin | | |
| Color Overlay | | |
| Pattern Overlay | | |
| Orop Shadow | | |
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* Structuur: onder Schuine kant en Reliëf; patroon = Subtle Zebra 3D. (openen → Patroon definiëren)

| Styles | Texture Elements | | ОК |
|---------------------------|----------------------|-------------------|-----------|
| Blending Options: Default | | (Subtle Zebra 3D) | Cancel |
| ☑ Bevel & Emboss | Pattern: - | Snap to Origin | New Style |
| Contour | | | Draviour |
| V Texture | Scale: | 100 % | Pieview |
| Stroke | Depth: | +100 % | |
| Inner Shadow | Invert V Link w | rith Layer | |
| ☑ Inner Glow | | | |
| ✓ Satin | | | |
| Color Overlay | | | |
| Gradient Overlay | | | |
| Pattern Overlay | | | |
| Outer Glow | | | |
| Drop Shadow | | | |
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* Schaduw Binnen: modus = Lineair Doordrukken; kleur = # 3C2DFF.

| Styles | Inner Shadow | | | OK |
|---------------------------|-------------------------|--------------|---------|-----------|
| Blending Options: Default | Blend Mode: Linear Burn | - | #3c2dff | Cancel |
| ☑ Bevel & Emboss | Opacity: | 75 | % | New Style |
| Contour | | | | Droviow |
| Texture | Angle: 120 ° 🔽 | Use Global I | Light | Preview |
| 🖾 Stroke | Distance: | 0 | px | |
| Inner Shadow | Choke: | 0 | % | |
| 🗹 Inner Glow | Size: | 10 | px | |
| Satin | Ourith | | | |
| Color Overlay | | 2002.00 | | |
| Gradient Overlay | Contour: | sed | | |
| Pattern Overlay | Noise: | 0 | % | |
| Outer Glow | | | | |
| 🗹 Drop Shadow | Make Default Rese | t to Default | | |
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* Gloed binnen: modus = Zwak Licht; kleur = # 6FC0FF; centreren.

| Layer Style | | × |
|---------------------------|-------------------------------|-----------|
| Styles | Inner Glow | ОК |
| Blending Options: Default | Blend Mode: Soft Light | Cancel |
| 🗹 Bevel & Emboss | Opacity: 75 % | New Style |
| Contour | Noise: | |
| V Texture | | Preview |
| 🗐 Stroke | | |
| Inner Shadow | Elements | |
| Inner Glow | Technique: Softer 👻 | |
| V Satin | Source: Center Cedge | |
| Color Overlay | Choke: 0 % | |
| 🗐 Gradient Overlay | 📫 Size: 🔼 18 px | |
| Pattern Overlay | - Quality | |
| Outer Glow | | |
| Drop Shadow | Contour: | |
| | Range: 50 % | |
| | Jitter: 5 0 % | |
| | | |
| | Make Derauit Reset to Derauit | |
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<u>* Satijn: modus = Intens licht; kleur = # A7F093.</u>

| Styles | Satin Structure | ОК |
|---------------------------|----------------------------------|-------------|
| Blending Options: Default | Blend Mode: Vivid Light 🗸 🚽 #a71 | f093 Cancel |
| ✓ Bevel & Emboss | Opacity: 50 % | New Style |
| Contour | | Drovio |
| Texture | Angle: 19 ° | V Previe |
| Stroke | Distance: 11 px | |
| Inner Shadow | Size: 14 px | |
| ☑ Inner Glow | Contours Anti-aliased | |
| ✓ Satin | Invert (Cone) | |
| Color Overlay | Make Default Reset to Default | |
| 🗐 Gradient Overlay | | |
| Pattern Overlay | | |
| Outer Glow | | |
| ✓ Drop Shadow | | |
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* Slagschaduw: kleur = # 686868.

| Styles | Structure | ОК |
|---------------------------|---------------------------------|-------------|
| Blending Options: Default | Blend Mode: Multiply | 6868 Cancel |
| Bevel & Emboss | Opacity: 75 % | New Style |
| Contour | | Drovious |
| Texture | Angle: 148 ° Use Global Light | Preview |
| Stroke | Distance: 8 px | |
| Inner Shadow | | |
| ☑ Inner Glow | Size: 7 px | |
| Satin | | |
| Color Overlay | Quality | |
| Gradient Overlay | Contour: Anti-aliased | |
| Pattern Overlay | Noise: 0 % | |
| Outer Glow | I I and Kanaka Out Days Shadayy | |
| ✓ Drop Shadow | Mala Defaile | |
| | Make Delauit Reset to Delauit | |
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Je bekomt deze mooie kleurige tekst.



<u>Stap 5</u>

Rechtsklikken op de originele tekst laag \rightarrow Laag omzetten in Pixels; de tekst kan je nu niet meer bewerken maar we kunnen op die laag nu wel werken met het Penseel.

| Rasterize Type | nels Paths 👻 | 3D Layers Channels Paths |
|-------------------------|-------------------------------------|---|
| Rasterize Layer Style 😡 | orns = | QKind 🖨 🖾 🖉 T 🛱 🖪 |
| Create Work Path | | |
| Convert to Shape | | Normal 💠 Opacity: 100% 🗸 |
| Horizontal | 🔒 Fill: 100% 👻 | Lock: 🔀 🖌 💠 🔒 🛛 Fill: 100% 👻 |
| Vertical | | |
| None | soar copy 2 fx 💌 | ⊙ T soar copy 2 fx |
| Sharp | | |
| Crisp | | |
| Strong | , I 🖉 | а т (|
| Smooth | soar copy 🕅 🎽 | S 1 soar copy 7x |
| Convert to Paragraph Te | t 🚺 | |
| Warp Text | Right Click | SOAR soar |
| Copy Layer Style | | |
| Paste Layer Style | 0. 🖿 🦷 🏛 | 😁 fx. 🖸 Ø. 🖿 🥫 🏛 |
| Clear Laver Style | and the second second second second | Series of the |

<u>Stap 6</u>

Geef die pixel laag volgende laagstijlen : * Schuine kant en Reliëf: Stijl = Lijn Reliëf, Techniek = Gegraveerd Hard, modus voor de Hooglichten = Lineair Licht, kleur = # E9E9DA; kleur voor de Schaduwen = #7B7B7B.

| Styles | Bevel & Emboss | | | ОК |
|---------------------------|------------------------------|------------|---------------|-----------|
| Blending Options: Default | 📫 Style: Stroke Emboss 👻 | | | Cancel |
| Bevel & Emboss | Technique: Chical Hard | | | New Style |
| Contour | | 150 | | Draviou |
| Texture | | 450 | 70 | Preview |
| 🔽 Stroke | | 10 | | |
| Inner Shadow | | 10 | | |
| Inner Glow | Soliten: | U | px | |
| 🗐 Satin | Shading | | i` | |
| Color Overlay | Angle: 120 ° | | | |
| Gradient Overlay | • Use Global | Light | | |
| Pattern Overlay | Antitude: 30 ° | | | |
| 🗐 Outer Glow | Gloss Contour: | ised (VC | alley - Low) | |
| Drop Shadow | Highlight Mode: Linear Light | • | #e9e9da | |
| | Opacity: | 75 | % | |
| | Shadow Mode: Multiply | - | #7b7b7b | |
| | Opacity: | 75 | % | |
| | Make Default Reset | to Default | | |

* Lijn: 25 px; midden; Gereflecteerd Verloop = "steel pipe 60" uit de set "CHROMES.grd".

| Shilos | Stroke | ОК |
|---------------------------|-------------------------------------|-----------|
| Junes | Structure | |
| Blending Options: Default | Size: 25 | px Cancel |
| Bevel & Emboss | Position: Center - | New Style |
| Contour | Blend Mode: Normal | Z Preview |
| Texture | | 86 |
| ☑ Stroke | Cpacity. | |
| 🗹 Inner Shadow | 📫 Fill Type: Gradient 👻 🚽 steel pip | be 60) |
| 🗹 Inner Glow | | |
| Satin | | |
| Color Overlay | Style: Reflected | n Layer |
| Gradient Overlay | Angle: 90 ° Dither | |
| Pattern Overlay | Scale: 100 | % |
| Outer Glow | | |
| Drop Shadow | Make Default Reset to Default | |
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* Schaduw Binnen: Modus = Lineair Doordrukken; kleur = # 3C2DFF.

| Styles | Inner Shadow | | | OK |
|---------------------------|-------------------------|--------------|-----------|-----------|
| Blending Options: Default | Blend Mode: Linear Burn | - | #3c2dff | Cancel |
| ☑ Bevel & Emboss | Opacity: | 75 | % | New Style |
| Contour | | | | |
| Texture | Angle: 120 ° | Use Glo | bal Light | Preview |
| ✓ Stroke | Distance: | = 0 | px | |
| ☑ Inner Shadow | Choke: | - 0 | % | |
| Inner Glow | Size: 📉 | = 10 | px | |
| Satin | Ouslite | | | |
| Color Overlay | | | | |
| Gradient Overlay | Contour: | liased | | |
| Pattern Overlay | Noise: | = 0 | % | |
| Outer Glow | | | | |
| ✓ Drop Shadow | Make Default | eset to Defa | uit | |
| | | | | |
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* Gloed Binnen : Modus = Zwak Licht, kleur = # 6FC0FF, Midden.

| Layer Style | | × |
|---------------------------|-------------------------------|------------|
| Styles | Inner Glow | ОК |
| Blending Options: Default | Blend Mode: Soft Light | Cancel |
| 💟 Bevel & Emboss | Opacity: 75 % | New Style |
| Contour | Noise: 0 % | Proview |
| Texture | | V FIEVIEVV |
| V Stroke | | |
| 💟 Inner Shadow | Elements | |
| V Inner Glow | Technique: Softer 🔻 | |
| 🗐 Satin | Source Center CEdge | |
| Color Overlay | Choke:0 % | |
| 🗐 Gradient Overlay | Size: 18 px | |
| Pattern Overlay | — Quality — | |
| Outer Glow | | |
| ☑ Drop Shadow | | |
| | Range: 50 % | |
| | Jitter: 🖉 0 % | |
| | Make Default Reset to Default | |
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* Slagschaduw:

| Styles | Drop Shadow | OK |
|---------------------------|--------------------------------|---------|
| Blending Options: Default | Blend Mode: Multiply | Cance |
| 🗹 Bevel & Emboss | Opacity: 75 % | Now Sh |
| Contour | | Drawi |
| Texture | Angle: 120 ° Vise Global Light | V Previ |
| Stroke | Distance: 15 px | |
| Inner Shadow | ▶ Spread: 50 % | |
| ☑ Inner Glow | Size: 30 px | |
| Satin | | |
| Color Overlay | | |
| Gradient Overlay | Contour: | |
| Pattern Overlay | Noise:0 % | |
| Outer Glow | I mar Kaarka Out Drag Shadaw | |
| Drop Shadow | Make Default | |
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Het metalen deel aan de rand wordt hierdoor gecreëerd.



<u>Stap 7</u> Penseel selecteren : hard rond penseel van 10 px.



Voeg stippen toe aan de randen van de letters. Klik op de metalen rand van letters.



Zelfde voor de andere letters. Eén tot drie stippen per letter is meer als genoeg.



<u>Stap 8</u> Nieuwe bovenste laag, noem de laag "gaten"; laagvulling = 0 %.



Geef de laag "gaten" volgende Schaduw Binnen met de standaard waarden.

| Styles | Inner Shadow Structure | ОК |
|--------------------------|--------------------------------|-----------|
| Blending Options: Custom | Blend Mode: Multiply | Cancel |
| Bevel & Emboss | Opacity: 75 % | New Style |
| Contour | | Dravious |
| Texture | Angle: 120 ° VUse Global Light | V Preview |
| Stroke | Distance: 5 px | |
| Z Inner Shadow | Choke:0 % | |
| Inner Glow | Size: 5 px | |
| Satin | Ouslike | |
| Color Overlay | | |
| Gradient Overlay | Contour: Anti-aliased | |
| Pattern Overlay | Noise:0% | |
| Outer Glow | | |
| Drop Shadow | Make Default Reset to Default | |
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Met hetzelfde hard penseel van 10 px voeg je stippen toe midden vorige stippen; door de Schaduw binnen worden er precies gaten gemaakt in vorige stippen.



Bekomen resultaat tot hiertoe.



<u>Stap 9</u> Voeg een Aanpassingslaag 'Verloop toewijzen' toe.



Modus = Bedekken; dekking = 80%. Zie kleurenbewerker hieronder.



Kleur links = #3E4B53; kleur rechts = #64767A.

| Gradient Editor | |
|--|------------------------|
| Presets | Cancel Load Save |
| Name: Custom Gradient Type: Solid Smoothness: 100 	% | New |
| #3e4b53 | #64767a 🗎 |
| Opacity: * % Loca | tion: % Delete |
| Color: Loca | tion:% Delete |

<u>Stap 10</u>

Nieuwe laag onder deze Verloop laag; noem de laag "Sparkles"; modus = Intens Licht. Voorgrondkleur = # DED7A9; Sparkles Penseel selecteren; grootte van het penseel aanpassen.

