

3D Pop out Text



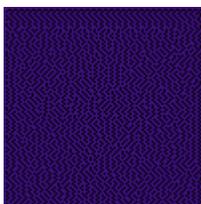
1 Make a new document, Lets say 200 x 200, White Background. Switch to Channels Pallet (**windows>show channels**). Create a new channel (Left from trash can). With a white foreground, Type any text or letter about the size I have here to the left (Works best with larger letters).



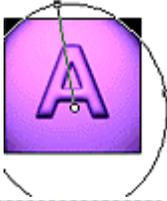
2 Duplicate Alpha channel 1 (or #4 on PS 4.0): You can right click and choose duplicate on that channel or drag it to the New Channel button. Ok next select the new channel. Gaussian Blur it by 6.0 pixels (**Filter>Blur>Gaussian Blur**).



3 Ctrl- Click (**Mac: Command Click**) Alpha Channel 1. Invert Selection (**Select>Inverse**) and hit delete. With that we've cut off any excess blur out side are Original text area and we now have a 3Dish looking letter.



4 Go to the Layers Pallet (**Windows>show layers**). Click on the Background layer, now make a new layer. Fill new layer in with some dark color or texture. I used Navy Blue.



5 Ok Now the cool part. Go to **Filter>Render>Lighting Effects**. Switch texture channel to "Alpha Channel 2 (or #5). Light type "Spot Light". On mine I used Negative 50, Narrow 70. Now adjust the light direction to taste and click OK.

6 Now go to **Select>Load Selection**, choose Alpha 1 (or #4) and click ok. Invert Selection and hit delete. Deselect (**Select>Deselect**).

7 That's It! This also gets you more familiar with the channels and selections and how they work. You can get different results with fatter letters as well. For a smaller size, Make your 3D text big then re-size the image for best results.