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Chrome Text

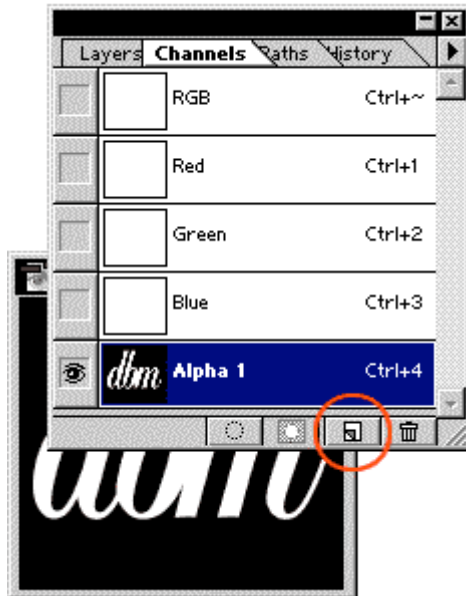
This tutorial will show how to make a Chrome/glassy look alike text using reflection maps in Photoshop. It was inspired by the Chrome tutorial in the Photoshop 4 WOW [book](#) but has been re-written and designed with my own techniques and tips. With a little experimentation, you can make various objects using this method such as chrome balls, buttons, interfaces and more. This is an intermediate/Advanced user level tutorial.

Important: If you have **unchecked** the "Include composited image with layered files" in the Preferences, this tutorial will not work. Make sure it's right by going to **File>Preferences>Saving Files** and make sure that bottom check box is



checked.

For the best results, try and make the image as big as possible. The reflection behaves better at a larger scale. My image size was 640 wide by 575 high (72dpi) with a white background using a Script typeface (Balmoral D) at a size of 850points. So my image is much larger than shown in this tutorial.



- 1** Firstly go to the Channels pallet (**Windows>Show Channels**). Make a new channel by clicking on the New Channels button on the bottom of the pallet. Now Select the Type Tool and make some large type on that channel or import a logo from another program on to this channel. Name this new channel "Original".



2 Drag a copy of the Original channel to the New Channel icon to make a duplicate. Name this channel "Blurred". Now go to **Filter>Blur>Gaussian Blur**. For my text I used 3.6 pixels. You may want a little higher setting with thicker larger images. Just make sure it's still readable.

3 Make a duplicate of the blurred layer by dragging it to the New Channel icon. Name this layer "Trimmed". Now while on the Trimmed channel, hold down the Ctrl. key (Mac: Command) and click on the "Original" channel to load its selection. Invert Selection: **Selection>Inverse**. Now fill with black: **Edit>Fill**, under "Contents" choose Black and click OK.

4 Now we'll need to save the "Trimmed" channel in a separate file to harddrive: **Select>All** and then **Edit>Copy**. Go to **File>New**. Now **Edit>Paste**. Save this new file to your harddrive in a spot you'll remember. After you have saved this image, you may close it.



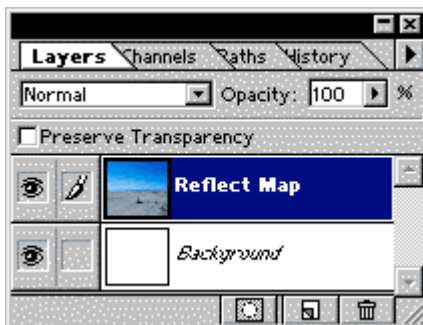
5 Ok back on the first image. Switch to the Layers Pallet (**Windows>Show Layers**) Click on the Background to make it active.

We now need to choose a reflection map for the text. I've found that pictures of sky and Ocean work really well for this as with the sky, it has a downward gradient that makes the chrome look nice. Try and choose an image with detail as well (like trees, beach weeds or rocks). You can download the reflection map I used if you don't have one.

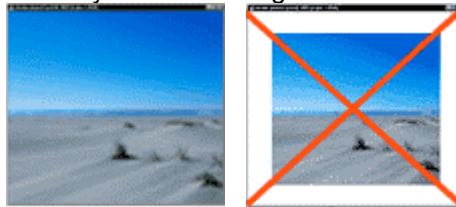


Beach: 17.4kb

Blur the photo you want to use; too much detail will cause some unwanted distortion in the chrome. Open the photo and go to **Filter>Blur>Gaussian Blur**, enter 2.5 and click OK. **Note:** My downloadable picture has already been blurred so you don't have to do it.



Open the Photo (if not already) to use for the reflective map. **Select>All** and then **Edit>Copy**. Now move over to our project image and paste it there, it should make a new layer and look like the left image I have. Make sure the reflective map picture covers your whole image as shown below.

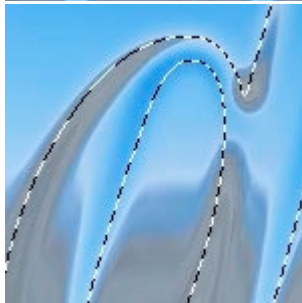


CORRECT

INCORRECT

To resize the image, go to **Edit>Free Transform**.

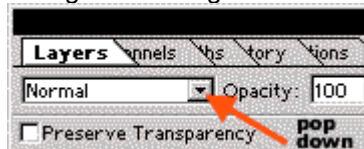
After you have done that, Select All: **Select>All**. Now **Image>Crop** to get rid of any outside unwanted data.



6 Ok, Let's load the image map: While the Reflect map layer is active, go to **Filter>Distort>Glass**. Distortion set to 20, Smoothness set to 9. Under the "Texture" popup menu, choose "Load Texture". Now browse to the Image map you saved to your harddrive and open it. Now click OK to close the Glass filter.

7 Load the "Original" Channel by going to **Selection>Load Selection**. Select "Original" next to where it says "channel" and click OK. Now invert selection: **Selection>Inverse** and press Delete on the keyboard. Deselect: Ctrl.-D (Mac: Command-D).

8 Make a duplicate of this Reflect map layer by dragging it to the New Layer icon. Next choose "Color Dodge" from the **Layers pop down menu**. Now turn the Opacity of that layer down to about 30%. This gives it a bright shine.



9 Last, make the Original layer active (Reflect Map) and add a drop shadow by going to **Layer>Effects>Drop Shadow** and clicking OK.



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