



# Antique Gold Text

This effect lends a definite tone of aristocracy. Though I would not term this a "beginner tutorial," if you are a beginner, you can do it. You will just have to be patient with yourself and go slowly.

As you work through this project, you will learn/practice these techniques:

- Use several different filters to make a texture.
- Use alpha channels and lighting effects to create a 3-D look.
- Use layer effects.

## 1. First, we will make the antique gold texture layer.

a. [File -> New](#). Click the [new layer](#) icon in the layers palette to make a new layer. Click on the color swatch in the toolbar and choose a medium tan color. I like [BEAD90](#) for this. [Type this in under # in your Color Picker dialog box.](#)

[Alt-backspace](#) to fill your new layer with the tan. (If it turns out gray, check under Image -> Mode to switch to RGB mode.)

(Note: For a plain shiny gold letter, without the antiquing, go straight to step 2 from here.)

b. Click Filter -> noise and choose about 100, monochromatic.

c) Use Filter -> Sketch -> Reticulation (I used 0, 50, 0 for my settings.).

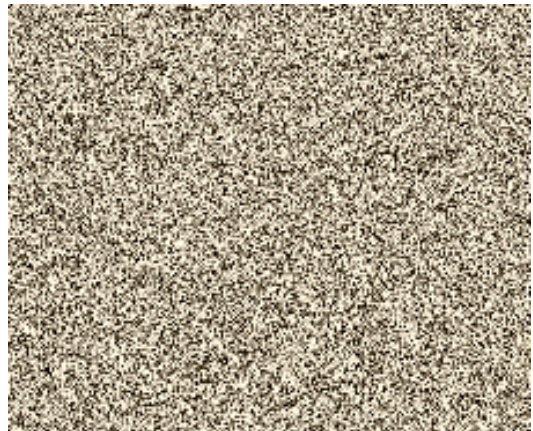
d) Filter -> Distort -> Glass (I used 18 and 11.). Your result should be something like mine at the right.

[File -> Save As](#) and pick a name. Leave your



Throughout this tutorial, if there is something in **PURPLE**, there is a more detailed explanation of it available if you click it.

Use your "Back" button to return here.



file in PSD format.

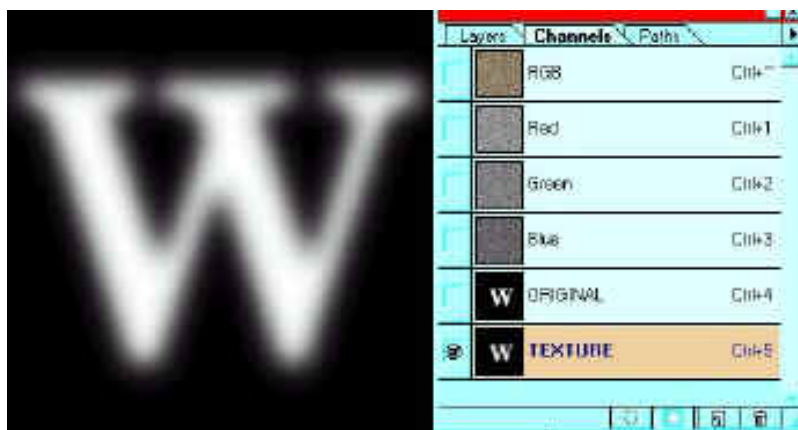


## 2. Next, make your alpha channels.

a) [Click on the Channels palette](#) and then click the little new layer icon in the lower right beside the trash can. This creates a new Alpha channel. Double-click it and name it "Original". Make the background black and then put a large white letter in the center of it with your type tool.

b) Drag that channel label in the palette down to the new layer icon, creating a copy of it. Double-click its name in the list and name this new one "texture channel". Ctrl-d to deselect.

c) On your texture channel, filter -> Blur -> Gaussian Blur. Blur it enough that you can still see some white, but make it pretty blurry. I chose a setting of 8.



d) Trim your Texture Channel as follows. Ctrl-click on the ORIGINAL channel to load it as a selection. Then with the texture channel selected in the channels palette, Select -> Inverse -> and hit the delete key.

This clears away the excess fuzz around the outside of your blurred letter, leaving only a letter that looks rather like a fluorescent lightbulb. Ctrl-d to deselect.

File -> Save.



### 3. Bring your textured letter up through the gold you made.

a) Now for the really cool part. Click the Layers tab in the palette and then select the layer with your gold that you made. This should be on a new layer, not the background.

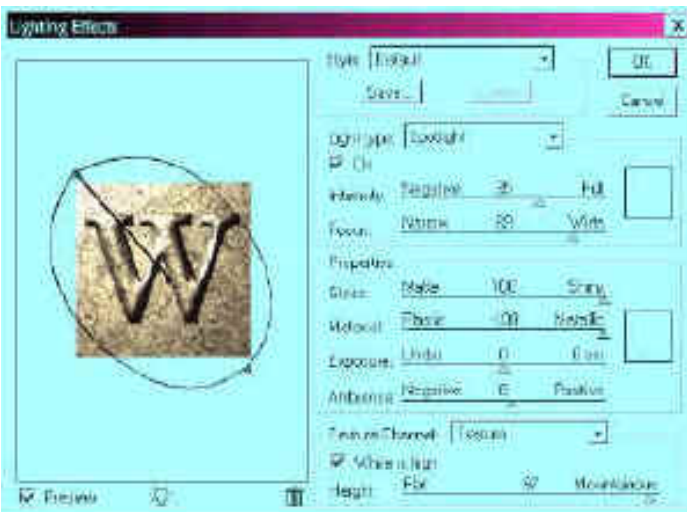
(Note: If you mistakenly put the gold on the background layer, just double-click it in the palette and that will make it into a regular layer so that you can do this next part.)

b) Click Filter -> Render -> Lighting Effects. In that dialog box, choose your Texture channel in the dropdown box toward the bottom where it says Texture channel. It is important that you choose the "texture" one. If you choose your "original" alpha channel, your letter will just be flat.

You should see your letter there on the little screen! Shine the spotlight around till you like the effect. (Experiment with all the different sliders, seeing what they do. Notice the effects that you get from increasing the ambient lighting and from making the gloss shiny or matte, the material metal or plastic. Look at the bottom of that dialog box and move that slider back and forth for mountainous/flat.)

c) Once you come up with an effect that you like, hit ok.

File -> Save.



Click to see this up close.

## 5. Now trim and finish the letter.

a) Click your channels palette again and ctrl-click your Original to load the selection. Return to your layers palette and choose Select -> Inverse and then hit the delete key. This clears away the unused part of the texture, leaving just your 3D gold letter! Ctrl-d to deselect.

b) Layer -> Effects and add a drop-shadow. Then choose bevel-emboss and experiment with the different kinds of beveling (inside bevel, outside bevel, inside shadow, pillow emboss) and see what they all do. Once you find a collection of effects that you like, hit ok. I used emboss with inner bevel, outer glow, and drop shadow here.

c) Do a gradient background if you like.

File -> Save. If you want to [save a COPY as a jpg](#), do just that. File -> Save a Copy. Keep your .psd file intact.



Now send me an [email](#) and tell me how you did with this tutorial. Hope you enjoyed it! :)

*Janee*



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