

You could use the approach I mentioned in the first example I posted. I probably wasn't too clear in my explanation.

You can environment map a gradient based topographical style environment map onto a black rectangle using a Bump Map that you create for the bevel. Once you get the beveled flat area looking like like you want, you can use a standard bump map to add on text or graphics/dings.

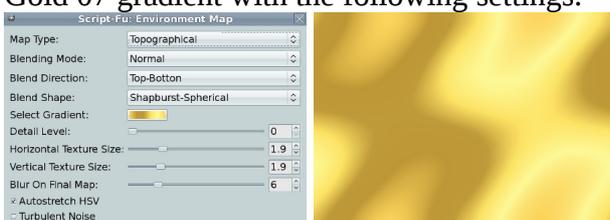
1) Create a black rectangle the size you want for your bar.



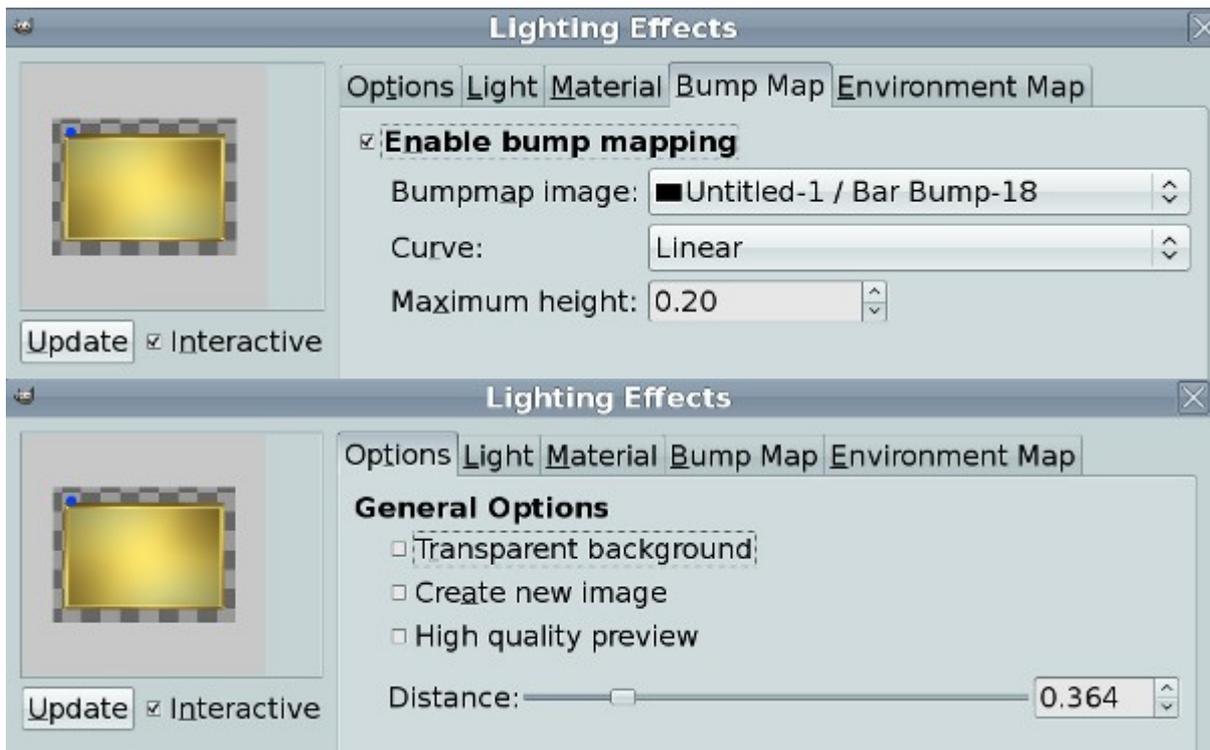
2) Duplicate the layer and Gauss blur (20px) the outside edge for your bevel and place on a white BG.



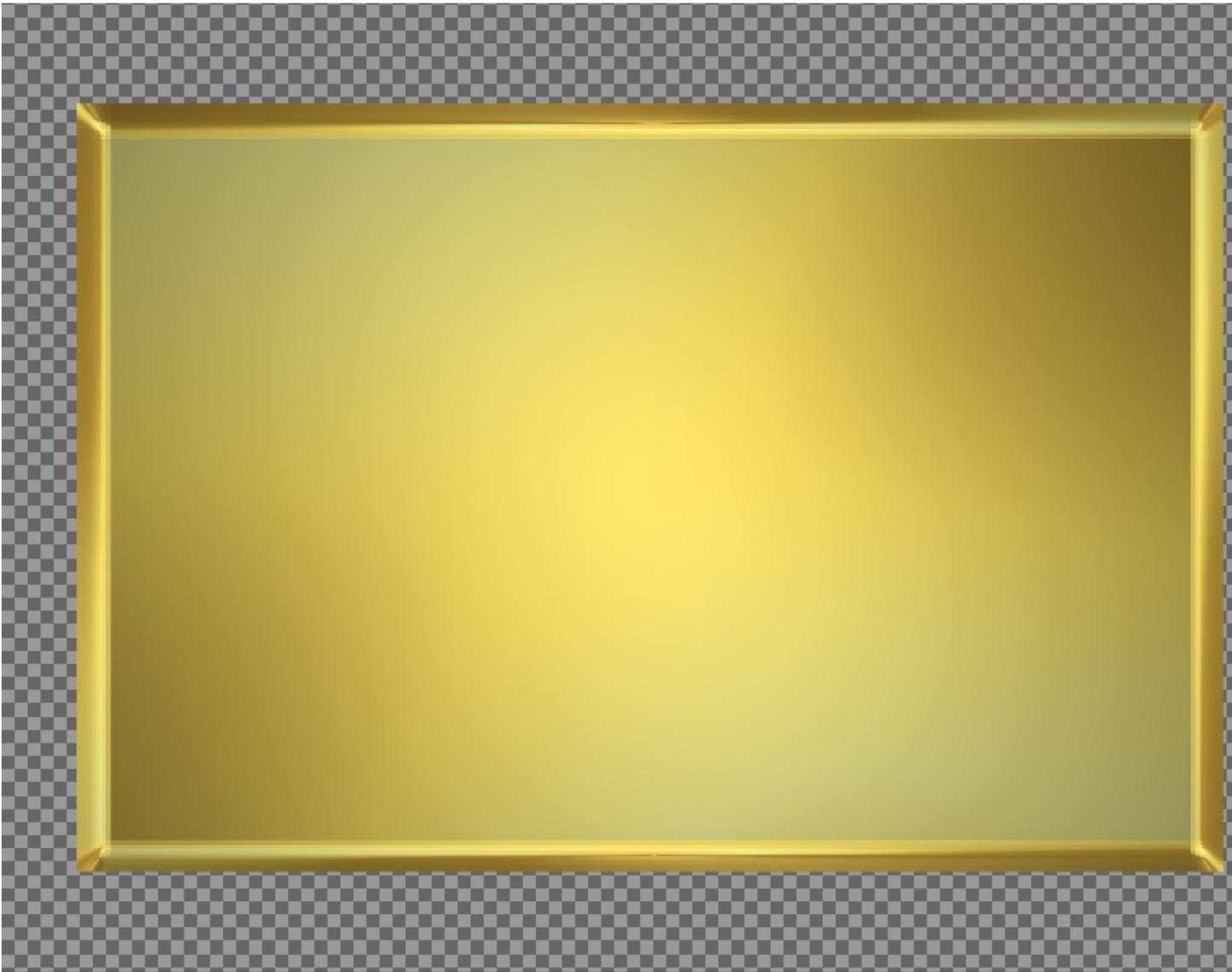
3) Use the EnviroMap script to generate an Environment Map image in a new tab. I used 2tons Gold 07 gradient with the following settings.



4) Run the lighting filter on the black rectangle, using the Environment Map and Bump Map you created. For the Bump Map settings, I used a linear curve with a depth of 20. One of the most **critical settings is the distance slider** under the Options tab. You will need to adjust the distance slider to get the results you're after. In this case, I used a distance settings of 0.364, which was the best tweak for that particular Environment Map.



Result of Environment Map



5) Create another Bump Map for your Text/Graphics or Dings and apply to your gold bar. I added a background and drop shadow on the final result.



This is just one example of an Environment Map combined with a Bump Map. Once you get the Bump Map created and the Environment Map up in a new tab, you can keep generating unique maps using the EnviroMap script and apply them to your bar using the Lighting Effects filter. Keep doing/undoing/tweaking until you get the result you're after. You can then save off the final Environment Map for later use.