

Eroded Metal Text Tutorial by Jfish

<http://gimpchat.com/viewtopic.php?p=26383#p26383>

Step 1

New 800x600 **and filled with white. Turn the background layer off or on when needed.** Add text (make it very bold). **Arial Bold 300 in Video. Center the text, right-click the layer and choose Layer to Image size.**

Step 2

Duplicate Text. On top layer, Alpha to Selection then go Select>Shrink by around 8. or so (depending on size of image). Then delete or Edit>Clear. **Rename the layer - outline.** I've turned the visibility off on the lower text layer to show you what i've done.

Step 3

On the bottom text layer go to your fill tool, find the pattern you just added (link at the top) and fill the inside of each letter. **Lock transparency and fill with pattern. Unlock transparency after filling.**

Step 4

On the same layer, Alpha to Selection, then go to Select>Shrink and shrink by 1. Then select>invert and delete or edit>clear. **Unselect (Ctrl + Shift + A).**

Step 5

Duplicate the current layer. colors>color to alpha and choose white.

Step 6

Go to the other patterned layer and do colors>color to alpha and choose black. **Rename layer – white dots.**

Step 7

Now we need to add shadows and highlights to our outline. For this make 2 new transparent layers. Go to your Outline layer. Use your fuzzy select tool to select the inside of every letter **by holding down the Shift key and clicking inside each letter.** While keeping the selection active, go to your first new layer and fill it in with black. Now go to your next new transparent layer, while still on your selection, and fill it in with white. **You may want to click Select > To Path to save that selection for the end paragraph of Step 8.**

Unselect.

Step 8

Now go to your white fill in layer, and take the move tool, click the image and use your arrow keys to move it 2px down and 2px to the right.

Do the same thing with the black fill in layer but move it 2px up and 2px to the left.

Merge the black and white layer together. **Do layer to image size.**

Step 8 continued

~~Now go to your fuzzy select tool on your outline layer and do the same selection you did in step 7. **Select > From Path.** Go to your black and white merged layer (still active selection) and click delete or edit>clear. **Unselect.**~~

You can rename this layer "Shadows and Highlights" if you want.

Step 9

Apply a gaussian blur of 1px to your Shadows and Highlights layer.

Step 10

You may turn the visibility off on your Shadows and Highlights layer. Merge down your outline to your black cage (that one layer that we did color to alpha white). Rename this one "Cage"

Step 11

More Shadows and Highlights! Make 2 new transparent layers above the cage layer. Now go to your cage layer and do alpha to selection, Select>Invert (this is the important part), and then go into your first transparent layer and fill in with black, go to the next transparent layer and fill in with white. (The selection was active for those steps). Then select>none.

Step 12

Now on your white fill in layer, take the move tool and move it 1px down and 1px to the right. Go to the black and go 1px up and 1px to the left. Now merge those two layers together. Name it "Cage Shadows and Highlights".

Go to the "Cage" layer and do Select>Invert and go to your "Cage Shadows and Highlights" layer and click delete or Edit>clear. then Select>none.

Step 13

Apply a blur like in step 9 on your "Cage Shadows and Highlights" layer.

Step 14

Go to the "Cage" layer, **lock the transparency**, and go to the fill tool. Choose the pattern "Burlwood" fill in the Cage layer text with the Burlwood Pattern. **Unlock transparency.**

Step 15

Go Colors>Desaturate and use Lightness. Now Duplicate the layer and set the top one on Grain Merge and merge it down. Then do brightness and contrast with these settings.

- **Brightness: 60**
- **Contrast: 30**

Step 16

This is one of the most important parts so read carefully! Set a new white layer above your Cage layer, **name it - clouds**. Then go to Filters>Render>Clouds>Difference Clouds. Click new seed. DO NOT CLICK RANDOMIZE! Then click okay.

Step 17

Now Repeat Difference clouds. (Make sure its the same seed from before).

Step 18

Repeat the difference clouds one more time with the same seed.

Step 19

Colors>Invert. Then Colors>Levels and use these settings.

Step 20

Now duplicate this layer, set the top one on Screen and merge down.

Repeat steps 16 through 19 and the first part of step 20. **Name the new layer – clouds2.**

Make sure you use a different seed for the next time you do it. Now when you repeat the process, you should get another layer similar to the one you just made. Set this layer on screen and merge it down, this adds more white clouds.

Step 21

Lower the opacity on your cloud layer. Move and or rotate and or flip the layer so that you get some clouds on your text. Once you've found the right place, Set the opacity back up and do Layer to Image Size. **Turn on the white Background layer. It makes seeing the cage much easier.**

Step 22

Go colors>Color to Alpha, choose black.

Step 23

Go to your Cage layer and go Alpha to Selection and while keeping the selection active, go to your cloud layer and Select>Invert and then delete or Edit>Clear.

Step 24

Alpha to selection your cloud layer and go to your gradient tool, choose any gradient you want but i like Romanian Flag Smooth. Blend across the screen and then select>none.

Step 25

Duplicate the cloud layer, set the bottom cloud layer on multiply, set the top layer on overlay.

Step 26

Go to your white layer that will look like a bunch of dots. Alpha to selection this layer, then go to Filters>Decor>Add Bevel. Use these settings.

- ***Thickness: 10***
- ***Uncheck Work on copy***

Unselect

Step 27

Go to Colors>Invert.

We're almost done, if you've done everything correctly so far your image should look like this (without the background layer).

Step 28

Add the Background. Add any background you want, but keep it greyish. I used the pattern Qbert, lowered the contrast and the brightness and but a grungy paper texture over it, desaturated it and set it on grain merge.

Step 29

Add a drop shadow. The settings will vary based on your image size. For an 800x600 i used these settings.

Step 30

Turn on all of your layers, add some final touches (lighting, etc.) and flatten image!