

Espers Warped Text and Smoke Screen Part one

today i recreated an old cover from 1997 and because he4rty asked me a related question about blurring and sharpening, i decided to make it into a tutorial
<http://s.pixogs.com/image/R-7094-1289824524.jpeg>

1. create your canvas, i used 600x450px and applied a gradient
2. type your text - i used Arial Bold 119, Spacing -7
3. align (center) your text

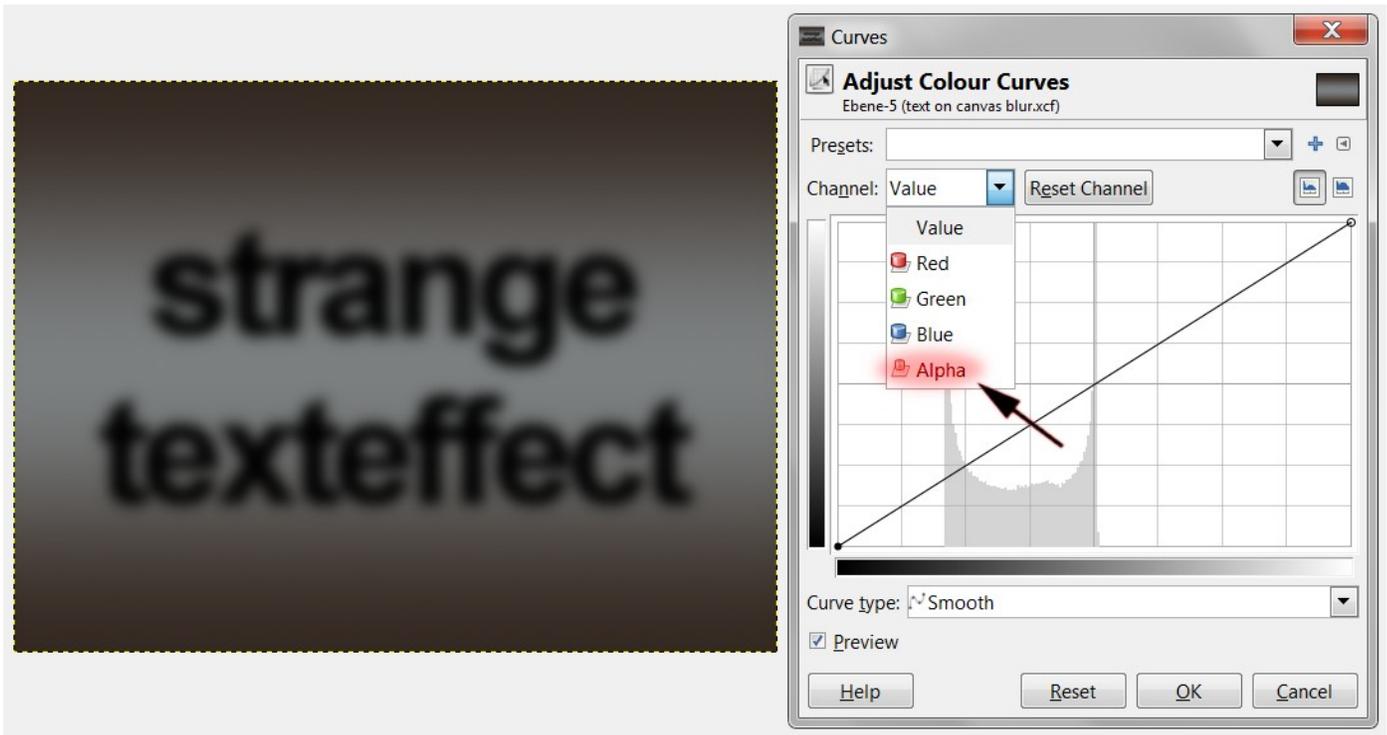


**strange
texteffect**

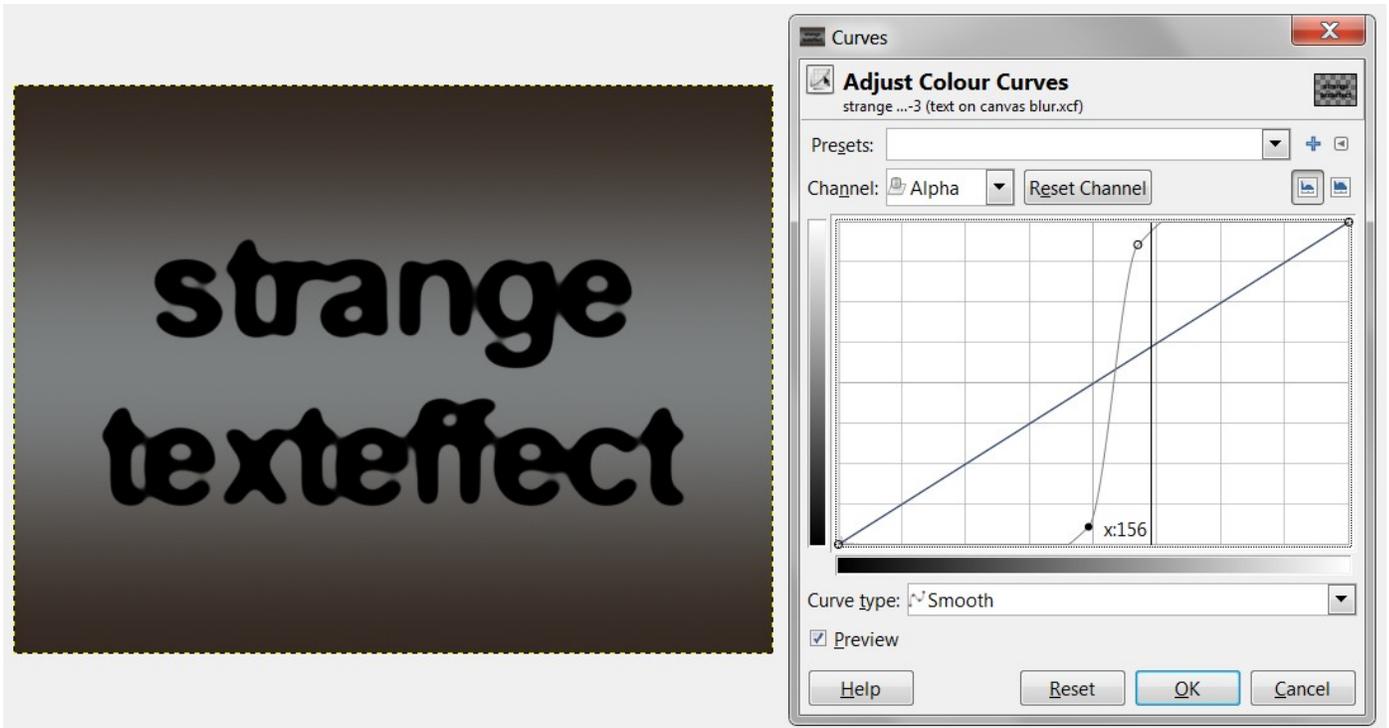
4. apply Gaussian Blur: i used 18



5. now comes the tricky part: go to 'Colours' open 'Curves', and set the channel to alpha (this is essential !)



**6. drag the curves into an angular shaped S-curve
what you want is not jaggy looking edges, but not too blurry too
so find the sweet spot, by experimenting a bit
and when you're happy, hit OK**



and thats it, a quick way of making weird text
Attachment:

The image shows the text "strange" on the top line and "texteffect" on the bottom line. The text is in a bold, black, sans-serif font. A soft, grey shadow is cast behind the text, creating a slight 3D effect. The background is a dark grey gradient.

final.png [213 KiB | Viewed 197 times]

and a variation with a "shadow" made with 'Motion Blur' - Angle: 17

This image is a variation of the one above. It features the same text "strange" and "texteffect" in the same bold, black font. However, the shadow effect is achieved using a motion blur technique, resulting in a more dynamic and slightly blurred appearance for the shadow. The background is the same dark grey gradient.

Esper's Warped Text and Smoke Screen Part 2

heres how i made the smokey text:

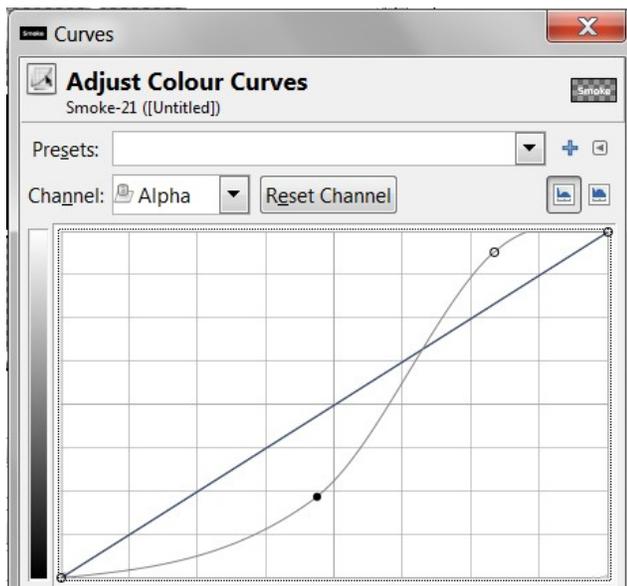
PS tutorial here:

<http://abduzeedo.com/smoke-type-photoshop-10-steps>

01. make weird text as in this tutorial

viewtopic.php?f=23&t=6406

in this case it can be a bit blurry - we want that



Gaussian Blur: 12

Smoke

02. duplicate text layer and apply Motion Blur on duplicate



Smoke

Motion Blur - Angle: 90 - Length: 25

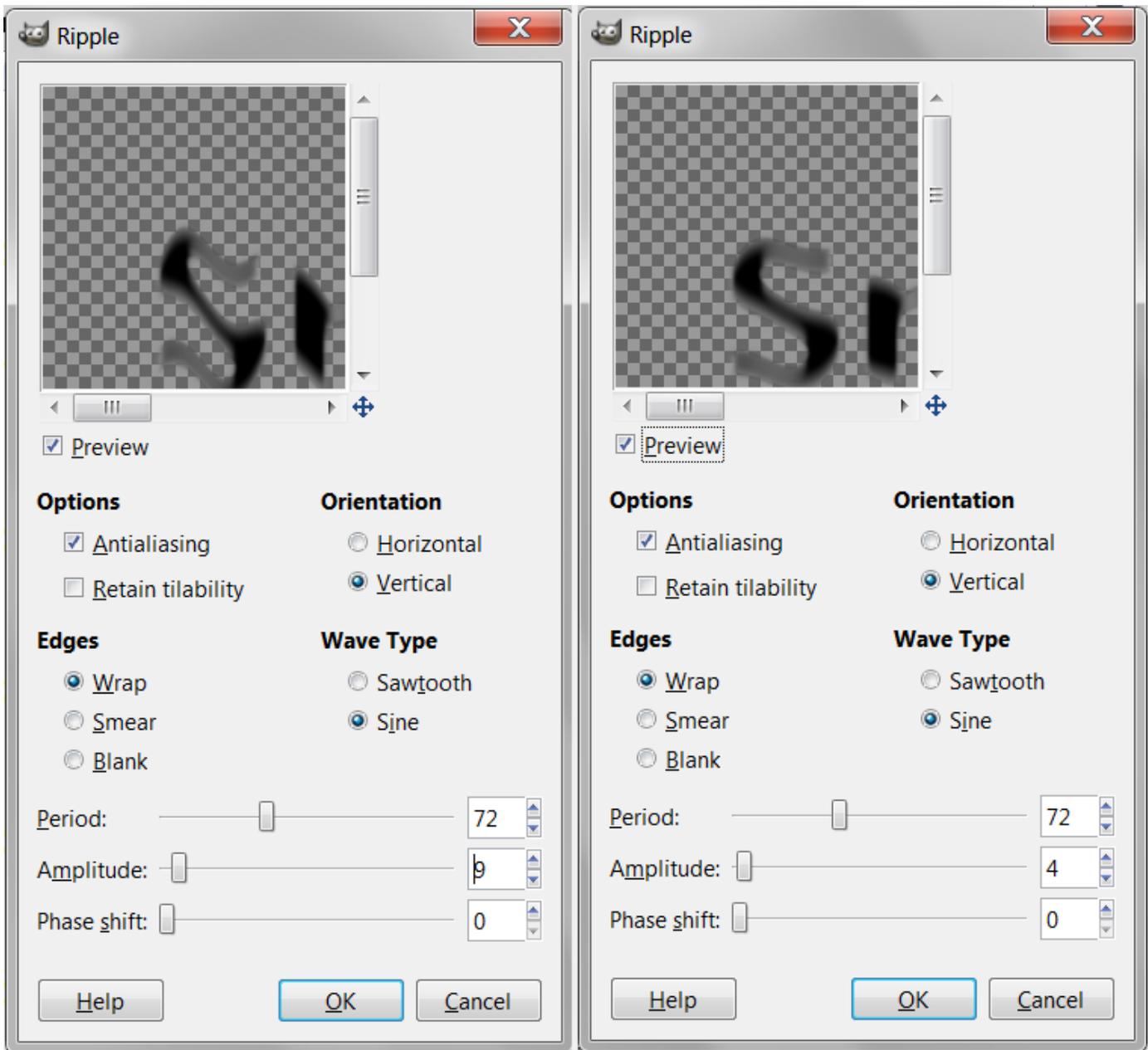
align MotionBlurred layer a bit

03. set MotionBlurred text to 'Difference' and without the BG, use 'New from Visible'



Smoke

04. apply 'Filters -> Distorts -> 'Ripples'
once vertical and once horizontal



**05. duplicate twice, set upper two layers on 'Screen' and the first Smoke-layer to 'Saturation' 30%
offset 'Screen' layers a bit**



Visible copy Screen



Visible copy Screen #1



Visible Saturation



Smoke Motion Blurred



Smoke

