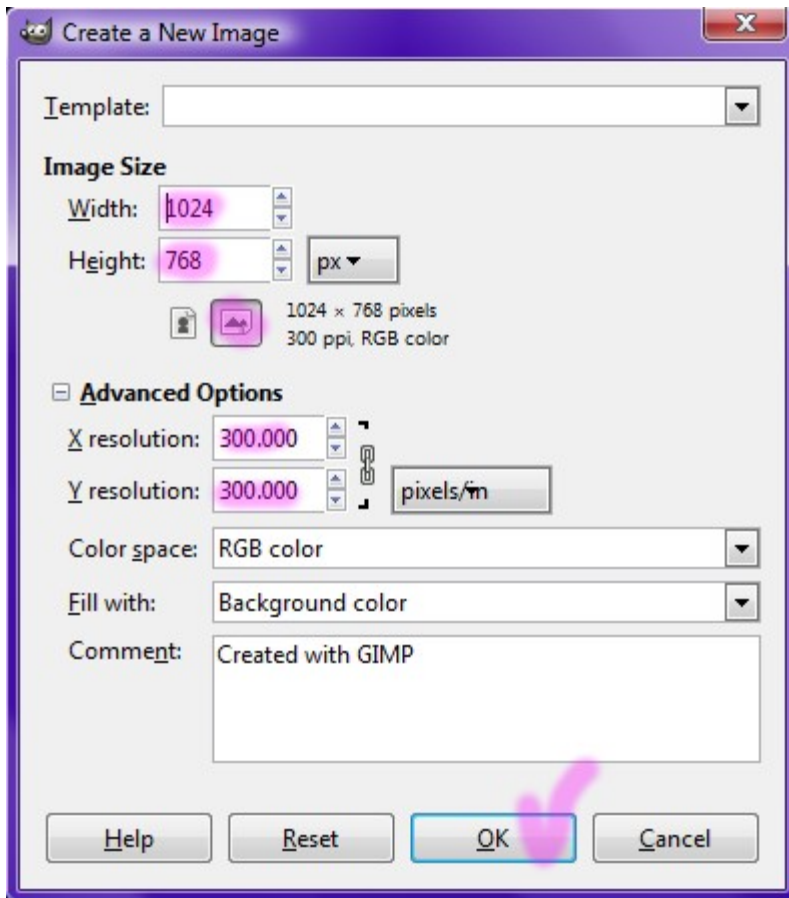


We're going to make a text effect that looks kind of like bismuth crystals. (rainbow colored metallic rock formations).

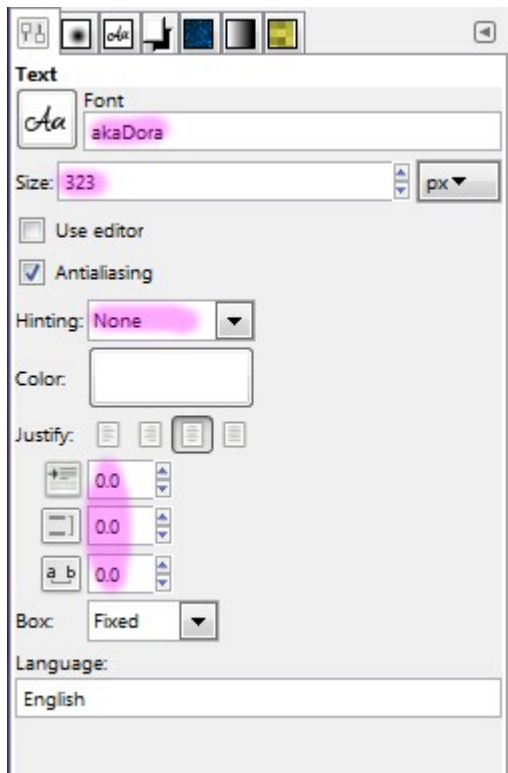
What you'll need:

Enviromap - <http://gimpscripts.com/2013/08/enviromap/>
akaDora font <http://www.fontspace.com/akatype/akadora>

1. We'll start with a new image 1024 x 768 300dpi. If your background isn't black yet, make it black.



2. Write your text in white. Size 323 or whatever fits best in your image.



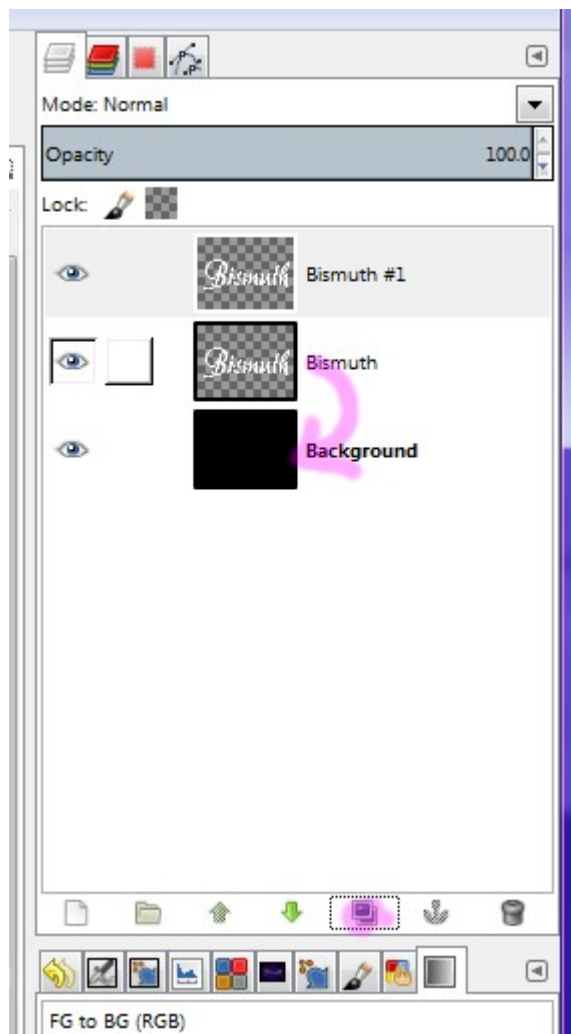
3. Align the text to the center of the image with the alignment tool. (Autocrop, align, layer to image size.)

Now there's one black background layer and the text.

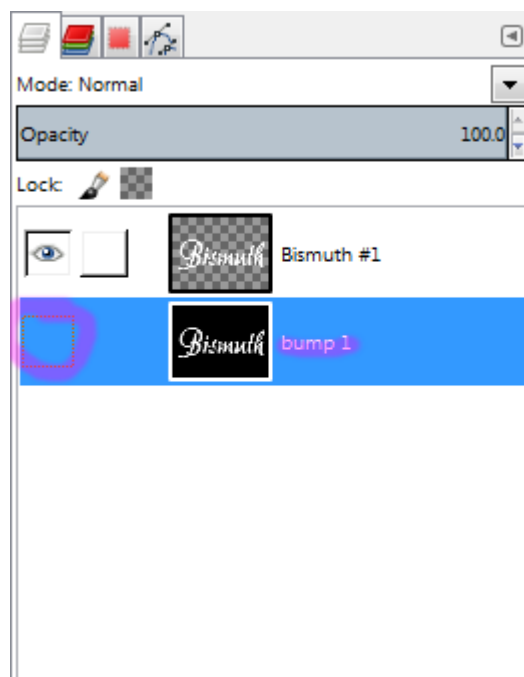
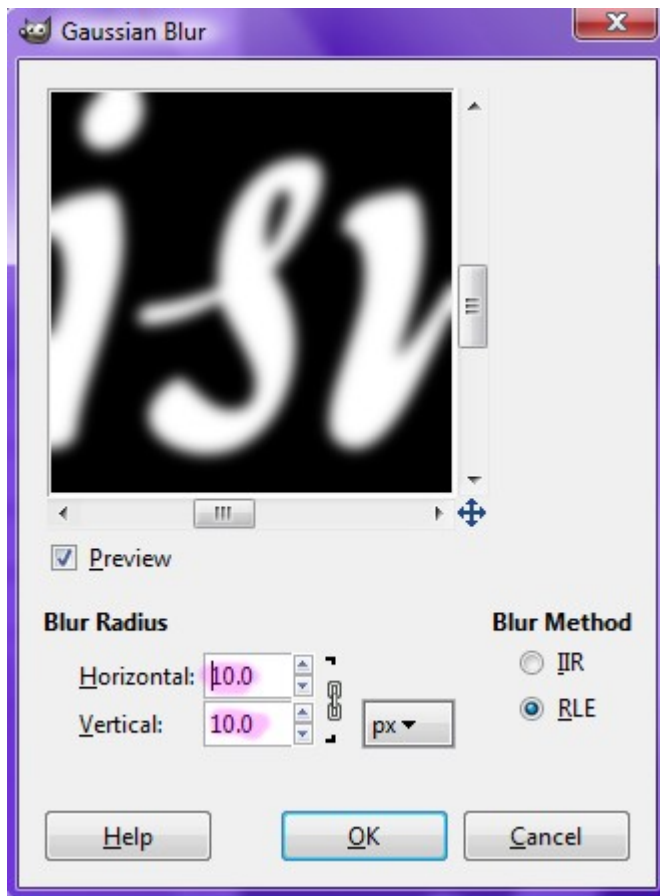


Bismuth

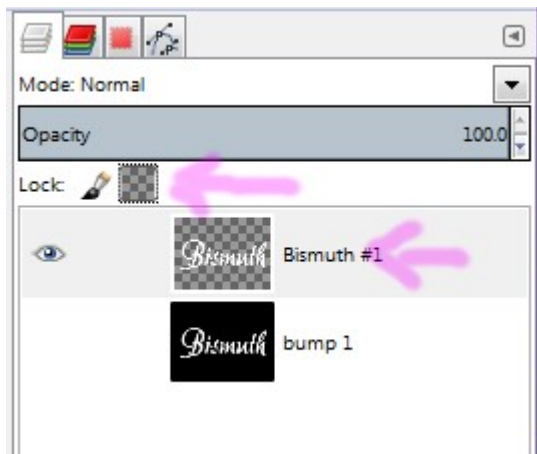
4. Duplicate the text layer, then merge the original text layer down onto the black background layer.



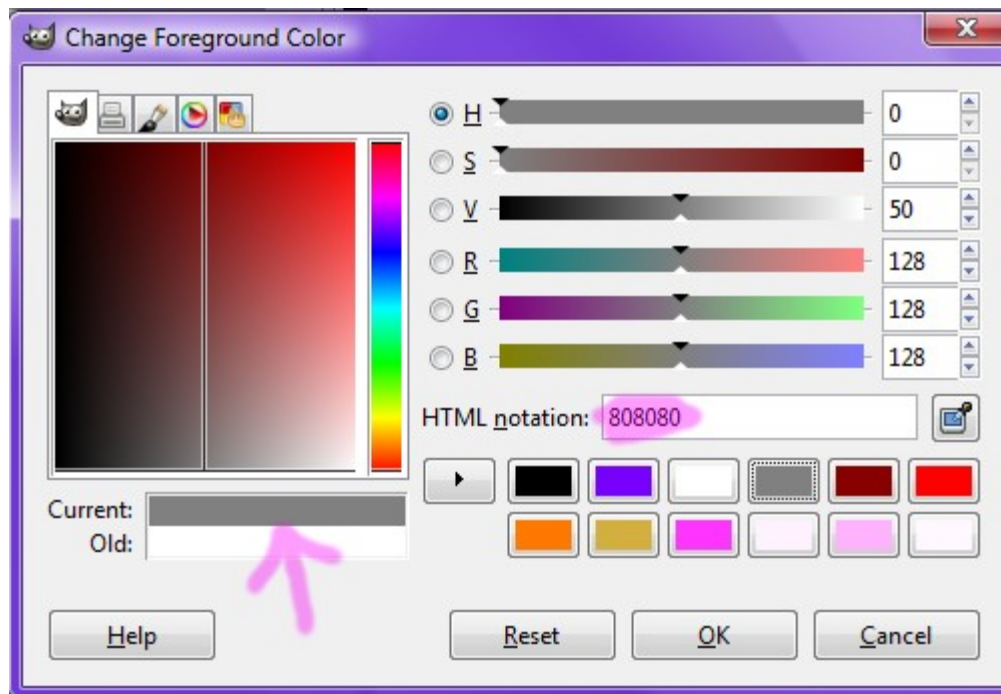
5. Gaussian blur the background layer by 10. Then turn the layer invisible. This will be the bump map for the first bump. Rename the layer bump 1 for clarity.



6. On the text layer, which in my case is named Bismuth #1, lock the alpha lock.

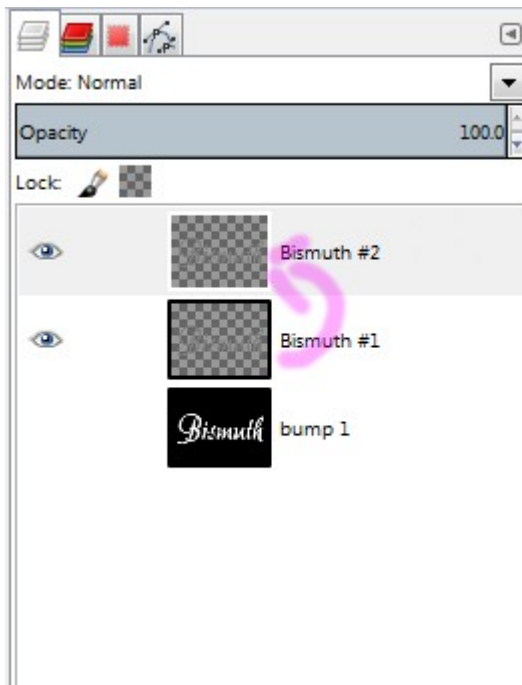


7. Make this color in the color selection, html notation 808080. Which is exactly half grey and ideal for bump mapping awesomeness.



8. Fill the text with this color, then remove the alpha lock. (click the little box again)

9. Duplicate the text layer once, then alpha to selection on the copy.

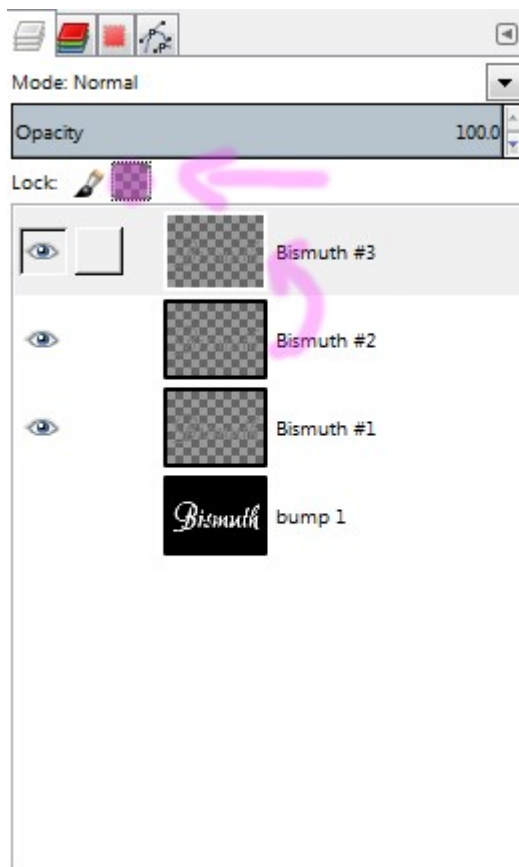


10. Shrink the selection by 4, invert selection and hit the delete key. Deselect all.



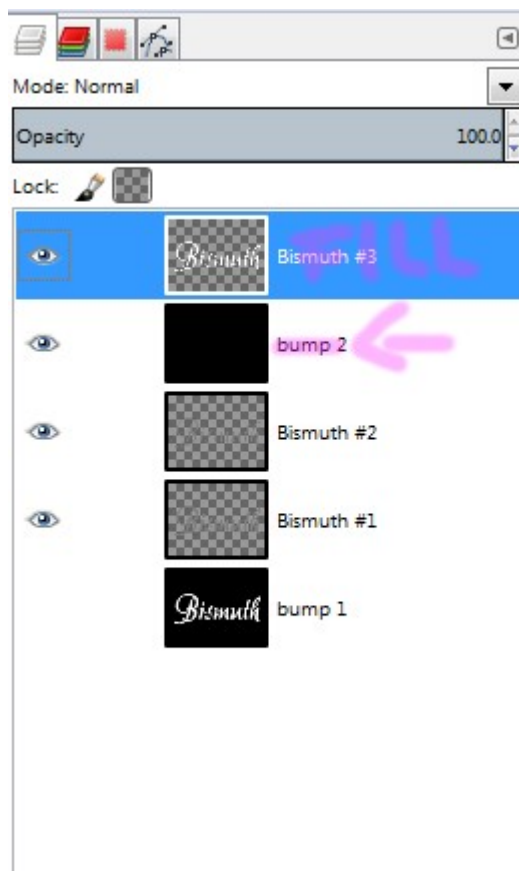
You should now have a smaller inlay of the original text in the same grey. (808080)

11. Duplicate the inlay text layer and lock the alpha channel on it.



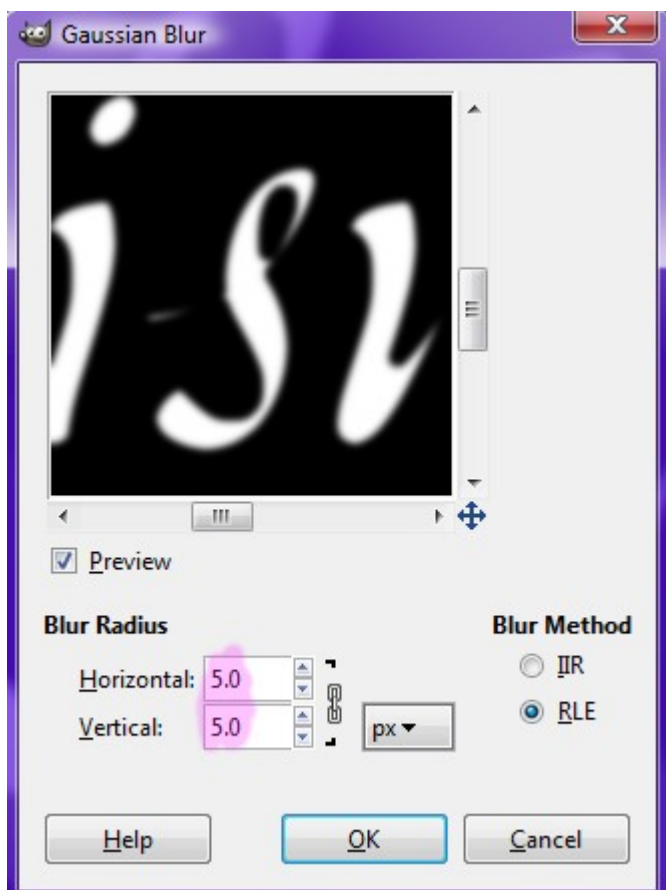
12. Fill it with white.

13. Make a new layer under it and fill it with black. Name this layer bump 2.

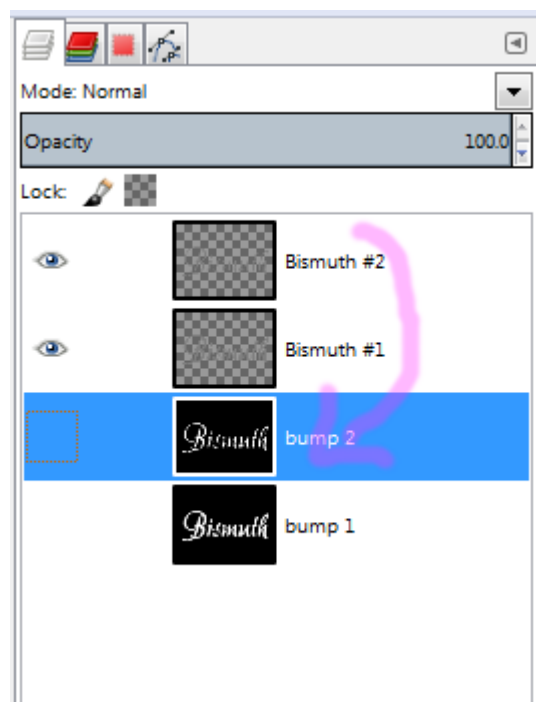


14. Merge the white down onto the black.

15. Gaussian blur this bump 2 layer by 5.



16. Move it down and turn it invisible. This is our second bump map.

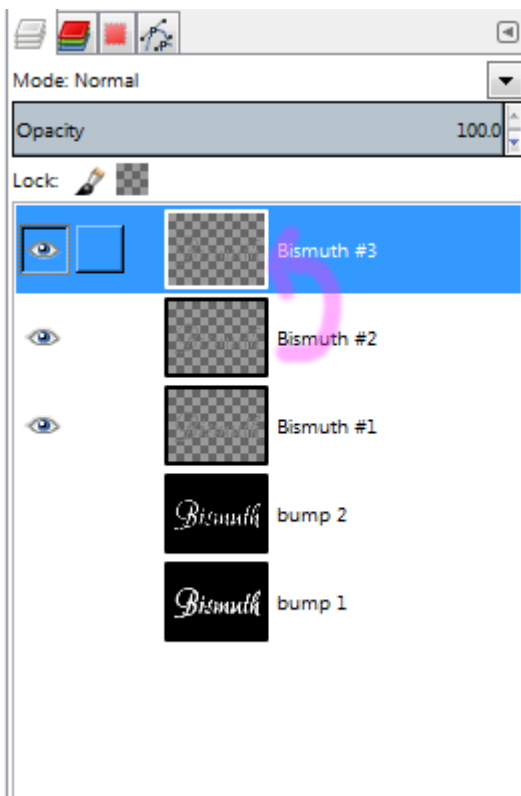


17. Now duplicate the top text layer. The one we just shrank. Alpha to selection, shrink selection by 1.

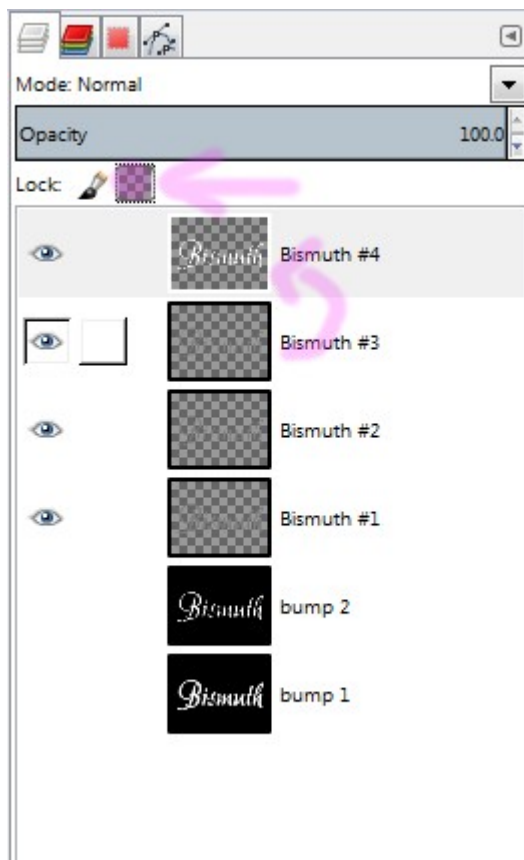


18. Invert selection and hit delete button on your keyboard.

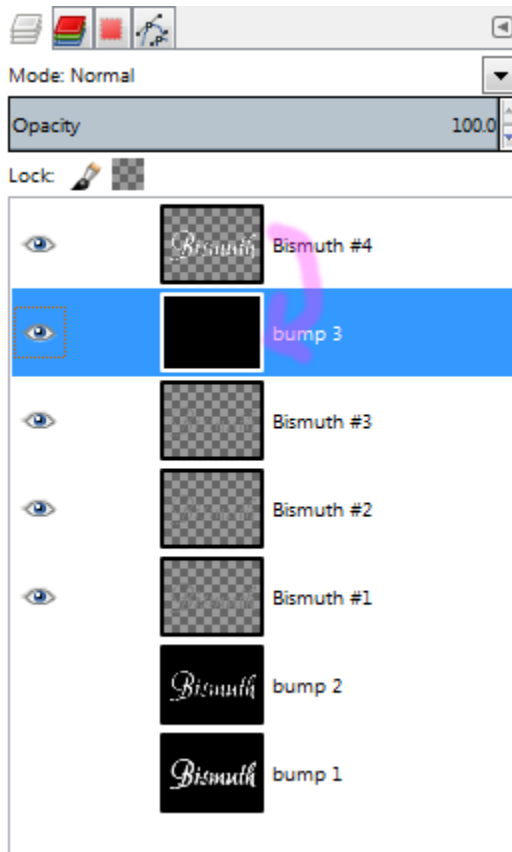
You should now see 3 text layers in the different sizes, and 2 bump layers.



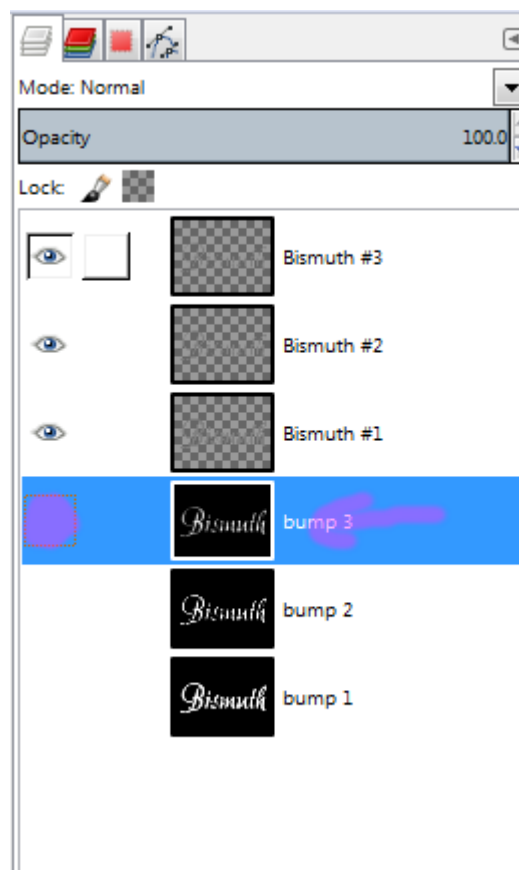
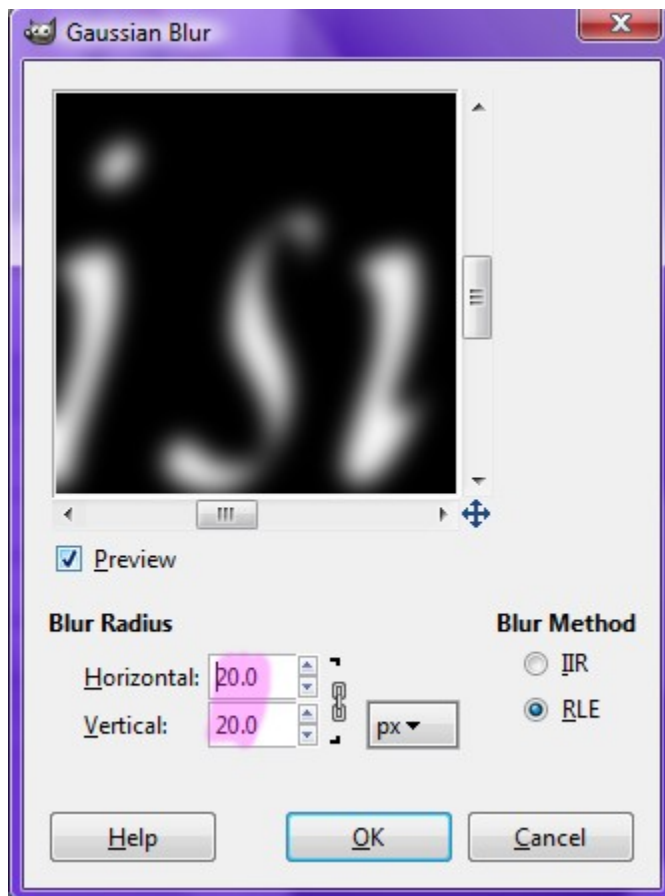
19. Now duplicate the text layer we just made and lock the alpha on it again. Then fill it with white.



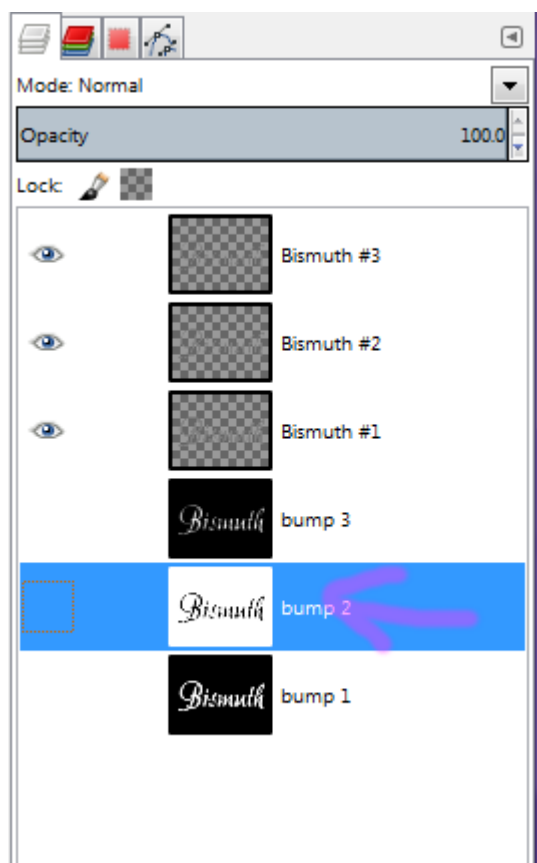
20. Now make a new black layer right under the 3rd text layer. Then merge the white text down to the black layer and name it bump 3.



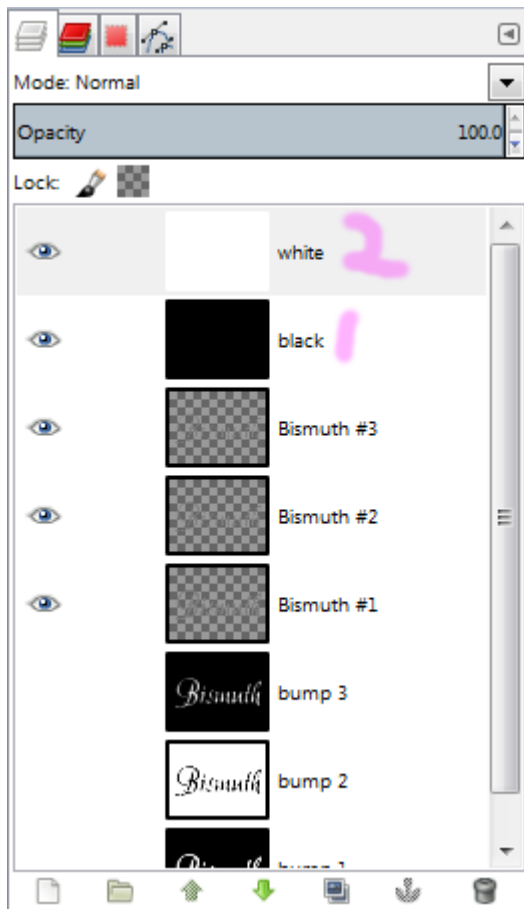
21. Gaussian Blur the merged bump 3 layer by 20. Then sort it to the top of all the bump layers and turn it invisible.



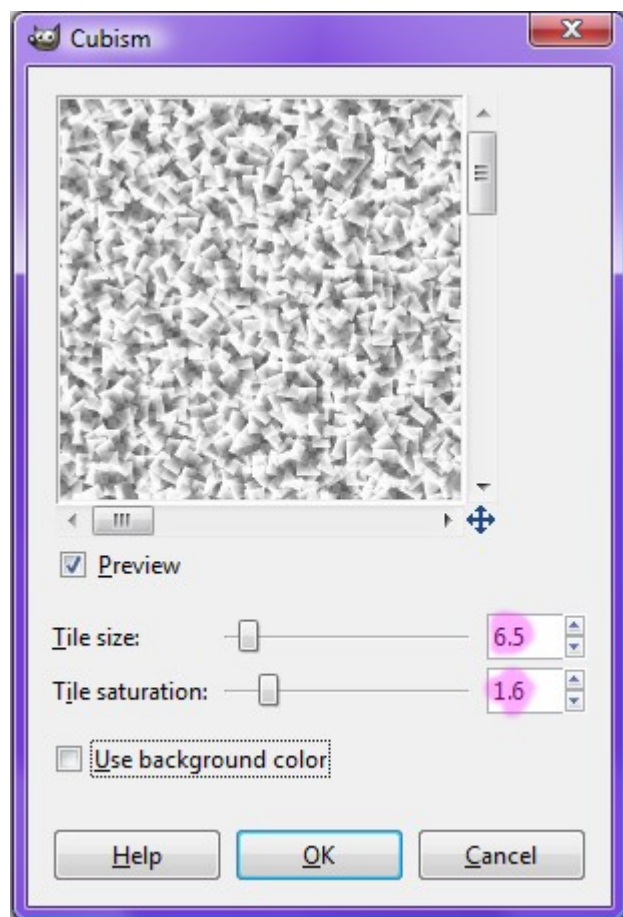
22. Invert the colors of bump 2, black text on white back. This will be important for the bumps.



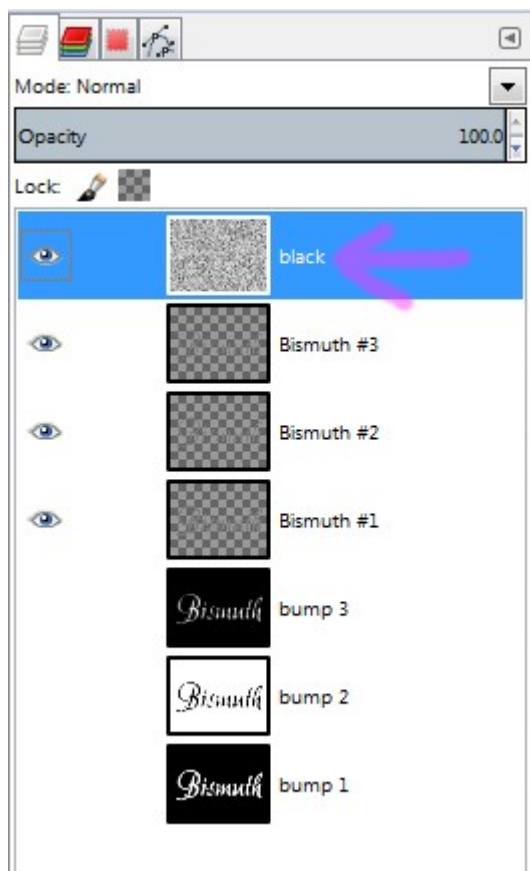
23. Now, at the top of the stack, make a new black layer and a new white layer.



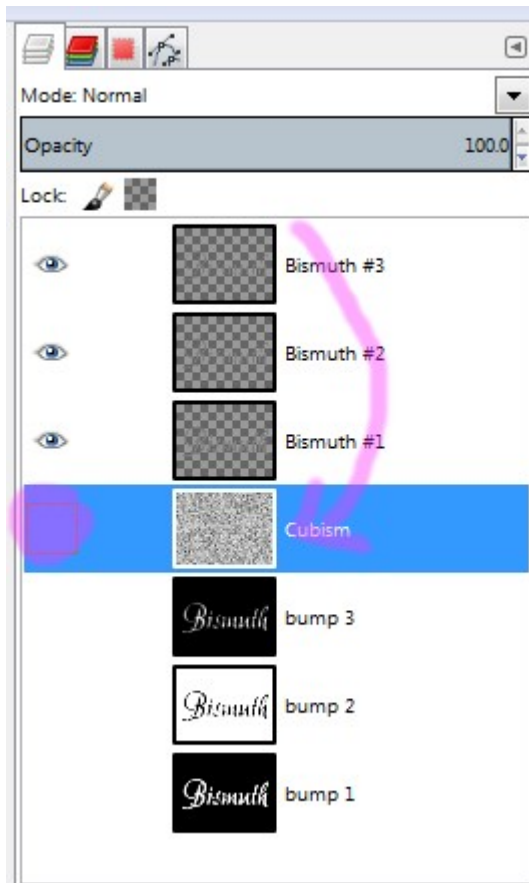
24. With the white layer selected, go to Filters > Artistic > Cubism and use the settings from the image.



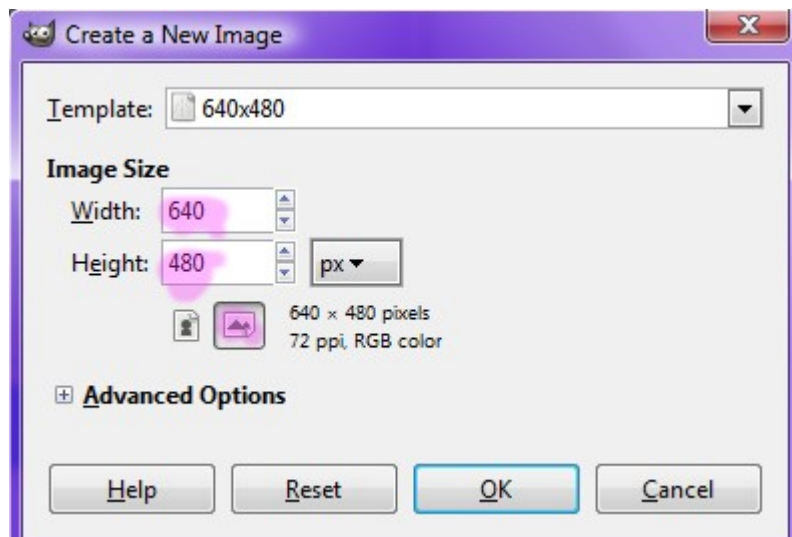
25. Then merge it down onto the black layer.



26. Rename the layer to Cubism, then move it down between the text layers and the map layers. Turn off visibility.

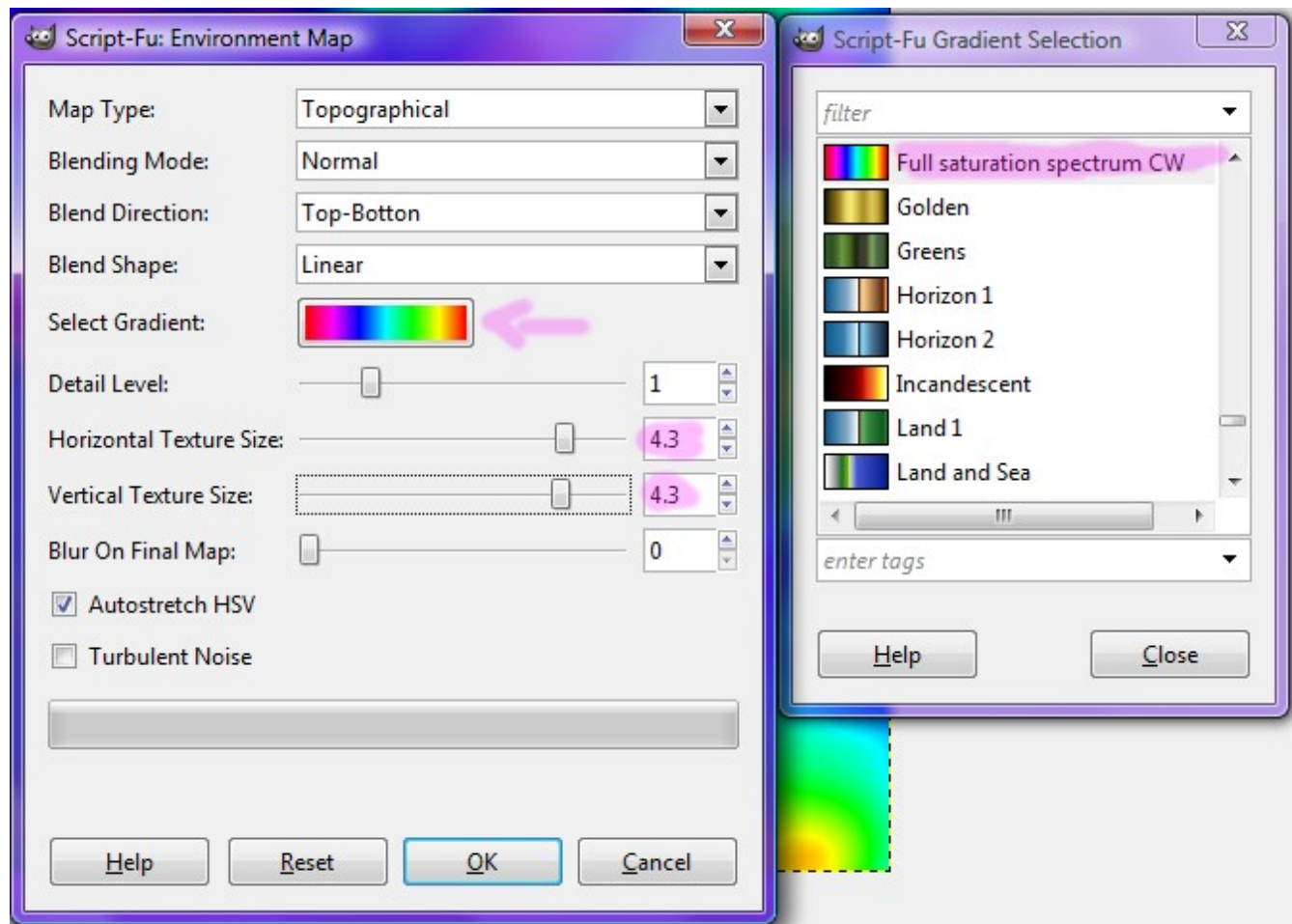


27. Now we'll make the colors. Make a new image.

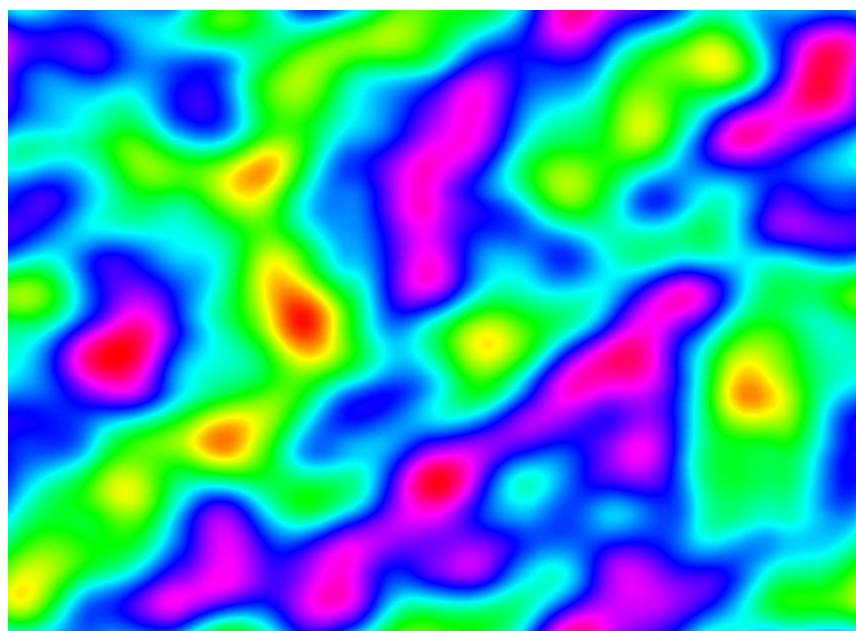


28. On this new image, go to Filters>Render>Environment Map.

Horizontal and vertical texture size should be 4.3, and the gradient is Full Saturation Spectrum CW.

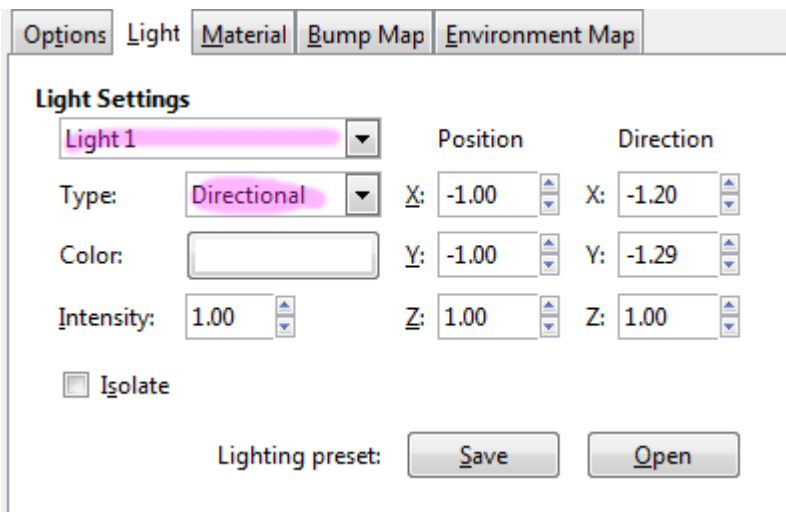
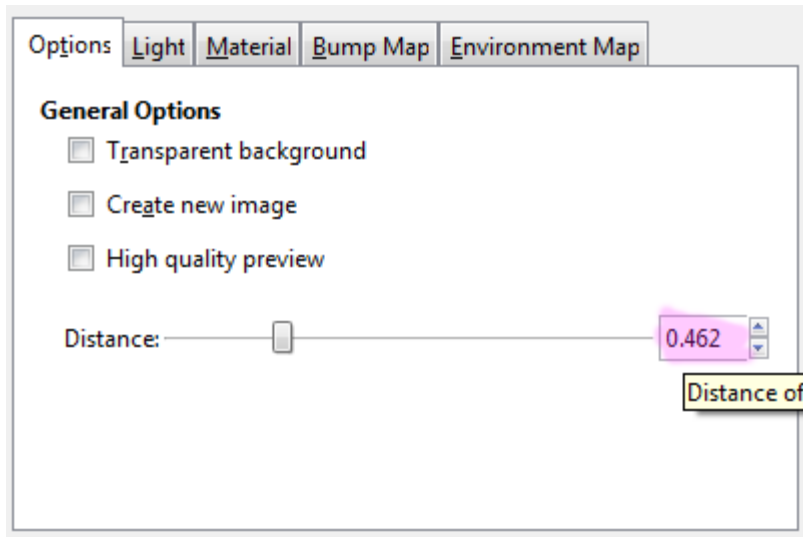


This will make the map for our colors.



29. Now back to the original image, make a grey layer (808080) between Cubism and Text 1 layer.
30. With this layer selected, go to Filters>Light and Shadow> Lighting Effects.

Apply the following settings from the images.



Options Light **Material** Bump Map Environment Map

Light Settings

Light 2 ▼

Type: Directional ▼

Color: 

Intensity: 1.00 ▼

Isolate ☐

Position X: 2.00 ▼ Y: -1.00 ▼ Z: 1.00 ▼

Direction X: 1.60 ▼ Y: -1.38 ▼ Z: 1.00 ▼

Lighting preset: Save Open

Options Light **Material** Bump Map Environment Map

☒ **Enable bump mapping**

Bumpmap image:  Untitled-1/Cubism-85 ▼

Curve: Linear ▼

Maximum height: 0.10 ▼

Options Light **Material** Bump Map Environment Map

☒ **Enable environment mapping**

Environment image:  Untitled-7/EnviroMap: Topo-95 ▼

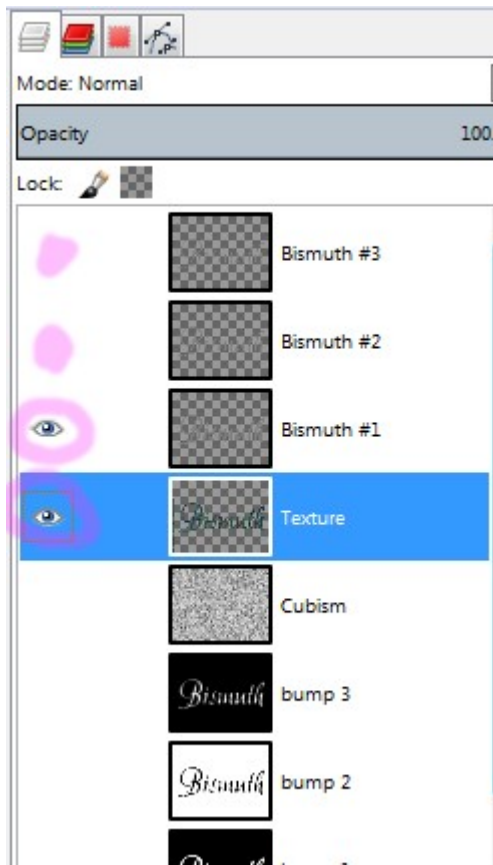
Looks pretty good now.



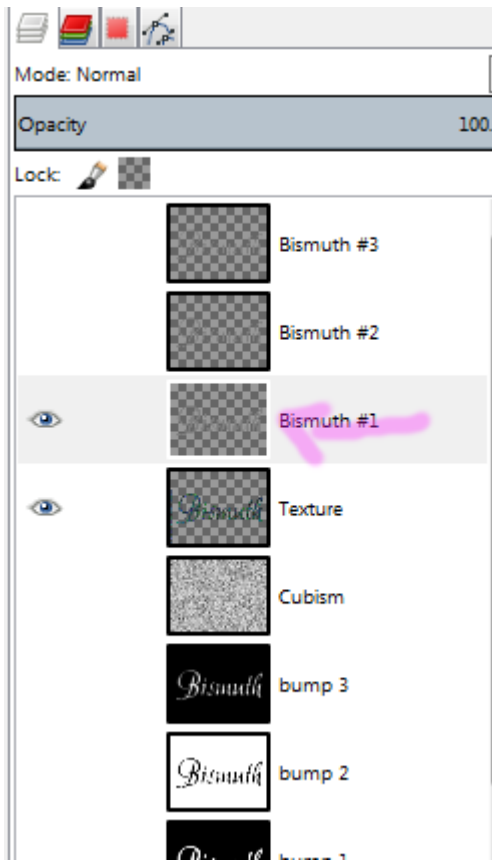
31. Use the move tool, slide the texture around to find the best colors and such and then alpha select from the bottom text layer. Invert the selection and delete the excess.



32. Now we'll do the bump maps for the bevels. Turn off all the eyes except for the color texture we just made and the first text layer.



33. Select the Text 1 layer.



34. Bump Map with the following settings.

Bump map:  bistut.xcf-9/bump 1-135 ▼

Map type: Linear ▼

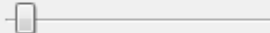
☒ Compensate for darkening

☐ Invert bumpmap

☐ Tile bumpmap

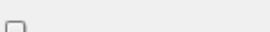
Azimuth:  135.00 ▲▼

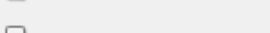
Elevation:  36.15 ▲▼

Depth:  4 ▲▼

X offset:  0 ▲▼

Y offset:  0 ▲▼

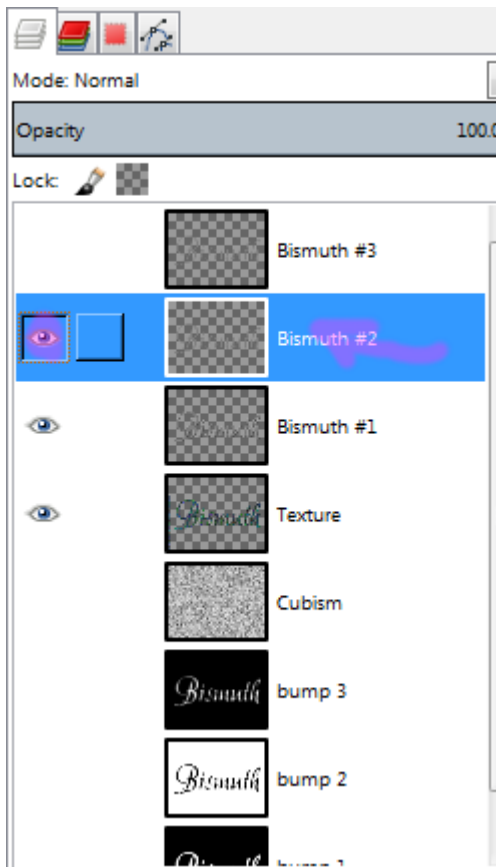
Waterlevel:  0 ▲▼

Ambient:  0 ▲▼

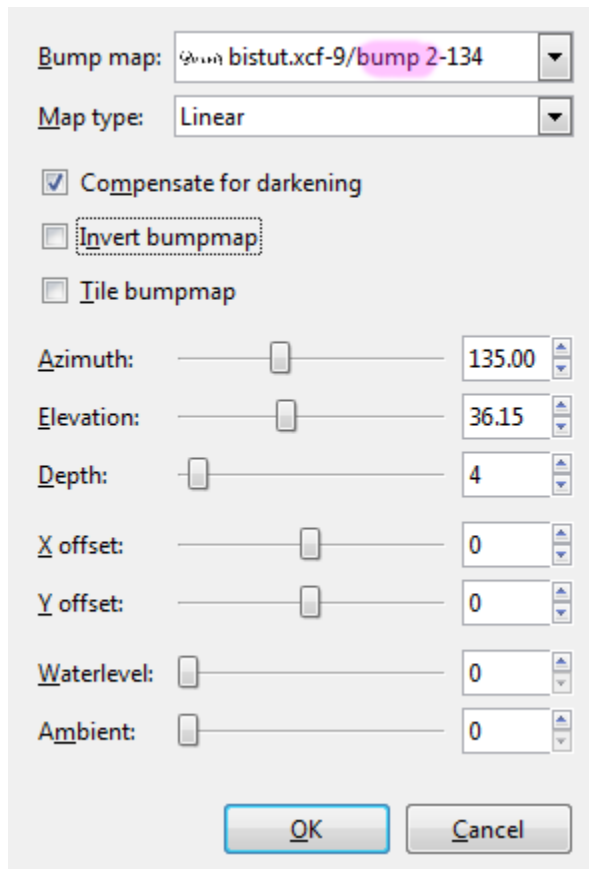
OK Cancel



35. Turn on the eye on the second text layer and select it.



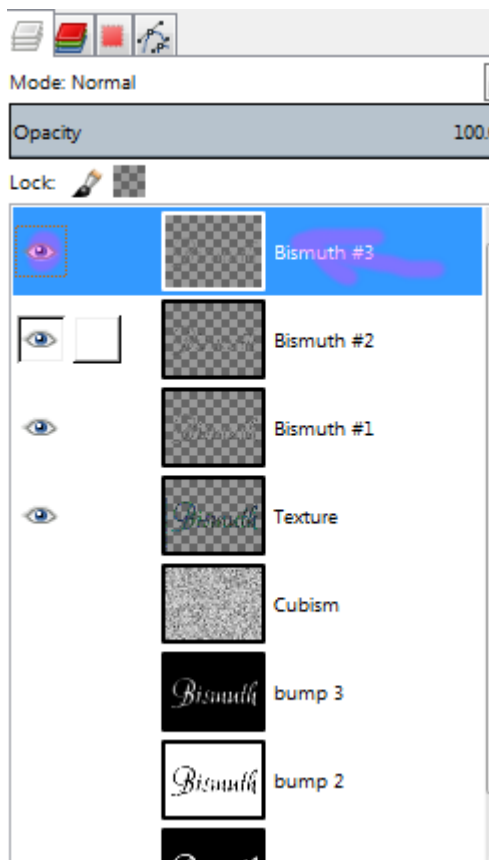
36. Bump this layer with the same settings only use bump 2 layer as the map.



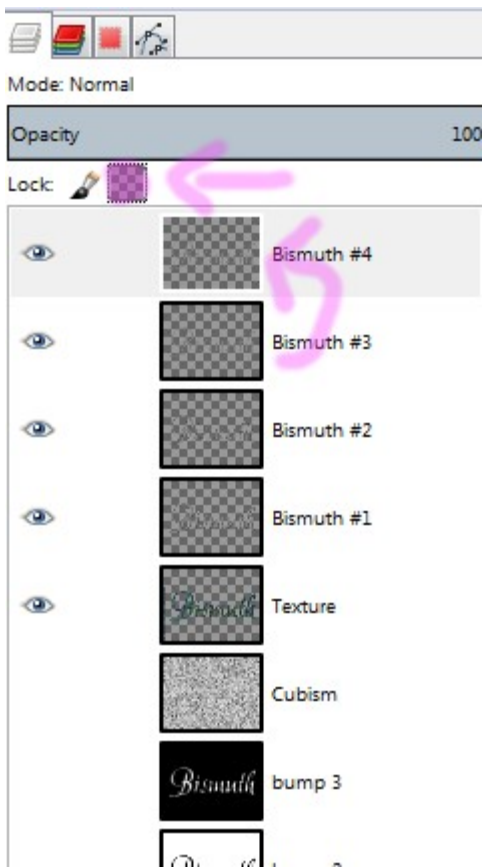
Looks like this.



37. On to the last text layer at the top. Turn on the eye.



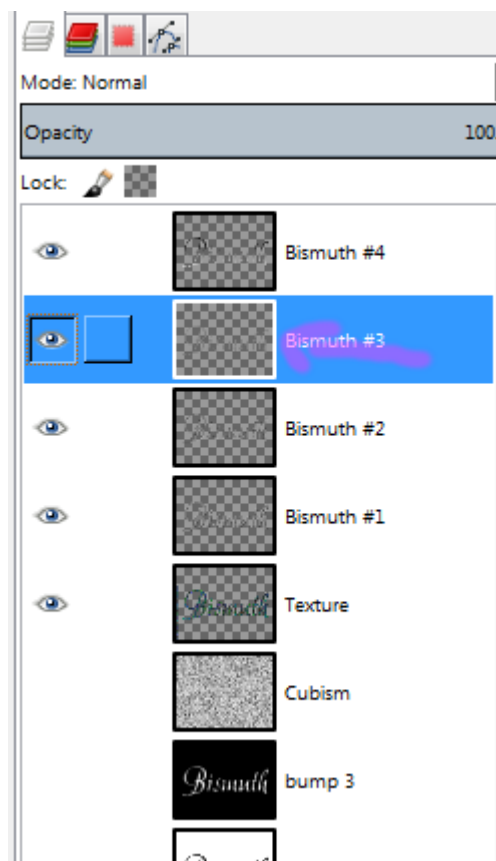
38. Duplicate it and alpha lock it.



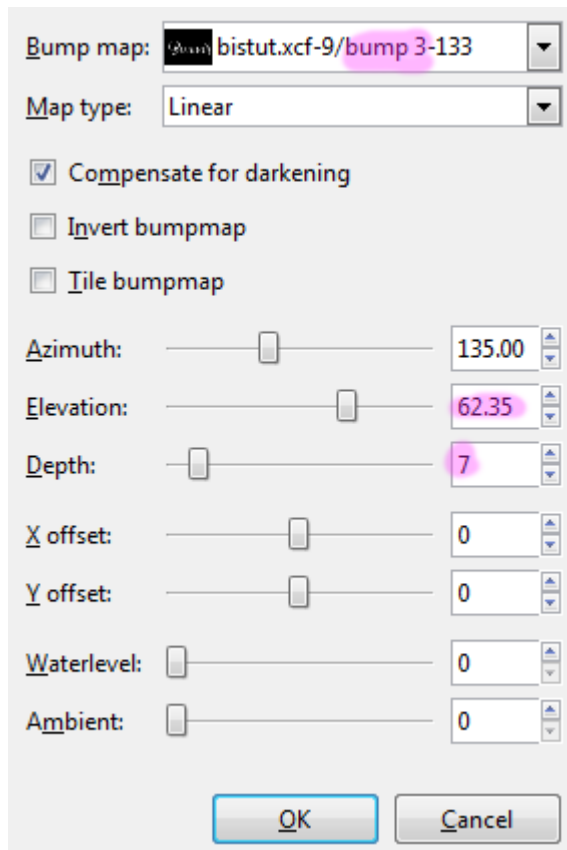
39. With the Gradient Tool, foreground white, background black, stroke a linear gradient from the bottom straight up.



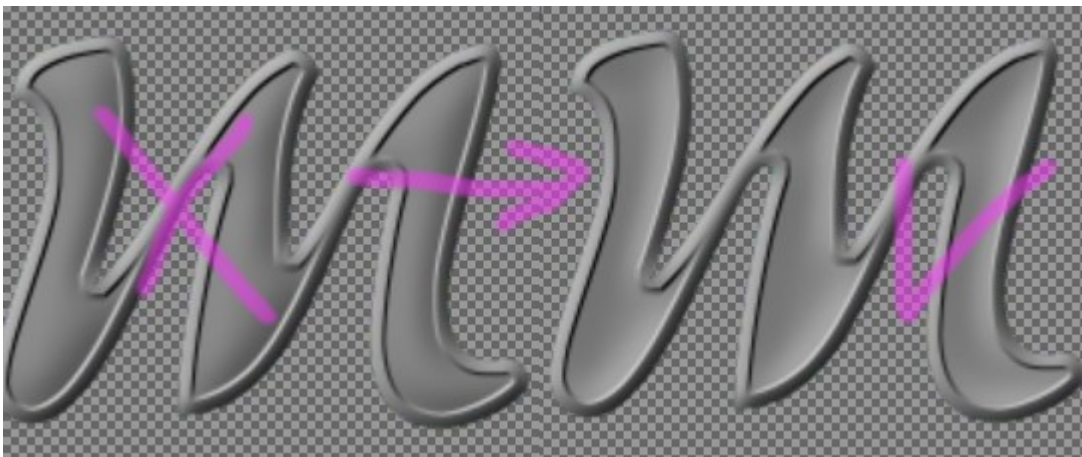
40. Bump map the text layer with bump 3 layer as the map.



Little bit of a softer bump with these settings.



41. And since I'm dumb and didn't invert the map layer I'm going to sink the inlay instead of having it pillow up by inverting the colors of the layer.

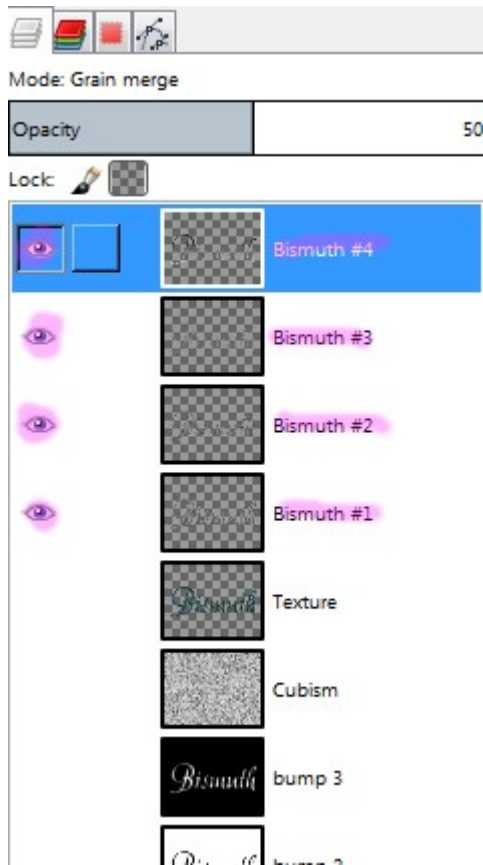


42. Then we'll take the gradient layer and grain merge it at 50% opacity.

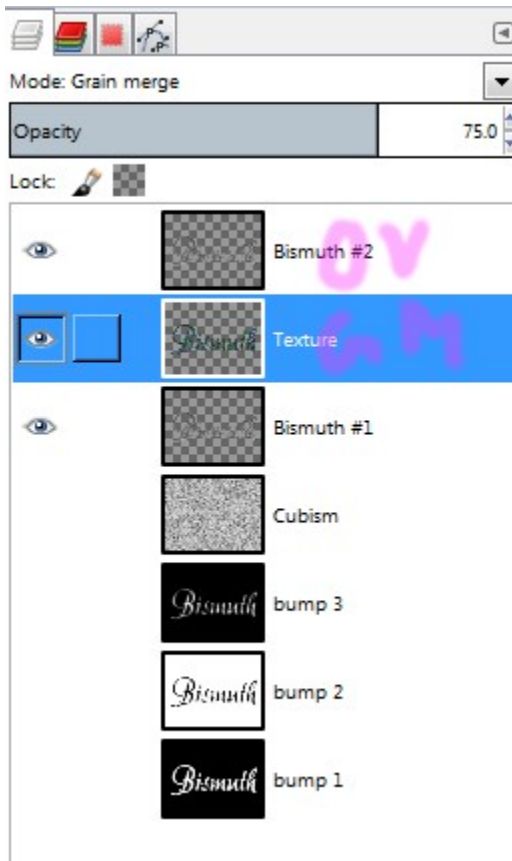
Should look like this now.



43. Turn off the eyes on the texture layer and make sure only the text layers are visible. Then merge all visible layers.



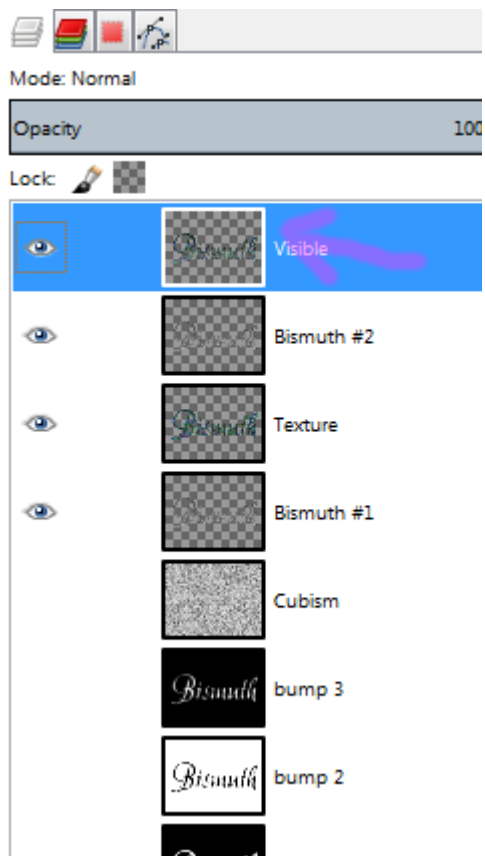
44. Now duplicate the grey text layer and slide the texture layer between the two. Set the texture mode to grain merge at 75% opacity and the top grey layer to overlay.



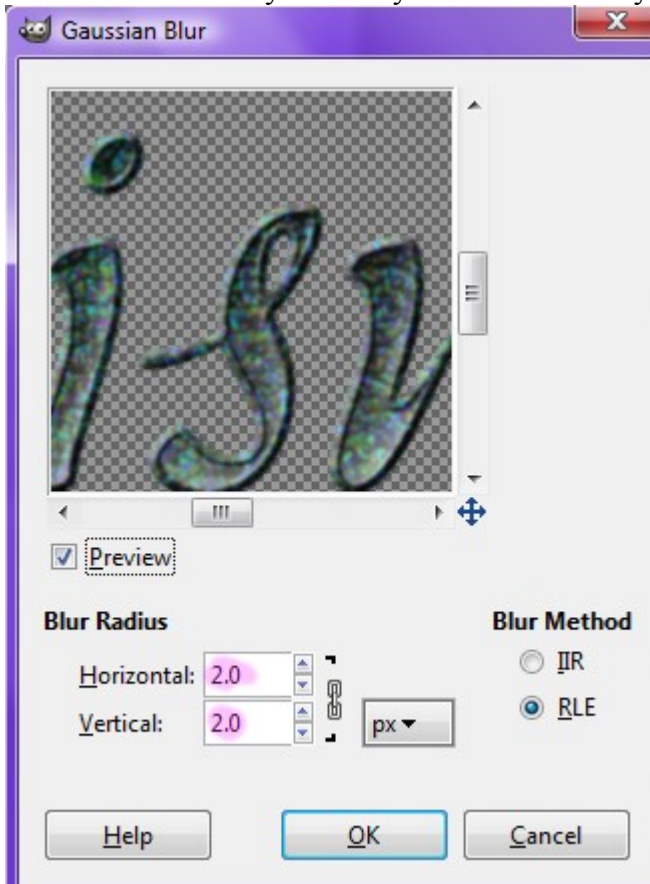
Looking like this now.



45. We want this to pop more though. New layer from visible at the very top.



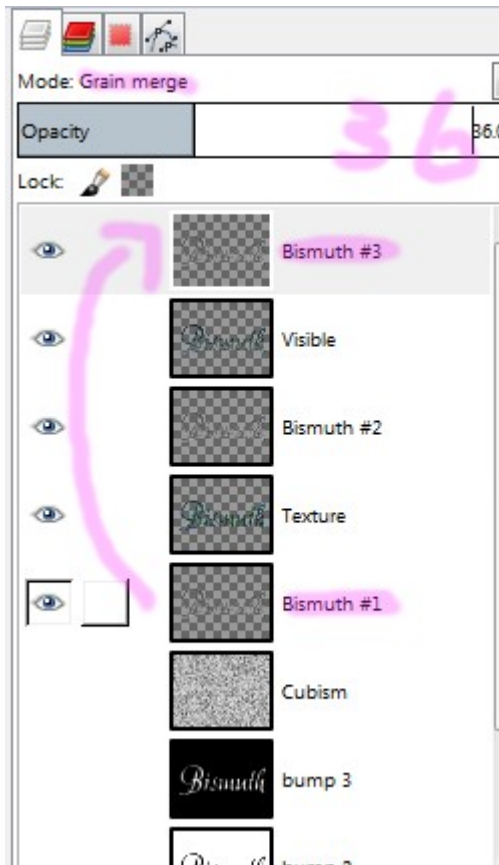
46. Gaussian Blur by 2. Set layer mode to overlay.



Looks like this now.



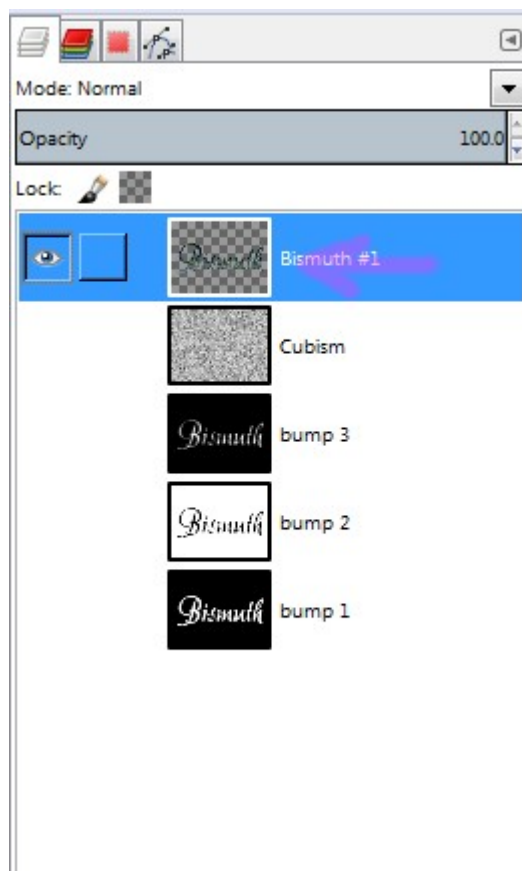
47. Duplicate the original text layer, move the copy to the very top, set layer mode to grain merge and opacity to 36%.



Now we have super shiny text. You can play with layer modes and opacity to change the effect, but this is how I like it to look.

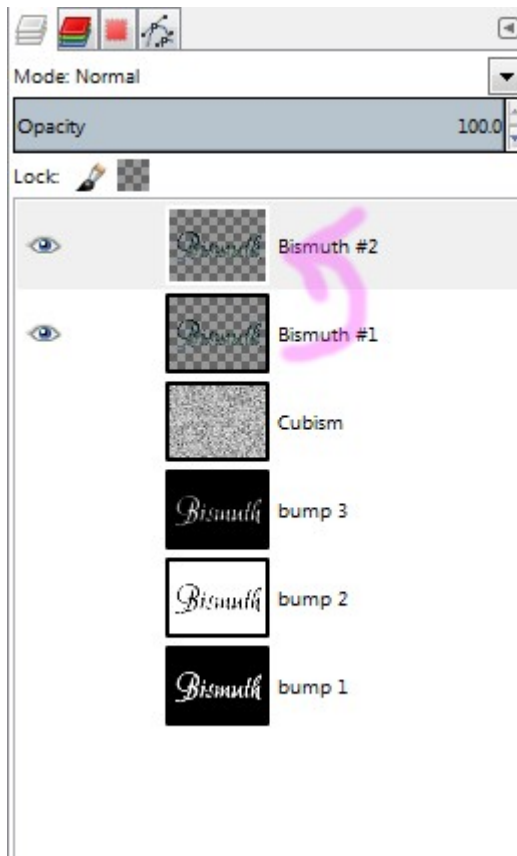


48. When you're happy with the way things are, merge visible layers.

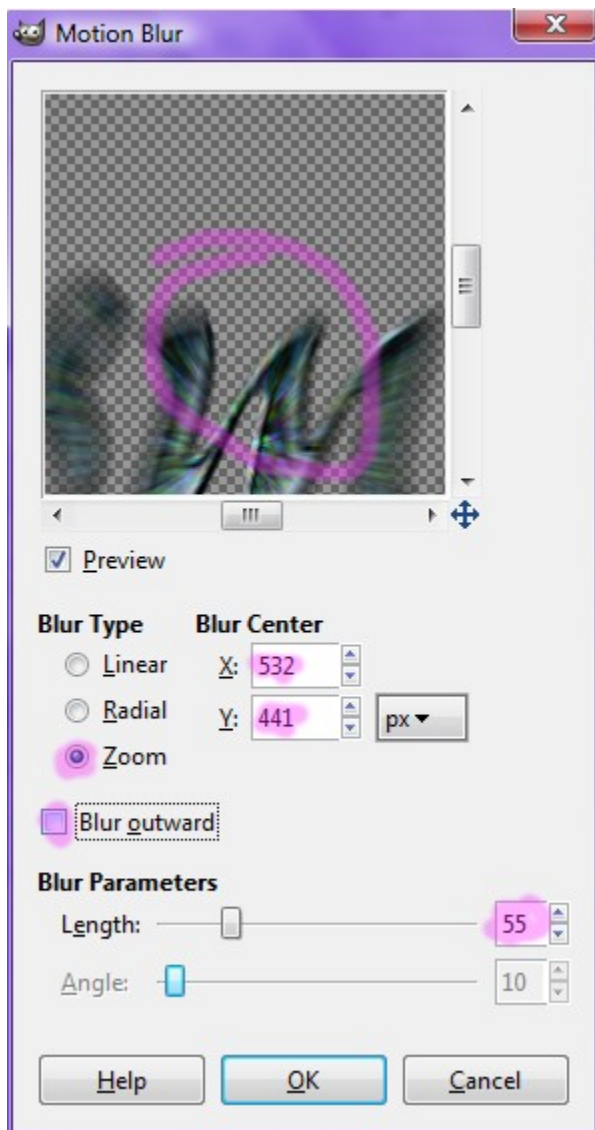


And that's the basic text effect.

49. Now to make the zoom, duplicate the text layer again.

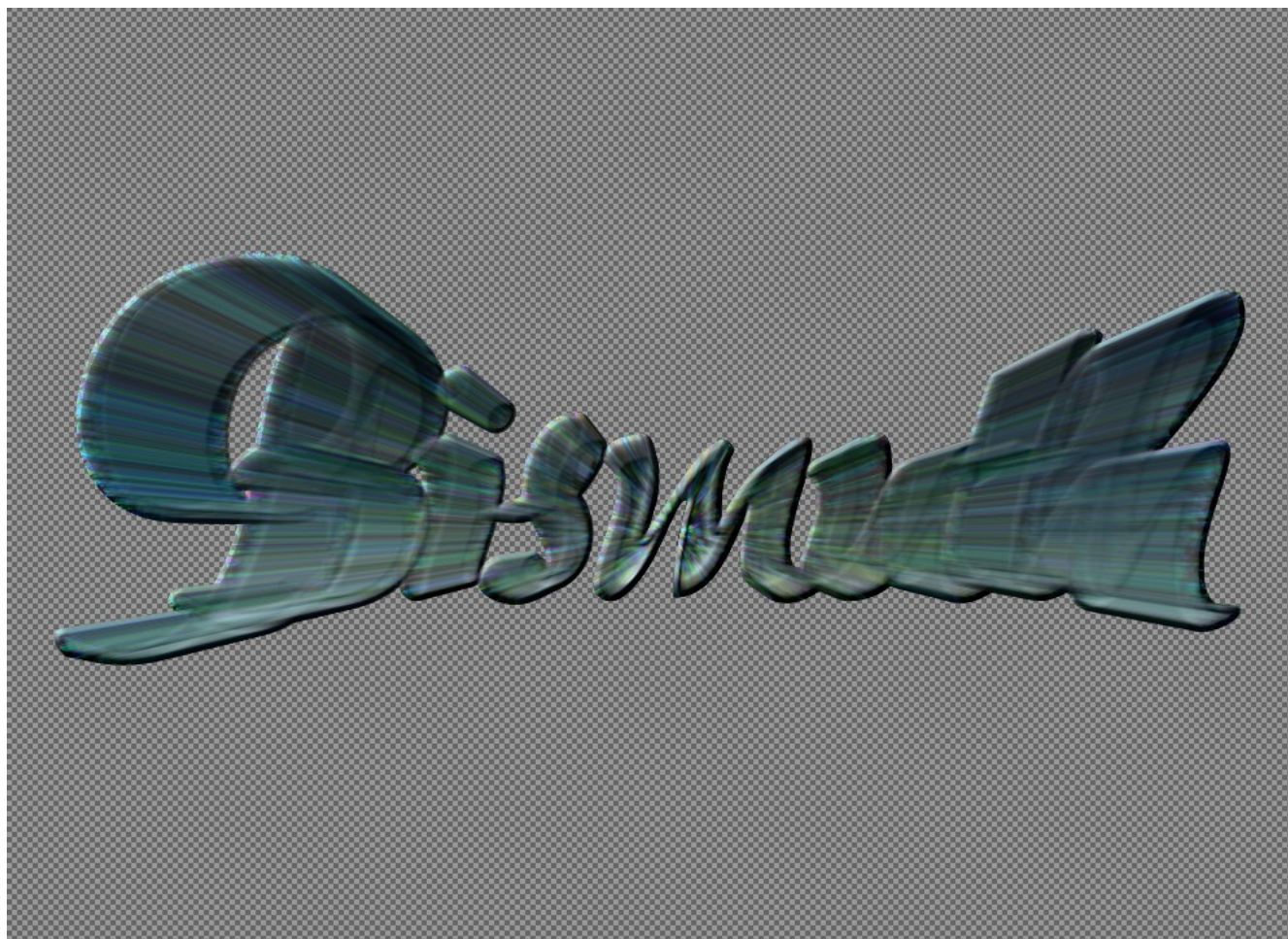


50. Motion blur zoom with the settings from the image. Make sure Blur outward is unchecked. Align the X and Y settings so it's nice and in the middle of the letter. You can fiddle with it from the preview. It should look somewhat like that.



Now we have the basic shape.

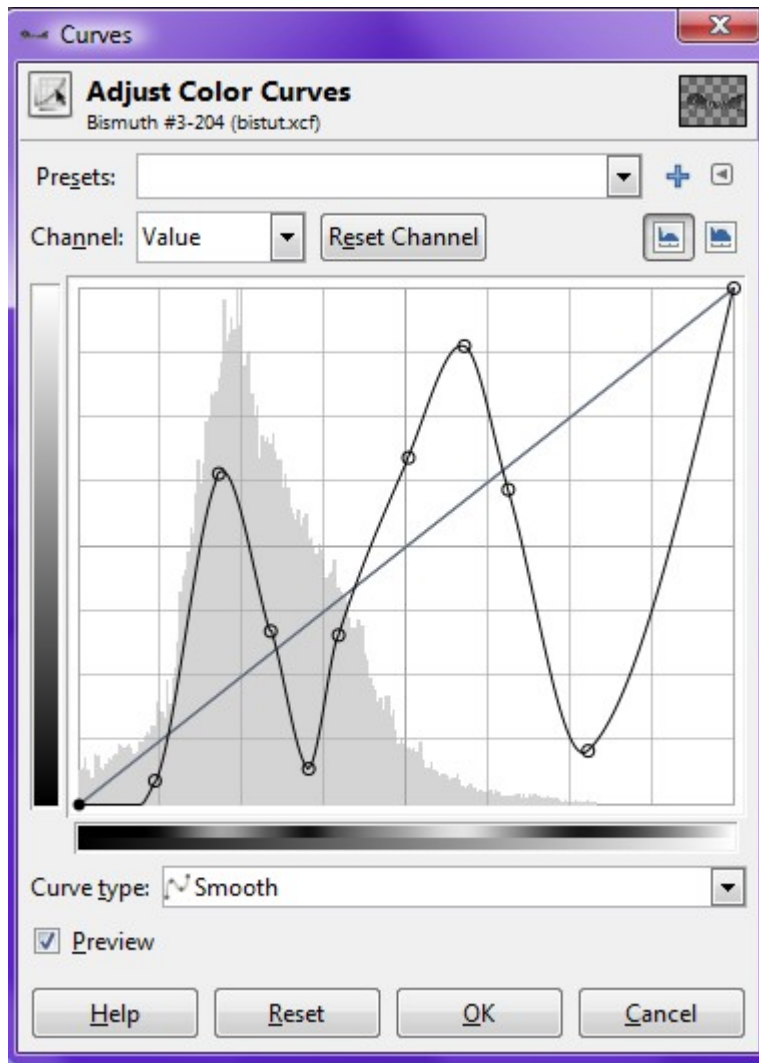
51. Duplicate and merge down the zoomed layer about 5 times. Maybe 6. You want it to be 100% opaque. This is what it should look like.



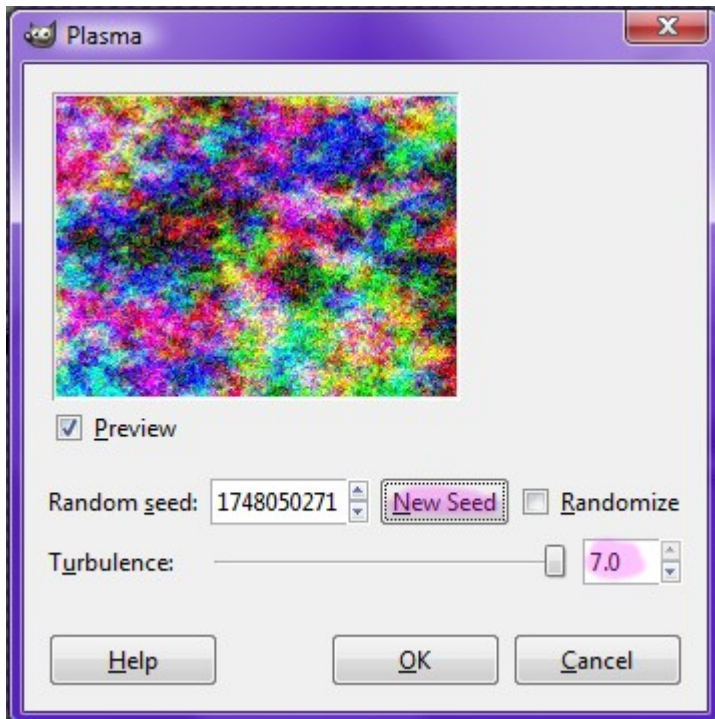
52. Duplicate the zoomed layer and desaturate it with the luminosity button selected.



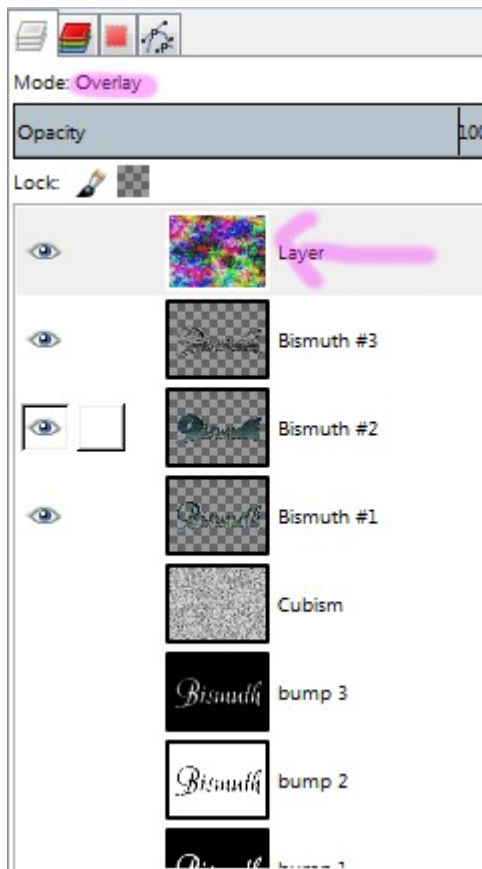
53. Apply chrome curves kind of like these ones here to the grey zoom layer.



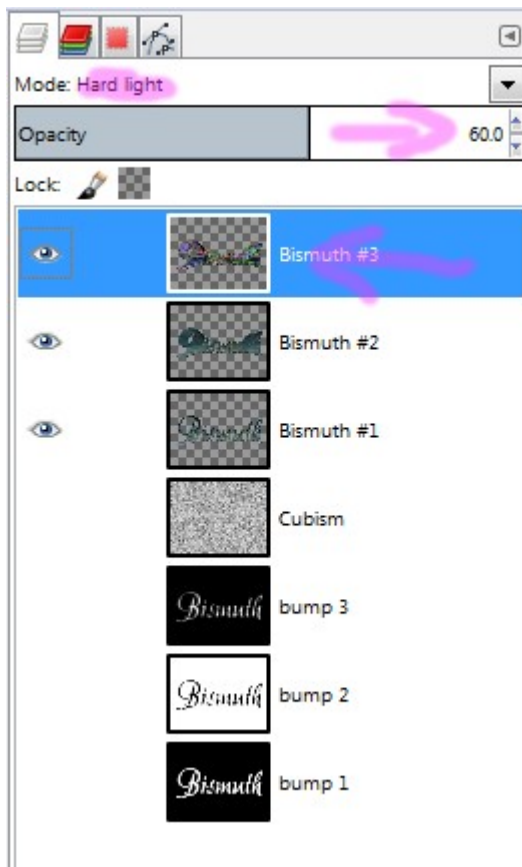
54. Make a new layer at the top and render some plasma. Use the following settings or any seed you like that has colors that complement the text. I went with one that has a lot of blue. Make sure you slide turbulence all the way to the right though.



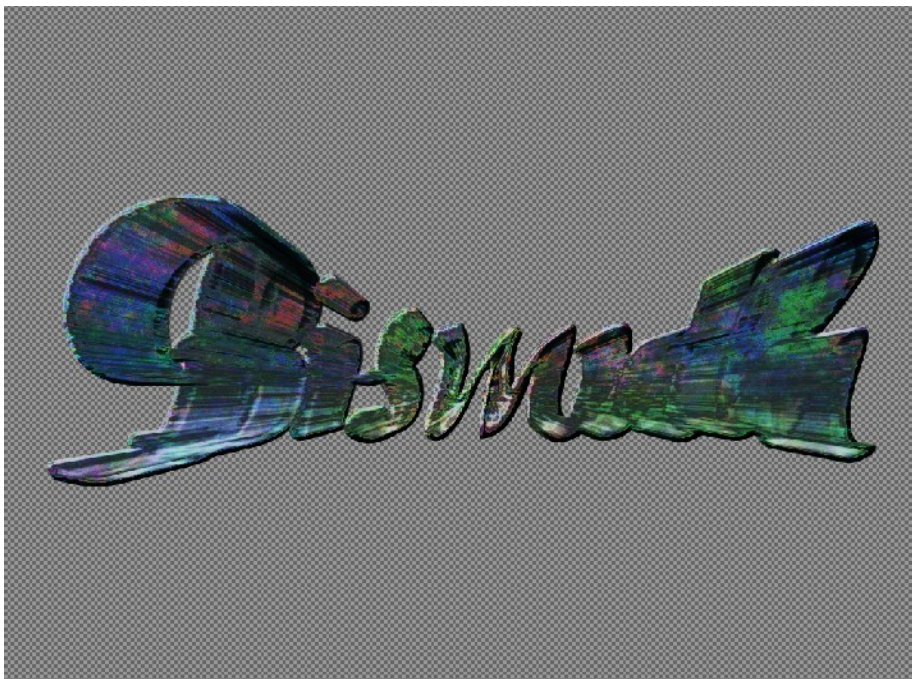
55. Set the layer mode to overlay and merge the plasma layer down.



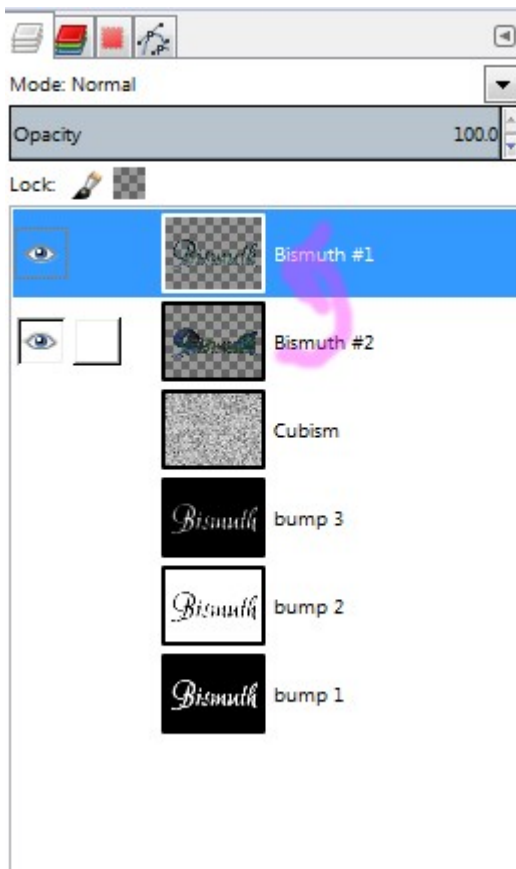
56. Set the layer mode to hard light and the opacity to 60%.



57. Should look at something like this right now. If you like what you see, merge the layer down.



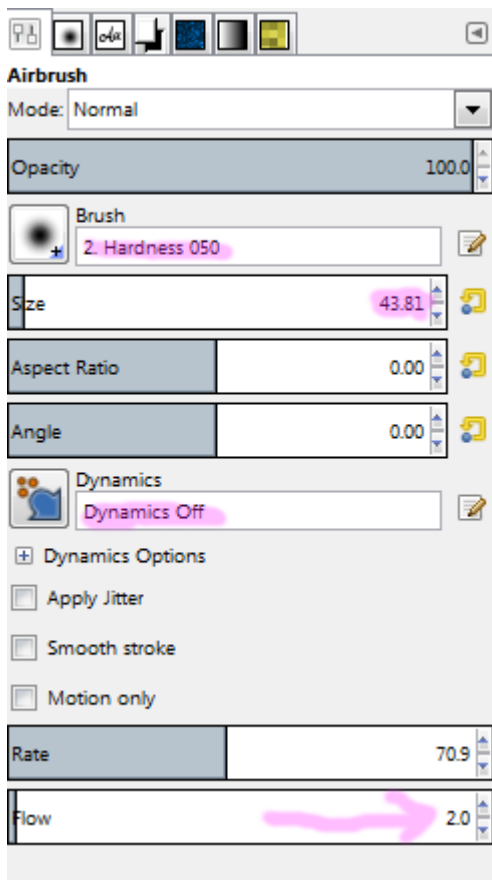
58. Move the text layer on top of the zoom layer.



It's starting to look like something now. We're almost there.



59. Make a layer between the zoom and the text. Go to the airbrush tool, make the brush a soft fuzzy circle and set the brush size to be fairly large. Adjust your flow to barely even there.



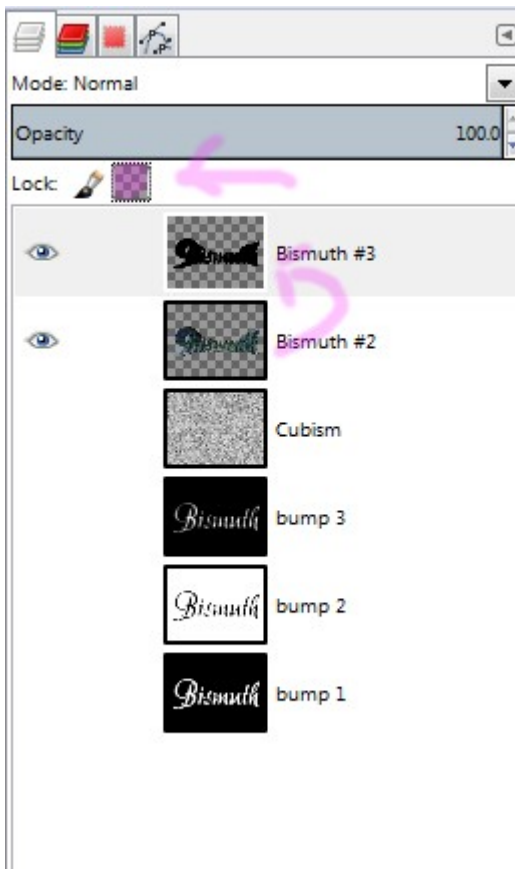
60. Paint in where some highlights and shadows should be on the zoom. Use white and black. Remember where the light on the text comes from and enhance that. When you're happy with the way things are, Gaussian blur it by 5 and set the layer mode to grain merge. Then merge it down to the zoom layer.



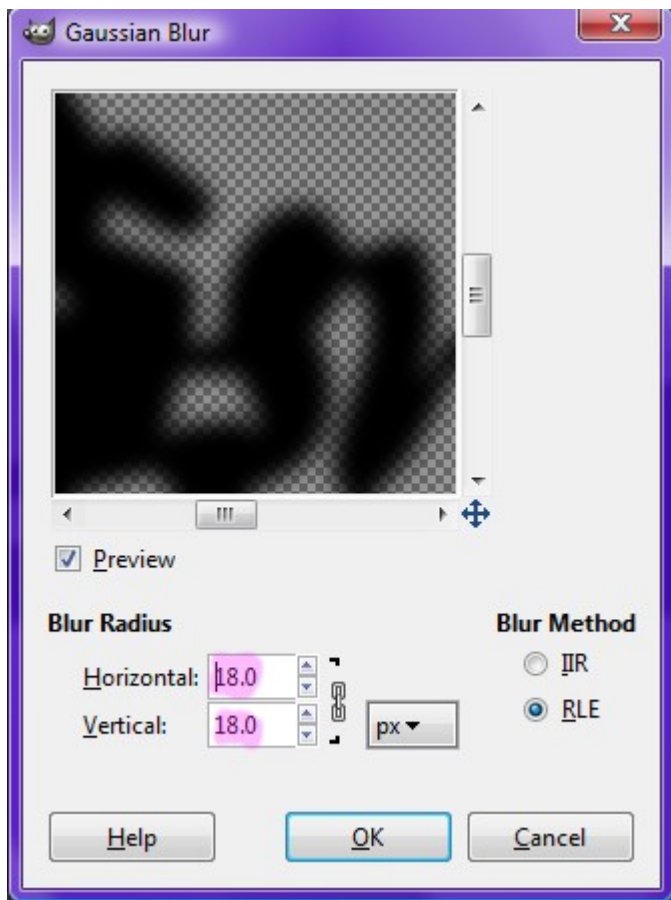
We're done with the text at this point. Just need a shadow now.



61. Merge the text layer down to the zoom layer, duplicate it and lock the alpha channel, then fill it with black.



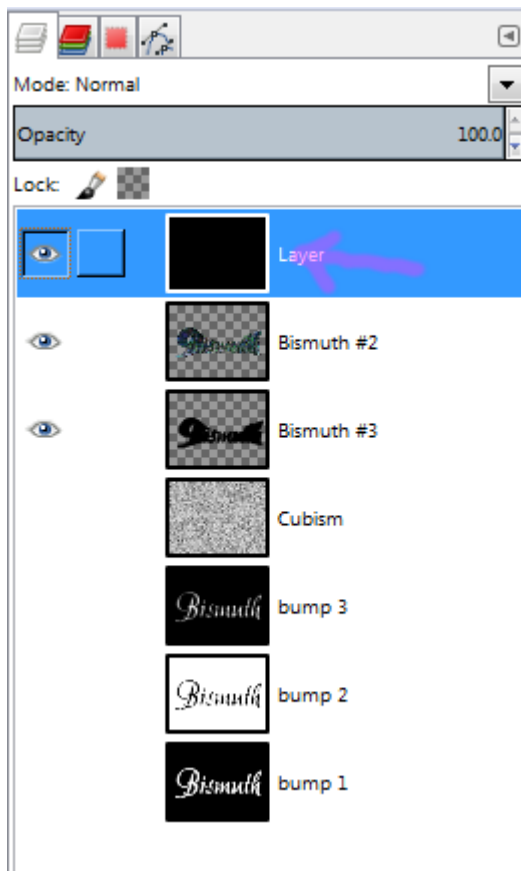
62. Unlock the alpha channel and gaussian blur by 18.



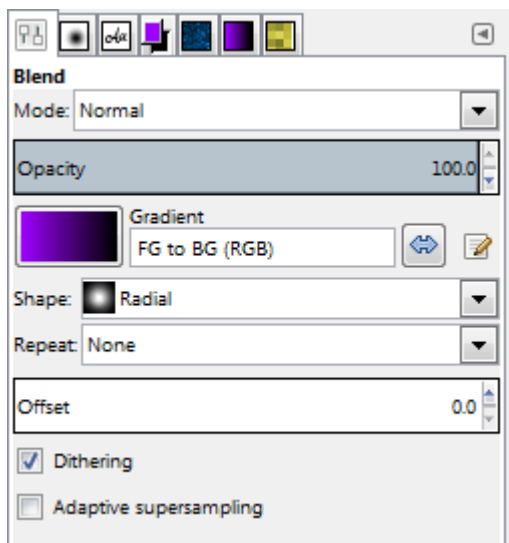
63. Use the move tool, slide it down and right a little bit, opposite of the light source. When you're in a happy place with it, sort the layer under the text layer.



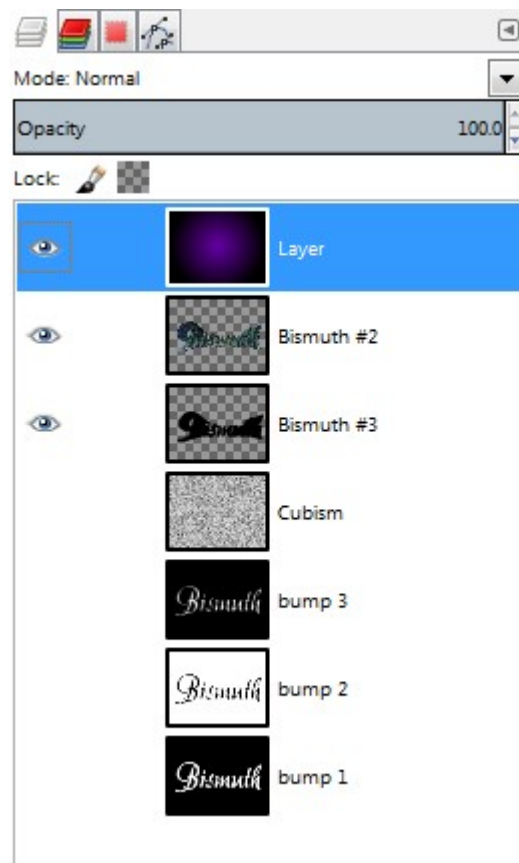
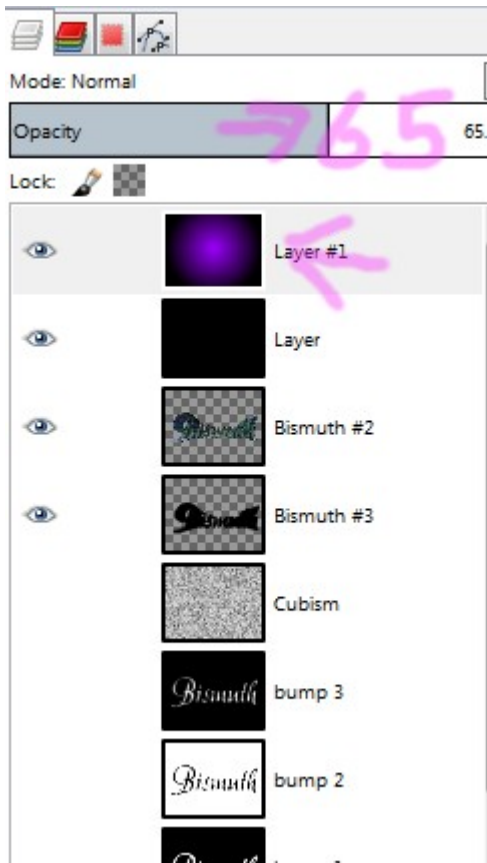
64. Make a new layer at the top, fill it with black.



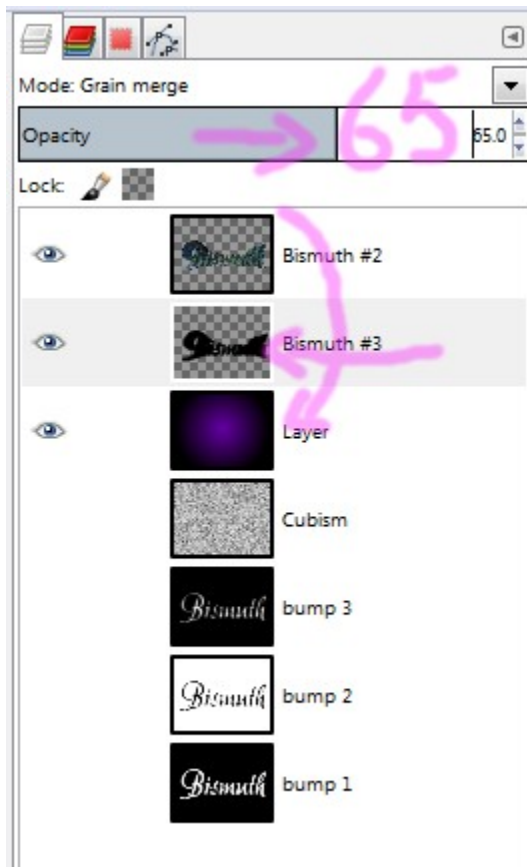
65. Select the gradient tool, make the foreground color 9c00ff. Background color black. Make a new layer over the top of the black one and stroke a radial gradient on it. Purple in the middle black towards the outside.



66. Adjust the opacity to 65% and merge it down.



67. Move the background layer under the text and shadow layers. Select the shadow layer, set the layer mode to grain merge and the opacity to 65%.



Step back and congratulate yourself on a job well done!

