

Alright, I've thought it only fair to contribute a tutorial since I follow conbagui and Issabella around trying to learn as much as I can about Gimp and they've both been amazing.

I am not a tutorial writer - there, you've been warned. I will try to make this as painless as I can and, I'm aware that there may be other ways of accomplishing the final result, but this is the way I came closest to achieving said ps result.

I welcome all critique and advice. Enough said, here we go.

Experience Level: Maniacal to Glutton for Punishment

Materials Needed:

Layer Effects Plugin: layerfx.py (**not** layerfx.2.8)

Doughboy Font

Ice Pattern

Nice water drop brush

A light wood texture/pattern

Patience

Advice: When choosing a word for this tut, you may want to stick to a short word - you'll soon see why. Skim briefly at the following steps and then decide how long your word should be.

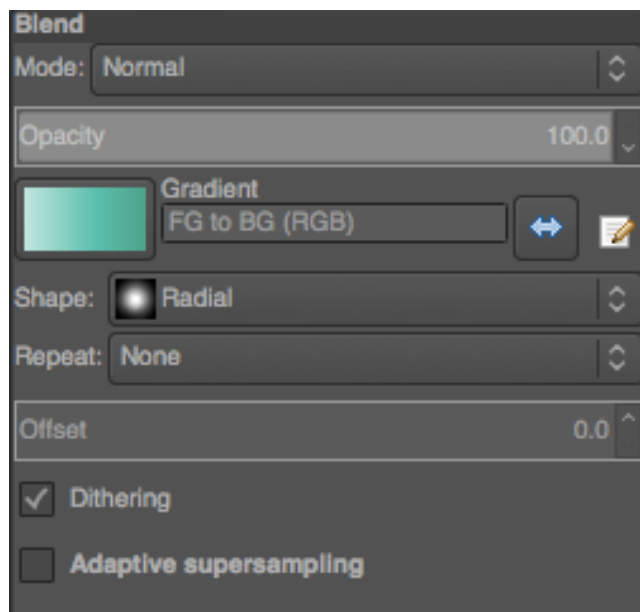
Also **Save Often!**

The Background:

File—>New—>2560x1440px—>White background

Change your **foreground** to: **#c0e6df** **background** to: **#15a48b**

Select your **Gradient Tool** with the following settings and drag from the center of your layer to anyone of the corners.



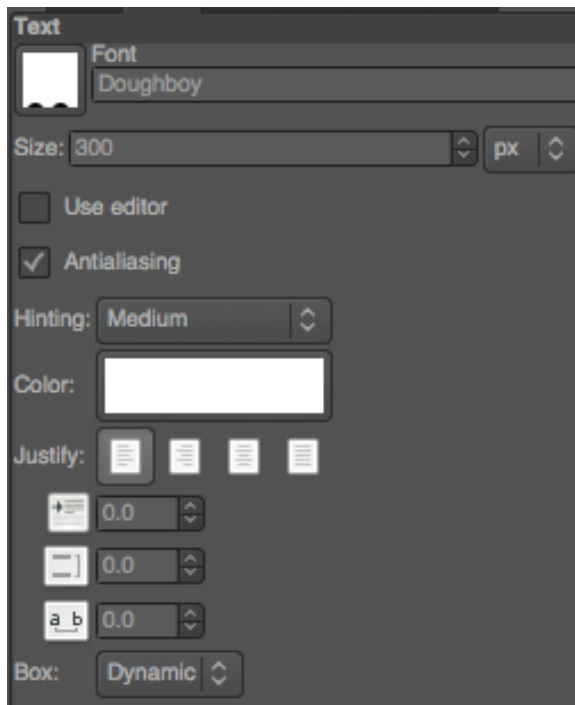
It should look like this



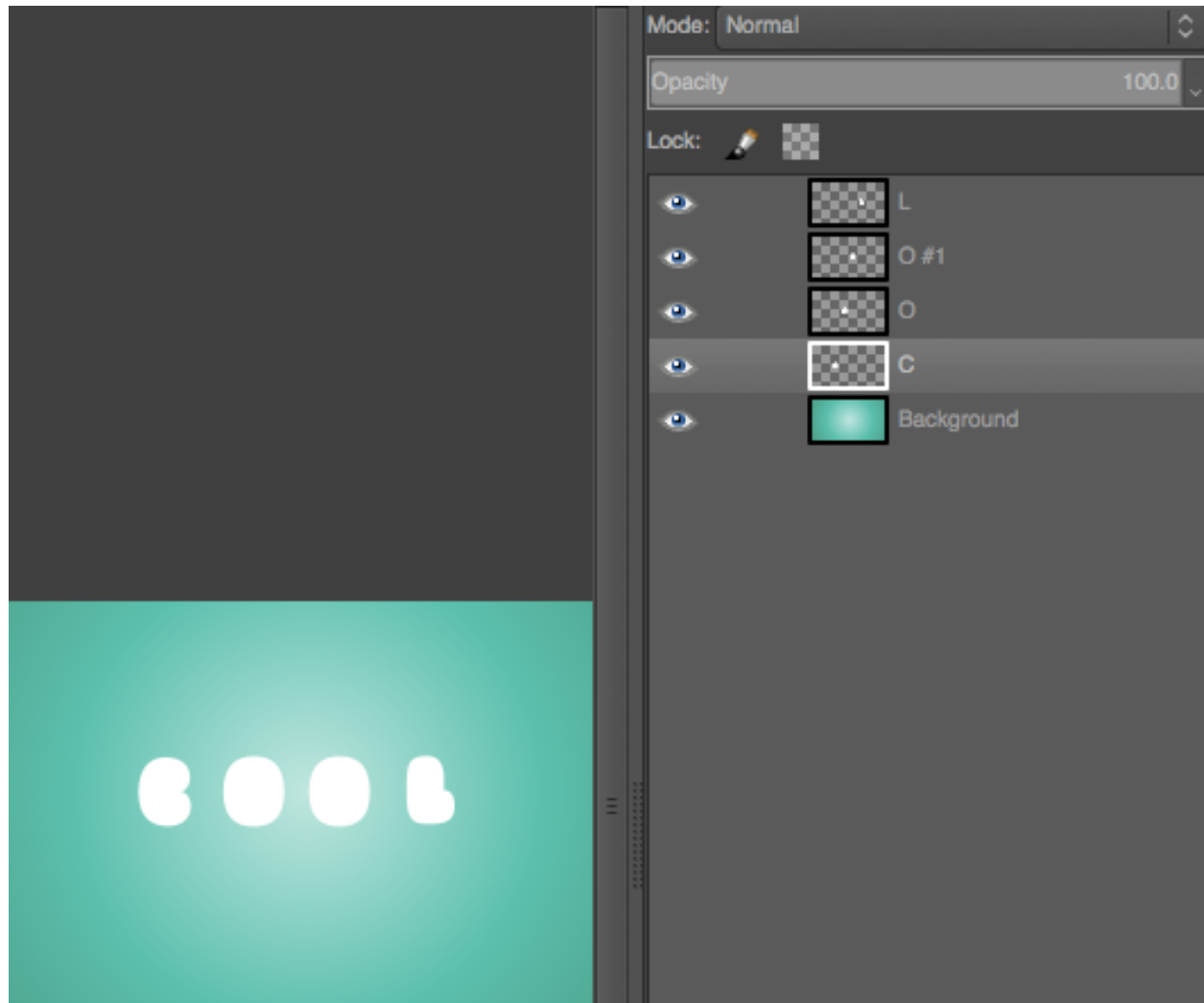
Your Word - I chose “COOL”

You’ll be creating each letter on its own layer.

Change your foreground color to **#ffffff**. Select your text tool with the following:

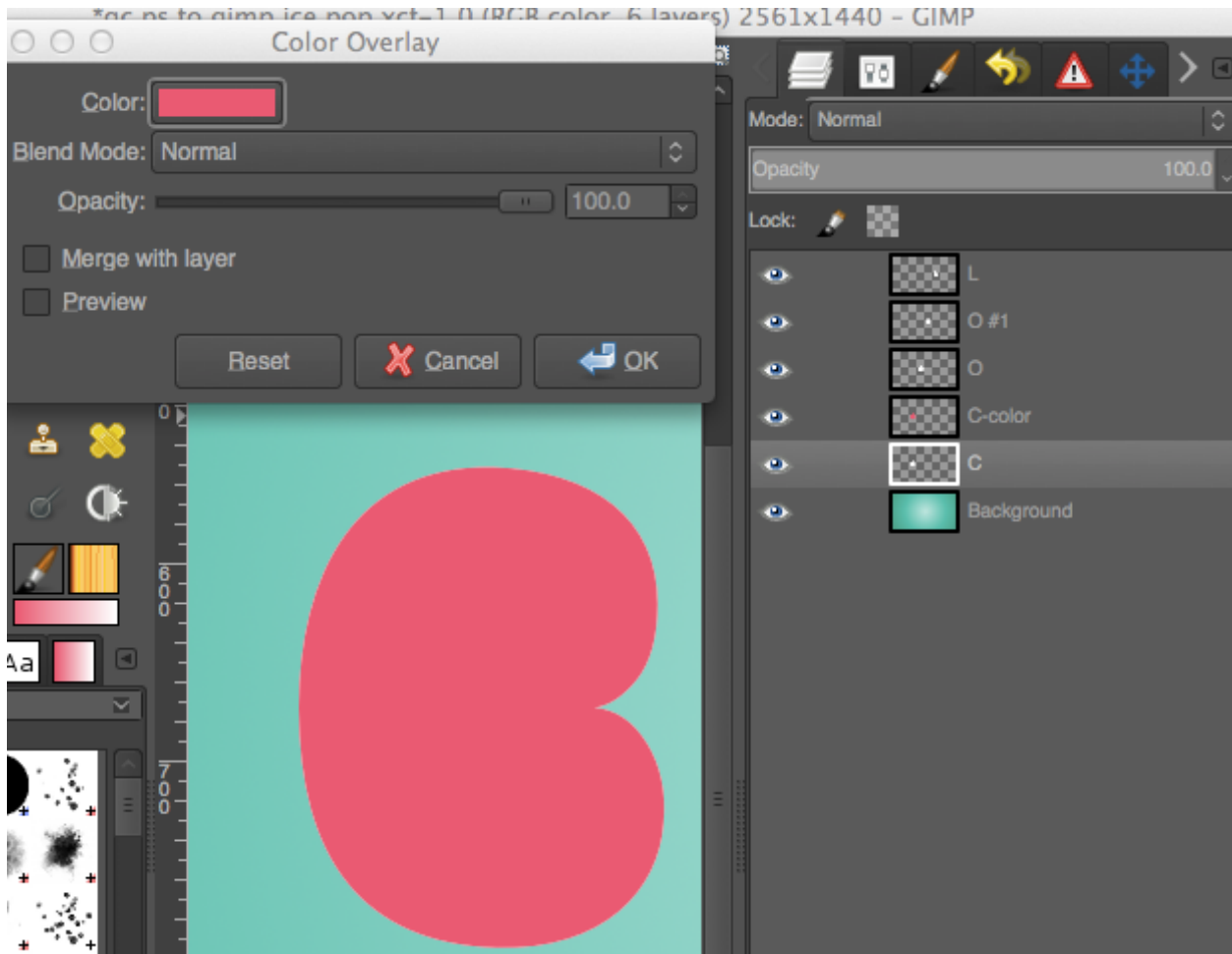


Once you've got your word, **with each letter on its own layer**, right click and change each to **Layer to Image Size**. Your image and layer window should look like this:

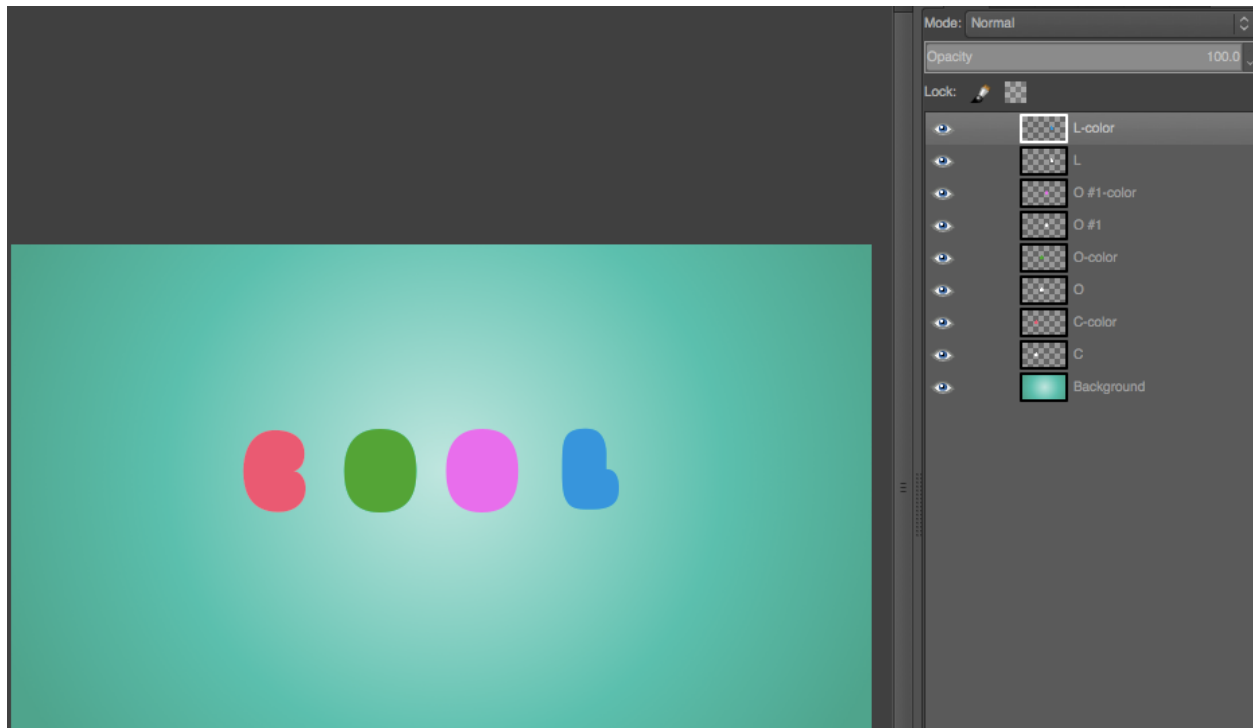


Let's Color

Select your first letter layer, right click, **Alpha to Selection**, right click again **Layer Effects**, **Color Overlay**. My colors: C = fd5e74, O = 00a333, O = e86eec, L = 1a95dc



Color Overlay result:



Bevel Emboss

Stay with me cuz' it's goin' to get crazy up in here (*oops the Brooklyn in me is coming out*). Right click your first with overlay letter - in my case "C-color", **Alpha to Selection, Layer Effects, Bevel Emboss** with the following (see below image of Bevel Emboss window)

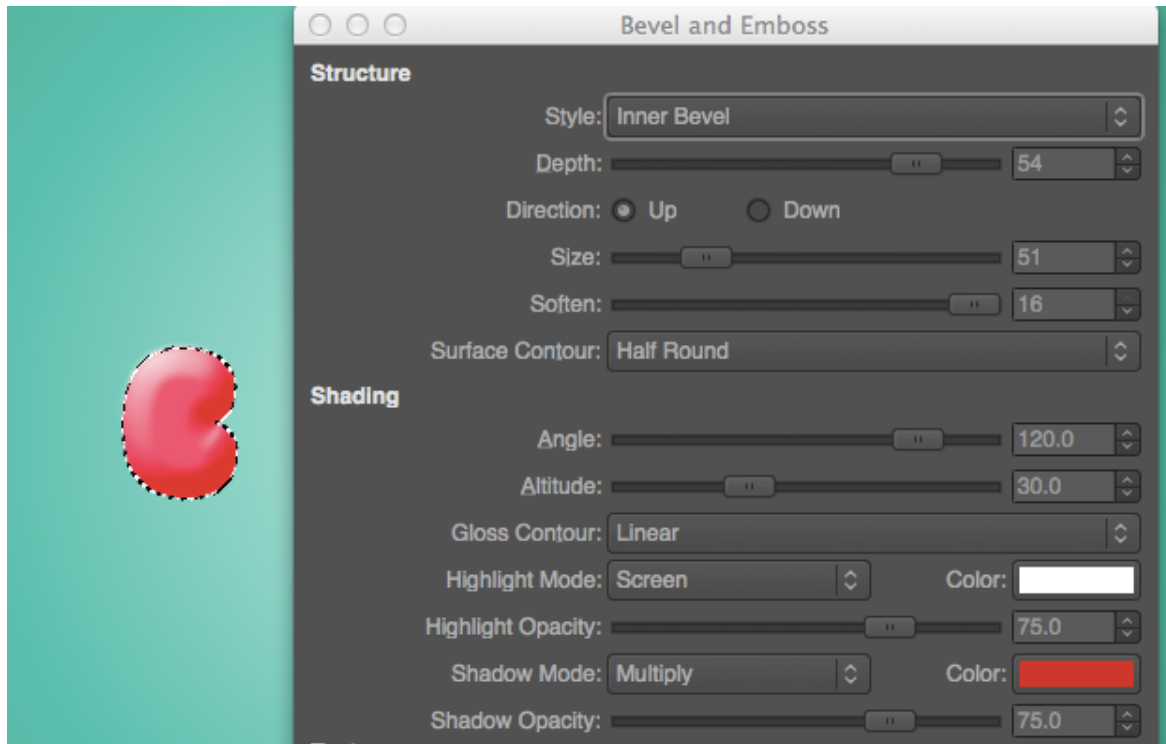
Shadow Mode colors for my layers:

C = cf1929

O = 00a333

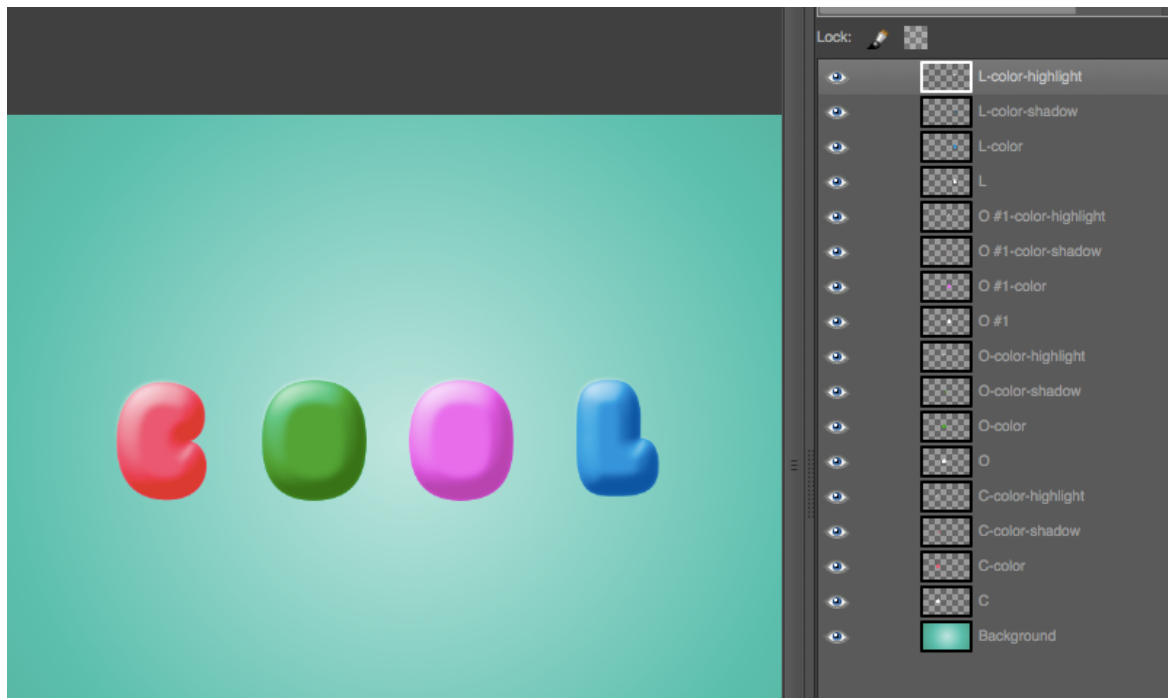
O = e86eec

L = 1071a9



Apply the above Bevel Emboss effect to the remainder of your letters. Reminder select the layer that has “_color” to apply the effect.

Beveled and Embossed result:

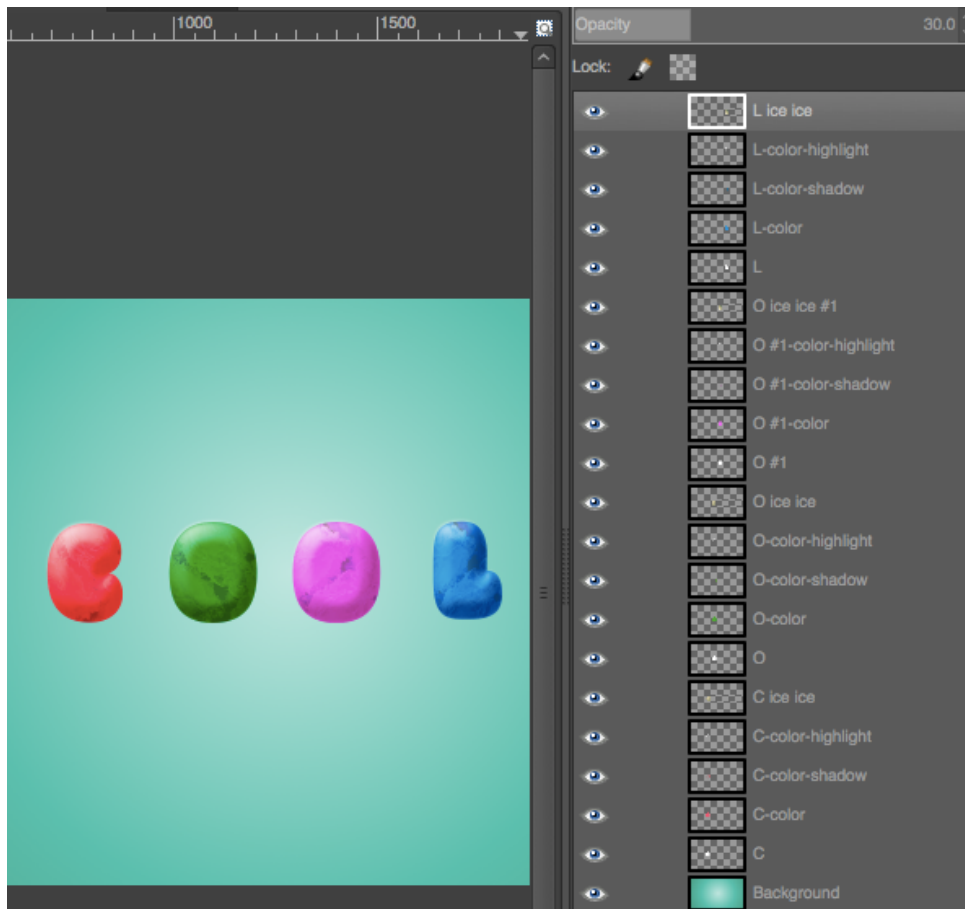


Ice Ice Baby

Ok, open up your Ice Ice Baby pattern, **Alpha to Selection**, **Edit—>Copy**. Go back to your pop image and **Edit—>Paste as New Layer**. Duplicate this layer three more times and place each one with the corresponding highlight layers of each letter. Now go to your first “_-color” layer, select it, **Alpha to Selection**. Go back to ice ice baby layer above it, **Select—>Invert—>** then go to **Edit—>Clear**.

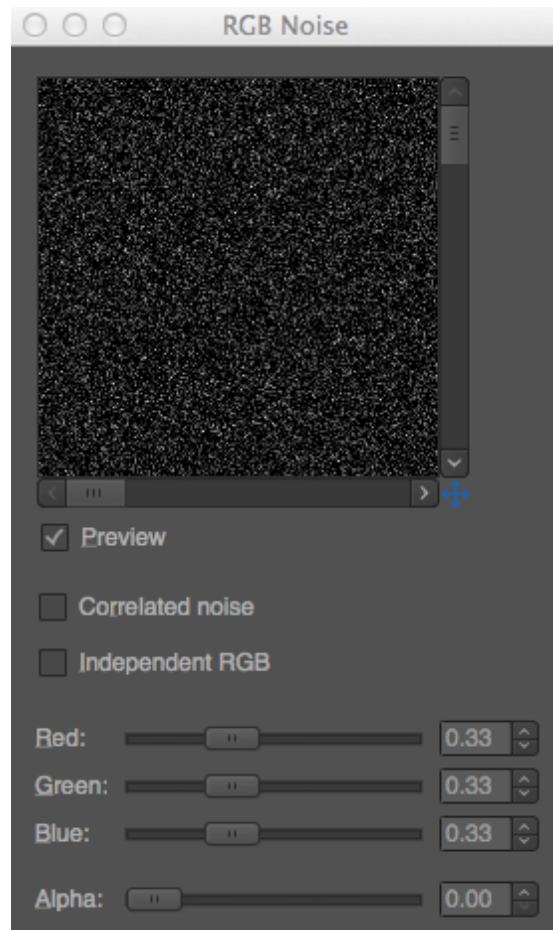
Set layer mode to **Burn** and lower opacity to about 30. Guess what’s next? Do this for each of your remaining letters.

This is what you have:



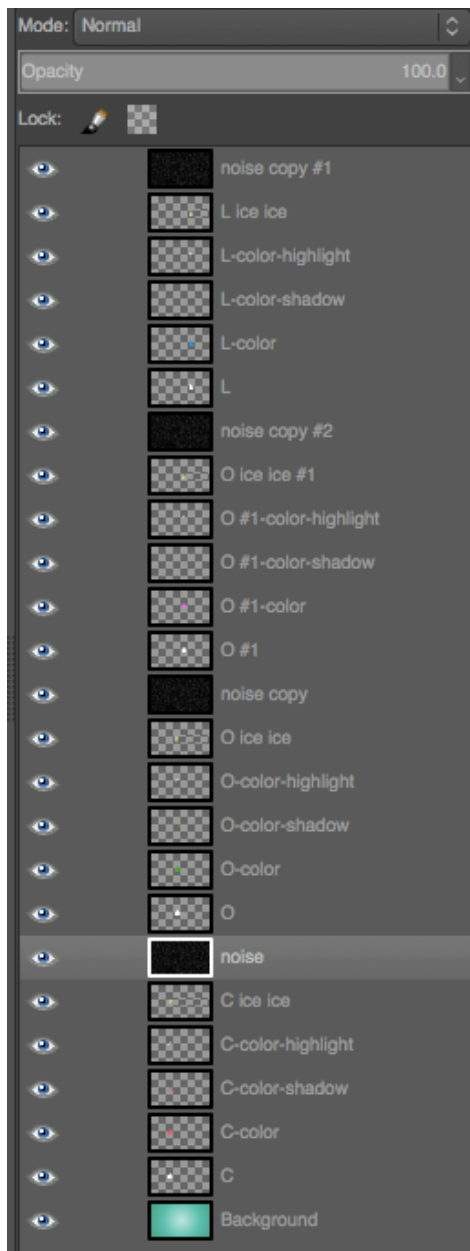
I think we're at about at the half way point... hey! No expletives...

Create a new layer above your first ice ice layer - in my case this would be above C ice ice. Fill this layer with Black. Then **Filters—>Noise—>** and as the following.



Duplicate three more times and place one above each "ice Ice" layer.

Your layers will look as follows:



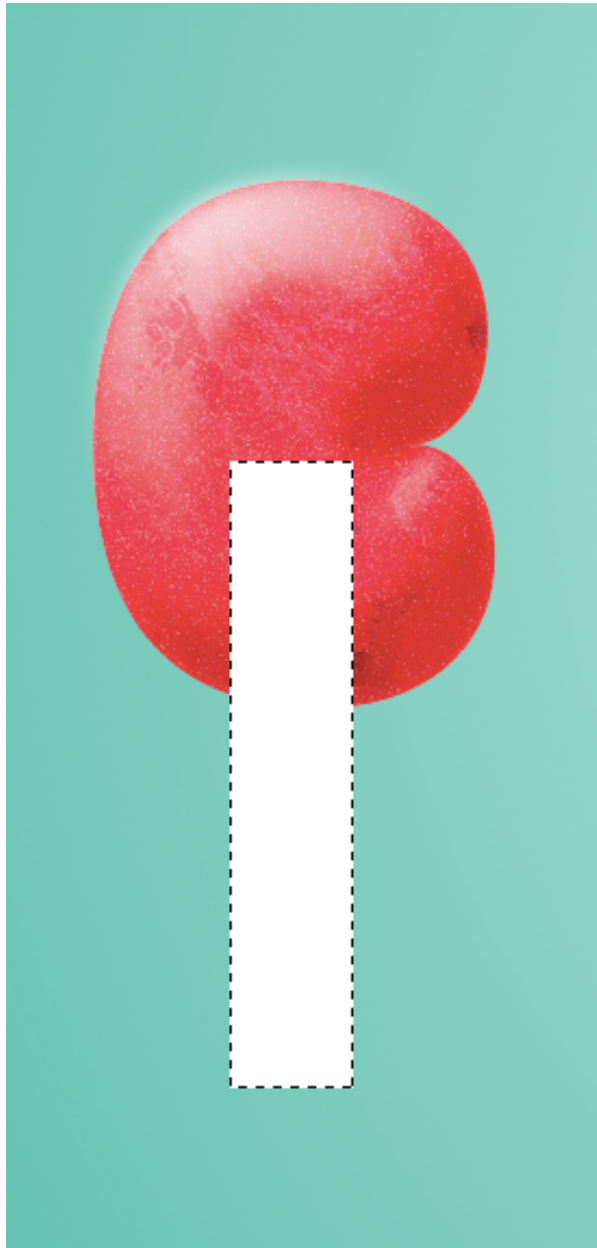
Click the little eye on all newly created noise layers to close them with the exception to the one above your first letter.

Go to your C-color layer, **Alpha to Selection**, select your noise layer above the corresponding “ice ice” layer. **Select—>Invert—>** then **Edit—>Clear**. Set the noise layer mode to **Screen**, Opacity to about 60. Do the same for the other three.

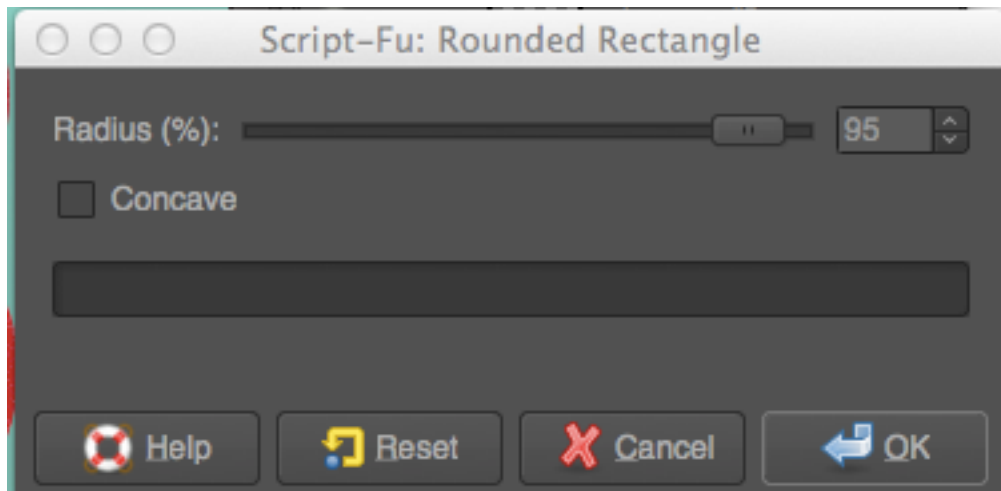


Popsicle Stick

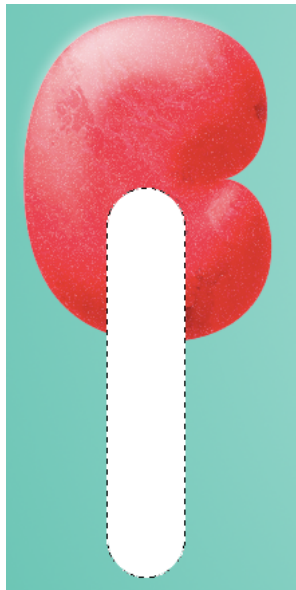
Yes, you're making your own stick. Select your rectangle selection tool and draw a rectangle as such and fill with white. **Do not** de-select.



Next go to **Select—>Rounded Rectangle**

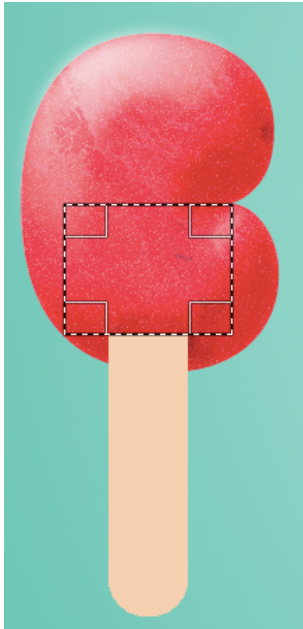


Select—>Invert then **Edit—>Clear**

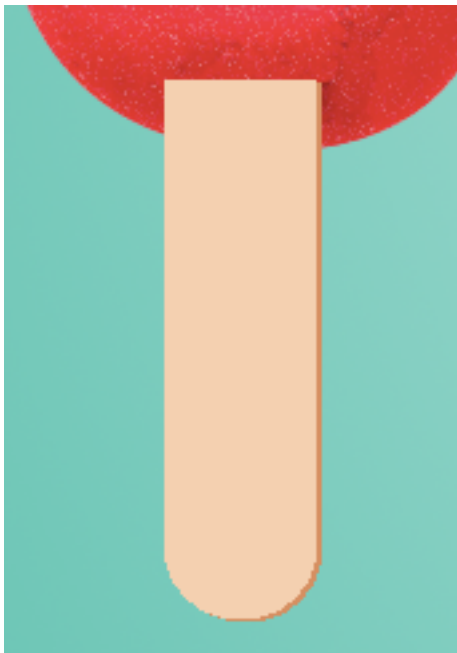


Deselect and fill your popsicle stick with **#f4d0b0**.

With your **rectangle selection tool** draw out a box as such then **Edit—>Clear**



Deselect. Duplicate this layer. Fill your original stick with **d68f61** then with your arrow keys, move your original stick layer a few pixels to the right and down as such:



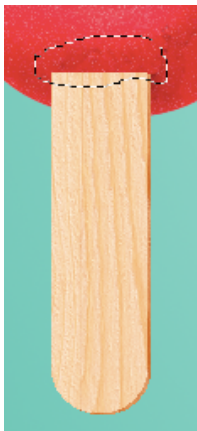
Alpha to Selection your duplicate stick layer. Open the Wood Texture image, **Alpha to Selection, Edit—>Copy**. Go back to your pop image and **Paste as New Layer** above your duplicate stick layer. **Select—>Invert then Edit—>Clear**. Set blend mode to overlay and reduce opacity.

You should have this:



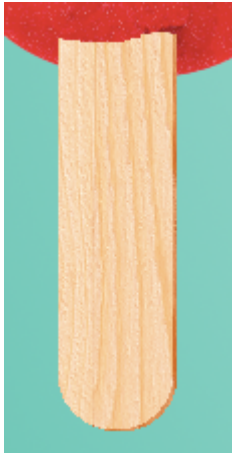
Merge the wooden texture layer with the popsicle stick layer. Duplicate the stick, one for each of your letters and move into position.

Select your **Free Selection Tool** and we're going to make the popsicle stick look a little more realistic on the top edge.



Edit—>Clear

We want something like this:

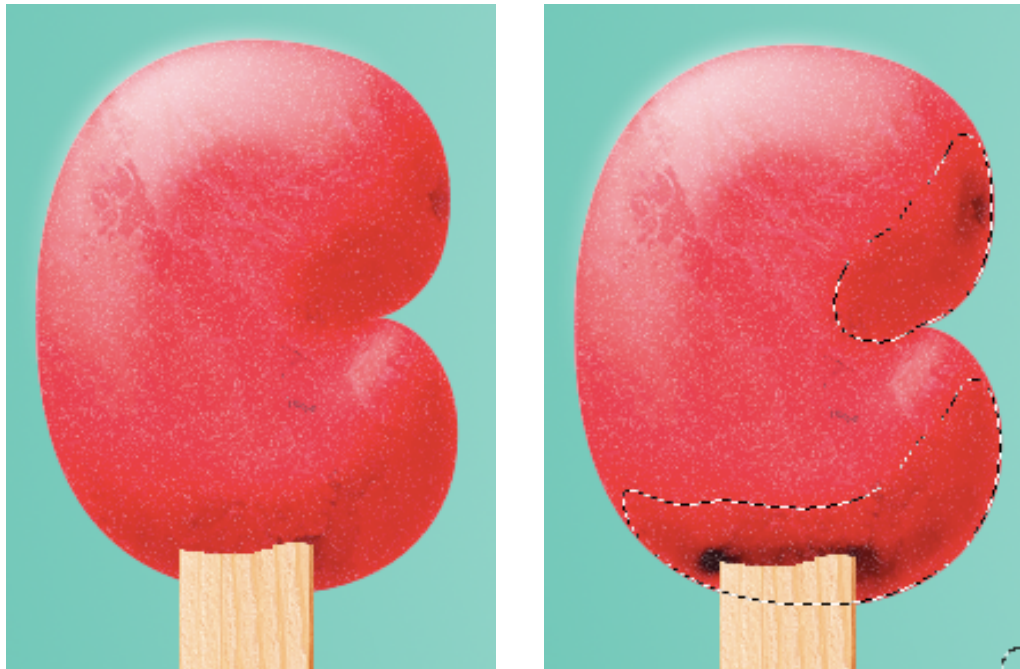


Do the same for each of the remainder of your popsicle sticks. Don't worry about making it perfect, we'll be dodging and burning in a little bit.

Dodge and Burn

Sooner than you thought huh? Are you peeps disliking me yet?

We want to darken/**Burn** the bottom areas of our letters and around the stick and we want to lighten/**Dodge** areas to the upper left of each letter. See before and after.



To do this select your **color shadow layer** for you first letter. Alpha to Selection, select your dodge burn tool and with a soft round brush burn the outer areas of the selection and around your stick. Work on the remaining letters.

If you feel you need to lighten areas in the upper left corner then you would select your **color highlight layer. Alpha to Selection** and you would dodge the areas you wish to lighten. I did not because my corners were light enough.

If you get carried away with burning use your **smudge tool** to soften a bit.

Now we're going to apply the **burn** to the top of each stick. Again select your layer, **Alpha to Selection** then burn to sort of look like this.



Frost

We're going to give our pops a frost look. **Alpha to Selection** your first letter “_**color**”, then create a new layer above the ice ice layer and call it frost. Select a grungy brush, color white, and apply. Make sure you are on the frost layer. Do the same for the other letters.



Drops

We're almost there. I promise.

Create a new layer above all other layers - name it C-drops (or what ever **your** word starts with) Select your **brush tool**, water drops brush and place drops on the pop, popsicle stick as if they were running down. Then apply a drop shadow. **Filters—>Light and Shadow**

Like this:



It would be nice to use **conbagui's** tutorial of the running water (sorry my brain is now officially fried can't think of the name).

Last Step - Puddles

My puddles were actually blood brushes that I turned this way and that way. Make this tutorial your own. There are so many other little things that can be done. If you're not exhausted by now add on to it - have fun.

