

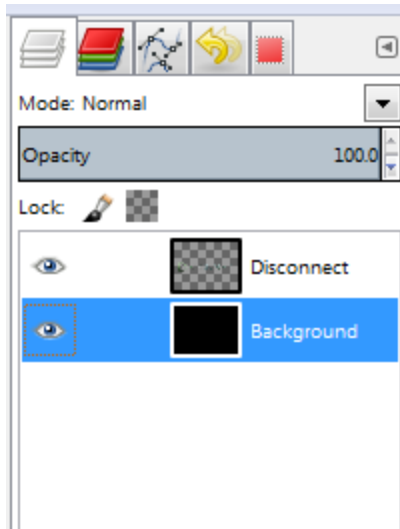
For this effect you want a slender font, tall and clear lines. I used Optimus Princeps, find it here:

<http://www.dafont.com/optimusprinceps.font>

Start with your basic text effect, something simple, maybe a little shiny. I'm not going to delve into the details of doing a chrome or metal effect, there's other tuts for that.

1. Now you are probably looking at something like this. Black background, text on a new layer.





2. Cut the text in half with the square selection tool. You want a good line crossing the center of each letter. Be careful around the E or any round parts. Try to avoid long cut lines and instead move your cut up or down a little to skip those. See the image to see how I avoided the long cut across the middle bar in the E.



3. When you have a happy cut line, go ahead and cut (Ctrl X) then paste (Ctrl V), right click floating layer, and select To new Layer. This should put half your text on one layer and the other half on the other layer.

4. Now you can separate them. With the Move tool, you can slide the top layer around until the edges don't match up anymore. Be sure to leave a little bit of breathing room between the two disconnected surfaces. A little gap.



5. Make a new layer on top. Set your foreground color to white and select the Paintbrush tool. Set your brush size to be fairly small. You're aiming for super fine white lines. I used the medium soft round brush that comes with gimp.

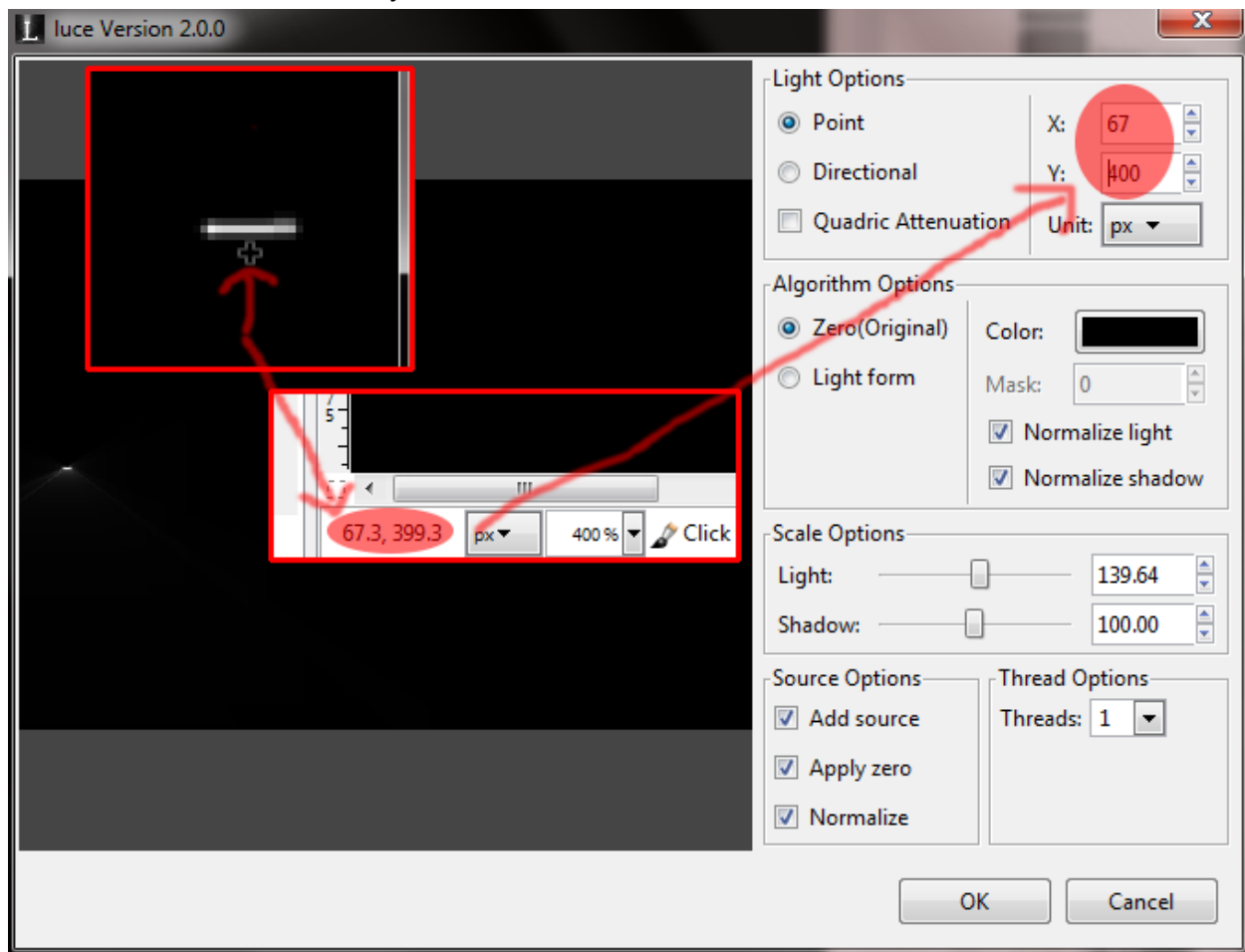
You want to stroke lines across the edge of each cut surface. don't go all the way to the corner, just a little shy. Do this to every cut line on all the letters.



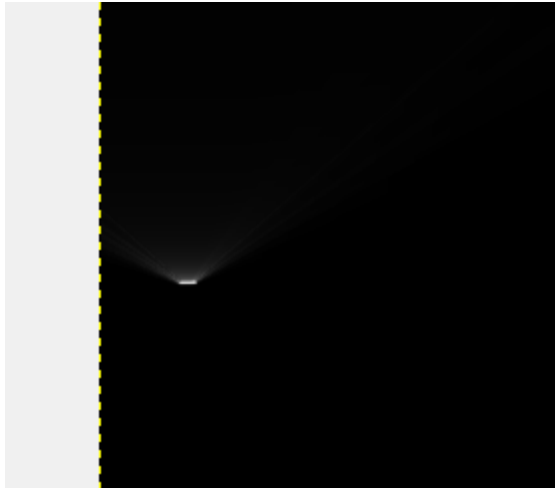
6. Now for the fun part. You have to separate each one of those white lines onto its own layer. This is important. If you don't, luce will wash out your light beams later on. You can use the same cut and paste method as we used for separating the text earlier. You will end up with a million or so layers.

7. Start with the pasted layer that has your first white line on it. Make a new layer under it, fill that with black, then merge the white line down to it.

8. Pull up Luce and use the coordinates from the bottom of your gimp window, they should be on the left side. You can enter those numbers into the Luce window at the top right side. Play with it and fine tune the direction of your beam.

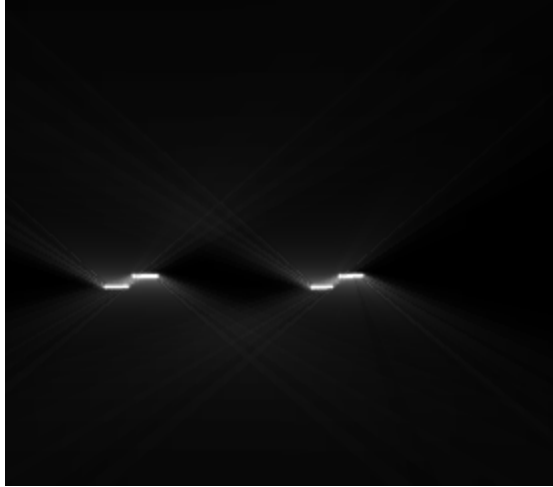


You want to be mindful, the bottom lines need to have the luce beams point upward, and the top lines need to have them point down. So you will need to find the coordinates right below the line on bottom ones and right above the line on top ones for the best effect.

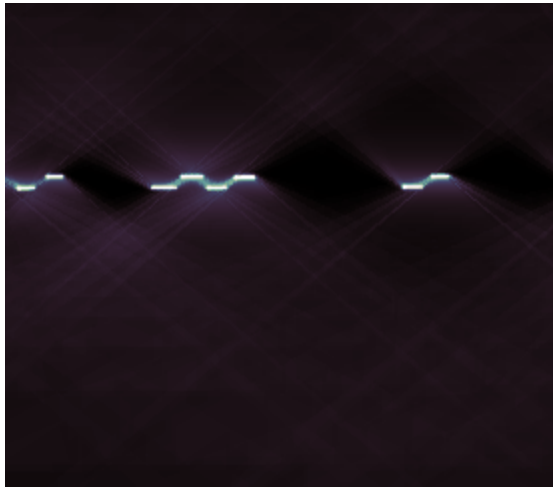


9. Because you love tedious work as much as I do, you're going to repeat that process for all the other lines. As you complete the next line above, set the layer mode to screen and merge it with the first line. Do this for each following line so they all wind up with an individual luce effect but merged on one layer. Remember bottom lines point up, top lines point down.

Your layer at the bottom should start to look something like this. Continue until you've treated every line to the luce effect.



10. When you're done with all the lines, you can color them with an overlay or even a gradient map. I duplicated the light beam layer and inverted it, then used the pastel rainbow gradient map on it. Set the layer mode to color and backed the opacity out until my eyes stopped bleeding.



Once you are happy with your light beam's colors, merge down and set the layer mode to screen, which will impose it on your text.

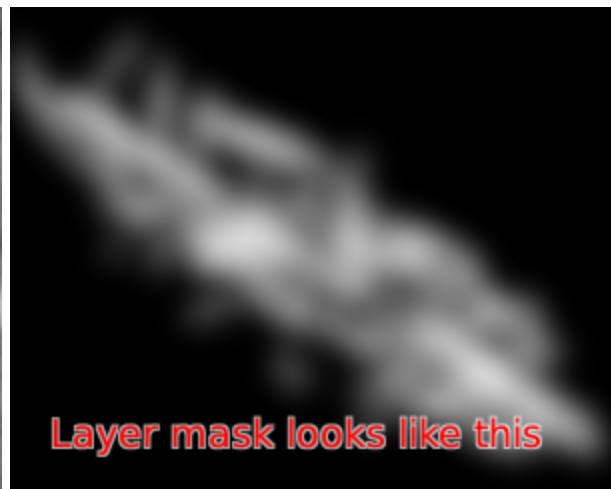
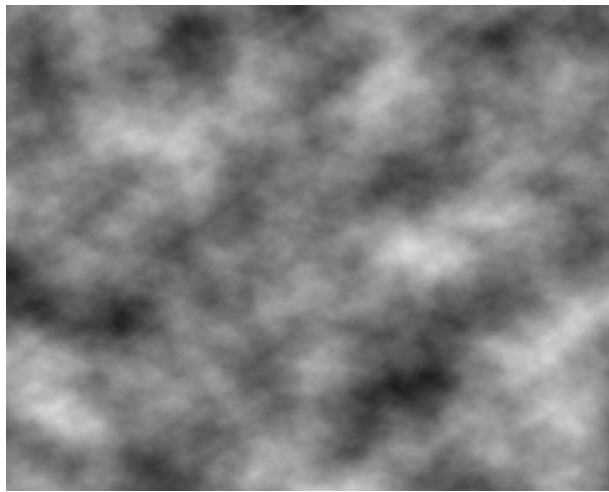


11. Chain the 2 text layers and the light beam layer together and rotate them so they are diagonally aligned across the image.



12. Make a new layer over the top, fill it with some solid noise, X and Y to 16 and Detail all the way to 15. Set the layer mode to dodge.

13. Add a layer mask, filled with black for full transparency. Then with the airbrush tool, bring out some of the clouds close to the center. This is your opportunity to get rid of some scan lines that might appear at lower resolutions. You can blend them out and cover them with fog.



14. Make a new layer from visible, gaussian blur this layer. Not too blurry, just enough. Use your best judgment.



15. Set the layer mode to overlay and back out the opacity until you find a happy medium between covering up any remaining scan lines, edges around the outside etc, but you have a lot of the foggy swirly dodge work in place. Try different settings and see what works best.

17. Your final text effect will look something like this now. Things may vary a little depending on your text, which font, how thick or thin your white lines are. But basically, this is how I did it.



Good luck and happy gimping.