



Here's an easy little perspective text effect. You Will need to have a good grasp on the perspective tool and we'll be playing with blurs and layer masks as well. In preparation you will want to download a font that's well rounded, kind of fat, but not overly so. For the purposes of this tutorial I chose Sandome and you can download it here:

<http://www.dafont.com/sandome-g.font>

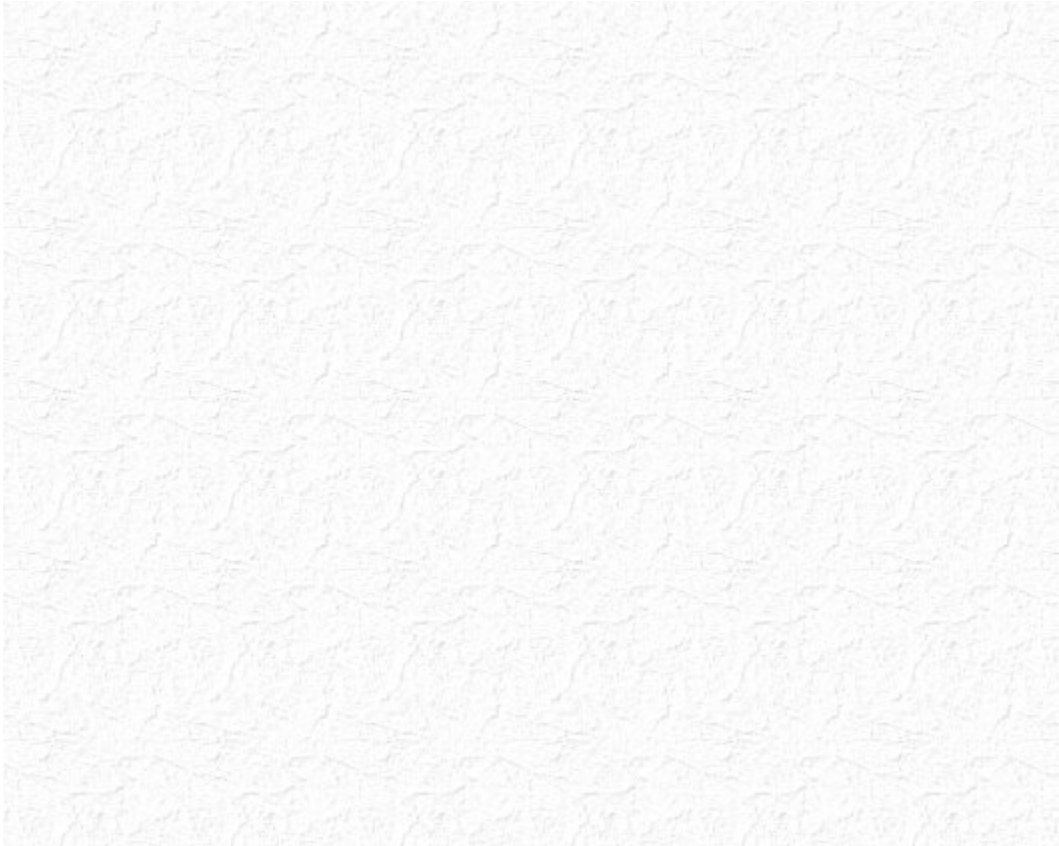
You might also want to generate some lorem ipsum, or just copy and paste this one.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer luctus sapien ligula, ut commodo mi congue ut. Nunc ultricies iaculis felis, at rutrum massa euismod vel. Sed at feugiat nunc. Pellentesque at ante dui. Nunc pulvinar ipsum a est imperdiet posuere. Sed congue sed est a commodo. Quisque sit amet augue quis libero iaculis posuere. Sed porttitor efficitur justo, eget condimentum massa iaculis sit amet. Proin pellentesque, nulla sed porta tempor, arcu purus fringilla enim, id volutpat ipsum lorem at quam. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam consequat laoreet lectus et egestas. Etiam sed tincidunt urna. Praesent ullamcorper sapien vitae justo scelerisque, sit amet mattis odio hendrerit. In pharetra lacinia nisl, in volutpat arcu ultricies efficitur. Maecenas congue id quam quis luctus.

1. Start with a new image 1024 x 768 Background black.
2. Fill the background with the Shadows 1 gradient. Gaussian blur it with 60 px to soften it up more.



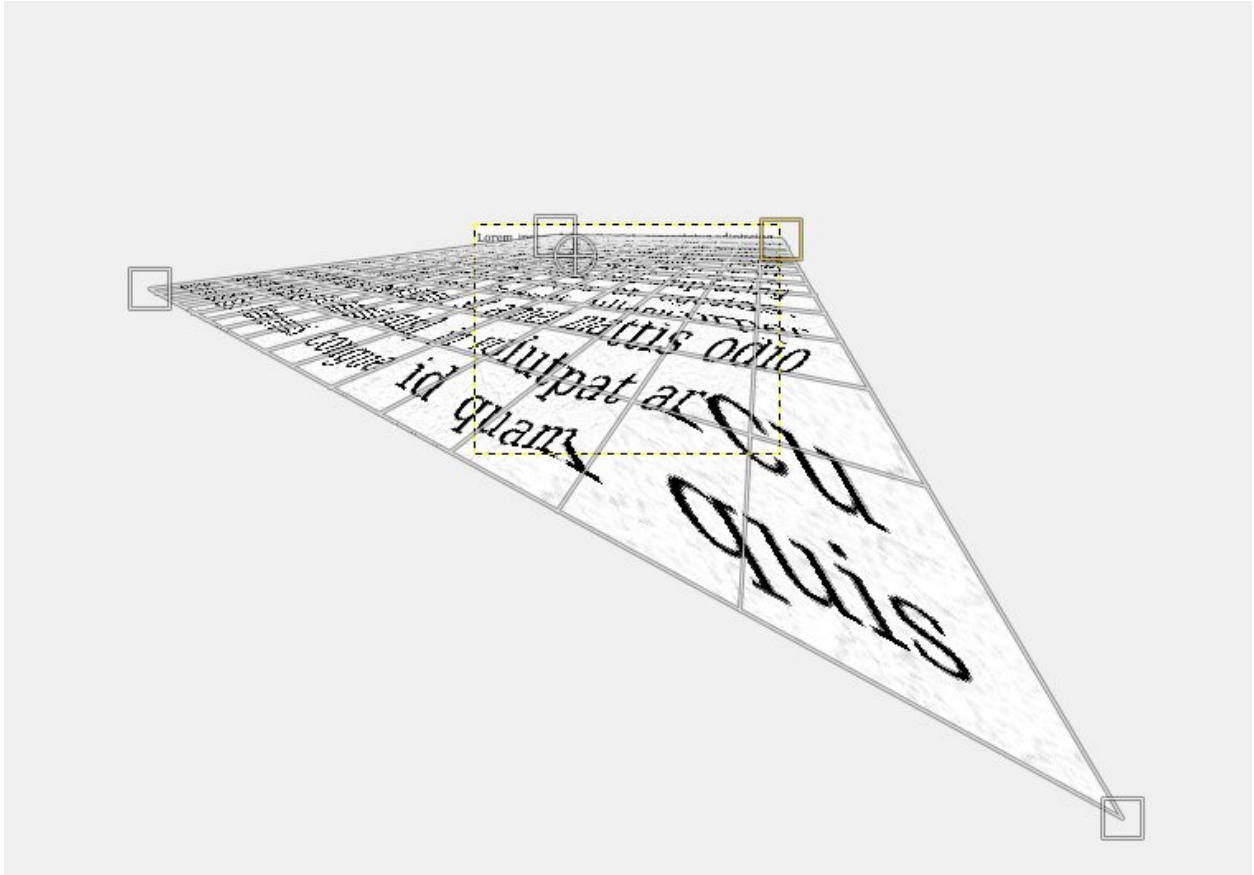
3. Make a new layer, fill it with white.
- 4 . Make another layer on top, fill this one with the white marble pattern that comes with gimp.
5. Use the marble layer to bump map the white layer at default settings. Delete the marble layer.



6. Get out the text tool. Use the serif font that standard comes with windows and set the font size to something reasonably small. For the Justify setting use filled. (All the way on the right, last one) You want your text to take up the entire page. Tweak the settings and font size to make this happen.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer luctus sapien ligula, ut commodo mi congue ut. Nunc ultricies iaculis felis, at rutrum massa euismod vel. Sed at feugiat nunc. Pellentesque at ante dui. Nunc pulvinar ipsum a est imperdiet posuere. Sed congue sed est a commodo. Quisque sit amet augue quis libero iaculis posuere. Sed porttitor efficitur justo, eget condimentum massa iaculis sit amet. Proin pellentesque, nulla sed porta tempor, arcu purus fringilla enim, id volutpat ipsum lorem at quam. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam consequat laoreet lectus et egestas. Etiam sed tincidunt urna. Praesent ullamcorper sapien vitae justo scelerisque, sit amet mattis odio hendrerit. In pharetra lacinia nisl, in volutpat arcu ultricies efficitur. Maecenas congue id quam quis

7. Merge the text down to the white marbled background layer.
8. Get your perspective tool. Drag the corners to make them look close to the way they are in the image. You want to give the illusion of a close up of a piece of paper.



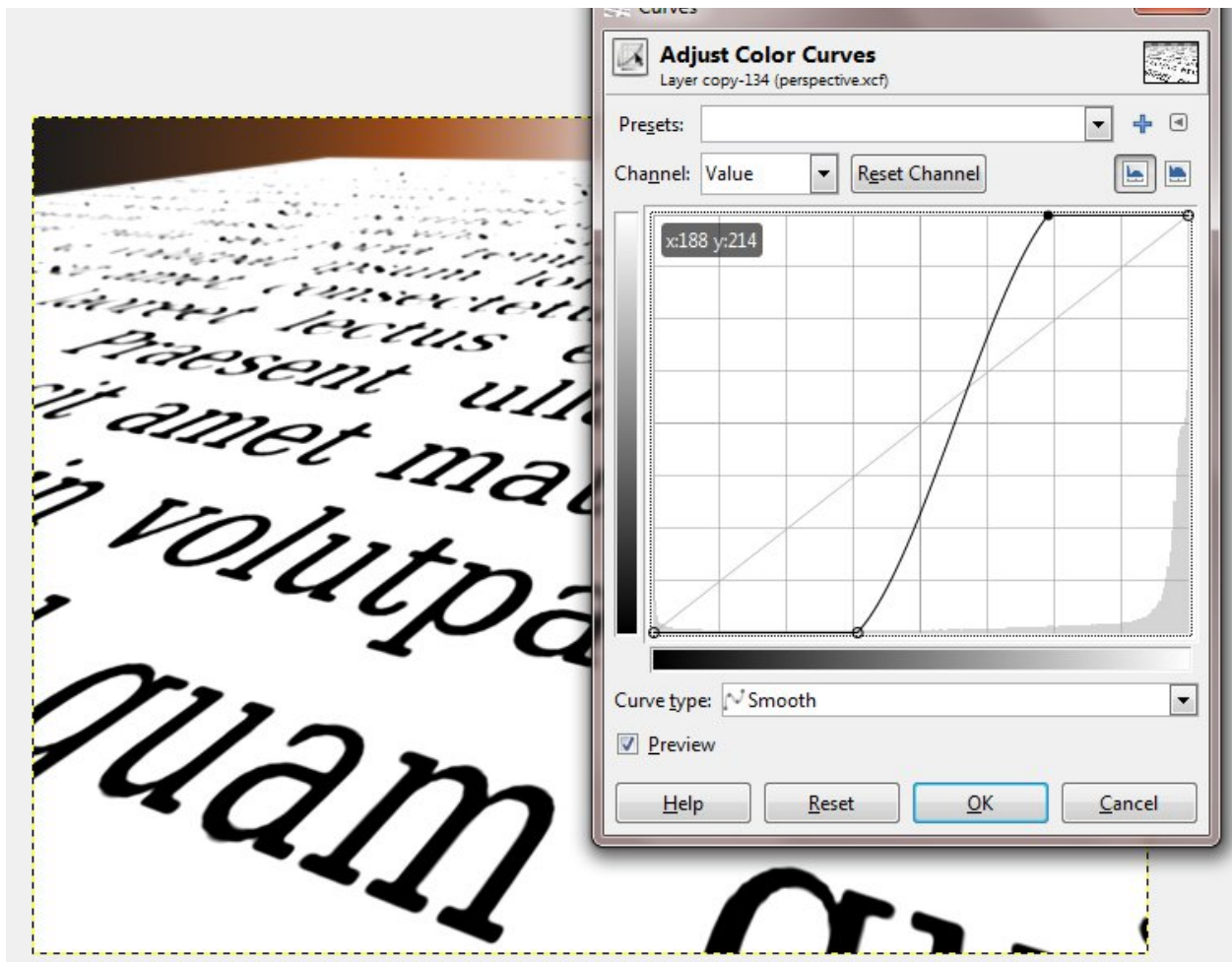
Like this:



Now this layer is enormous, so we'll do layer to image size to bring it back in line. You might also notice that the front letters are distorted and a bit swimmy and blurred. We don't want that so we'll go fix that now.

9. Duplicate the transformed text layer. Gaussian blur this duped layer by about 4 px.

10. With the Curves tool, adjust the curve to give the black letters in the foreground a sharper edge. This might require some tweaking to make them just right. Be careful not to make them too fat or skinny.



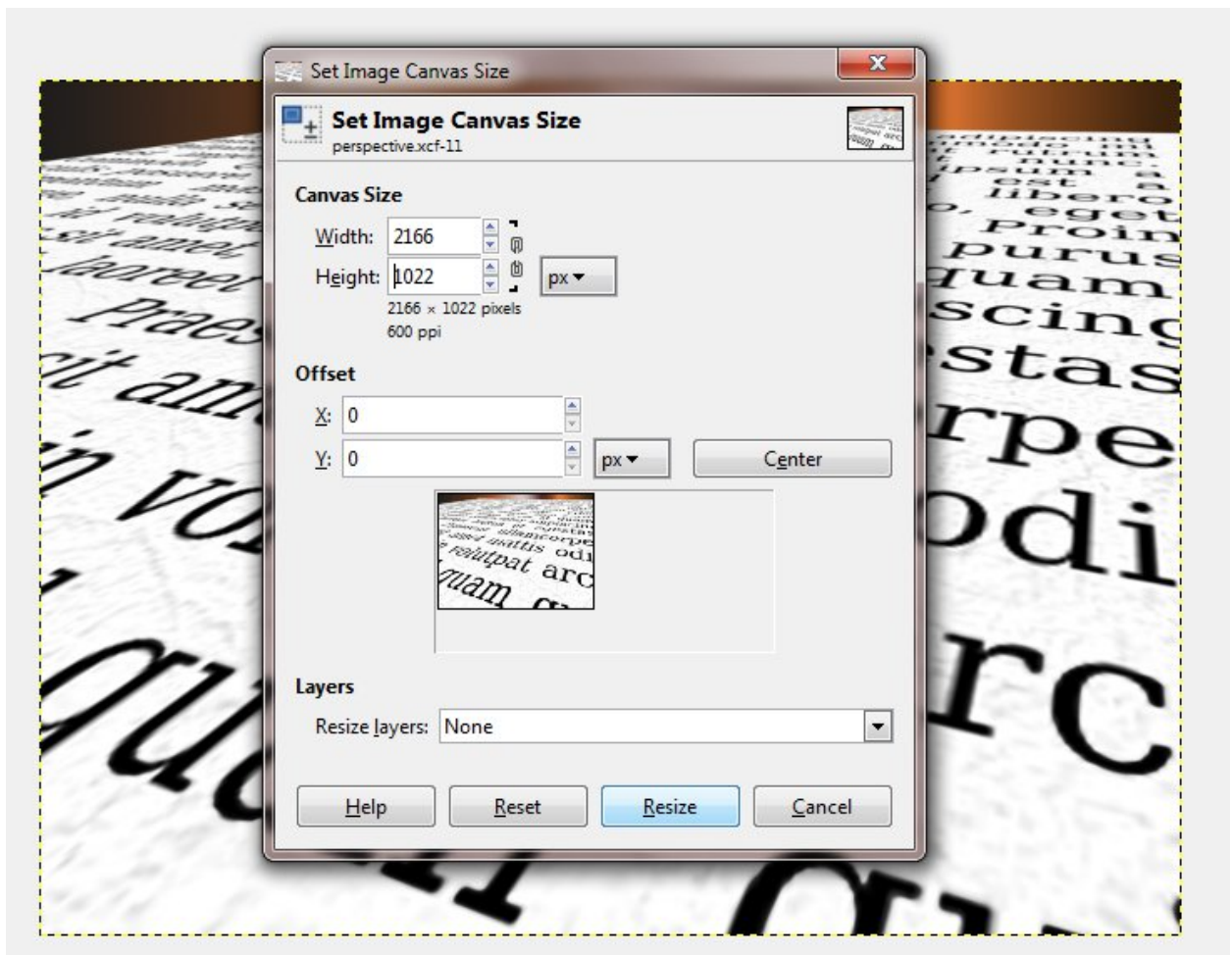
11. This will get rid of our paper texture though so we're not going to use it as is. Add a layer mask, black full transparent.

12. With a soft brush and the airbrush tool, fill in the parts of the text which are too blurry and fix them with the sharper ones from the masked layer. You really only need to do this for the first, maybe second row of text. Paint the sharpened letters in sparingly, it won't take much. Be careful not to paint in too much over the texture as it will eliminate it.



As you can see though, it fixes the letters nicely. Merge this layer down onto the text layer when you are satisfied with your results.

13. The next thing we need to do, is increase our canvas size to accommodate our actual text.



As you can see, we want our canvas to be little more than twice as wide as the image. Give yourself a little bit extra height to be able to maneuver too.

14. Select the Sandome font and create your text. You are going to want to make it as long as you gave yourself room for. The bigger the better.



15. Discard text information on that layer and then autocrop it. This will make it easier to adjust its perspective.

16. Bring the perspective tool again and adjust the text layer to look like it is standing up on the sheet of paper.



You want to be mindful that the front and back edge are straight. if they are skewed it looks like your text is leaning or twisting. The bottom edge should form a line with the lay of the font on the piece of paper so it gives the illusion of sitting right on it. You can adjust the front side to appear a little bit bigger, but be careful, too much of a tweak and it gets fuzzy and distorted. Once this is done, you can adjust the canvas size to fit your layers again.



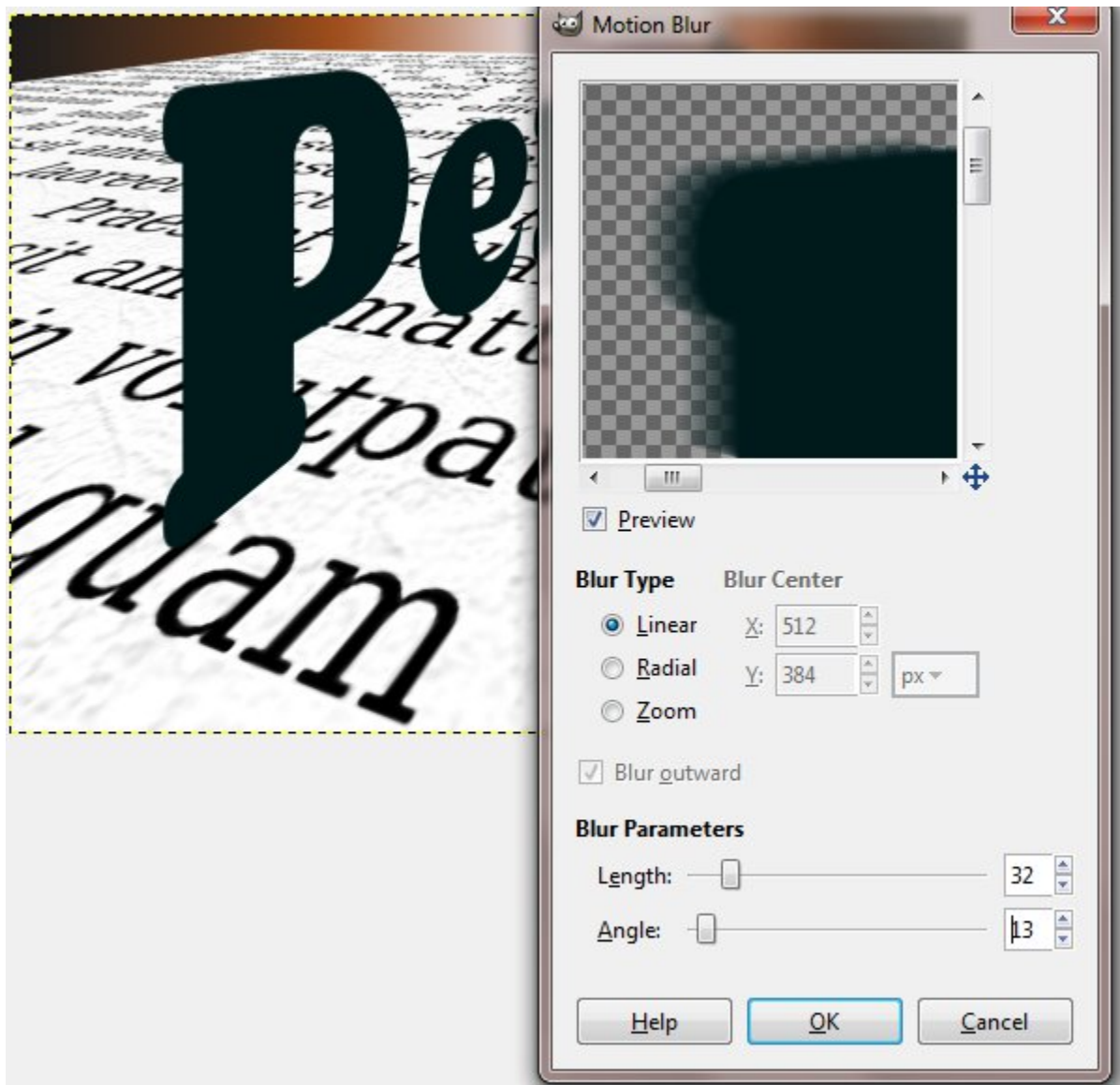
You can adjust the text layer to be a little more centered if it's not to your liking. Letting the last letter peek over the far edge of the paper will add to the illusion of substance later.



17. Set the text layer to image size and lock alpha on it.

18. color fill with 001a1c, a very dark, almost black blue-green. Release the alpha lock.

19. Duplicate the text layer and motion blur.



20. Duplicate the motion blurred layer and merge the copy down. Repeat until the motion blurred text is fully opaque. Move the layer under the first text layer.



21. Duplicate the piece of paper layer and move it to the top of the layer stack.

22. With The move tool, slide it up a little bit so it covers the far end of your stand up text.

[illegible]

23. Set the layer mode to overlay.



24. Go to the text layer that has not been motion blurred. Do alpha to selection on the layer menu. Come back to the overlay layer and invert your selection, then delete the excess.



(I realize the text in the reflection should technically be mirror reverse, but that would require a whole wool of more steps. Feel free to transform a whole new text layer for this purpose, but in the end it won't make much of a difference.)

25. Back off the opacity on the overlay layer until the text reflection becomes a lot more faded.



26. Make a new layer on top. Use the airbrush tool and with a supersoft round fuzzy brush, large brush size and soft rate, air brush white over the base of the standing text. Gaussian blur this white fog to soften it even further. Paint it so it's more pronounced in front and less in the back.



27. Again, alpha select from the not motion blurred text layer, select the white we just airbrushed, invert selection and delete. Set the layer mode to grain merge and back out the opacity to about 50%.



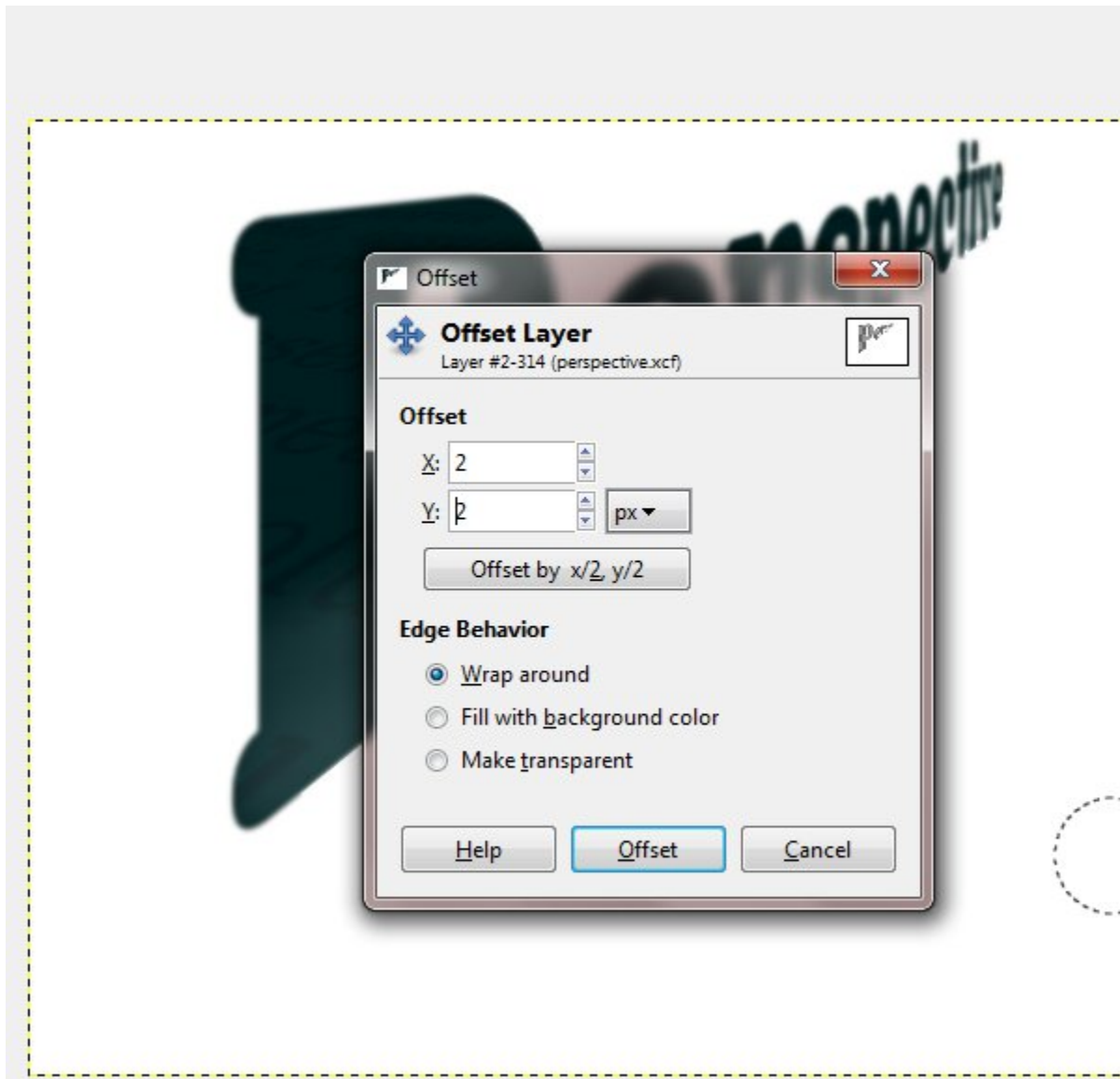
28. It's starting to look pretty good now. We need sharp highlights on the upper edge though. Make a new white layer at the top.

29. Alpha select the not motion blurred text layer and delete from the white layer.

Perspective

30. Gaussian blur by 5 px.

31. Offset layer x 2, y 2

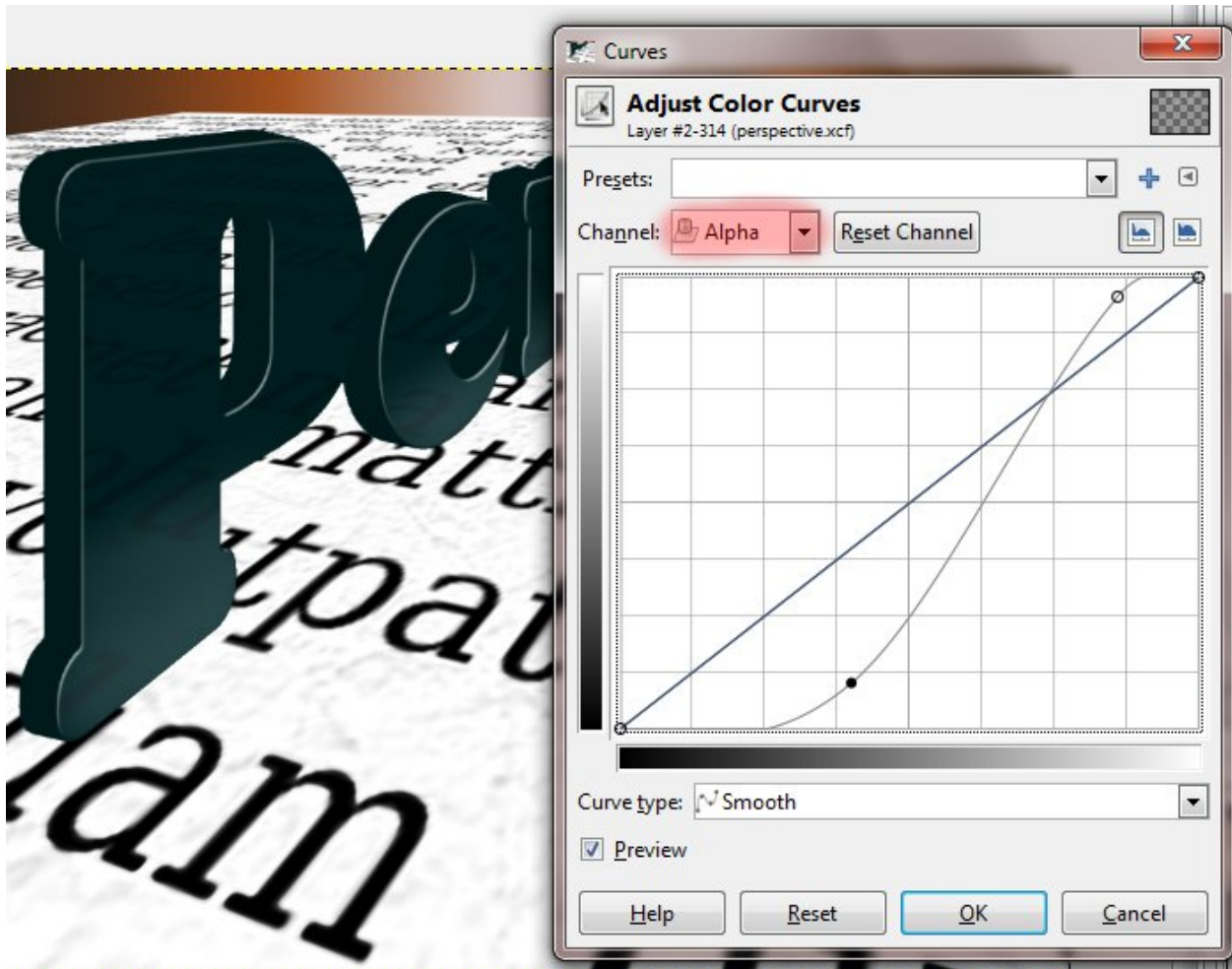


32. Alpha to selection from text layer again, invert selection and delete outside of the white offset layer.



33. Of course, that's way too shiny and unnatural looking; so we gaussian blur that fine white line again, this time by 2 px.

34. You can still sharpen up this reflection with the curves tool. Make sure the Channel setting is to alpha, then use a similar curve to the one shown here.



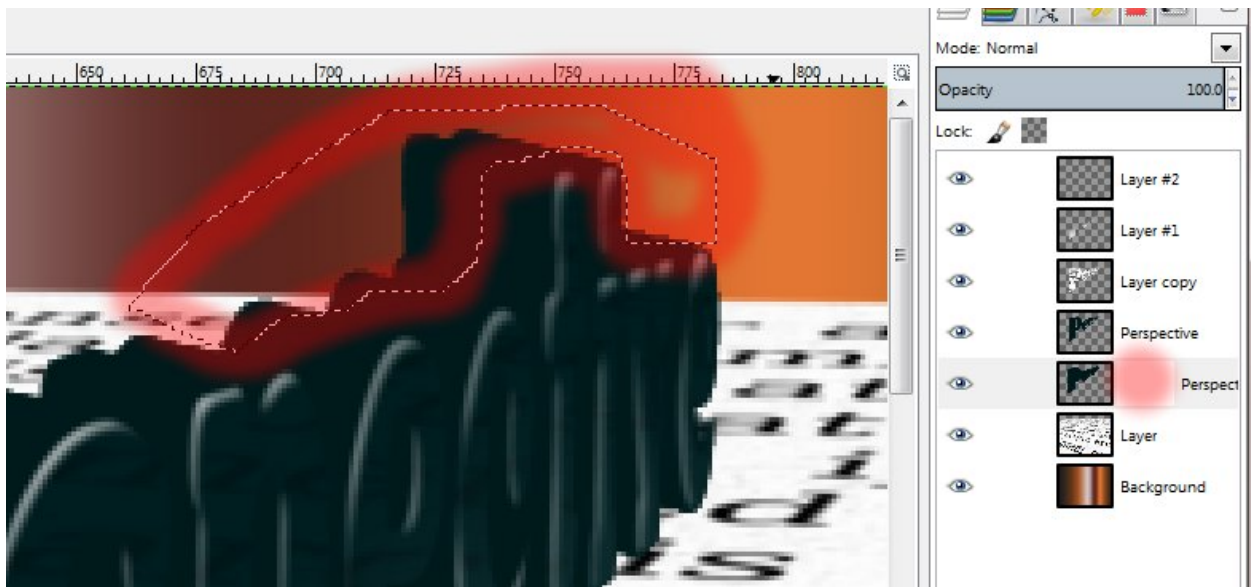
35. You can further adjust this thin white highlight with a layer mask. Full opacity, white.

36. With the airbrush tool fairly large brush size, soft round fuzzy brush, paint over the highlight and remove some of the shine where it seems to be too much. Don't worry, if you've gone too far, you can always bring it back due to the layer mask. Try to make it more gleamy, like highlights, less uniform.

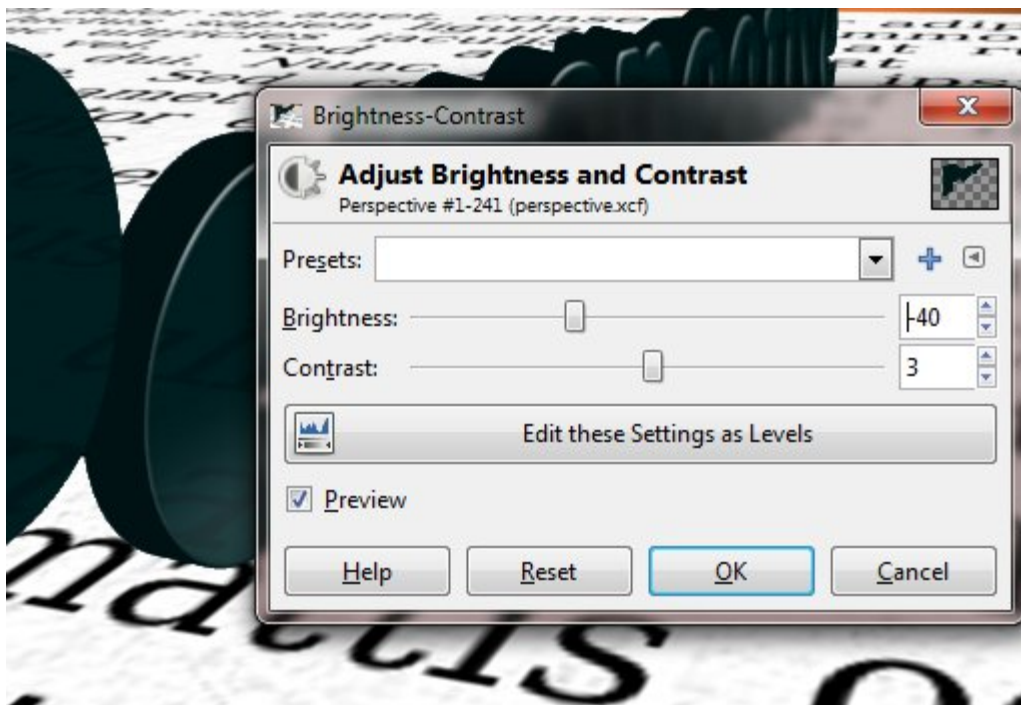


We're looking pretty good already. Now we're going to tweak the perspective 3d layer a little bit. You probably noticed it's too fat in the back. that's because motion blur isn't perfect. Luckily we don't need to be totally accurate. We just need to lose some of that bulk.

38. On the motion blurred text layer, add a layer mask. With the free select tool, trace a line you think will make the rear of the font look thinner. Fill the selection with black and it will trim the fat. When you're happy with it, apply the layer mask and deselect.



39. We want that 3D effect to be a little bit darker over all. So go to Brightness and Contrast and tweak it to be a little darker. Be careful to not accidentally make it totally black.



40. We want to put a little bit of a reflection on the sides as well, so we duplicate the paper layer again and move it to the top of the stack.

41. Tweak its position again like before so it doesn't quite line up with the actual paper layer.



42. Set the layer mode to overlay.

43. Alpha select the motion blurred text and invert the selection. Then delete from the overlay layer we just made. Back the opacity way out to about 20%, then stick it right over the top of the motion blurred layer.



Now we add a few highlights to the sides too.

44. Make a new layer over the top of the motion blurred text layer.

45. With the airbrush tool, a fairly large brush size and soft fuzzy round brush, brush gently over where you think the 3D effect needs a little lightening. Be gentle, you don't want severe highlights, just a soft kind of glow in some places.



46. This highlight is still a little too strong for my taste so we'll set the layer mode to grain merge and that looks nice and shiny now.

47. Alpha select the motion blur, invert selection and delete the excess of the glow layer we just made. Back the opacity out to about 75% to soften it even more.



48. To really sell this effect, it needs a drop shadow. Make a new layer under the motion blur layer and with the same airbrush settings but black color, brush some shadows under the letters where they need to be. Be mindful, shadows will be most thick where the letters meet the paper and taper off as they move out.



So far so good, we're ready for the good stuff now.

49. Make a new layer from visible at the top of the stack.

50. Gaussian blur this layer by about 10 px. We're looking for a soft blur but we still want to make out general shapes. So don't go overboard on the blur.



51. Add a layer mask to this blur. Opacity doesn't matter.

52. Select the gradient tool. Pick the FG to BG (RGB) gradient. Make sure your foreground color is black and background color is white.

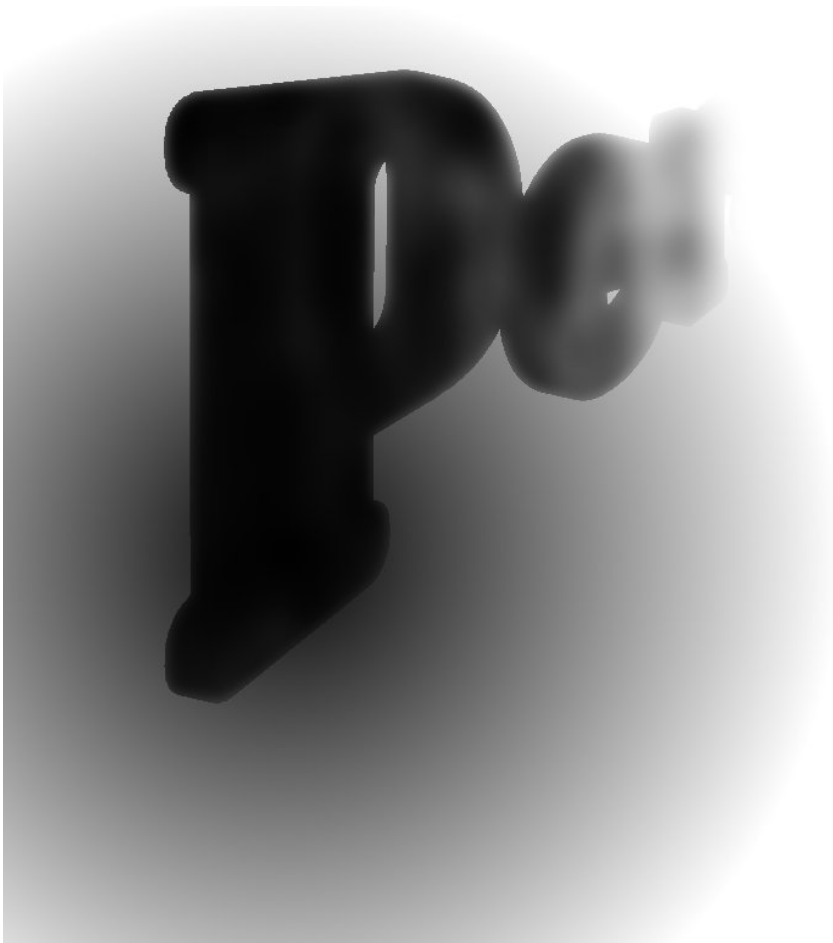
53. Stroke a radial gradient into the layer mask to remove the blur from foreground parts of the image while the back remains blurry.



That's lovely but now parts of our text are blurry.

53. Alpha select the motion blurred layer and come back to this layer mask. With the airbrush tool, blacken some parts of the foreground letters to make the blur disappear while it remains in the background.

Your layer mask should look something like this.



That will look something like this.



54. To sharpen the image a tiny bit. Make a new layer from visible, gaussian blur it by 1 or 2 px and set layer mode to grain extract. Make a new layer from visible, disable the extract layer and grain merge the new layer. This should sharpen the image nicely.



55. Finally, we're going to make the lights a little dimmer in the back. Make a new layer from visible and with Brightness and Contrast, make it considerably darker than the original. Just be sure not to lose too much detail and color.

56. Borrow the layer mask from the blurry layer. You can show the mask and copy visible, then paste it into a new mask on the darkened layer.



Finishing Touches, crop the image to something that pleases the eye and finish it with a soft black vignette.



Hope you like it.

Happy gimping y'all.