

Tutorial kindly written by Wallace.

Hopefully with this tutorial, you'll be able to create the 3D Spherical text as shown below.

The **Spherical Zoom Script** is needed in order to complete this tutorial.

You can pick up the **Spherical Zoom** script here... <http://gimpscripts.com/2015/09/spherical-zoom/>

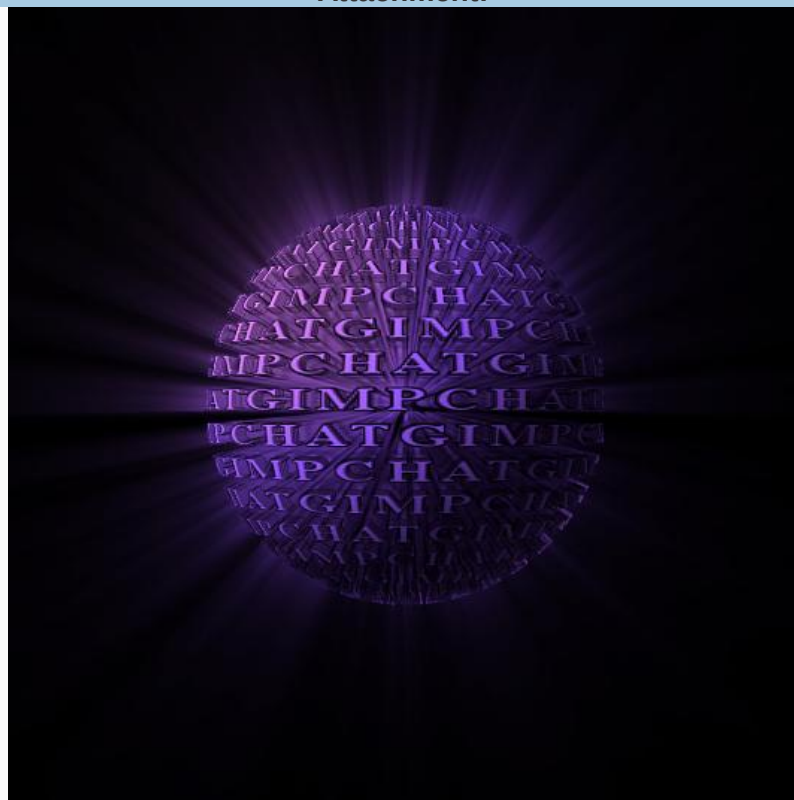
The Luce plugin is also needed.

You can download the Luce plugin for most systems using the link below.

Ignore the huge download button at the top of the page. The downloads are near the bottom of the page.

<http://reddog.s35.xrea.com/wiki/Luce%20for%20GIMP.html>

Attachment:

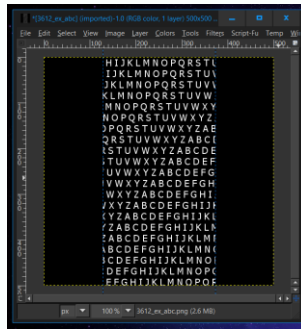


exam.png [243.06 KiB | Viewed 8 times]

Step #1

Create your text layout so it looks like the images below.

I accomplished this by using Trandoductin's text image as a guide and placed 2 guide lines on either side his text.



I enlarged the text box, to roughly fit around the text image guide.

Typed out a few lines of your text, without a space.

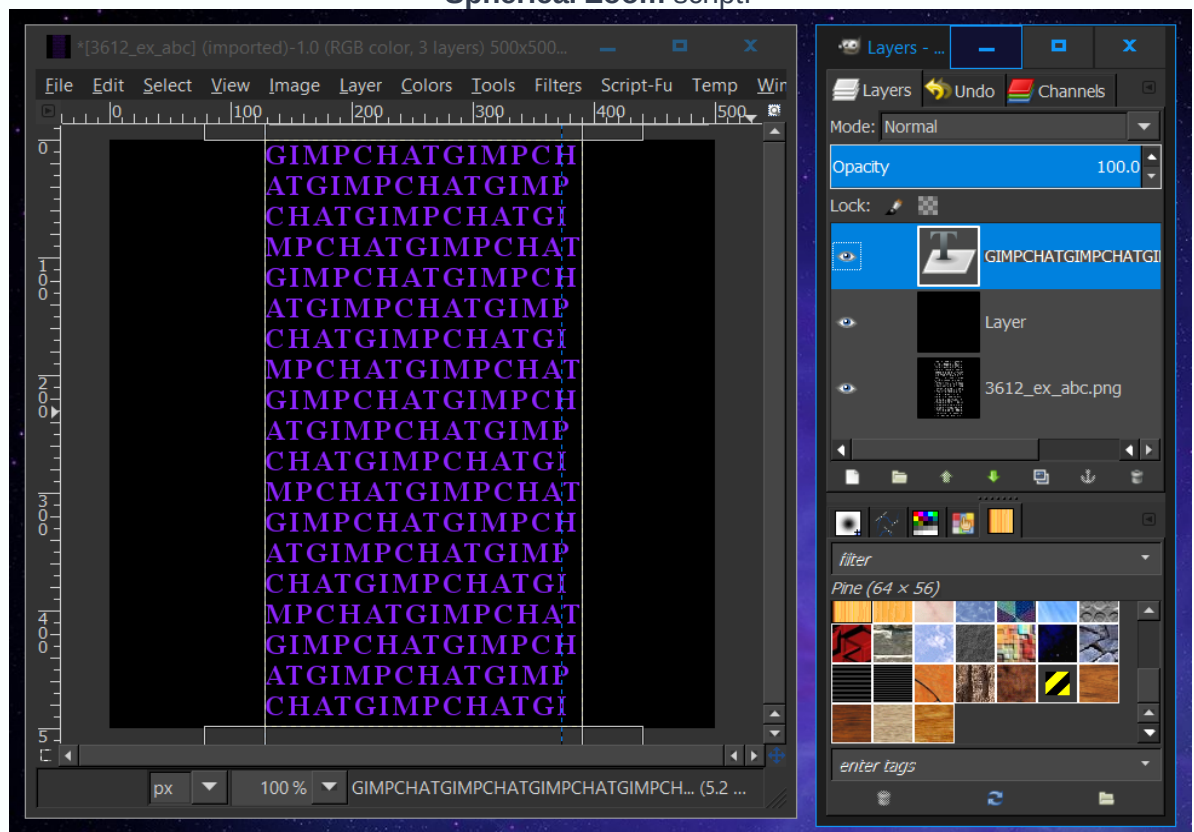
I typed out "**GIMPCHAT**" about 5 times, using a purple color.

Then copied this text and pasted it into the text box, until it filled the text box.

Making sure to add a little **Text Spacing** in the **Text Tool Dialog**

Also making sure the text is as close to the same size as the text in the image guide.

Remove any text from outside the guidelines, remove guidelines, right-click your text layer and select **Layer To Image Size** and your ready to run the **Spherical Zoom** script.



Step #2

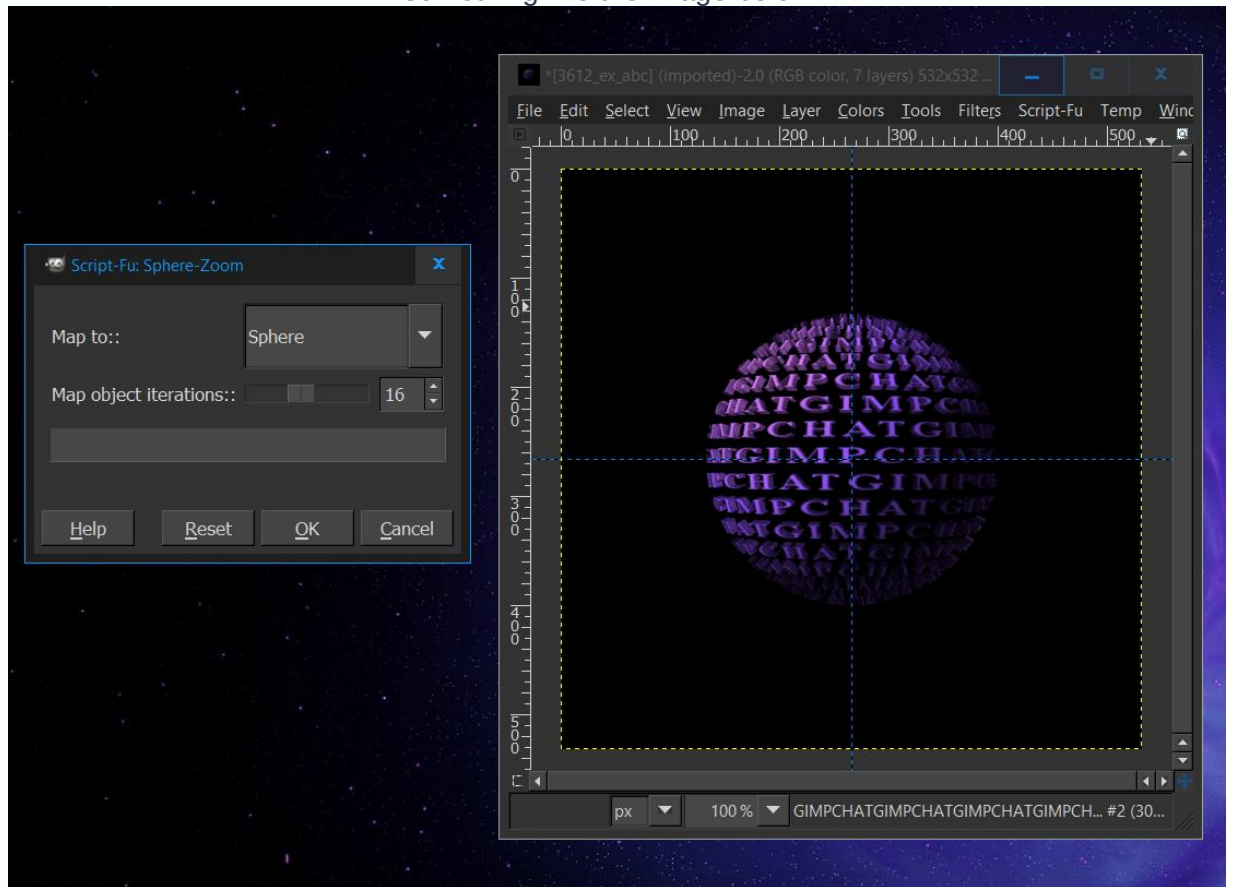
Run the **Spherical Zoom** script on your text layer.

I used a **Map object iteration** of 16 for this image.

I also added 2 guidelines, to accurately find the center of my canvas.

Once the **Spherical Zoom** script has completed.

Merge all the layers produced by the script **Spherical Zoom** script and you should have something like the image below.



Step #3

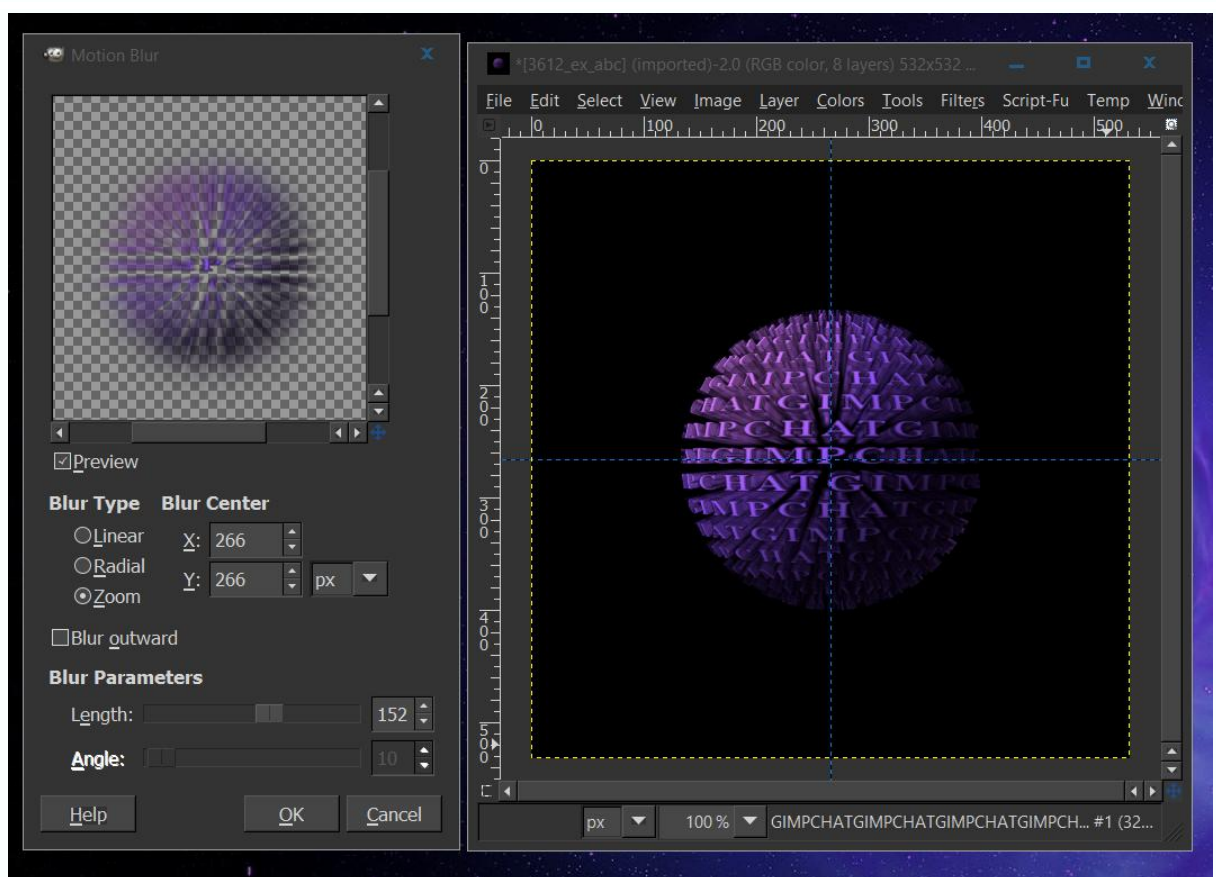
Duplicate the **merged spherical zoom** layer and apply a **Motion Blur** to this duplicate layer. Use the cross-hair guidelines put down earlier, to measure from center to the edge of your canvas.

My canvas measured 266 from center to canvas edge.

If needed, use your measurement as the **X** and **Y** values in the **Motion Blur Dialog**.

I started with a blur of **38**, **Zoom** selected and **Blur outward** unchecked.

This is the result below.



Step #4

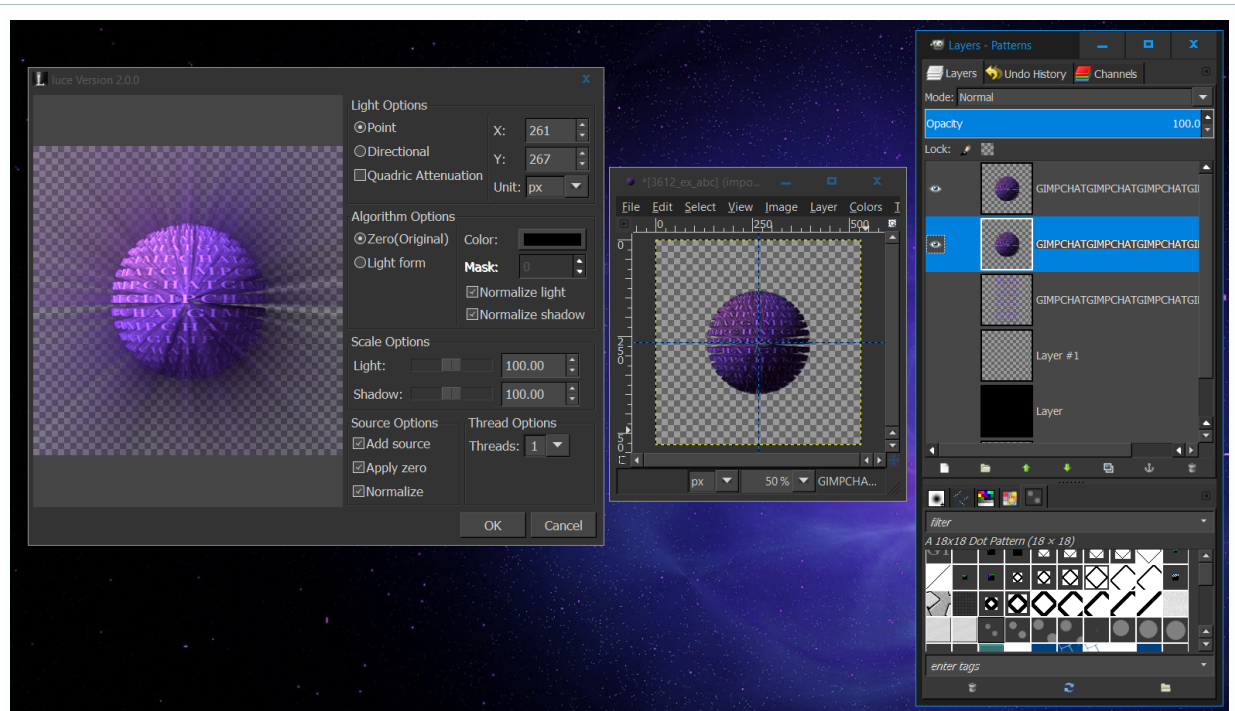
Applying the lighting plugin **Luce**.

You can download the Luce plugin for most systems using the link below. Ignore the huge download button at the top of the page. The downloads are further down near the bottom.

<http://reddog.s35.xrea.com/wiki/Luce%20for%20GIMP.html>

Once the Luce plugin is installed, it can be found under, **Filter>Light and Shadow>Luce**.

Duplicate your spherical text layer, run the Luce plugin on this duplicated layer. I used the **default Luce values** on my image, with the **X** and **Y** values being slightly off, but I went with it anyway.



Step #5

Using **Color Curves** to adjust the light ray layer.

Open the **Color Curves** dialog, with the **Luce lighting layer** selected.

Change the Channel to Alpha and adjust the curve as shown in the image below.

Experiment with the curve by moving the line around, until you like what you see.

If you haven't created a dark background yet, do so to get a better feel for the lighting changes made when applying the alpha curve to the Luce lighting layer.



"A wise man can learn more from a foolish question than a fool can learn from a wise answer."

-Bruce Lee

