

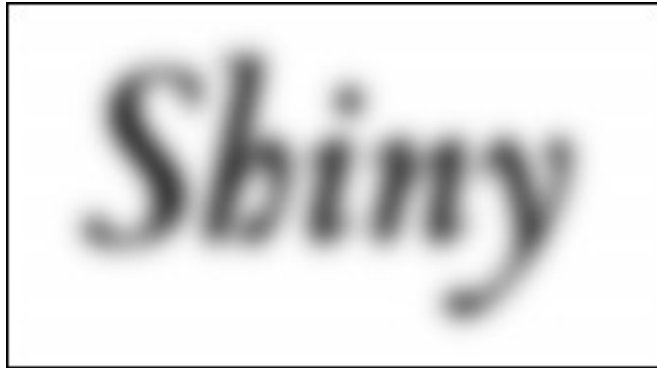
I do not know the name of the person who created this tutorial to give proper credit. The original tutorial was found at <http://www.wingimp.org/tutorial/reflection.html>. The website is no longer accessible.

The images are small in this document but are adequate to show you what some of the results look like.

Create Shiny Text

In this tutorial you will be doing a bump map, displacement and a gradient map.

1. Create a new image 650 x 300 pixels and fill it with white. Rename the layer **blur**.
2. Write some large black text.
 - To center the text, Layer > Autocrop Layer. **Ctrl + X** to **Cut** the layer, then **Ctrl + V** to **Paste** the layer. Right-click the floating layer and choose **New Layer**.
 - Right-click the text layer and select **Layer to Image size**.
 - Rename the layer **text#1** and duplicate it. Move text#2 layer below the blur layer.
3. **Merge** text#1 layer down to the blur layer.
 - Filters > Blur > Gaussian blur. Make the settings **15** and apply.



Make a new layer and name it **bump**.

- Fill the bump layer with gray (color 989898).
4. Filters > Map > Bump Map
 - Use these settings:
 - **Bump map**: Be sure to select the **blur** layer in the drop down.
 - **Map** Type: Sinusoidal in the drop down
 - **Compensate for darkening** and **Tile bumpmap** should be checked
 - **Azimuth**: 135.00

- **Elevation:** 27.00
- **Depth:** 7
- All the rest are zero

5. Select the Blend tool (gradient).

- Select the **Three bars sin** gradient
- Colors > Map > Gradient Map

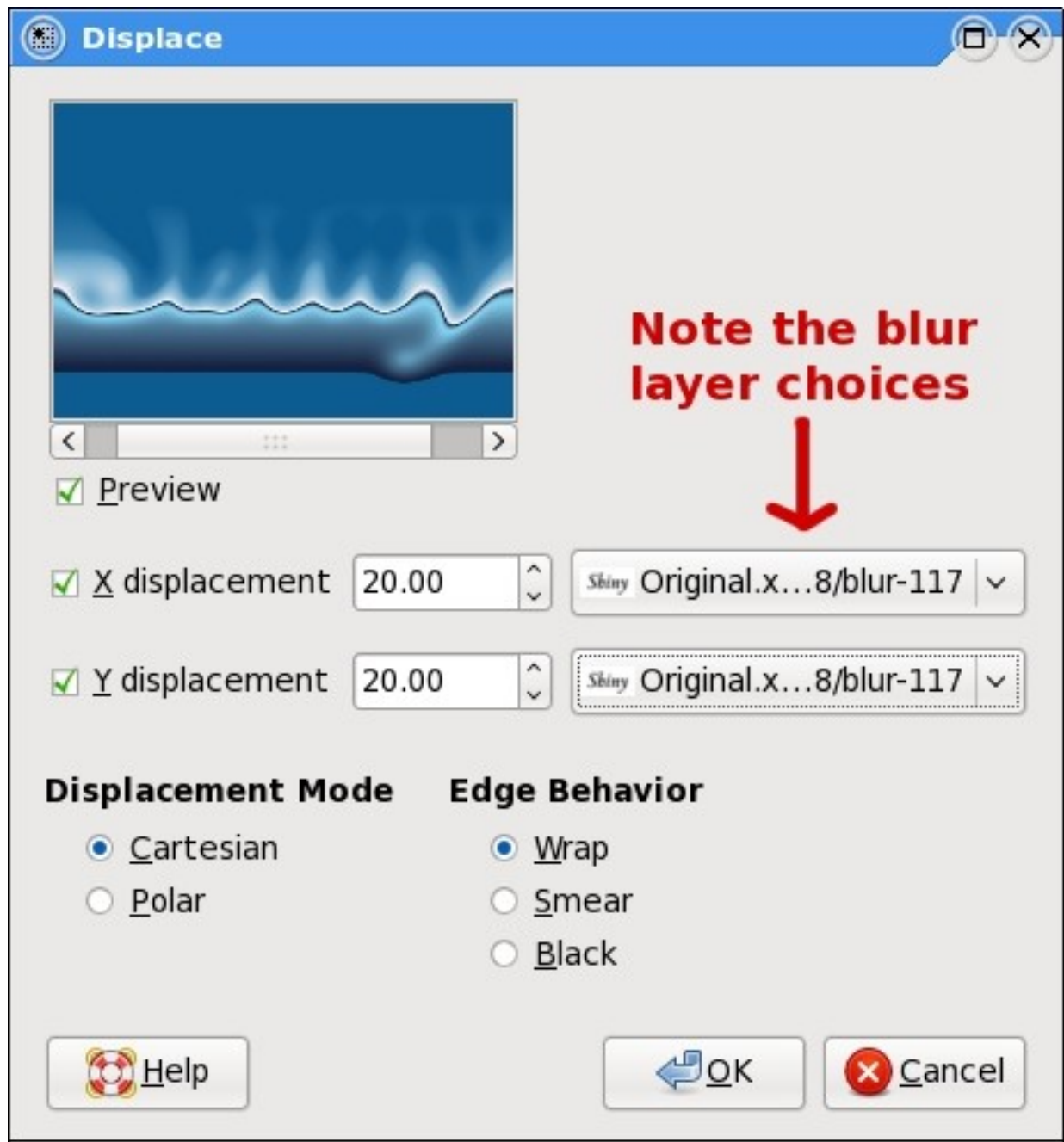


6. **Create** a new layer and name it, **horizon**

- Select the blend tool again
- Select the **Horizon 2** gradient
- While holding down the Ctrl key, draw straight down from the top to the bottom of the horizon layer with the blend tool.

7. Filters > Map > Displace

- In the two drop downs select the **blur** layer.
- Use the default settings.



8. **Right-click** the text#2 layer and select **Alpha to Selection**

- Select > Grow by **5** pixels.
- **Ctrl + I** to **Invert** the selection.
- Select the **bump** layer and press the **Delete** key.
- Select the **horizon** layer and press the **Delete** key.
- **Ctrl + Shift + A** to turn off the selection.

9. **Move** the horizon layer below the bump layer.
 - Change the **layer mode** of the **bump** layer to **Overlay**.
10. **Merge** the bump layer down to the horizon layer.
11. Delete the **blur** and the **text#2** layers.
12. Filters > Light & Shadow > Drop Shadow. Use the default settings or change them to your preference.

