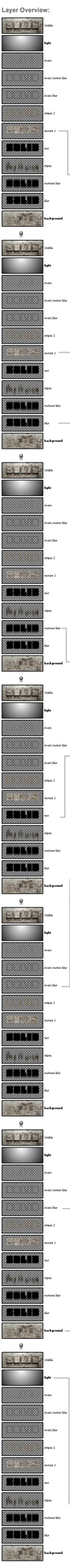
GIMP 2.8

CREATE A RIVETED METAL PLATE TYPO!



Layer Overview:



Today i will show you how to create a realistic
and grungy riveted metal plate typo.
You need following Ressources for it:
1.One or better two scratched metal textures (cg-textures.com)
2.Very bold font (Mod from dafont.com)
3.Color stripe brush (Chrisdesign.deviantart.com)

Let`s start with loading the two textures as layers to the canvas:



First add a alpha channel to layer texture 1
"Layer > Transparency > Add Apha Channel" .
Now use the text-tool and type your word with the font "Mod" from www.dafont.com and make a path from the text:



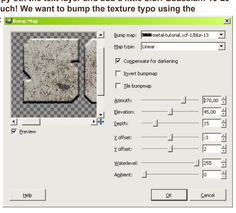
"Select > Text to Path" in the Layermenu and go to layer texture 1.
"Select > From Path" now invert the selection **(Ctr + i)** and cut it out **(Ctr +x)**.



Now we have the Typo with the metal texture:



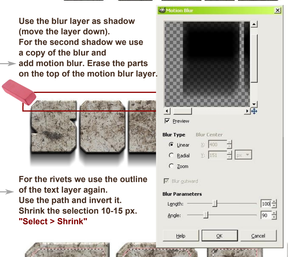
Make a copy oth the text layer and add a little blur. Gaussian: 10-20
Not too much! We want to bump the texture typo using the blur layer:



The first part is done!



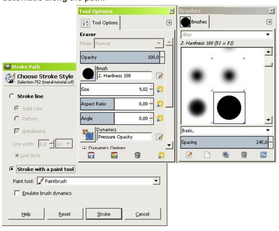
Use the blur layer as shadow (move the layer down).
For the second shadow we use a copy of the blur and add motion blur. Erase the parts on the top of the motion blur layer.



For the rivets we use the outline of the text layer again.
Use the path and invert it.
Shrink the selection 10-15 px.
"Select > Shrink"



Create a new layer **"rivets blur"** an go to it. Simply use the brush Hardness 100 with wide spacing and let GIMP paint the rivet-points automatic along the path:



Some points must be erased and painted now by hand:



Make a copy now from this layer and add gaussian blur filter for the bumpmap (The rivet blur layer now). Before we bumping that, make a copy of the texture 2 layer and cut the texture out using this points like the text layer.
Let us call it "rivets". Go to the rivets layer and use the rivet blur layer for the bumpmap.



For the shadow we should copy of the rivet blur layer and add motion blur for it.

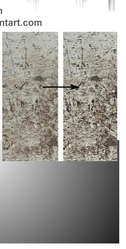


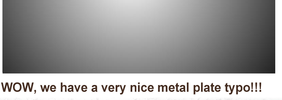
If we want to make the "grungy" effect stronger we can use the colorstripes-brush from me. One layer behind the texture 1 layer and the other behind the rivets.



Colorstripes brush from
www.chrisdesign.deviantart.com

Now finetuning!
Sharpen the texture layers and crate a new layer filled with a radial gradient. Mode: Overlay.
This is for the light focus on the typo. Now we can create an other new layer "New from visible". Try out the color curves to get a cold blue look.





WOW, we have a very nice metal plate typo!!!



Tutorial by Chris Fiedler

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