

To the moon!

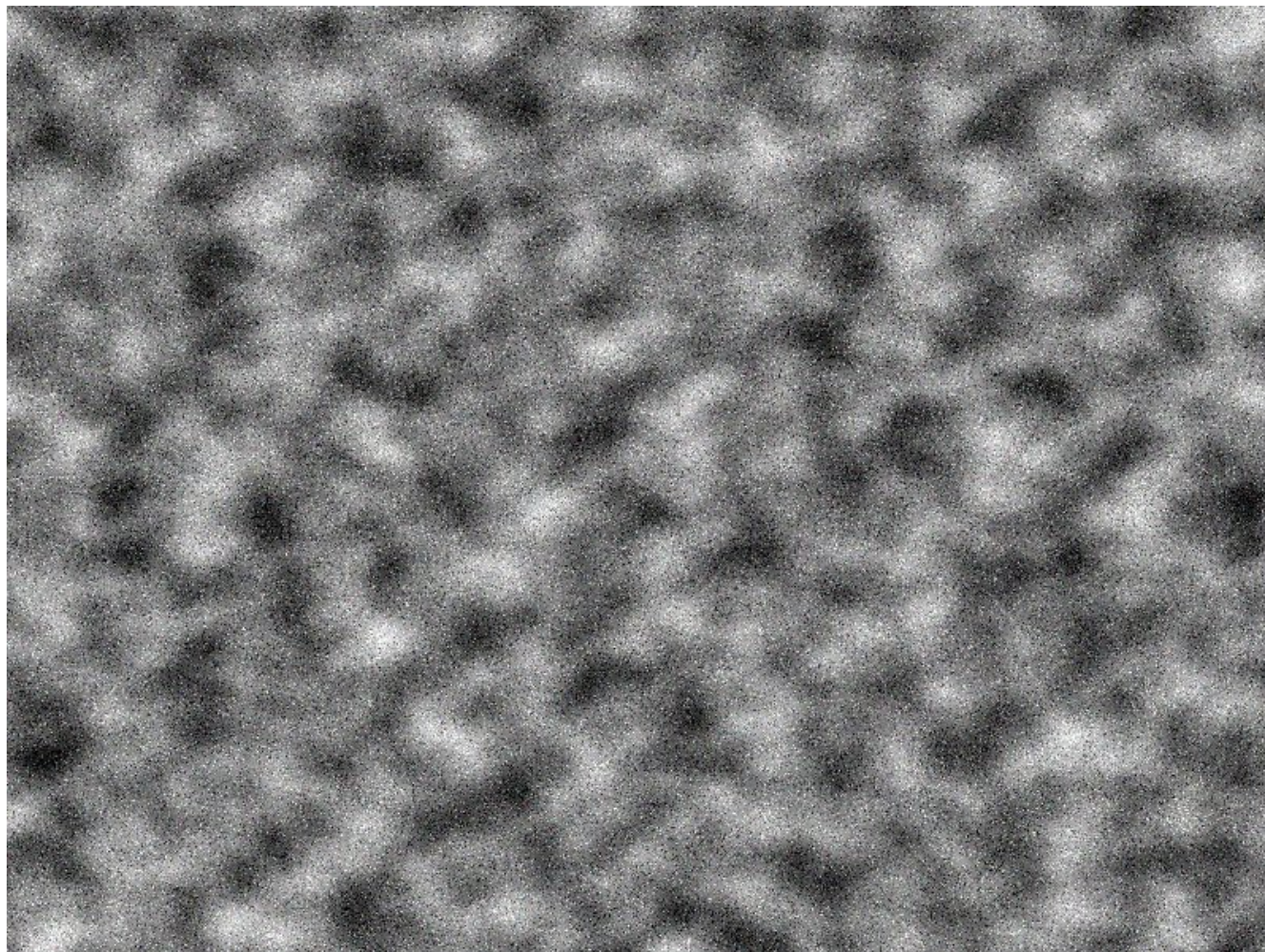
Make a new image, 800x 600 px. Fill the background with grey (808080).



Go to Filters > Noise > HSV Noise and slide all the sliders in the dialog to the right. Click ok. This should fill your grey with a ton of little dots. Desaturate it because the dots will be somewhat colored.



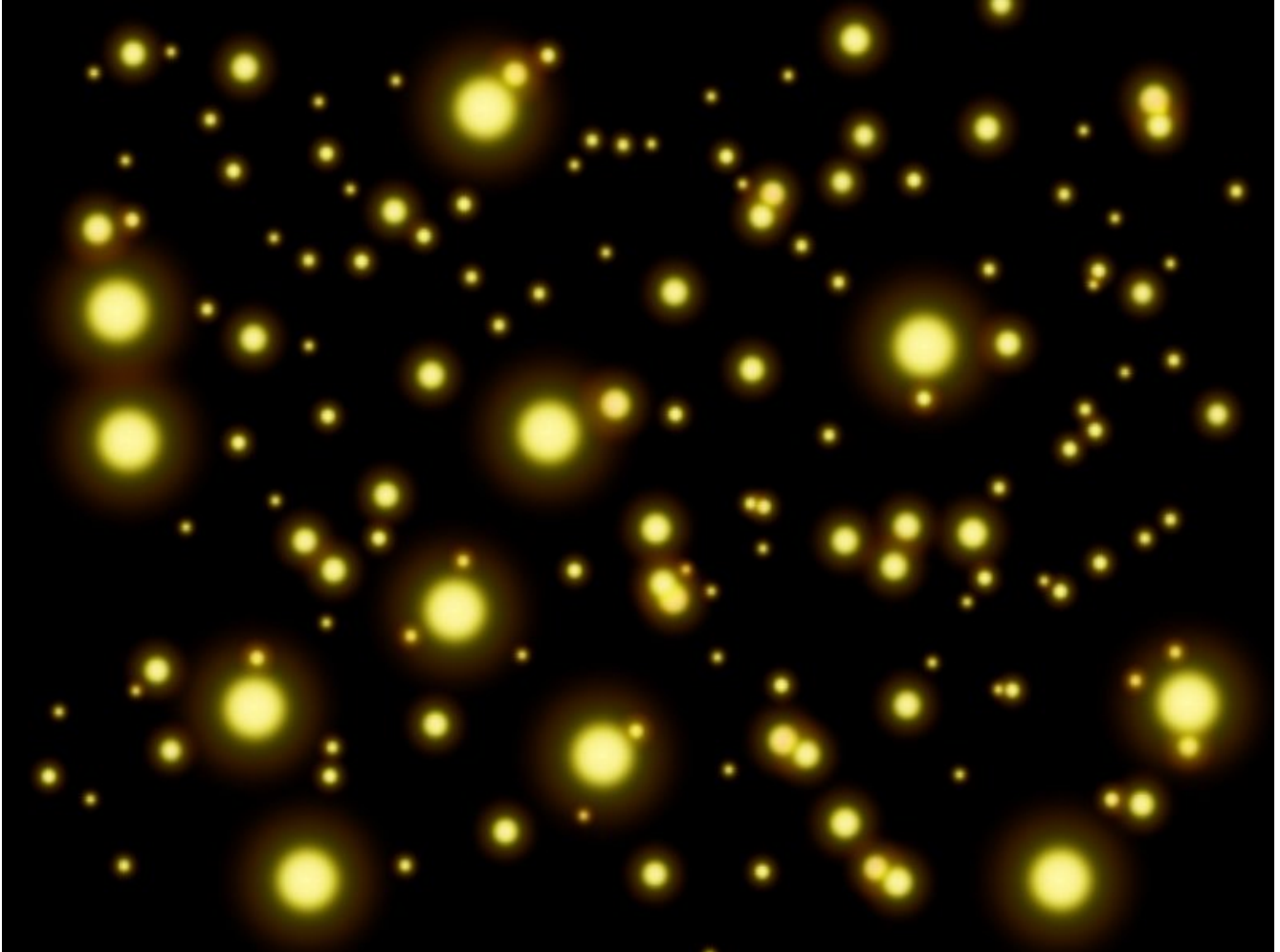
Make a new transparent layer and go to Filters > Render > Clouds > Solid Noise. Doesn't matter what seed you use, but slide the sliders all the way to the right for a tight pattern. Click ok. Set the layer mode to grain merge and merge it down onto the Noise layer.



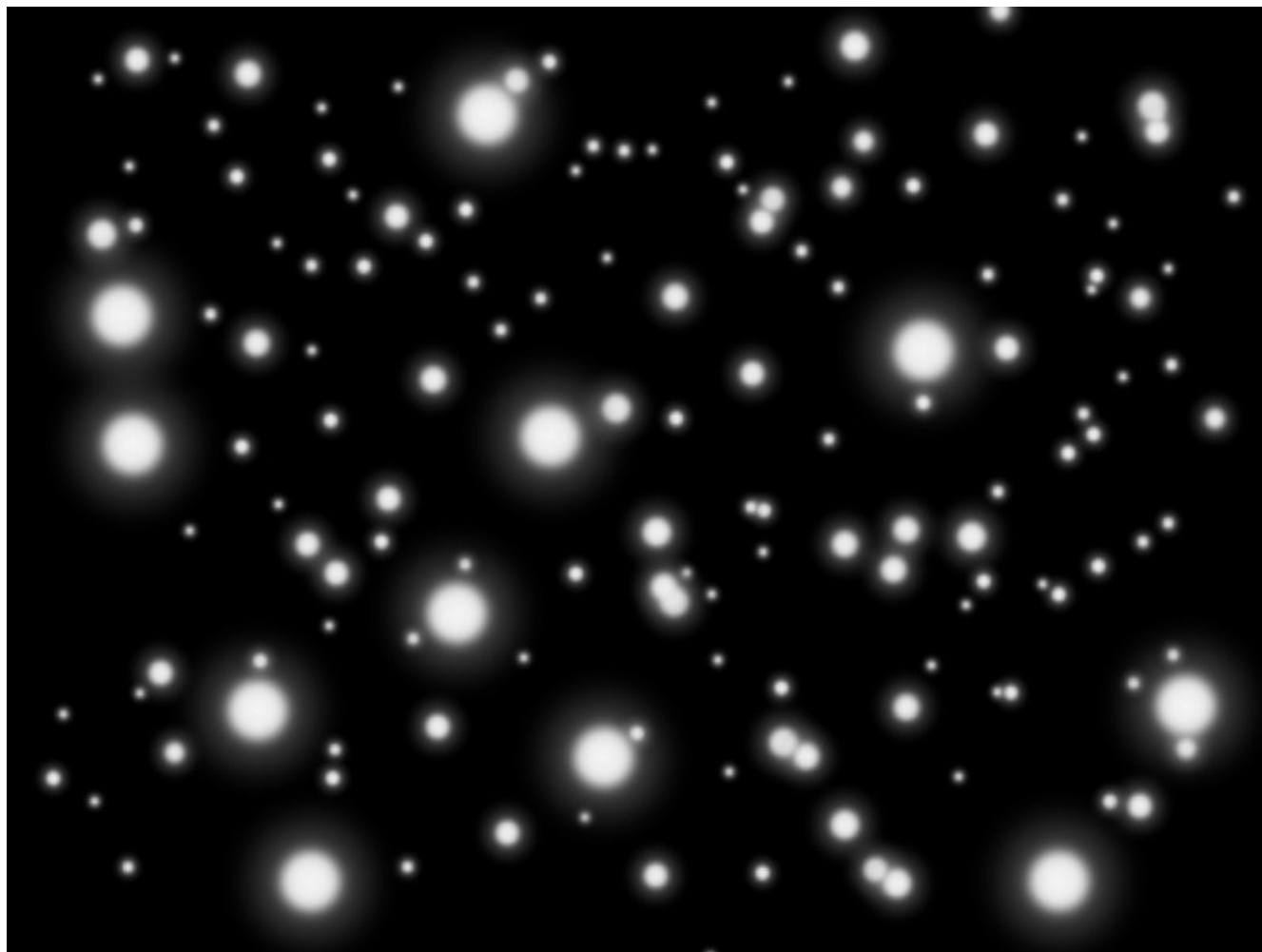
Make a new layer over the top, fill it with black.

Take your sparks brush and slide the spacing on it out pretty far so the dots are more sparse as you paint. Paint dots all over the black layer until you got a good crater covering going on.

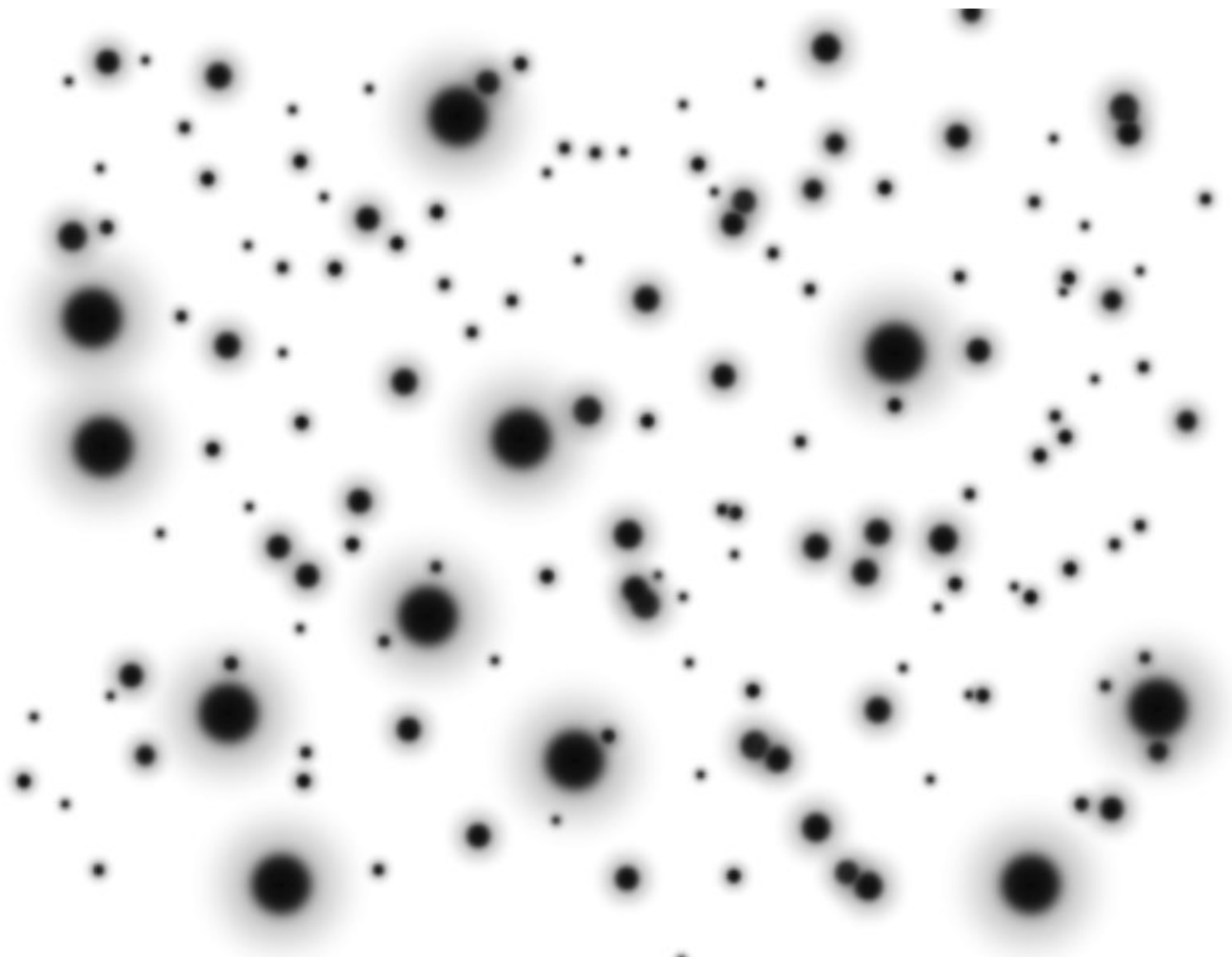
Kind of like this.



Desaturate this sparks layer with the Luminosity setting. It makes it the brightest contrast.



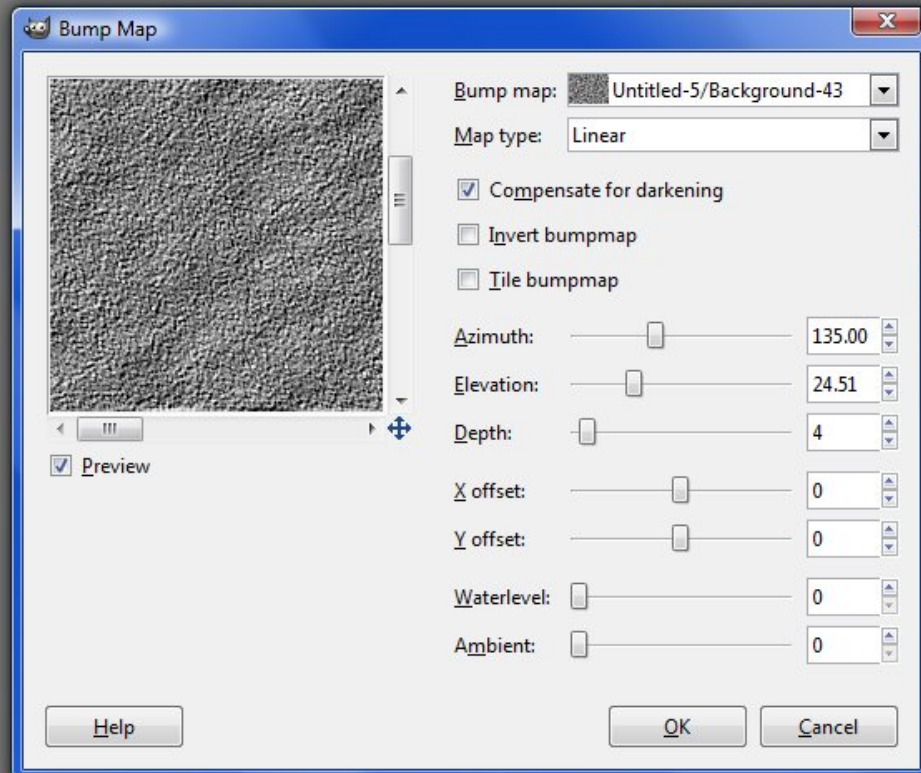
Invert the colors on the sparks layer.



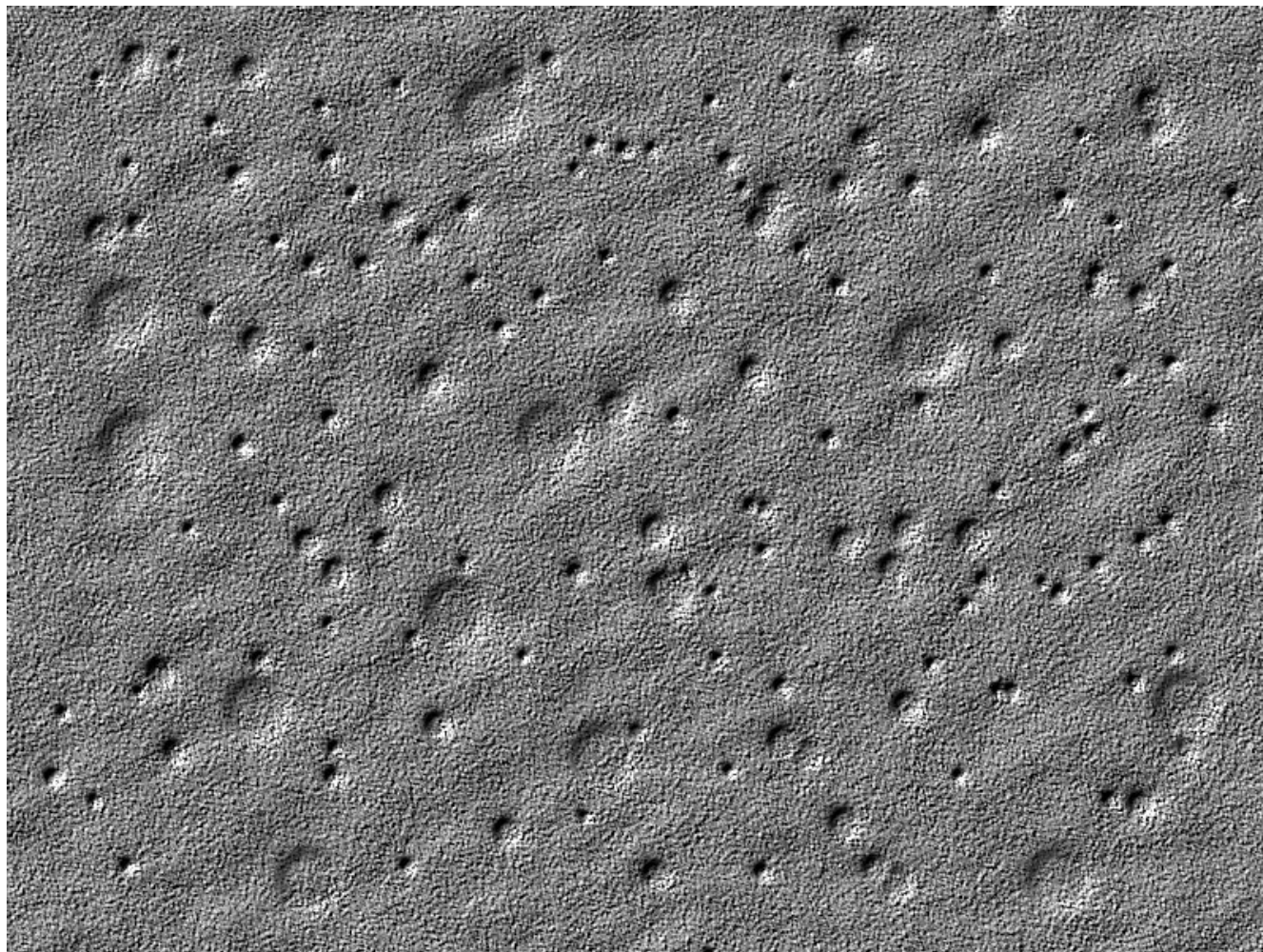
Make a new layer over the top, fill it with that same grey (808080.)

Filters > Map > Bump Map

Use the settings from the image and use the bottom noisy layer as the bump map. This will give you a nice rough texture.



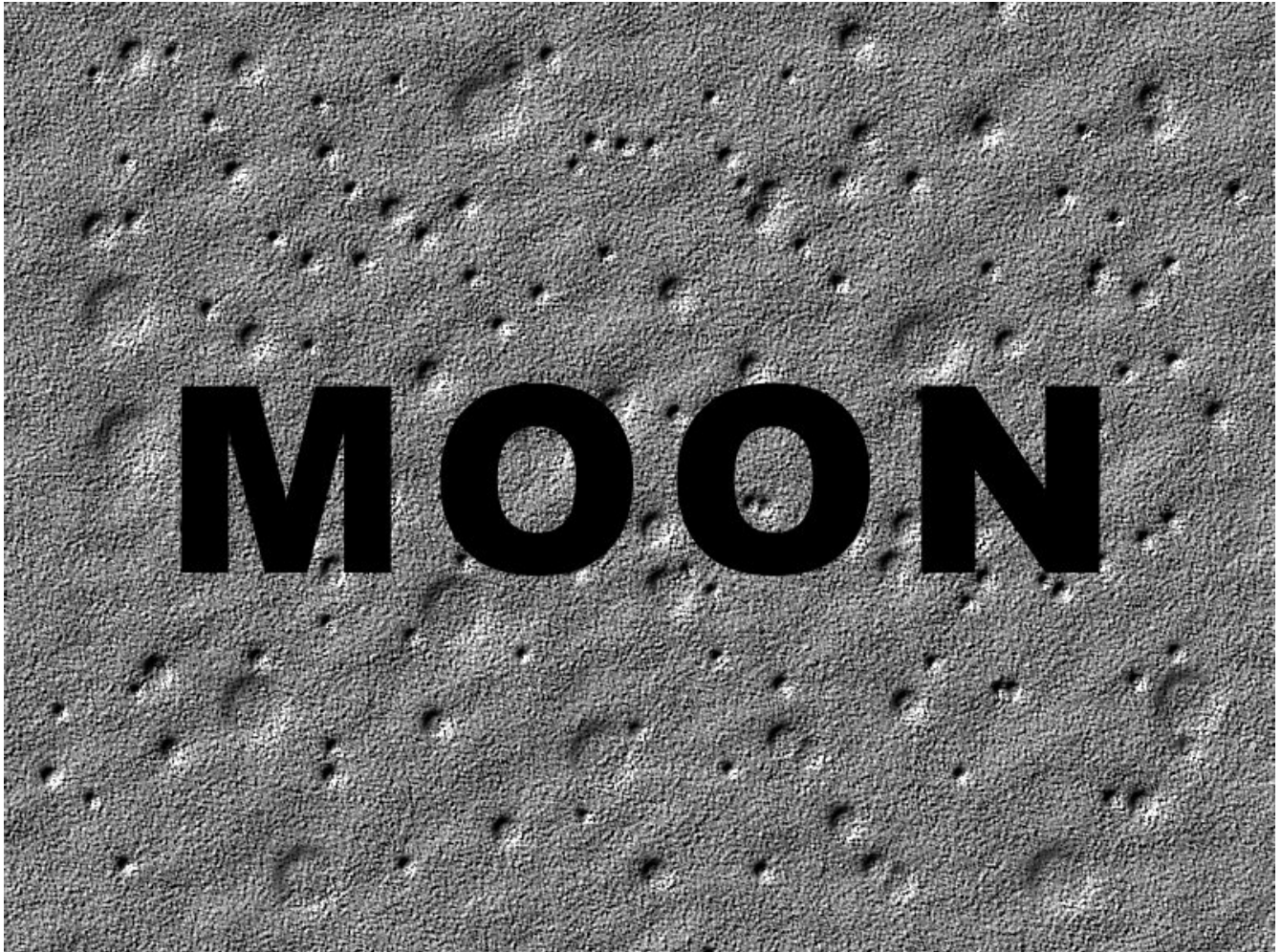
Bump map it again, exactly the same settings, only this time use the sparks layer as the bump map. This should give you the finished moon crater texture.



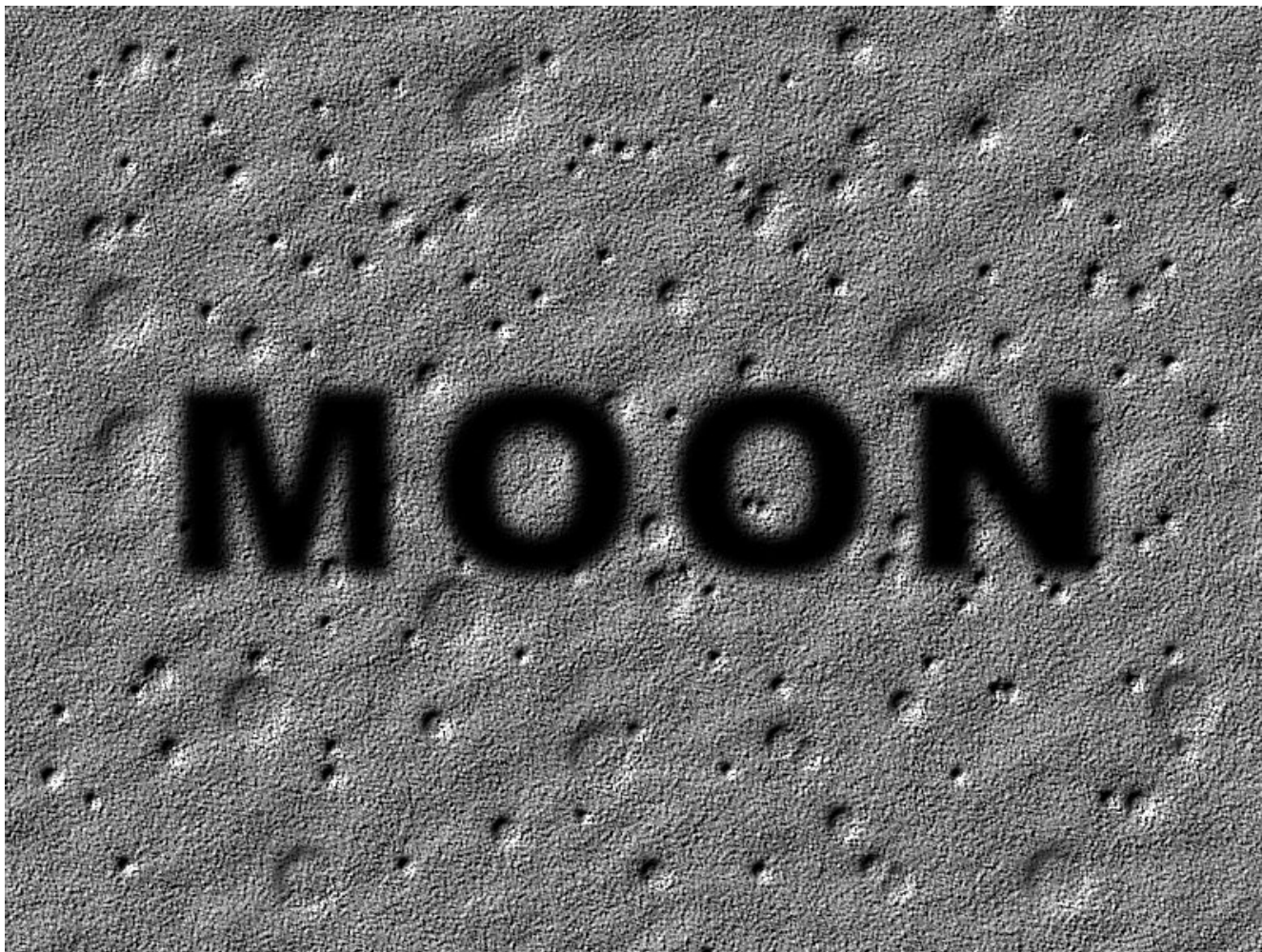
You can delete the bottom 2 layers now or merge them all together. The texture is finished. For the text. Use a big fat font that lends itself well to rounding. In my case I used Arial Heavy.

Text color doesn't matter. Write MOON in big letters over the top. Adjust the letter spacing a little ways apart to give you some room to fatten and round out the letters. In this case, with this font I used size 164 and spacing between letters is set to 12.

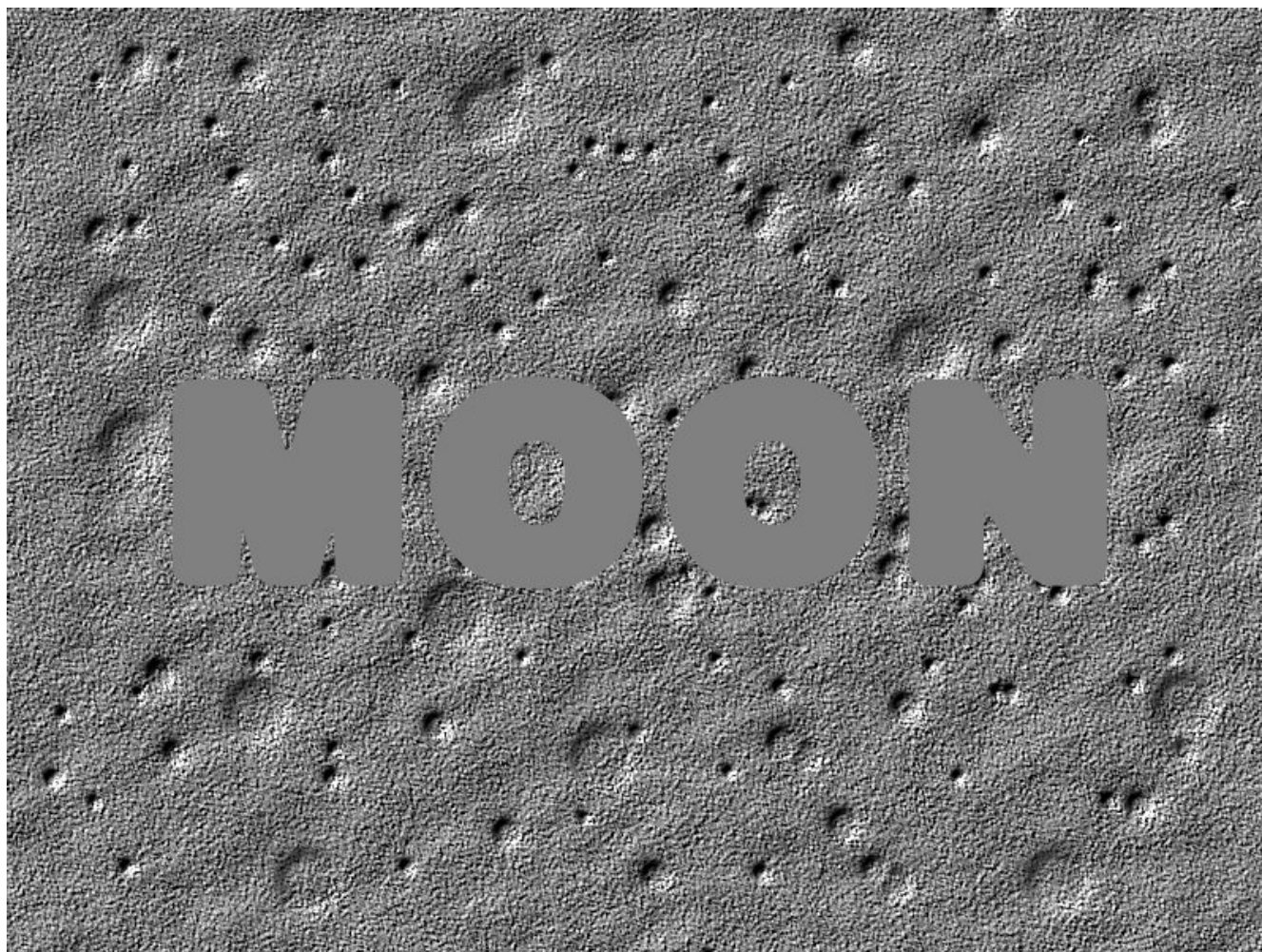
Discard Text info and center your text. (Autocrop, center, layer to image size.)



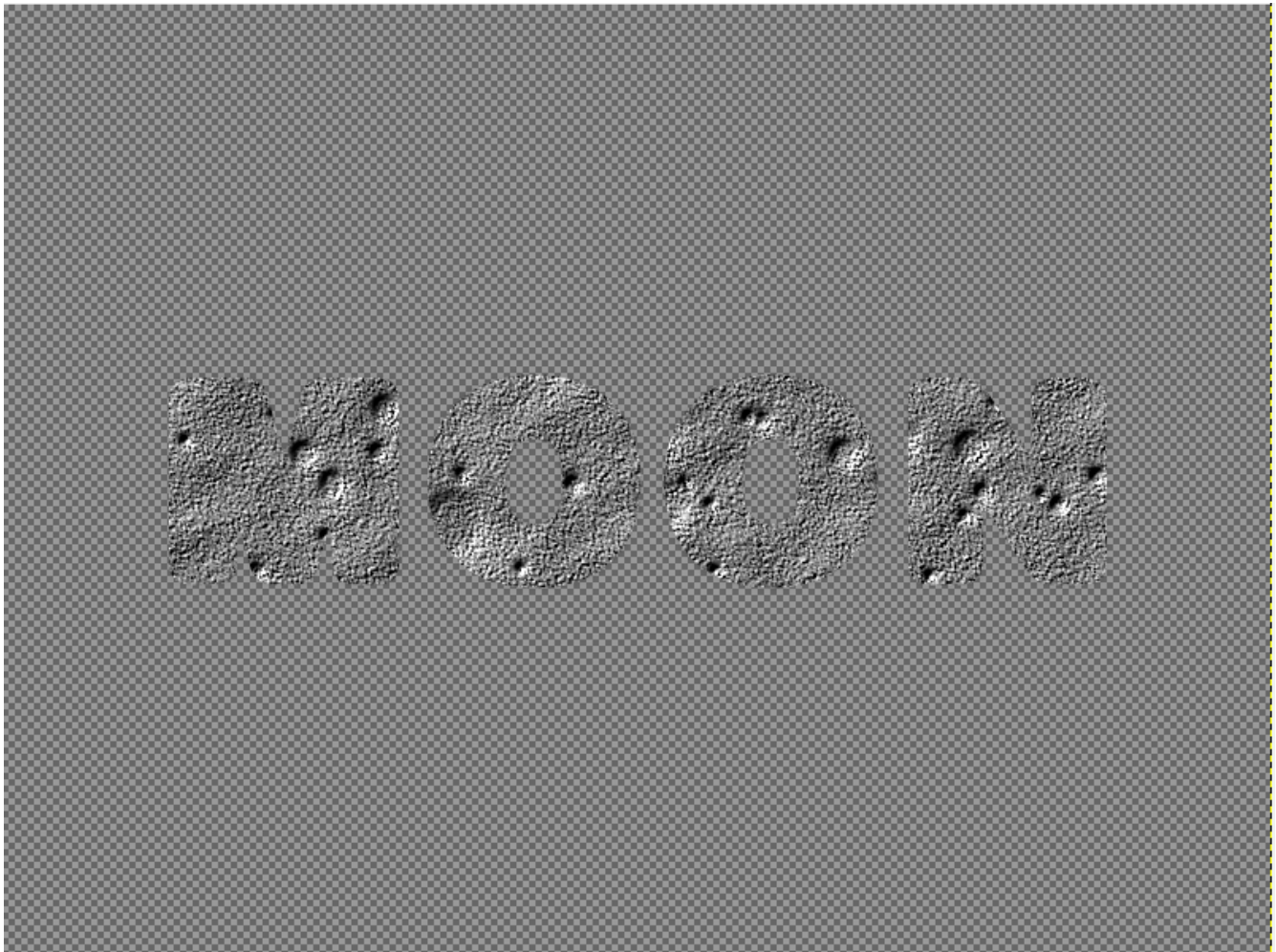
Gaussian Blur this text layer by about 13, you want nice soft edges but still maintain the letters readable integrity.



Now, with the color select tool, click somewhere far away from the text, like in one of the corners. The idea is to select all the transparency in the layer. Then invert the selection and fill the now fat outlined text with the medium grey (808080.)



Swap the layers so the text layer is below the texture layer and set the texture layer mode to grain merge. You can slide it around to find advantageous looking crater areas and it will still only show the letters with the moon texture. When your results look satisfactory, merge the texture down onto the letters.



Alpha to selection, and save selection to channel. Deselect all. Then blur the channel by 20.



MOON

Back on our textured text, go to Filters > Map> Bump Map and with the same settings as before, bump map the letters, using the channel as the map.



And there's your finished text effect and moon texture. Enjoy.