

# CLASSIC EFFECTS

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## Rusty Old Text

Here's a cool text effect you can create from a single texture file. I've updated this technique using smart objects so the text remains editable throughout the process. Feel free to use this texture or another one you may already have to see what different results you might get.

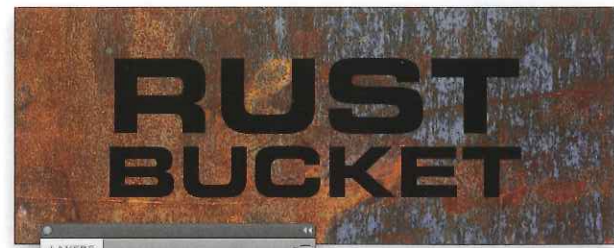
**STEP ONE:** Start with the rust texture or whichever texture you decide to use for this effect. Go to Image>Duplicate and click OK to create another document of the same image. Save (File>Save) this image to the desktop or somewhere you can find it easily. This will be the displacement map we'll use later. Close this file.

[NAPP members may download the file used in this tutorial from [www.photoshoper.com/members/aug11-downloads.html](http://www.photoshoper.com/members/aug11-downloads.html). All files are for personal use only.]



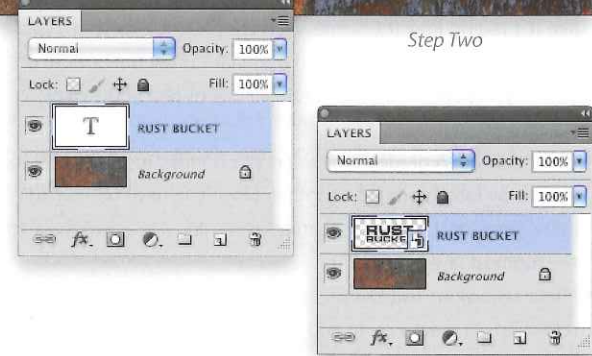
Step One

**STEP TWO:** Back in the original file, use the Type tool (T) to create a text layer with the words "RUST BUCKET" in a nice, bold font. We used Eurostile Bold Extended 2 at 145 pt for the word "RUST" and 98 pt for the word "BUCKET" and set the leading to 90 pt in the Character panel. We also set the text in black for the sake of visibility.



Step Two

**STEP THREE:** In the Layers panel flyout menu, choose Convert to Smart Object. This will allow us to run filters on the text without having to rasterize it. Once the smart object is created, double-click the smart object layer thumbnail and click OK in the resulting dialog to open the text in a separate document.



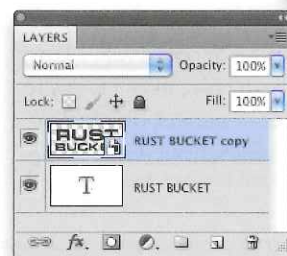
Step Three

**STEP FOUR:** Go to Image>Canvas Size. Check on the Relative option and set both the Width and Height to 1 inch. This will expand the canvas by a half inch on all four sides. Click OK.



Step Four

**STEP FIVE:** Now make a duplicate of the text layer by pressing Command-J (PC: Ctrl-J). Convert this text layer into a smart object, as well. This will give you a smart object within a smart object.



Step Five

**STEP SIX:** With this new smart object layer active, go to Filter>Distort>Displace. Depending on the texture, you may want to play with these numbers, as they will change the overall look. Here we've set the Horizontal Scale to 20 and the Vertical Scale to 15. Click OK. When the Choose a Displacement Map window opens, locate the displacement map image you saved in Step One, and click Open.



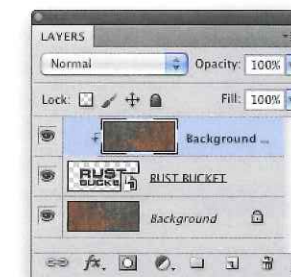
Step Six

**STEP SEVEN:** Now you can see how the texture has displaced the text into a scattered effect. You can also see how the other text layer helps with the readability of the words. It may be necessary to switch to the Move tool (V) and use the Arrow keys to nudge the displaced layer just a bit to line it up with the text a little more. Close this document and save the changes.



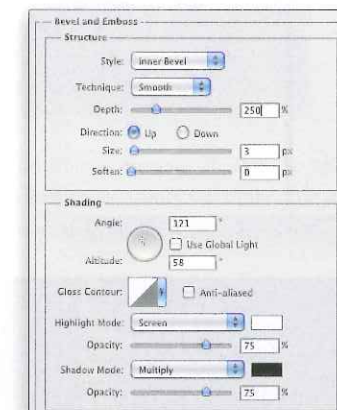
Step Seven

**STEP EIGHT:** Back in the original document, the graphic should update. Make a duplicate of the Background layer (the rust texture) and drag that layer (Background copy) above the smart object text in the Layers panel. Go to Edit>Transform>Flip Horizontal to make the copied texture look different from the texture in the Background layer. Finally, hold down the Option (PC: Alt) key and click in between the copied texture layer (Background copy) and the smart object layer to create a clipping group, making the above texture only visible through the text.



Step Eight

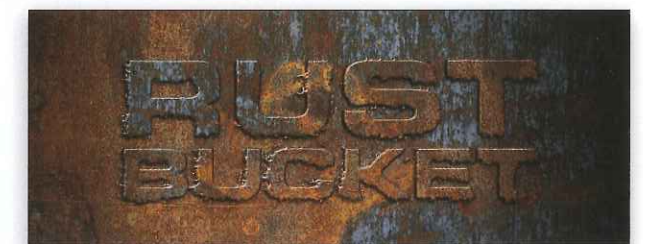
**STEP NINE:** To give the text a little more dimension, let's add a layer style. Click on the smart object text layer to make it active. Click the Add a Layer Style icon (fx) at the bottom of the Layers panel and choose Bevel and Emboss. We increased the Depth quite a bit to 250%, set the Size to 3 px, turned off Use Global Light, and changed the Angle to 121° and Altitude to 58°. Don't click OK yet.



Step Nine

**STEP TEN:** Activate the Drop Shadow by clicking on it in the list of Styles on the left. The default setting should be fine but feel free to change it to your liking. Once done, click OK.

There you have it! The beauty of this is that if you want to change the text, you merely double-click the smart object layer thumbnail to open it. Change the text in the original smart object document, then open the second smart object that has the displacement map and change the text there. Close the document and adjust the position if necessary and you're good to go!



Step Ten