

CLASSIC EFFECTS

Carved in Bark

COREY BARKER

This is a cool effect I had done years ago before there were layer styles in Photoshop. I remember it taking some time to get the effect to work right, but after recently revisiting this technique, I can truly appreciate how layer styles make things so much easier.

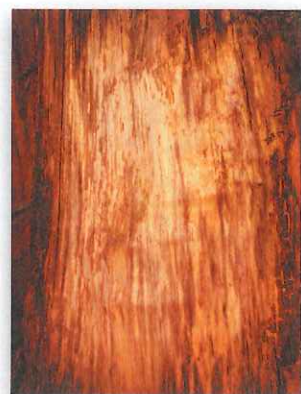
STEP ONE: We'll start with a simple tree bark image I shot just outside my office. You'd be surprised at the interesting textures you can find around your home or office. Since the texture here isn't as colorful as we would like, we'll apply a simple adjustment layer.

[NAPP members may download the files used in this tutorial from www.photoshoper.com/members/janfeb11-downloads.html. All files are for personal use only.]

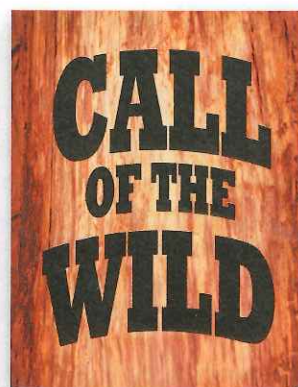
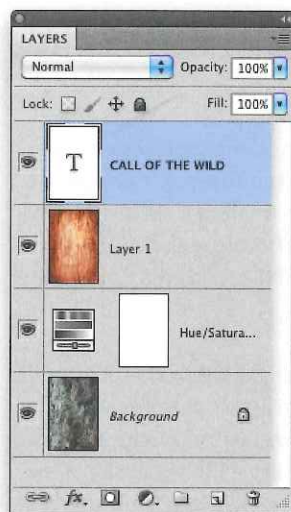
STEP TWO: Click on the Create New Adjustment Layer icon (half-black, half-white circle) at the bottom of the Layers panel and choose Hue/Saturation. In the Adjustments panel, enable the Colorize checkbox, then set the Hue to 25, Saturation to 75, and the Lightness to -45. Change the blend mode in the Layers panel for the Hue/Saturation layer from Normal to Overlay. This will give the bark texture a warmer look.



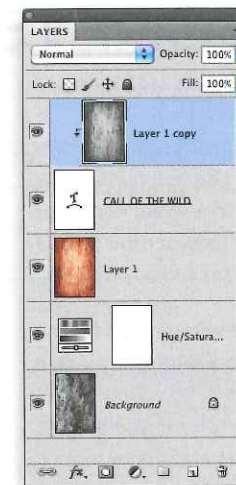
STEP THREE: Now open the next texture image of the bare wood grain. This will be the inner layer under the tree bark. Using the Move tool (V), drag-and-drop this texture into the working layout. Hold the Shift key down as you drag-and-drop so the new texture will be placed in the center of the bark image (Layer 1). Go to Edit>Free Transform, hold Shift-Option (PC: Shift-Alt), and click-and-drag the bottom right-hand corner of the bounding box to resize the wood texture so it fills the entire image. Press Return (PC: Enter) to commit the transformation.



STEP FOUR: Select the Type tool (T), click the Center Text option in the Options Bar, and click on the canvas to set a new text layer. Here we typed the words "CALL OF THE WILD" using Rockwell Extra Bold at 150 pt, adding returns after "CALL" and "THE." Then set "OF THE" to a smaller point size (around 75 pt). Once the text is set, click the Commit icon (checkmark) in the Options Bar, and then go to Edit>Transform>Warp. In the Options Bar, choose Arch in the Warp drop-down menu. Set the Bend to 12% then press Return (PC: Enter) twice. Go to Edit>Free Transform and click-and-drag either the top or bottom middle control handle to stretch the text so it's taller, and then drag one of the side middle handles toward the center to make the text thinner. Press Return (PC: Enter) to commit the transformation.



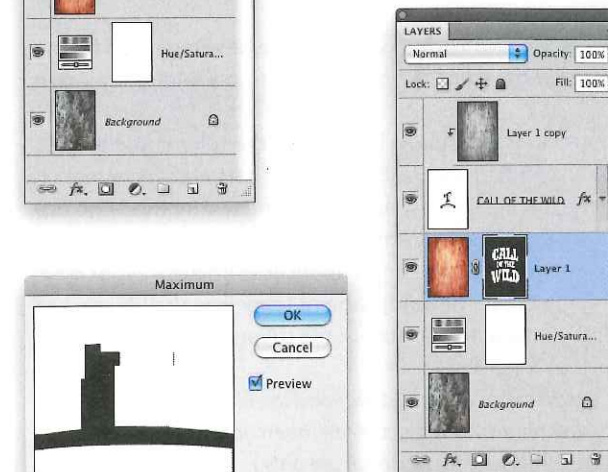
STEP FIVE: To give the text some of the wood grain texture, make a duplicate of the wood grain texture layer (Layer 1) by dragging it to the Create a New Layer icon at the bottom of the Layers panel. Click-and-drag the duplicate layer (Layer 1 copy) above the text layer in the Layers panel. Remove the color by pressing Shift-Command-U (PC: Shift-Ctrl-U), then clip the texture inside the text by holding down the Option (PC: Alt) key and clicking in between the duplicated texture layer and text layer.



STEP SIX: Now we're going to add a few layer styles to give the text a little more dimension. Click the text layer in the Layers panel to make it active. Click the Add a Layer Style icon (fx) and choose Drop Shadow. Set the Blend Mode to Multiply and the Opacity to 75%. Set the Angle to around 147°, the Distance to 4 px, the Spread to 0%, and the Size to 4 px.

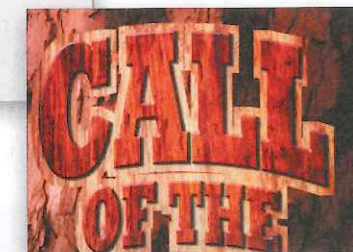
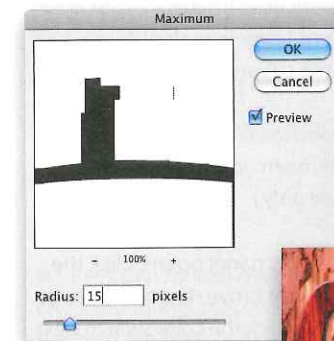
Next, click on the words "Bevel and Emboss" in the list of Styles on the left side of the Layer Style dialog. Choose Inner Bevel for the Style and set the Technique to Smooth. Set the Depth to around 500% and the Size to 4 px. In the Shading area, set the Angle to 120° and the Altitude to 30°.

Finally, activate Color Overlay. Click on the color swatch and set the color to R:177, G:69, B:1. Click OK. Set the Blend Mode to Color Burn and keep the Opacity at 100%. Click OK to apply all three layer styles.

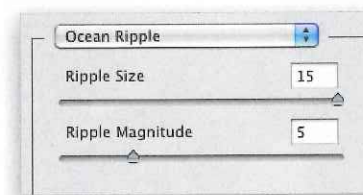


STEP SEVEN: Hold down the Command (PC: Ctrl) key and click on the text layer thumbnail in the Layers panel to load the text as a selection. Then, click the wood grain layer (Layer 1) to make it active and click on the Add Layer Mask icon (circle in a square) at the bottom of the Layers panel. This will mask the wood grain to the shape of the text. Problem is we want to see the wood grain texture around the edges of the text, but the mask is the same size as the original text.

Click the thumbnail for the layer mask in the Layers panel to make it active and go to Filter>Other>Maximum. Set the Radius to 15 pixels to expand the mask and reveal the wood texture around the edges of the type. Click OK.



STEP EIGHT: Now we can see the wood grain around the letters but it's not quite convincing yet. We need to roughen up the edges and add a shadow to give it some depth. Go to Filter>Distort>Ocean Ripple. Set the Ripple Size to 15 and the Ripple Magnitude to 5. Click OK.



Next, click on the Add a Layer Style icon (fx) and choose Inner Glow. Set the Blend Mode to Multiply. Click the color swatch, select black as the color, and click OK. Set the Choke to 5% and the Size to 10 px. This will give a feeling of depth between the bark layer and the wood grain layer. When done, click OK and there you have it. ■

