

Goop Text

Welcome to the *Goopy Text tutorial* . This tutorial was designed to teach you how to create a cool text effect using displacement maps and filters. If you need help with it, or find it confusing, don't hesitate to e-mail me, the information is at the bottom of the page.

The idea for this tutorial came to me when I was making a project for physics in which I was using acrylic paint, I squirted in all over the place by mistake. It immediately turned into an idea for a tutorial.


Note: I will be discussing this effect using the scanner method, if you do not have a flatbed scanner you need to paint the letters using the **Paint Tool** in a new channel. This tutorial requires Photoshop 5.0 and above.



My scanned image turned out like this, the shadows behind the letters are there because the lid has been elevated.

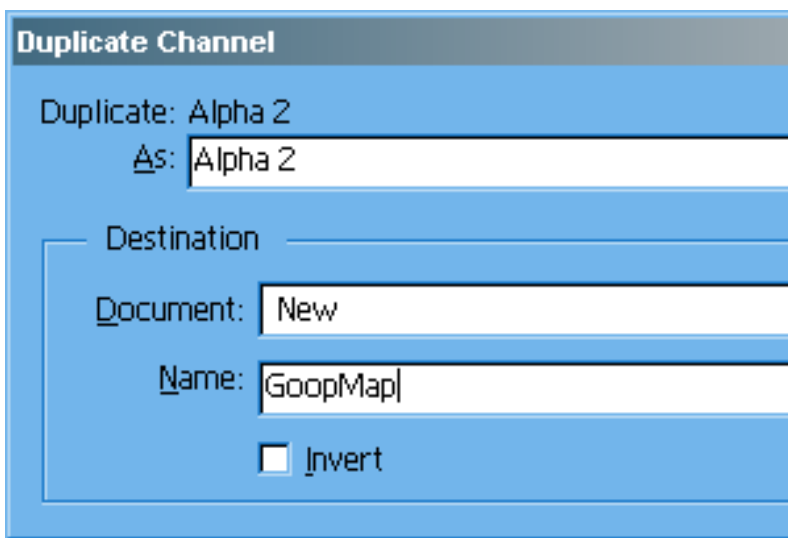


1 To start you'll need the letters you are going to use, they have to look realistic which means no font can be used. To get the shape I got out the old crafts bin and squirted some acrylic paint on a transparent sheet in the form of the word "Goop". I then scanned it in on my flatbed scanner. If you use this method please use a transparent sheet, I don't want to be responsible for messing up people's scanners. Also make sure the lid of the scanner is propped up so it doesn't touch the top. Place books or CDs at either side to elevate it.

2 Select the **Magic Wand Tool** () , set the Tolerance to between **10-15** . Now click inside one of the letters, and **Shift + Click** inside the rest to add their selections.



- 3** When you're done selecting the letters click the **Create New Channel** (📄) button in the Channels palette. Fill the selection with **White**. Now deselect the selection by pressing **Ctrl + D**. Drag the channel onto the **Create New Channel** (📄) button to create a copy of it. Apply a Gaussian Blur to the copy channel until it looks similar to the text to the left; **Filter>Blur>Gaussian Blur**



- 4** Right-click on the " **Alpha 2** " channel and choose **Duplicate Channel** from the menu. Set the Document to **New** and name it " **GoopMap** ". Click **OK** . Save the new document as " **Goop Map.psd** " somewhere on your hard drive. You have just created a displacement map.



- 5** Create a new layer above the original and fill it with white. **Ctrl + Click** on the " **Alpha 1** " channel to activate its transparency mask. Select a color from the color palette and fill the selection with it on a new layer.




- 6** Press **Ctrl + D** to deselect. Apply the effects shown to the left by choosing **Layer>Effects>Bevel and Emboss** from the main menu and inputting the following settings; (Click the link to view the settings)

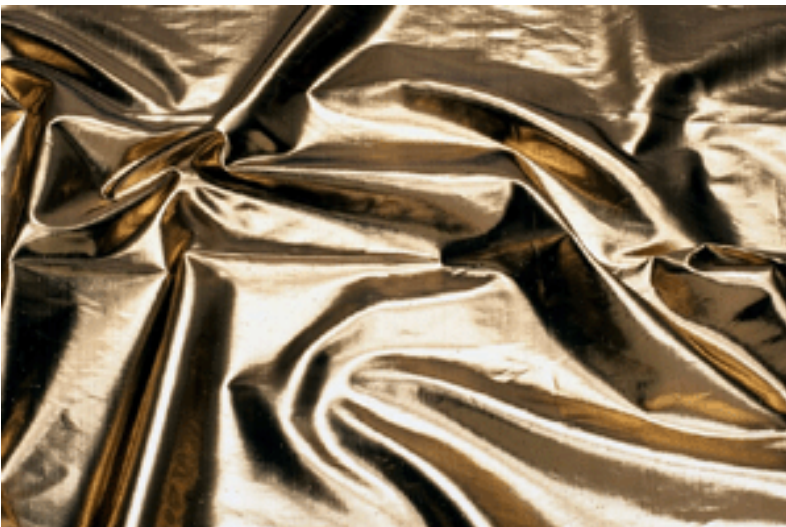
[Bevel and Emboss](#)

[Outer Glow](#)

[Inner Glow](#)



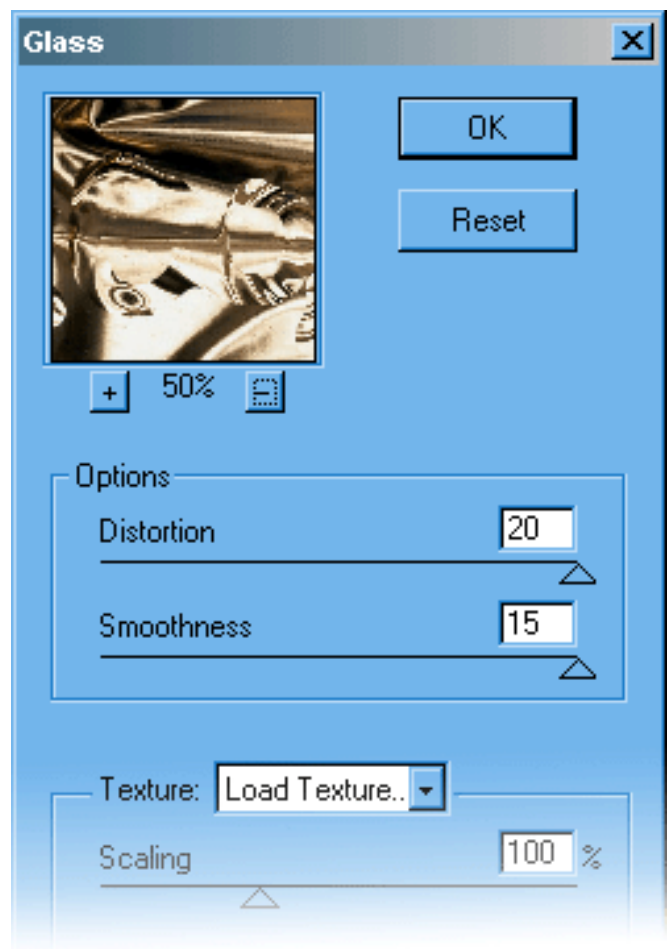
- 7** **Ctrl + Click** on the " **Alpha 1** " channel, create a new layer above the red one and fill the selection with black. Use [these lighting effects settings](#) . With the letters still selected choose **Select>Modify>Contract** and input **10** for the amount. Click the Add Layer Mask button () at the bottom of the Layers palette. Set the blending mode to **Screen** and the opacity to **35%** . **Alt + Click** the border between the black and red text layers to create a clipping group.



- 8** Click on the gold texture to the left to download it. Open it in Photoshop and drag it into the Goop Text document your working on. Drag it to the top of the Layers palette.

Ctrl + Click on the "Alpha 1" channel, choose **Filter>Distort>Glass** from the main menu. From the texture pull down choose **Load Texture** , find the **Goop Map.psd** displacement map you saved earlier and load it, adjust the settings to the way you like the

(or use mine) and click **OK** . If the layer isn't already part of the original clipping group make it so by **Alt** + **Clicking** the border between the layers. Now set the layers blending mode to **Overlay** and the opacity to **85%** .

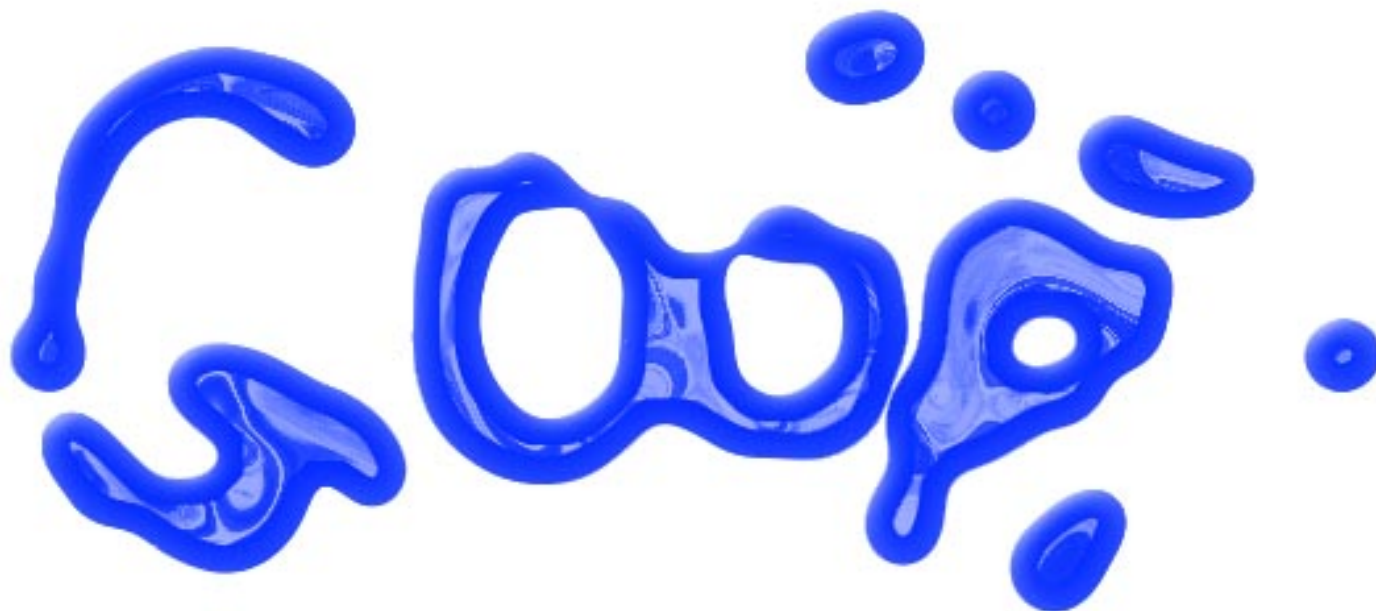


- 9** Your final result should look like this. You can always change the color by adding a **Hue/Saturation Adjustment Layer** above all the layers. This effect was used to change the original goop's color to blue as seen in the example below. Congrats, you're done!

Discussion

If you have any questions, or there are any steps that I can further elaborate on, don't hesitate to e-mail me using the information below. Due to the amount of e-mail I get, you'll get a quicker response if you use the discussion forum. Post your question in the tutorials forum. Click [here](#) to go to the discussion forum.

Examples



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