

## GIMP Practice 4

Refer to Chapter 9 in your textbook, *Beginning GIMP: From Novice to Professional*.



### Creating beveled text or shapes in GIMP

#### Step 1. Create a new image in GIMP.

Go to the Advanced Options and choose the background color to be white.

Set the Canvas size to have 400 pixels Width and 300 pixels Height.

If the Layers Panel is not already opened, use the Dialog=>Layers menu option to open it.

Create a new layer and name it: Text.

Save the file in the native GIMP format, as Beveled.xcf on your desktop.

#### Step 2. Create your text.

Set the foreground color to be black in the foreground color swatch.

Click on the Text tool. Choose a font with big fat letters like Berlin Sans FB Bold.

Set the font size to be about 75.

Type your name in the Text layer.

Try to type the text in the middle of the layer, or use the Move tool if you need to.

Important: Click the Keep Transparent box on the Layers Panel.

#### Step 3. Add a gradient color.

Select a yellow as the foreground color and dark red as the background color swatches.

Click the Blend tool and click your mouse above the text and drag the mouse below the text.

This should color your text in a gradient.

#### Step 4. Create a new duplicate layer of your Text layer.

Name the top most layer: White.

Important: Click the Keep Transparent box for this new White layer.

Choose white as the foreground color in the color swatch.

Using the Paintbrush tool, and a really large brush, paint the letters all white.

You should now have white text in the top layer.

Important: Uncheck the Keep Transparent button of the White layer.

Use the Filters=>Blur=>Gaussian Blur. Use the RLE and set the blur radius to be about 6px.

Click OK.

**Step 5.** Make a bump map.

Now select the original text layer.

Using the Filters=>Map=>Bump Map

set the Elevation to be 28 and the Depth to be 38, and then click OK.

**Step 6.** Select the White Layer.

Move it below the colored text layer.

Select Layers=>Colors=>Invert to change the white text to black.

With the black text layer still selected choose

Layers=>Transform=>Offset and set X to be 2 and Y to be 3.

**Conclusion:** Other tips: Try the same with a GIMP pattern instead of a gradient. To make the text shine more increase the Elevation of the bump map.

The bevel shape is controlled with the Depth of the bump map. You could also apply this same process to a rectangle to make a beveled button.