



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



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Create Interesting Text Effects using Canvas

Make your text jump off the page using these 3 advanced text tutorials.

Exploding Text

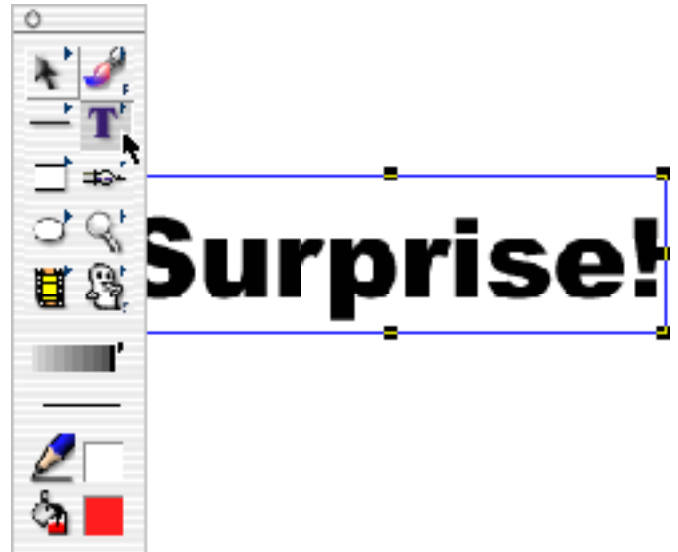
In this first tutorial we will show you how to use the Envelope and Extrude tools to create 3-D text so realistic you will want to reach into your monitor and grab it.

Step 1

Add Text

Open an existing Canvas file or create a new one. Then using the Text tool add the text to which you wish to add the effect. To get the best possible results, you should use a big, wide font. For this example, we are going to use a 40 point, Arial Black font.

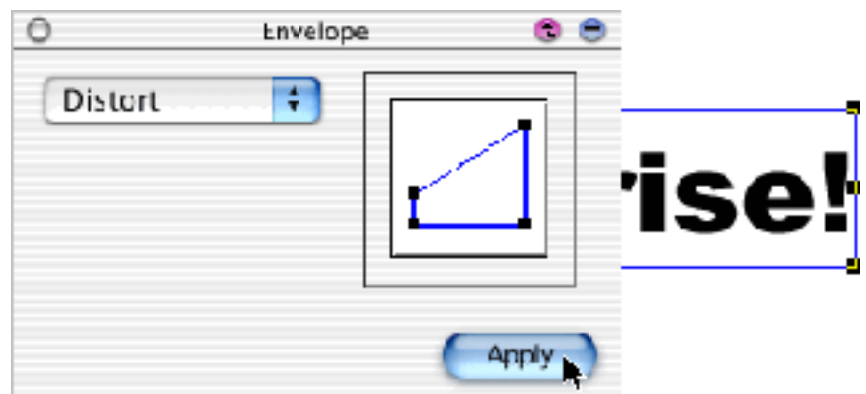
- For best results the use of large fonts is recommended.



Step 2

Using the Envelope tool

Next, with the text selected, open the Envelope palette (Effects > Envelope). Choose Distort from the drop-down menu.



Creating Fun and Exciting Text Effects (Continued)

Now, drag the top right handle up and out.



Continue to distort the text using the handles.

Your text may look jagged when applying the Envelope effect. It will return to normal when this step is complete.




Step 3

Extruding your Text

Next, open the Extrude dialog box (Effects > Extrude). Choose Parallel as the extrude type from the drop-down menu. Adjust the Light Source and light intensity. Finally choose a rotation angle. The X angle controls its forward angle; therefore, entering -10 will cause the text to appear to be falling away from you. The Y angle controls the horizontal angle, and Z rotates the extrusion. For our example, we gave the X angle a -10 value and left Y and Z at 0.



Creating Fun and Exciting Text Effects (Continued)

 Tip: by default the extrusion will be Red but you could change the fill color by using the Ink Fill tool in the ToolBox.



Surprise!

Finally, using a clipart image of a Magician's hat, we place the text in such a way that it appears to be leaping out of the hat.



Next we will learn how to place text on a path

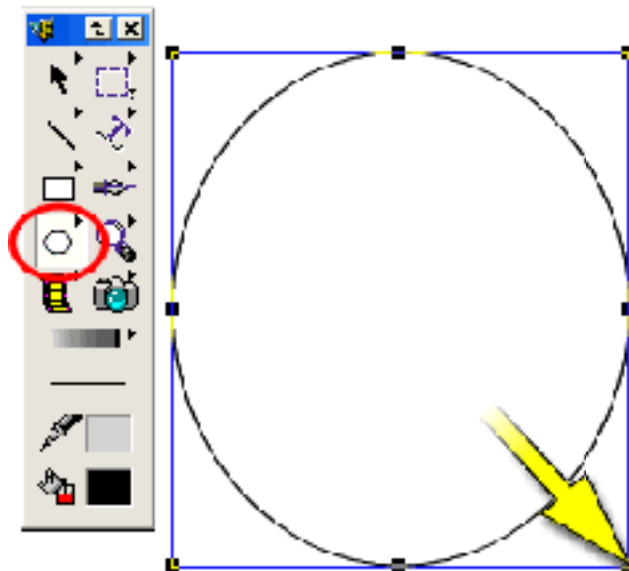
Creating Fun and Exciting Text Effects (Continued)

On occasion, you may find that your project calls for you to place text wrapped around an object or following a path. In the following example, we will show you how.

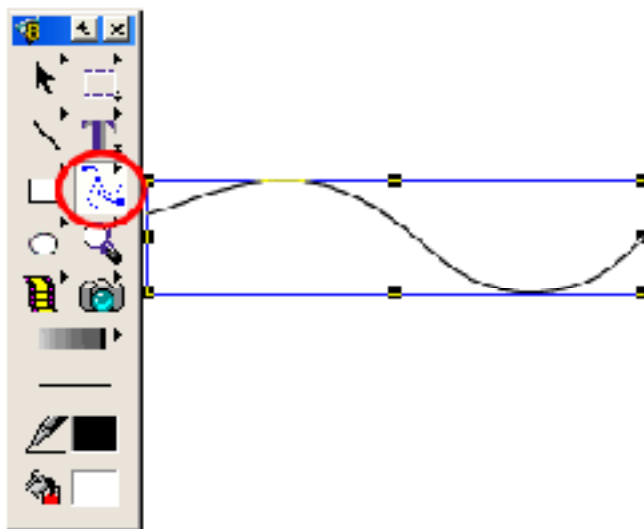
Step 1

Creating a Path

Using the Oval tool, click on the work space and drag the cursor to create an oval. We are going to use this oval as our path.



You could also use AutoCurve or any of the other Bézier drawing tools to create a path.



Step 2

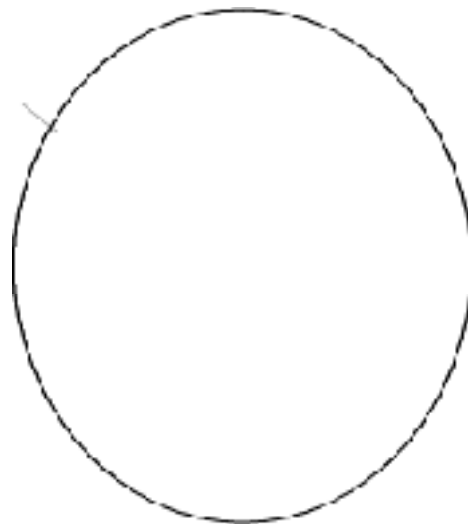
Using the Path Text tool

Now open the Path Text tool located in the Toolbox (see example).



Creating Fun and Exciting Text Effects (Continued)

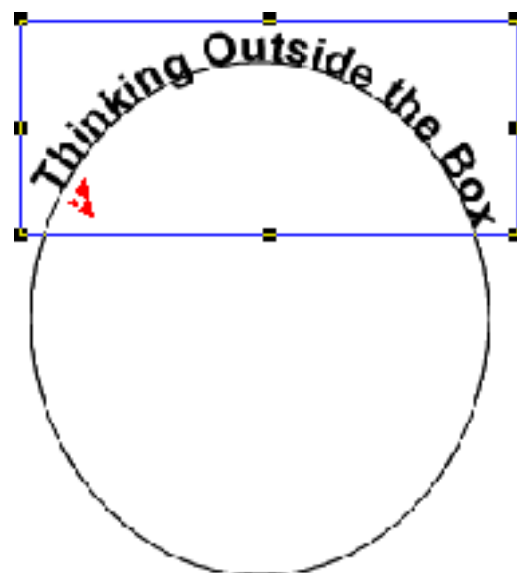
Click on the path. In this case, we are using an oval. This will set the insertion point. When the insertion point appears you may start typing. The text will start at the insertion point and follow around the path.



Step 3

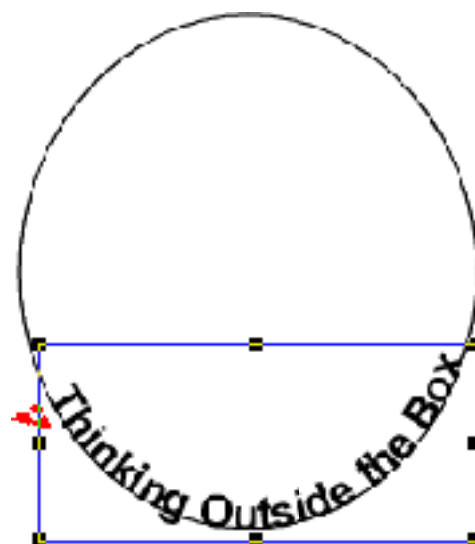
Using Bind Position Handles

When you are finished entering the text you will notice three small red triangles appear. These are the Bind Position handles.



Reverse Flow Handle

Use the Reverse Flow handle to switch the vertical orientation of the type relative to the object path and reverse the flow direction

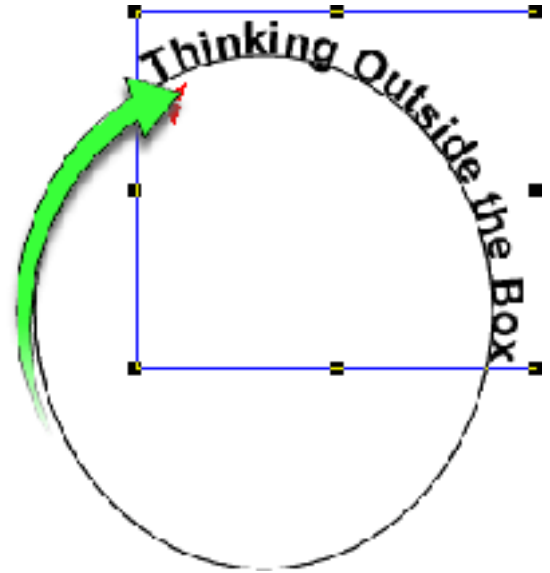


Creating Fun and Exciting Text Effects (Continued)



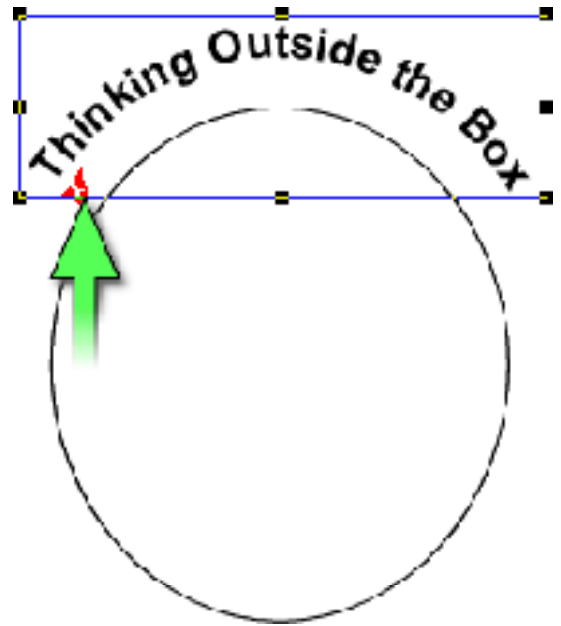
Alignment Handle

Use the Alignment handle to drag the text to a specific point along the path.



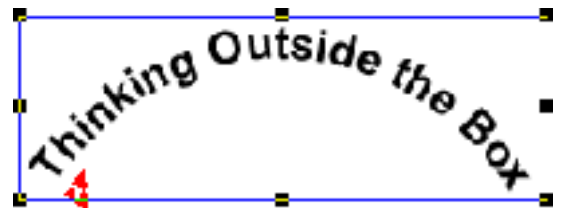
Baseline Shift Handle

Use the Baseline Shift handle to change the elevation of the baseline relative to the path. It works in both directions so you could push the text away from the oval or pull it toward the center.



Step 3

When you are satisfied with the text placement click on the path and delete it. The text will remain in the shape set by the path used.



Creating Fun and Exciting Text Effects (Continued)

Here we use the rounded text we just created, gave it a shadow (Effects > Shadow), and placed it in an image to create a situation where this kind of effect would be used.

In our last exercise, we will have fun with rendered text



Creating Fun and Exciting Text Effects (Continued)

In this last exercise, we will create a realistic gold effect using rendered text. Most of this exercise could have been done without rendering the text but we decided to take it a step further and give it a diamond fill. Rendering the text will help us accurately separate parts of the image that would normally be difficult to select.

Step 1

Adding Text

Using the Type palette, select a Font that is big and wide. We choose 80 Impact and tightened the Kerning by 1.



For the text fill, choose a light gray color from the Inks palette.



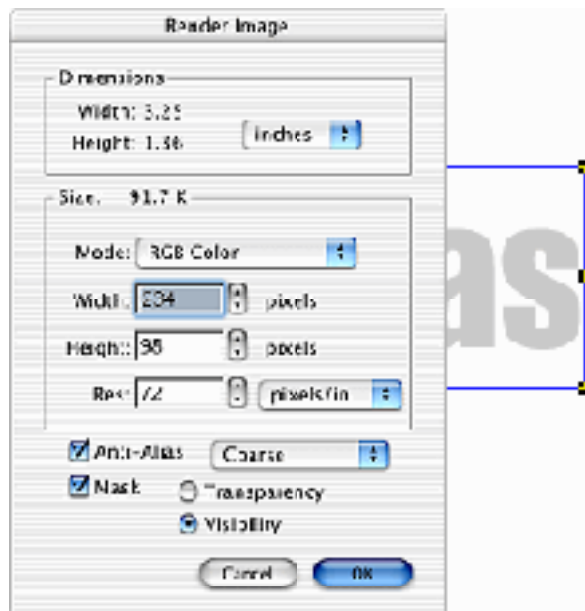
Canvas

Creating Fun and Exciting Text Effects (Continued)

Step 2

Rendering Text

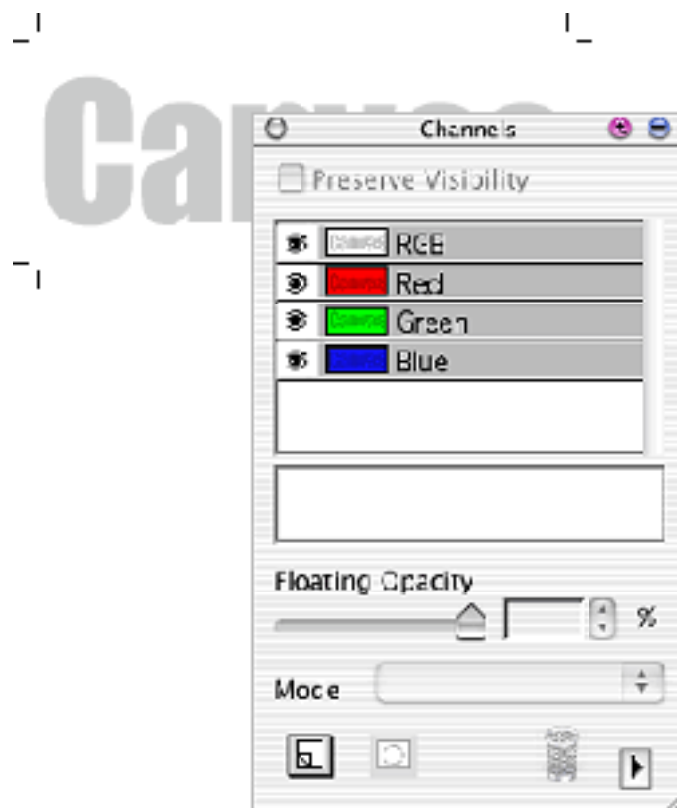
Now with the text selected, choose Image > Area > Render. Choose a resolution, check Anti-Alias, and Add a Mask. Make sure that you are using a Visibility mask. When you are done, press OK.



Step 3

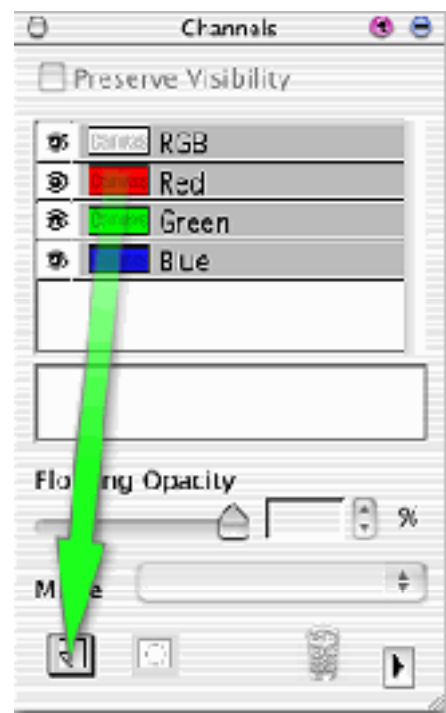
Creating a Selection Mask

Drag the rendered text away from the original text so it will not confuse you. Double-click on the rendered text to place it into image edit mode. When the rendered text is in paint edit mode, you will see crop marks appear around the image (rendered text). Next, open the Channels palette (Image > Show Channels). Look for the channel with the most contrast. In this case, the red channel offered the best contrast

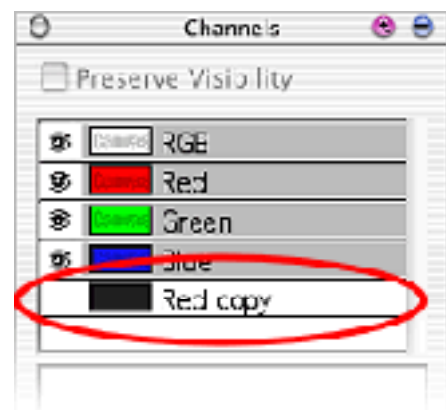


Creating Fun and Exciting Text Effects (Continued)

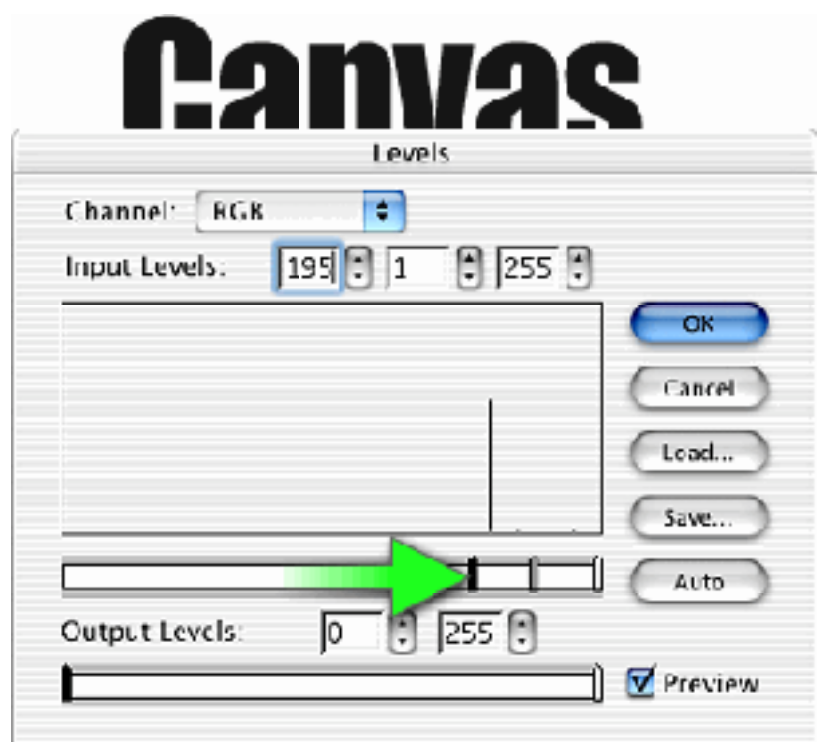
Now, click on the Red channel and drag it into the New Channel icon. This will create a copy of the red channel we will use as a selection mask.



Your copied Red channel will appear at the bottom of your channel list as "Red copy". Click on the new Red Copy channel to select it.



We need to make the contrast stronger on this channel for it to work effectively as a select mask. To give it a stronger contrast, open the Levels dialog box (Image > Adjust > Levels). Now, drag the black slider to the right until the text looks solid black. Press OK when you are done.

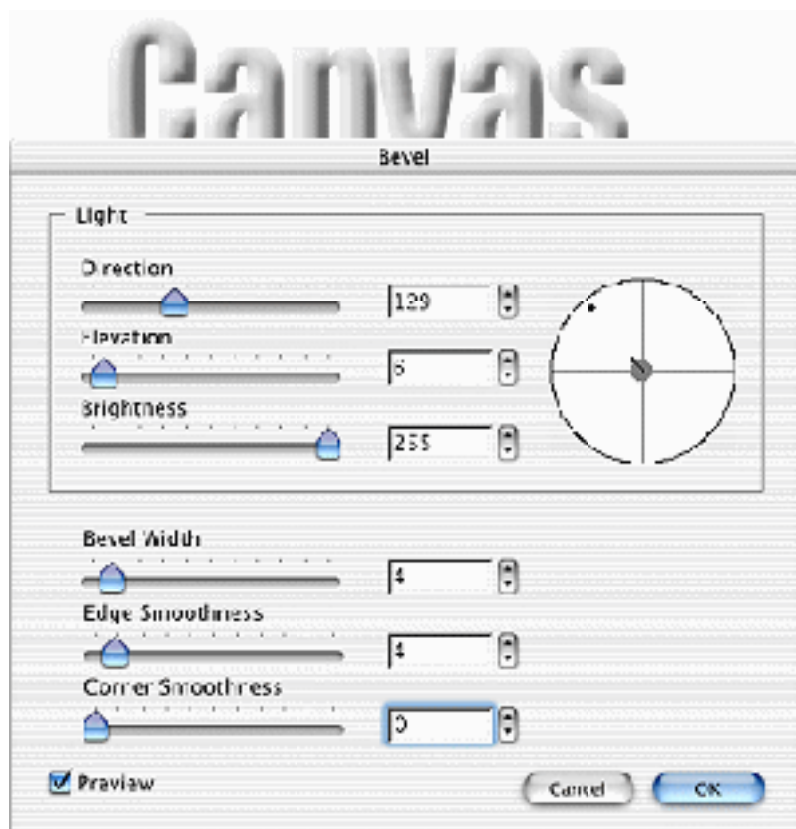


Creating Fun and Exciting Text Effects (Continued)

Step 4

Adding a Bevel Effect

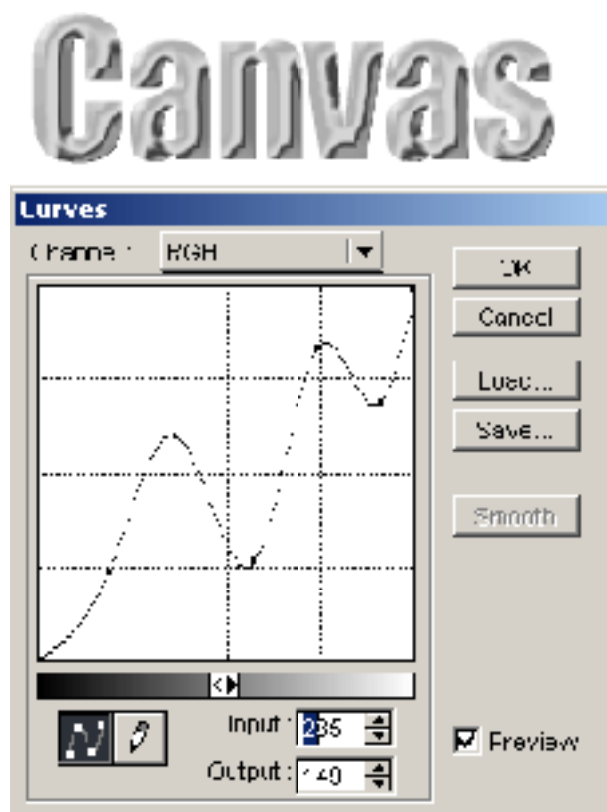
Press the Esc key to get out of Paint Edit mode. Your rendered text should appear light gray again. Now open the Bevel dialog box (Image > Filter > Stylize > Bevel). Adjust the bevel settings accordingly.



Step 5

Adjusting the Curves

Now with the text still selected open the Curves dialog box (Image > Adjust > Curves). Then, create a curve like the one in our example. Getting a believable curve is the hardest part. Your goal is to give the text a chrome-like appearance.



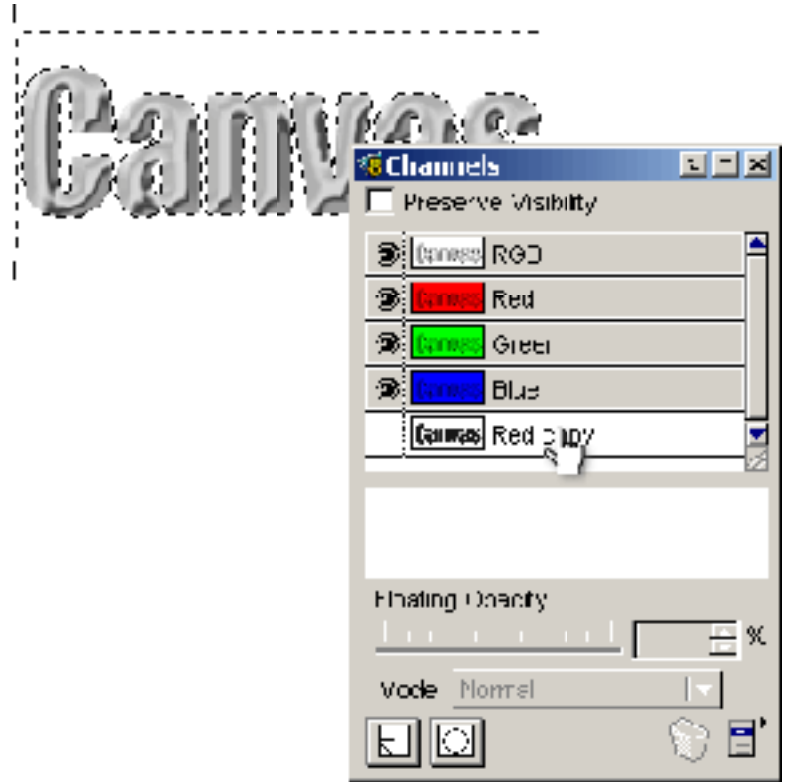
Creating Fun and Exciting Text Effects (Continued)

Step 6

Loading the Selection Mask

Now we are ready to load the selection mask you created back in Step 3. First double-click on the image (rendered text) to get into image edit mode. Then, open the Channels palette again (Image > Show Channels) and hold the Alt key (Windows) or Control Key (Mac) while clicking on the Selection Mask (Red copy channel). This will load the selection mask. The selected area will appear surrounded by dancing ants.

To complete this step, we will need to inverse the selection. To do this, choose Image > Select > Inverse. Your selection will now be focused on the rendered text, see example



Step 7

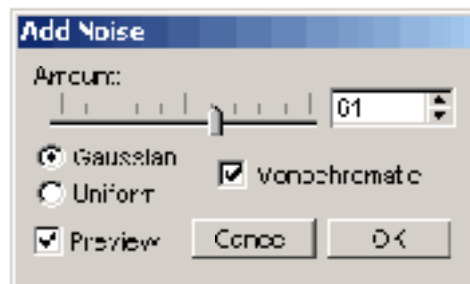
Adding the Diamonds

To add our diamond fill we must first contract our selection area. We want the diamond fill to appear to be placed on the inside of each letter. To contract your selection go to Image > Selection > Modify > Contract. Enter the number of pixels you wish to contract the selection. We contracted the selection by 5 pixels, but you may have to use a little more or less depending on the text size and resolution. You want to have a thick border, while still maintaining ample room for the diamonds.




Creating Fun and Exciting Text Effects (Continued)

Now, with the contacted area still selected, we will add noise (Image > Filter > Noise > Add Noise) to the inside of the text to simulate a diamond fill. You could experiment with the settings but make sure you select Monochromatic. Select OK when you are satisfied with the results.

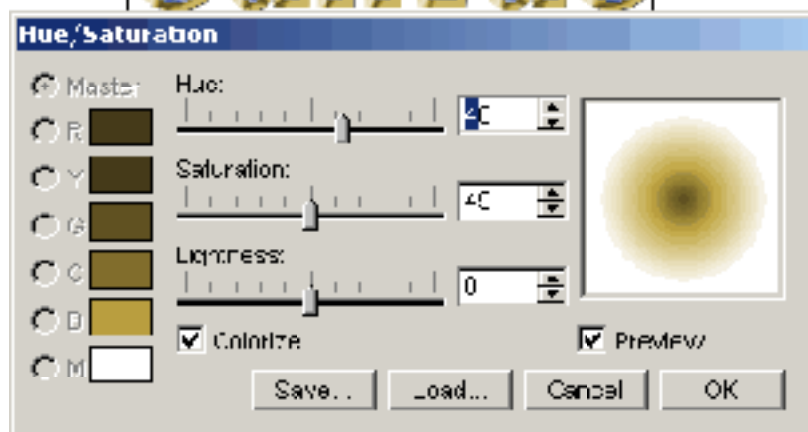


Step 8 Spinning Gold

To create the gold tint on the chrome metal letters first inverse the selection (Image > Select > Inverse).



Then open the Hue/Saturation dialog box (Image > Adjust > Hue/Saturation). Check Colorize and Preview. Now drop the Saturation down to about half (50) and change the Hue to 48. Your text will now appear to have a gold tint while the diamond filled area remains unaffected. Click OK to save the changes and close the dialog box.

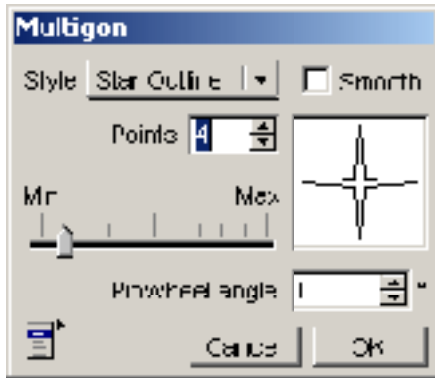


To make the text appear more realistic, add a shadow (Effects > Shadow). You are done.



Creating Fun and Exciting Text Effects (Continued)

Here is the same gold and diamond effect with a dark red background and a sparkle effect added using the Multigon tool from the Toolbox.



You may never have a need to create gold/diamond text; however, the steps used to create it will familiarize you with the use of selection masks and channels. On the other hand, maybe you just finished work on your upcoming mega-platinum Hip-Hop album and need to create a CD cover.