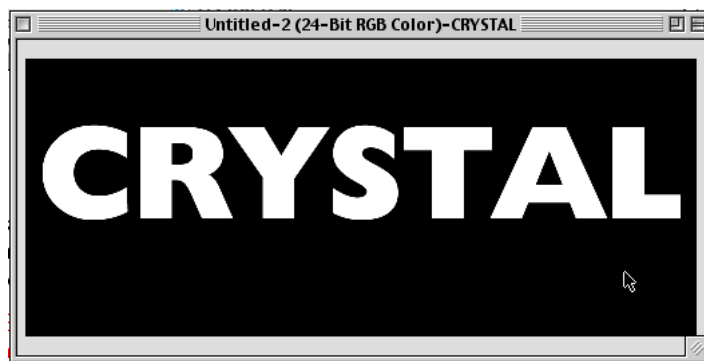


Crystal Text

1. Create a new document, 300 dpi, 80 by 35 mm, black background. **Right-click**, or (Mac users) **Ctrl-click** on the **White** color swatch and select **Paint Color** from the drop-down.
2. Choose **Text** tool and click around the center of the image, well above a richly designed place. Select Humanst 521 XBd, 48 points. Digit “CRYSTAL”. Select the Pointer tool to render the text into a new object.



3. With the text selected, click the **Render Object to Mask** button in the **Objects** palette. Save the mask as a channel. Default name (most likely, Alpha 1) will do. Click **Combine Object(s) With Background** in the **Objects** palette, or go to **Object > Combine > Combine All Objects With Background**.

4. With the mask still on, apply a **Gaussian Blur** effect, 10 pixels wide. Remove the mask and save the whole image as a displacement map. Name it **Crystal**. We will need this to make a lens distortion effect.



Note: Photo-Paint for Mac uses any file format as a displacement map.

Moreover, the Mac is not extension-prone. Windows users are likely to deal with specific formats and extensions that I don't know about.

5. Click **New Object** in the **Objects** palette. Load the mask (**Mask > Load > Alpha 1**). **Right-click**, or **Ctrl-click** (Mac users) on the 30% Gray color swatch and select **Fill Color** from the drop-down. Go to **Edit > Fill...** and click OK to fill the new object with a gray fill.

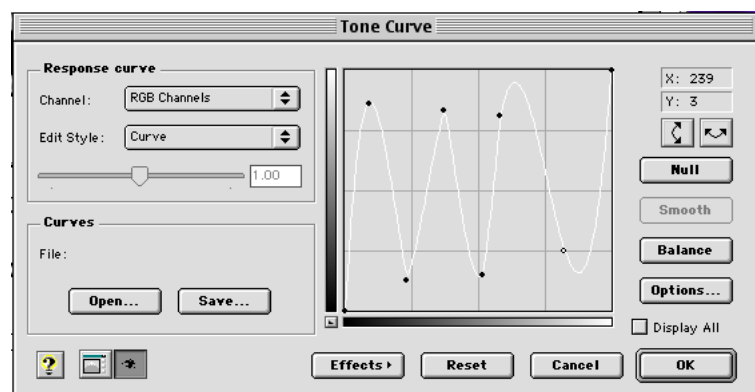
6. Apply a 3-D bulging effect (**Glass** or, better still, **Plastic Texture**). I use third-party **Lacquer** with the following settings:

Blur: 51; Bulge: -3; Sparkle: 21; Glitter: 38; Lucidity: 100. Light Direction: 135; Light Angle: 45. All others must be set to zero.

Any effect you are using, make sure the final image resembles as closely as possible the image below.



7. Go to **Image > Adjust > Tone Curve...** Reshape the curve like this (see on the right).



See above for the outcome.

8. In the **Objects** palette, click on the **Background** icon. Go to **Edit > Fill...** Click the **Bitmap Fill** button, then **Edit...** A new dialog appears. Click **Load...** Locate and pick **Flowers** (I love picking flowers) from your bitmap fills folder. Click **OK** twice to fill the background with lots of blossoming wallpaper.



9. Apply a displacement map to the background. Go to **Effects > 2-D Effects > Displace...** In the dialog, click **Load...** Locate and pick **Crystal**. Toggle on **Stretch to fit** and **Repeat edges**. Set both horizontal and vertical shift to 8 pixel. Click **OK**.

10. Load the mask **Alpha 1** (or whatever you called it). **Right-click**, or **Ctrl-click** (Mac users) on the **Background** icon and select **New Object > Create Object: Copy Selection**. A new cutout is created right above the background. Drag it on the topmost level.

From the **Merge** mode dropdown, select **Color Burn**. The distorted background cutout is merged into the text object in a way that preserves all of the reflections and refractions.



11. Select the original text object and duplicate it. Drag the duplicate right above the background. **Gaussian Blur** it, 5 pixel

wide. Shift blurred object 15 pixel both down and to the right. Select **Subtract** from the **Merge** drop-down.



That's all folks.

But wait, there's more!

Colored Crystal!



But that's going to take some doing, you know. Maybe next time...