

pearly text

1. Create a new document, 300 dpi, 85 by 50 mm, white background. Right-click, or Ctrl-click (Mac users) on the 40% Black swatch on the color palette and select **Paint Color**.

2. Select the **Text tool**. Make sure that **Anti-aliasing** button is active and **Render to Mask** is off. Click around the center of the window and digit the text “pearly” in a thick, round text (I used Cooper Black, 48 points). Select **Pointer** tool. A new text object is automatically rendered above the background and automatically named “pearly”. What you have is just a shallow, quite commonplace word. Let’s do it pearly now.



3. Click on the “pearly” object, in the **Object** palette, and give it a 3-D bossing effect of your choice. **The Boss**, **Glass** or **Plastic Texture** will fit the bill nicely. I used third-party Flaming Pear’s **Lacquer** (I’m not sure it’s for Windows too. It works much like P-P9’s **Plastic Texture**) with the following settings:

Blur: 53; Detail: 0; Bulge: -3; Glass: 0; Prism: 0;
Gradient: 0; Flat Color: 0; Sparkle: 25; Glitter: 54;
Edges: 13; Lucidity: 97; Light: mid-upper-left (that

is, direction: 135° and Angle: 60° in The Boss effect)

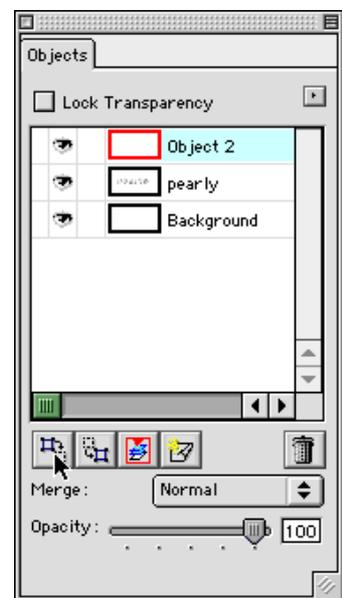
Make sure the final effect is as much as possible like the image below.



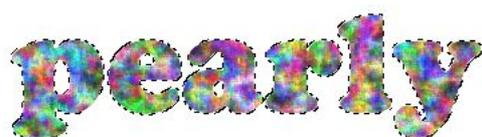
4. Add iridescence.

What we have done so far is fairly enough for a fake pearl you'll find on a street-stand. But real pearls have a subtle iridescence on the surface we are going to render.

Select the text object and render it to mask by clicking the **Render Object to Mask** button on the object palette. Click the **New Object** button, in the same palette. A new object is created and named "Object 2". With the mask still selected, either click the **Fill** button on the **Standard Bar** or go to **Edit > Fill**. A dialog appears. Click on the **Texture Fill** button and then **Edit...** A new dialog appears.



Select **Samples 5** from the **Texture Library** drop-down list and then **Fungus** from the **Texture List**. Change **Green Softness** and **Blue Softness** both to



45, and **Brightness** to 15. Leave the rest unvaried. Click **OK** twice.

5. Merge colors.

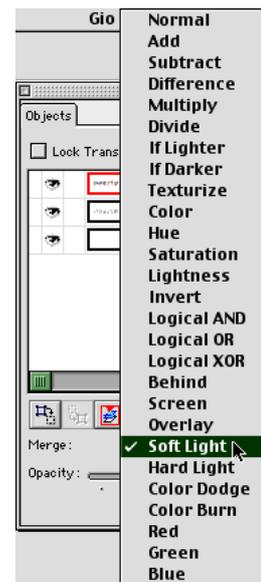
With the mask selection still on, apply a **Gaussian Blur**



effect, 5 pixels. You may deselect the mask now. Click on the **Merge** drop-down in the **Objects** palette and select **Soft Light**, 100% opacity.



Select “pearly” object from the **Objects** palette and drop a subtle shadow, settings:



Direction: 315°; Offset: 9 pixels; Opacity 45; Color Black; Feather With: 6; Feather Direction: Average.



Note: Depending on the 3-D effect you are using, you are likely to find yourself dealing with different settings. Keep an eye on the preview.

Also, you may you may find a darker or lighter gray comes more suitable in step 2.