## *How to*
CREATE COMPLEX BEVELED GRAPHICS.

This is a fun technique. It also shows off some of the amazing effects that are possible with Photoshop 3.0's new Lighting Effects filter. If you are not yet familiar with Lighting Effects, read through issue #019 for an introduction.

In this issue we return to the challenges of creating beveled and embossed graphics. In issues #005 & #006 we showed you how to create these effects through a long and complicated process of using channels. Now, with a clever use of the Lighting Effects filter, we can create subtle and complex graphics with less hassle.

Contents
- ○ White
- ○ Background Color
- ● Transparent
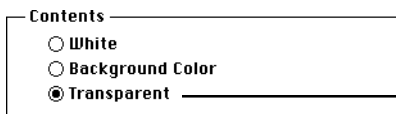
Step 1

Step 1

Create a document with a transparent background.
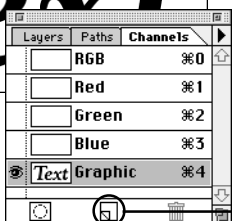
Choose New from the File menu.

Enter your desired size and resolution. Set the mode to RGB. Set the Contents to Transparent and click OK.

Note: Your new document should show a checkerboard pattern indicating the transparent background. You can control this display option by choosing Preferences→ Transparency from the File menu.
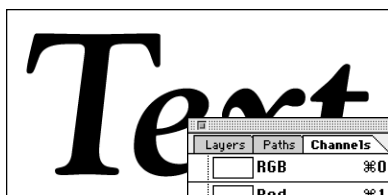
Step 2

Step 2

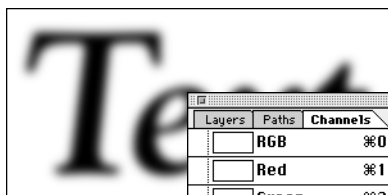### Place your graphic on a channel.

A: **Click on the new channel icon.**
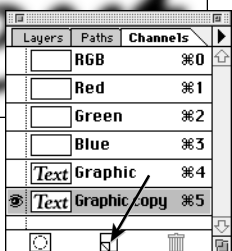Name the new channel "Graphic" and click OK.

Note: If the Channels palette is not visible, choose Palettes → Show Channels from the Windows menu.

Layers	Paths	Channels
	RGB	⌘0
	Red	⌘1
	Green	⌘2
	Blue	⌘3
Text	Graphic	⌘4

B: **Place or create the graphic.**
In this example we used Photoshop's type tool.

Step 3

Step 3

Create a blurred version on a new channel.

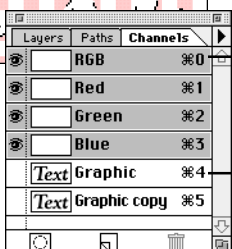**A:** **Drag the Graphic channel onto the new channel icon.**
This will create a duplicate of the Graphic channel called "Graphic copy."

Layers	Paths	Channels
	RGB	⌘0
	Red	⌘1
	Green	⌘2
	Blue	⌘3
Text	Graphic	⌘4
Text	Graphic copy	⌘5

B: **Choose Blur → Gaussian Blur from the Filter menu.**
Blur to taste. In this example, we have used a blur of 5 pixels.

Step 4

Step 4

Create a white version on the main image.

A: **Click on RGB in the Channels palette.**
Your window should show the transparency checkerboard.

B: **Option - click on the Graphic channel.**
PC Users: ALT - click on the Graphic channel.
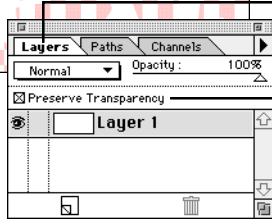You should see a dotted selection outline of your graphic.

Layers	Paths	Channels
	RGB	⌘0
	Red	⌘1
	Green	⌘2
	Blue	⌘3
Text	Graphic	⌘4
Text	Graphic copy	⌘5

C: **Choose Fill from the Edit menu.**
Set the color to White and click OK. You should now have a white version of your graphic.

Fill

Contents
Use: White

OK
Cancel

Blending
Opacity: 100 %
Mode: Normal
☐ Preserve Transparency
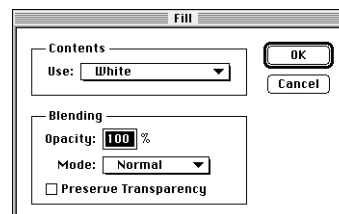
Step 5

Step 5

Turn on "Preserve Transparency."

The Preserve Transparency option will protect the shape of your graphic when we apply the Lighting filter.

A: Choose None from the Select menu.
Shortcut: Press Command + D (PC: CTRL + D)
This deselects your graphic's outline.

B: Display the Layers palette.
Shortcut: Click on the Layers tab.
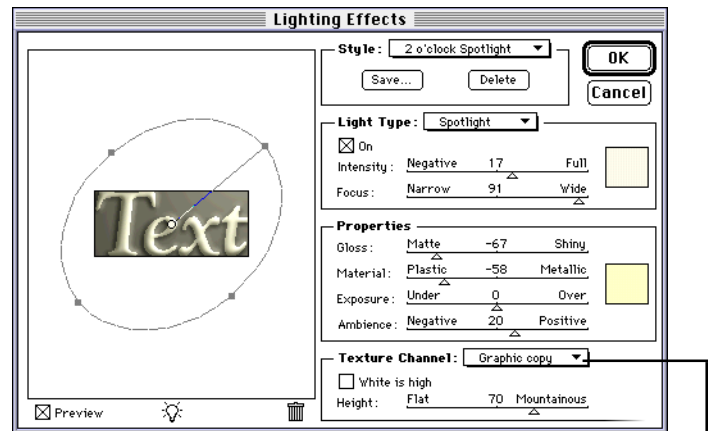
C: Turn on Preserve Transparency.
Shortcut: Press the / key to turn this on or off.

Step 6

Apply the Lighting Effects filter.

A: Choose Render → Lighting Effects from Filter menu.
You should see the Lighting Effects dialog box.

B: Choose "Graphic copy" from the Texture pop-up.
This is the key to this technique. Using the blurred copy of your graphic as a texture map creates a very realistic beveled effect.
Turn the "White is high" option off.
Tip: The Height slider controls the thickness of your graphic.

C: Arraign your lights and click OK.
You can use as many or as few lights as you wish. The light settings you choose can create an amazing variety of effects. Refer to issue #019 for help on this step and have fun.

Note: The example here uses a saved setting titled "2 o'clock Spotlight." Look below for examples of other settings.
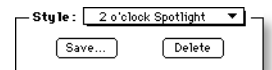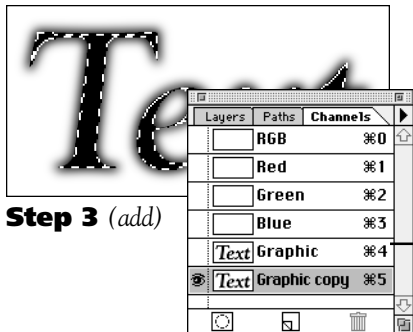

Step 6

By making a minor change to the Graphic copy channel, we can easily change the beveled edge of our graphic.

Step 3 *(add)*

Result

Add to Step 3

Add a solid center to the blurred graphic.

Add these steps after blurring your graphic.

C: **Option - click on the Graphic channel.**
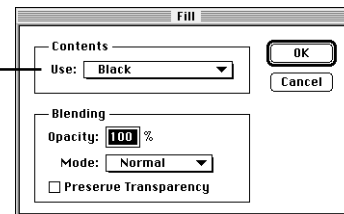*PC Users: ALT - click on the Graphic channel.*
You should see a dotted selection outline of your graphic.

D: **Choose Modify → Contract from the Select menu.**
The contract command lets you shrink your selection outline. Enter a value of 3 pixels and click OK.

E: **Choose Fill from the Edit menu.**
Set the Contents to Black and click OK. Your blurred shape should now how a solid black center. Complete the rest of the technique as covered before.

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