

Please read this short document fully before using the PSD files, to help get the most out of them quickly.

# TEXT WARPING EFFECTS

## Instructions

### IMPORTANT NOTE.

I would strongly suggest always using the SAVE AS command when you are finishing editing any of the files. This way you always have the original to go back to as a fail safe.

## 01. Quick edit

Open your desired .PSD file and let's look at the layers panel. You will see a layer called 'Your Text Here', which will have a green label. This is the layer you will adjust to create the look you want.

To update the text to your own, simply double click on the small 'smart object' symbol just to the right of the eye icon (see fig 2)

This will open a new Photoshop document, which will allow you to use the text/type tool to edit the text to anything you want. You can change the font, size and colour if you wish. Close this new file **being sure to click save on the pop up window that appears**; the text in your original PSD will now be updated with the changes you made.

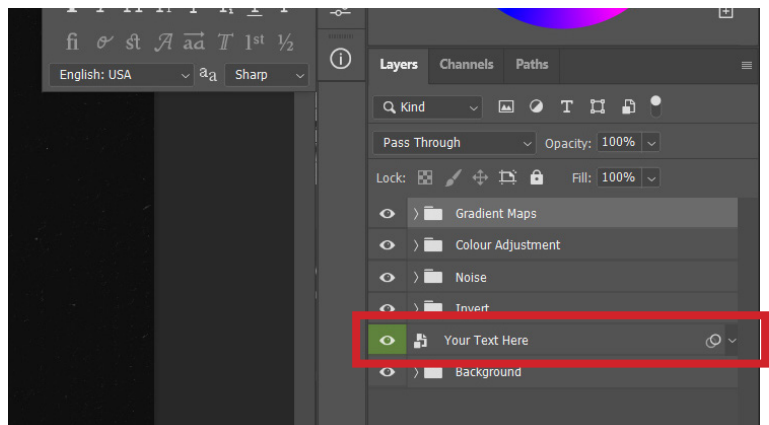


fig 1. 'Your text Here' layer

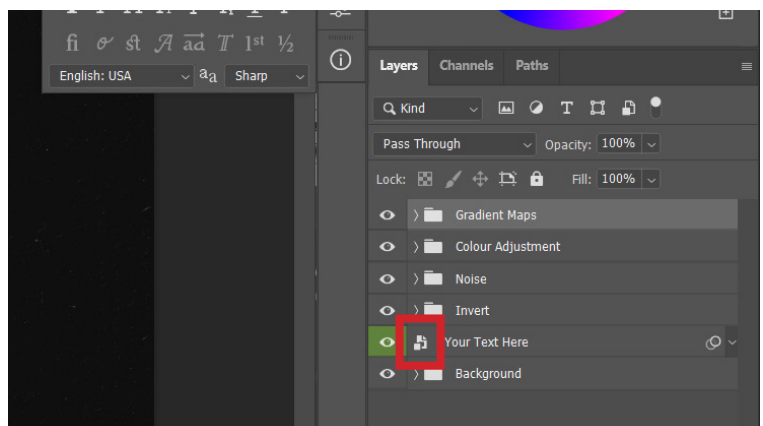


fig 2. Edit the layer content

## 02. Customize

Each document has slightly different effects that you can manipulate to create unique looks. To access these click on the downwards pointing arrow on the right hand side of the 'Your Text Here' layer in the layers panel (fig 3).

From here you will see a list of effects that you can alter. If you click on any of the effects (Radial blur, Wave etc), you will be presented with options that you can change. Clicking on the symbol on the right hand side of any of these layers will allow you to change the opacity of the effect, not the effect itself.

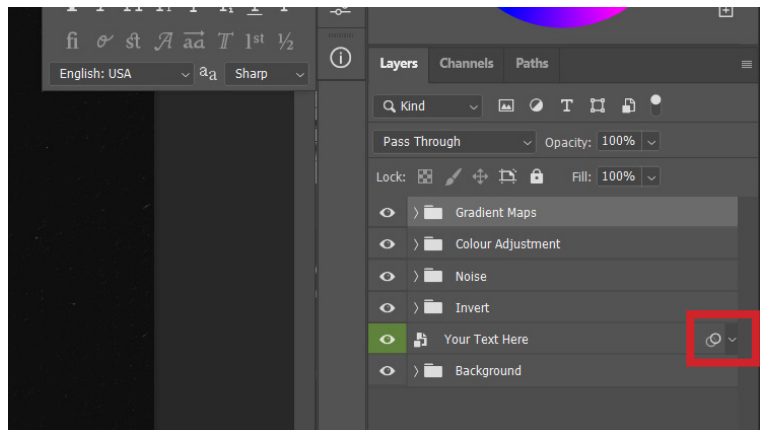


fig 3. Open the layer smart effects

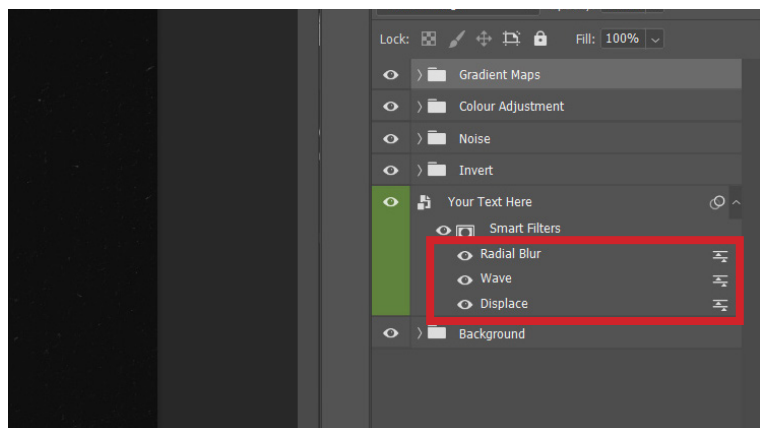


fig 4. Layer smart effects options

### Note on Displacements

Clicking on Displace will prompt you to open a .psd file. There are 6 Displacement maps included in the download These are in a folder called **DMaps**.

For the most part it is either Dmap-05 or Dmap-06 that is used, but feel free to use a different displacement map and play with the value setting (fig 5)

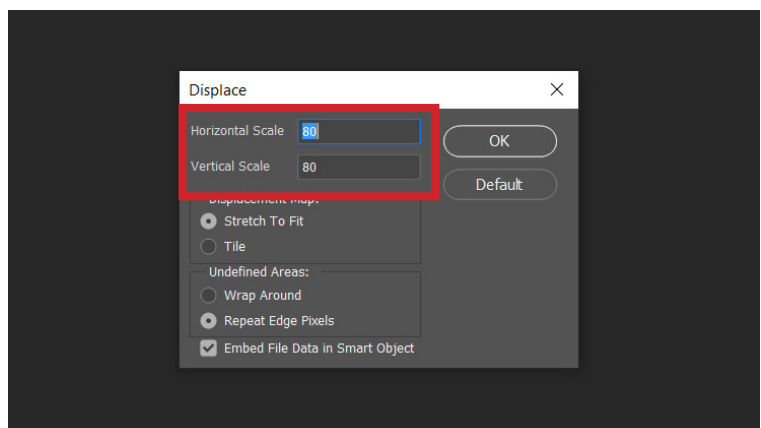


fig 5. Displacement settings

### Note on Warps

Some Psd files have a warp applied to them. To create or edit a warp use the free-transform command (**Edit > Transform > Free Transform**. Or pressing **Ctrl/Cmd + T**) on the 'Your Text Here' layer, either in the original PSD or after you have double clicked and it opens the smart object in a new window. Right click inside this transformation box, select warp from the drop-down menu and push or pull points as you see fit.

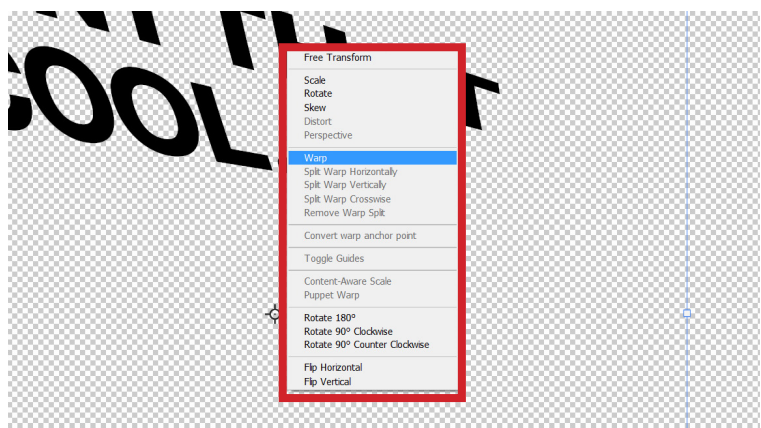


fig 6. Warp options

## 03. Additional layers

There are a number of other layers included in each Psd for you to explore, allowing you to change colours, or add/remove noise. These have all been carefully named to make things easier. Feel free to experiment and remember:

Also included in the download are 10 high resolution textures. You can copy and paste these into the PSD file to add extra grit. I would suggest trying them using multiply or screen blending modes (try inverting them too) for the best effect, but this will depend on the look you are aiming to achieve.

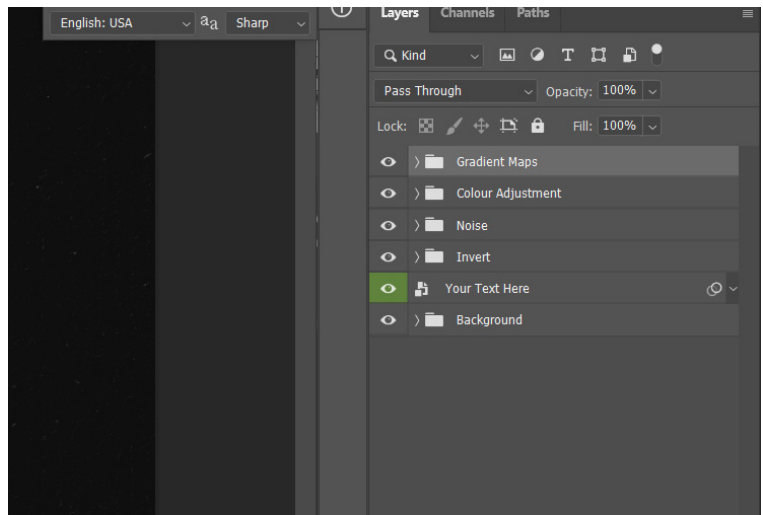


Fig 7. Other layer options

### **IMPORTANT NOTE.**

Make sure to use the SAVE AS command so that you can give you updated psd a unique name and keep the original PSD unaltered for future use.