

CHAPTER 5 Enrichment Activity

Design Desktop Wallpaper

Photoshop can create impressive text effects easily and quickly, though text created with Photoshop can be pixelated. While other programs such as Word, Publisher, and Illustrator all treat text as a vector graphic, Photoshop rasterizes (converts the vector graphic to a bitmap graphic) the text before printing. The text prints out blocky, blurry, and difficult to read. To counteract this problem, you can:

- avoid setting text in Photoshop, or
- set the resolution (usually pixels per inch, or PPI) high enough to make the difficulties less obvious.

Resolution settings can only do as well as the medium through which the text will be transmitted. For example, the same document that looks great on your monitor might be fuzzy when printed. The chart below should give you some idea of the correct resolution settings for your output medium. When using a professional printer, however, call the shop before designing to verify resolution settings.

<i>Type of Output</i>	<i>Recommended PPI</i>
<i>Monitor</i>	72 ppi for PCs, or 96 ppi for Macs
<i>Inkjet Printer</i>	Check the printer manual
<i>Laser Printer</i>	150 PPI
<i>Imagesetter</i>	300+ PPI*

In this project, you will be creating text and adding effects using Photoshop's filters and Type tools. The design you create would make a great wallpaper for your computer screen.

CHAPTER 5 Enrichment Activity

Step-by-Step

1. In Adobe Photoshop, create a New Document that is **800 x 600 pixels**, at **72 ppi**. (If you have a Macintosh, set the resolution to 96 ppi.)
2. Use the **Swatches** palette to change the foreground color to **RGB Blue**, and use the **Paint Bucket** to fill the entire layer (Figure 5.1).
3. Choose **Filter>Noise>Add Noise**, and check the **Gaussian** and the **Monochromatic** check boxes. Adjust the slider to **50%**.
4. Choose **Filter>Pixelate>Crystalize**, and choose **3**.
5. Choose **Filter>Render>Lighting Effect**, and add a spotlight similar to Figure 5.2.
6. Use the **Type** tool to key: **Desktop Publishing is Cool** in **Goudy Stout**, **60 pt**. Use a light blue font color, such as RGB 163, 231, 250.
7. Choose **Layer>Rasterize>Type** so that the text is no longer text but is a picture of text. This lets you apply filters to the text.
8. Change the background color to **white**, and chose **Filter>Distort>Ocean Ripple**. Change the settings to create the best balance between effect and readability (Figure 5.2).

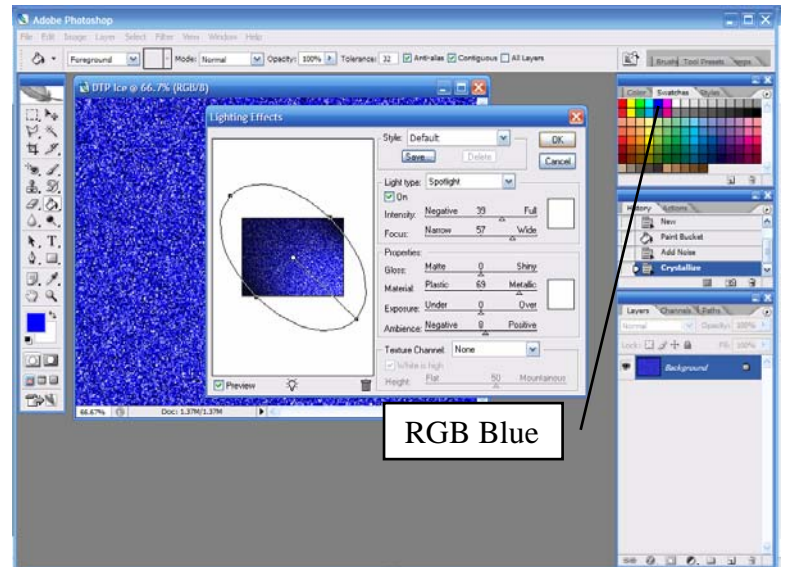


Figure 5.1 Use Filter>Render>Lighting Effects to create dramatic effects.

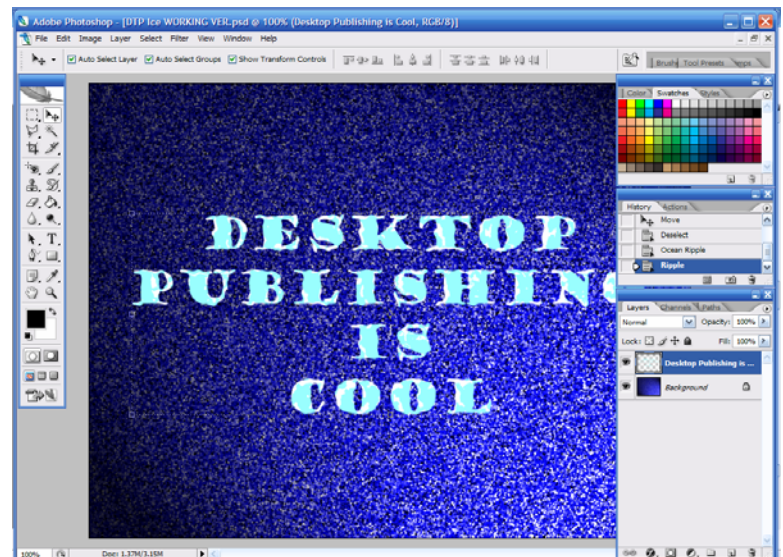


Figure 5.2 Adjust the settings of the Ocean Ripple to create an icy type appearance.

CHAPTER 5 Enrichment Activity

9. With the text still selected, choose **Filter>Distort>Ripple**. Change the settings to add a curvy outer shape.
10. Select the text layer. Choose **Image>Rotate Canvas>90°CCW** (Figure 5.3).
11. Choose **Filter>Stylize>Wind**. Set the Wind settings at **Wind from Left**. (If you like, use CTRL+F to repeat the Wind filter again for longer icicles.)

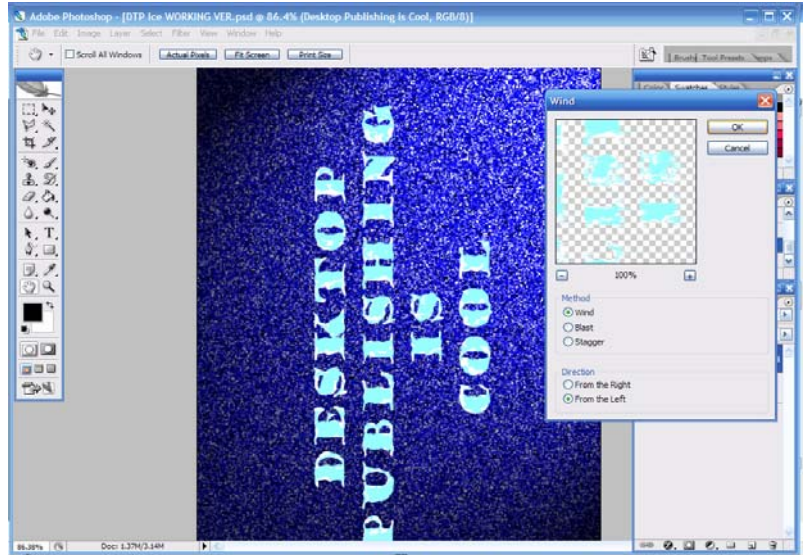


Figure 5.3 Rotate the Layer to create wind effects that can be used to create icicles.

12. Choose **Edit>Transform>Rotate 90 °CW** to return the canvas to the proper direction.
13. Save your work. If the next effect does not turn out well, you can go back to this point.
14. Select the **Dodge** tool. In the **Options** bar, change the brush for a **Splatter** brush at **59 pixels**. Adjust the **Exposure** to **50**. Change the **Range** to include **Midtones**.
15. Use the **Dodge** tool to create random, wispy clouds all around the text (Figure 5.4).
16. Change the **Dodge** tool settings to **Highlights**, and create some lighter areas. Then change the settings to **Shadows**, and create darker areas.

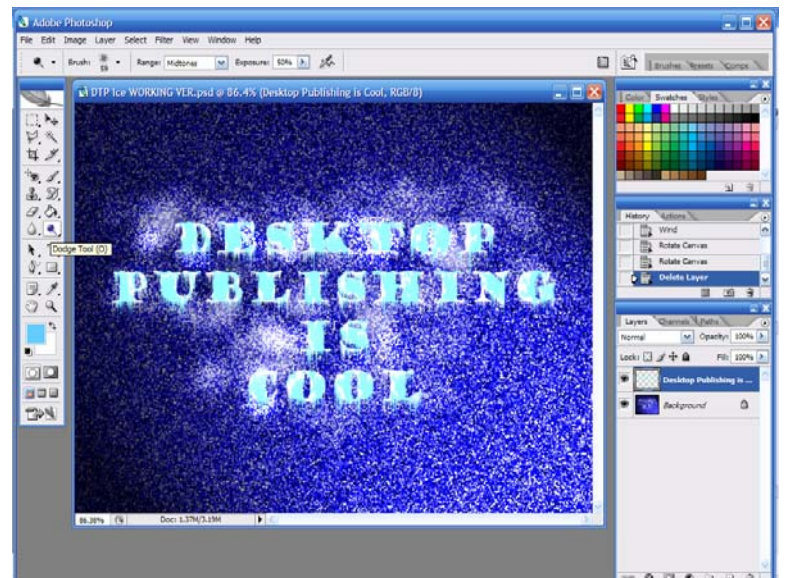


Figure 5.4 Apply the Dodge tool to create wispy clouds.

CHAPTER 5 Enrichment Activity

17. Choose **Layer>New Layer**, and name the layer *Frost*.
18. Change your foreground color to a light blue, and use the Paint Bucket to fill the layer.
19. Choose **Filter>Noise>Add Noise**, and add approximately **9%** noise (Figure 5.5).
20. In the **Layers** palette, change the **Blending Mode** to **Lighten**. Adjust the **Opacity** until the top layer creates a haze over the layer below.

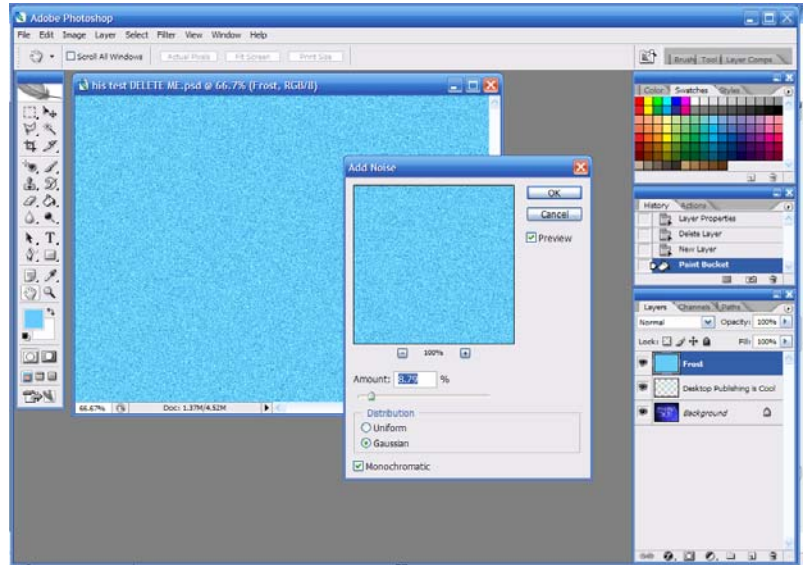


Figure 5.5 Use the Noise filter to create texture for the Frost layer.

21. In the Toolbox, choose the **Eraser** tool, and change to the **Oil Medium Wet Flow** brush and change the diameter to **133 pixels**.
22. Set the **Flow** to **15%**, and use the eraser brush to erase a pattern like a frosted window that has been wiped in the middle. See Figure 5.6.
23. Create another New Layer, and name it *Frame*.
24. Change the foreground color to **white**.

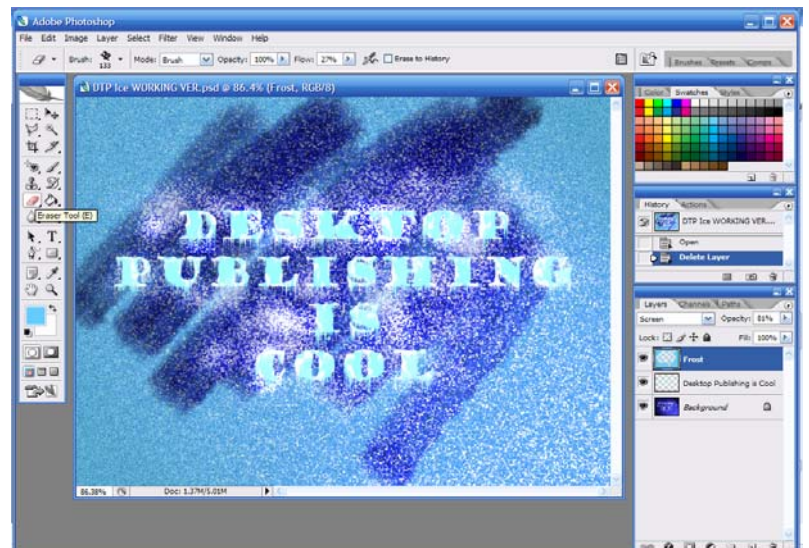


Figure 5.6 Use the eraser to create a clear area and enhance the frosted window effect.

CHAPTER 5 Enrichment Activity

25. In the Toolbox, choose the **Art History** brush. In the **Options** bar, select **Tight Short**. Choose a **27 pixel soft edged** brush.

26. Hold the **Shift** key, and drag the brush along one side of the illustration. Repeat for all sides to create a frosted exterior frame. (Note: If you receive an error about the brush not associated with a history layer, save your work. Then, open the document and try again.)

27. Save your work, then use **Save As** to also save it as a **BMP** file.

28. Use Figure 5.7 as a guide and check that:

- The background has texture and a lighting effect.
- The text is accurate and complete.
- The text has icicles.
- Wispy clouds create interaction with the text and the background.
- The image has a frosted effect.

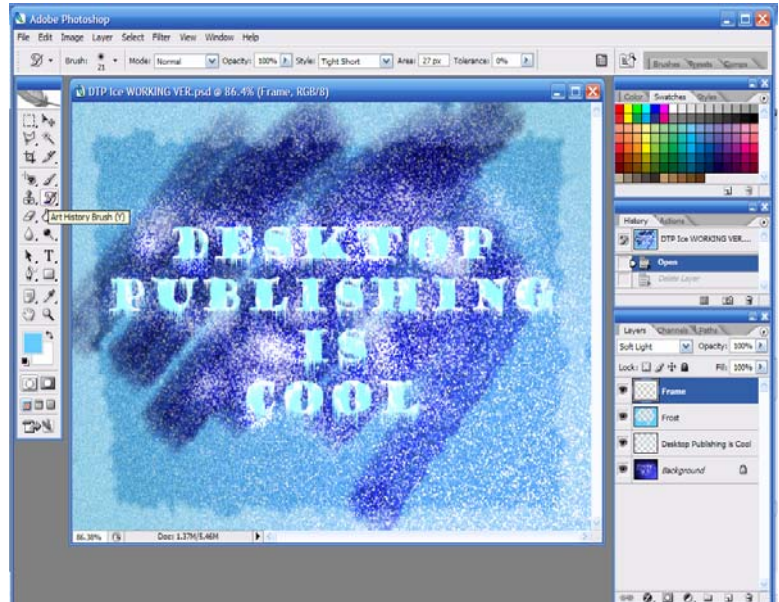


Figure 5.7 Use the Art History Brush to create swirling line effects.