



Painter 7™

Welcome to Painter 7™, the Natural-Media® painting application for fine artists, graphic designers, animators, Web site developers, and anyone interested in creating art using both traditional media and astounding new tools.

Create Beveled Text


A popular feature in Painter 7 is the **Bevel World** dynamic plugin applied to text.



What you will learn

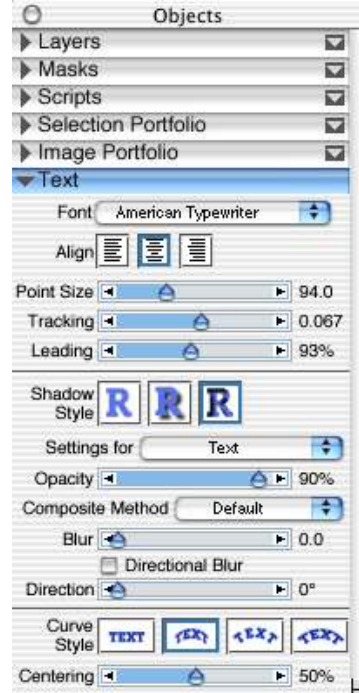
In this tutorial, you will learn how to


- create text
- visit **Bevel World**
- add a background to the beveled text

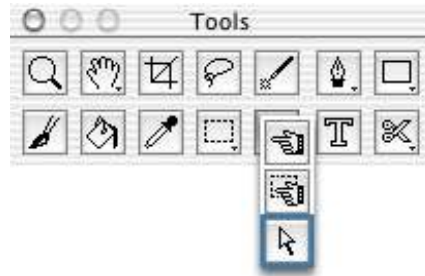
Create text

1. In Painter 7, click **File** menu ► **New** to open a new file. Choose a file size of 600x400 pixels, to accommodate the size of the text you will create.
2. In the **Tools** palette, select the **Text** tool . The pointer becomes a crosshair when you point to the image.
3. In the **Text** section of the **Objects** palette:

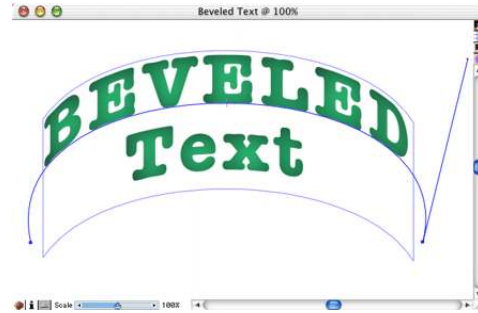
- choose a font from the **Font** menu
- click the **Align Center**  option
- move the **Point Size** slider to 94
- from the **Shadow Style** options, choose the **Internal Shadow** option
- in the **Settings For** menu, choose **Text**
- move the **Opacity** slider to **90%**
- from the **Curve Style** options, choose **Curve Ribbon** 
- move the **Centering** slider to **50%**



4. In the **Color** section of the **Art Materials** palette, use the color pickers  (not necessarily the colors shown) to select a color for the text. A lighter color will show the bevel better.
5. Click the pointer just below center in the middle of the canvas layer on the image. The crosshair becomes a cursor in a text box, ready for you to type text into. An active **Text** layer displays in the **Layers** section of the **Objects** palette.
6. Type the words **BEVELED Text**. Use a soft return to place the **Text** word on a second line in the text box.
7. In the **Tools** palette, hold down the **Layer Adjuster** tool and select the **Shape Selection** tool from the flyout that displays.




8. With the **Shape selection** tool, adjust the Bézier curve points and their handles to describe a wide arc with the **Text** line.
9. For accuracy in lining up the arc, click **Canvas** menu ▶ **Grid** ▶ **Show Grid** to view the grid over the image.
10. Save the text image to the RIFF format to keep all the layers active.



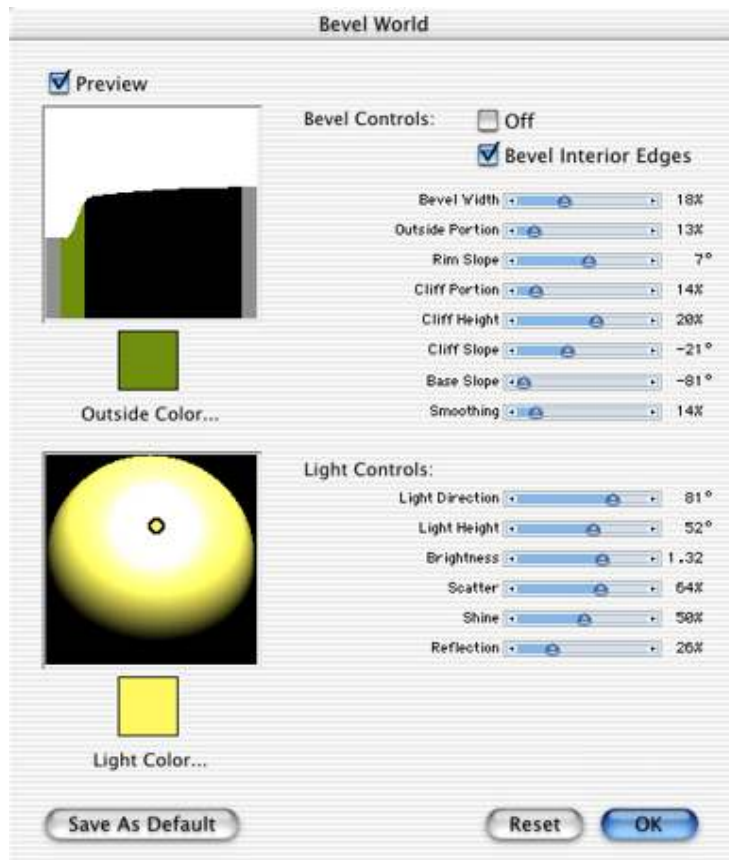
Now you have some text ready to bevel in **Bevel World**.

Visit Bevel World

Now you're ready to apply the **Bevel World** dynamic plugin to the text you created.

1. With the file open in Painter 7, open the **Layers** section of the **Objects** palette.
2. Click the **Dynamic Plugins**  button and choose **Bevel World**.
3. Click the **Commit** button in the **Commit** dialog box that displays. To use the dynamic plugin on the text layer, you must commit the text object to an image layer.
4. Sculpt the bevel by moving the various slope, height, and portion sliders in the **Bevel World** dialog box that displays. View their effect in the preview window and on the text in the image file.

This commits the text object to an image layer, which is required to use the **Bevel World** dynamic plugin.



5. Click the **Outside Color** box and, in the **Color Picker** dialog box, select a color for the outside portion of the bevel you will apply.
6. Click **OK** to close the **Color Picker** dialog box.
7. Back in **Bevel World**, move the **Outside Portion** slider to add the selected color to the bevel's outer edge.
8. Click the **Light Color** box, and choose a color from the **Color Picker** dialog box that will give a good range of tints as you create peaks and valleys in your **Beveled Text**. Use the light controls to accentuate the bevel parameters.
9. If you want to keep a version of your original text for future experimentation, save the file with another filename.

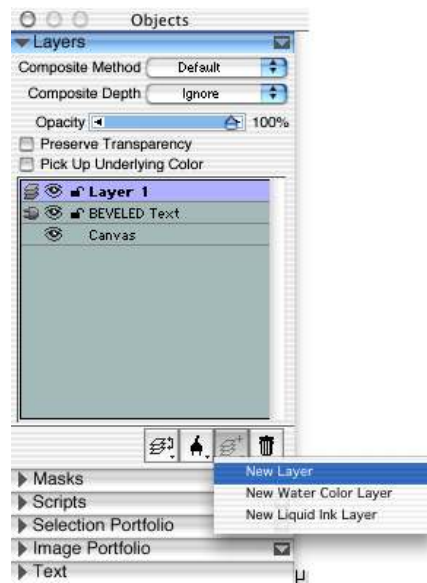
Now you have the beveled text on its own layer in the image. You can add a background to another layer to enhance the text.

This is what your text should look like:



Add a background layer to the beveled text image

1. In the **Layers** section of the **Objects** palette, click the **Create New Layers** button and choose **New Layer** from the popup menu. A new layer called **Layer 1** displays floater list.
2. Drag your beveled text layer to the top of the layer stack so you can see the background behind it when you select the background layer.
3. Select the new layer, choose a color from the **Color** section of the **Art Materials** palette, choose the **Fill** tool from the **Tools** palette, and apply the color to the new layer.
4. Click **Effects** menu ► **Surface Control** ► **Apply Lighting**.
5. In the **Apply Lighting** dialog box, choose **Track Lighting** from the lighting option types.
6. In the preview window, adjust the lighting source indicators to point the lights. When you have an indicator selected, adjustments to the sliders and color chips affect that indicator.
7. Move the sliders to accentuate the lights.
8. Click **OK** to close the **Apply Lighting** dialog box.
9. Save and close the **Beveled Text** file to the RIFF format to keep all the layers active for further use, or save to the TIFF format to flatten the file layers to one image.



This is what the image should look like:



From here . . .

Now that you have learned how to create beveled text, you can explore Painter 7 on your own or learn about other features by completing another tutorial.

For more information on the topics and tools presented in this tutorial, you can refer to the user guide or the Help.

To access the Help, click **Help** menu ► **Help Topics**.

For more information about

Bevel World

Text

Lighting effects

RIFF format

TIFF format

In the Help Search field, type the following (and click Search)

plugins

text

effects, lighting

RIFF

TIFF