

Photoshop CS5

Create 3D type with Repoussé

João Oliveira shows how to create complex 3D images using CS5's Repoussé tool

With the recently released version of Photoshop, you're able to create effects that weren't possible in previous incarnations. Photoshop CS5 enables you to create more complex 3D objects and have a better and wider control over their variables.

The update gives you access to a lot of new features, and one of them is the Repoussé tool, which enables you to create three-dimensional objects from all kinds of flat shapes. It's then possible to apply different kinds of materials, lights, mesh deformations and render settings to them.

In this tutorial I'll show you how to use the Repoussé tool to create a shiny 3D typographic piece by manipulating light, forms, materials and shadows on a 3D object.



João Oliveira

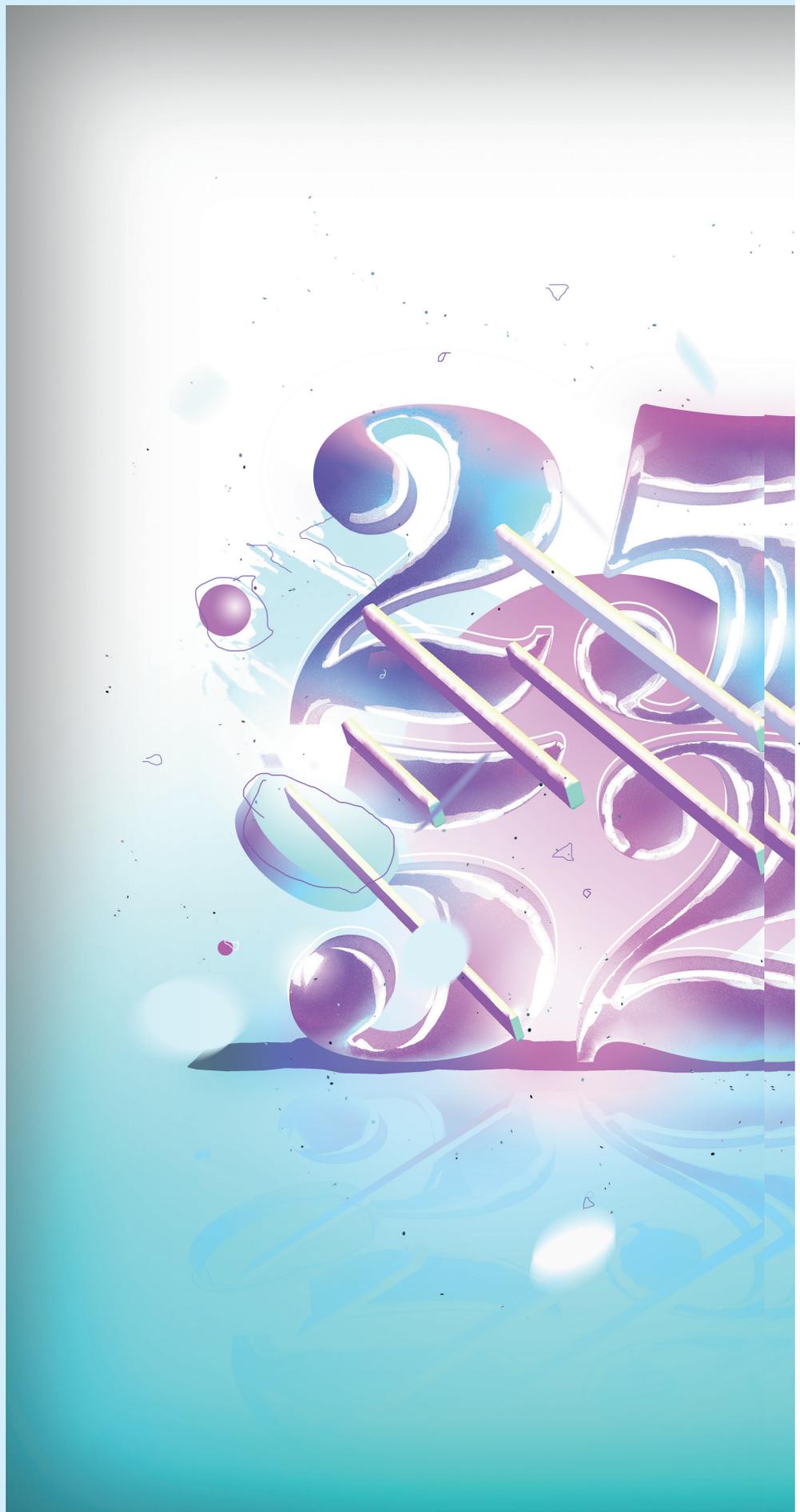
— A designer and illustrator based in Porto, Portugal, Oliveira has worked with many brands, including Nike, Adidas, HP, Hugo Boss and Hennessy. He has also worked with studios such as Psyop and Bleed. Check out his work at www.onrepeat.net

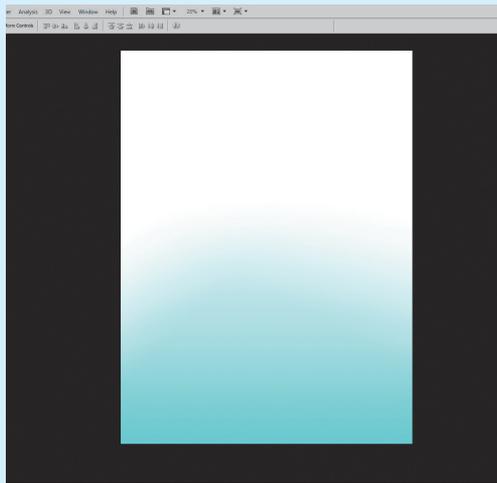
Time needed

1 hour

Skills

- Using the Repoussé tool
- Changing material, lights and shadows on 3D objects
- Using Blending Modes to create light effects

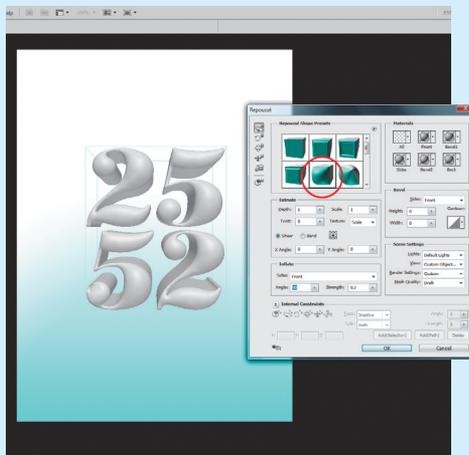




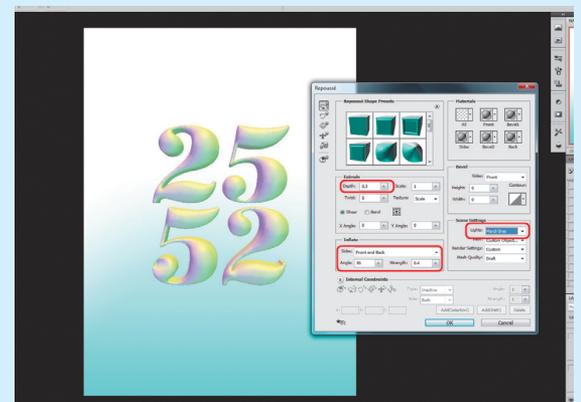
01 Start by opening a new document, then create a gradient for the background. For this image I've gone with a #a0f7fc to #ffffff gradient, but feel free to experiment with other colours.



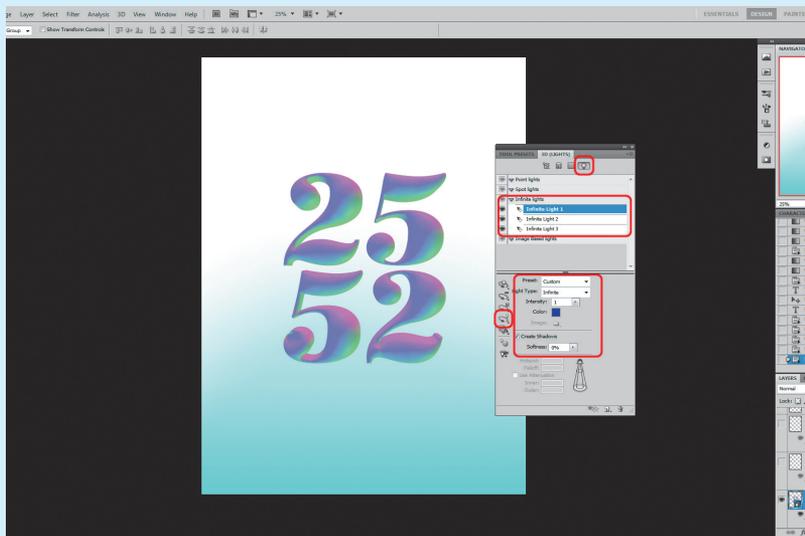
02 Next we'll create some typographic shapes (this tutorial can be applied to any kind of shape, but I'll go with type). Change its colour to white otherwise the effect won't be the same.



03 Now for the 3D effect. We'll use the Repoussé tool to convert the text layer to a 3D object. Go to 3D>Repoussé>Text Layer and select the Inflate preset. It's looking good, but let's play with it a bit more.



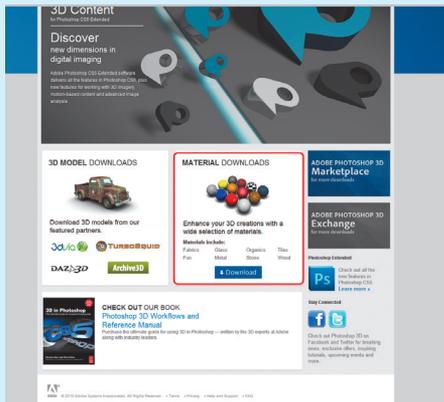
04 I want you to experiment with the variables of this tool. In Extrude I've made Depth 0.3; in Inflate I've selected 'Front and Back' in Sides, made Angle 90 and Strength 0.4; and in Scene Settings I've gone with the 'Mardi Gras' preset in the Lights options, which will create a few pleasant coloured lights for us to play with. You can select any material, but we'll get there later.



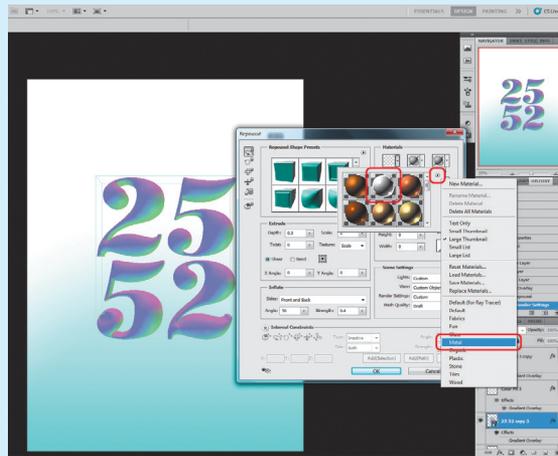
05 The lights look good, but I want to customise them. Go to Window>3D and select the lightbulb icon on the top. There are three Infinite Light objects – I've changed the colour of the first one to #561ce8, the second one to #ff00cc and the third to #00d73d. You can also change the light sources to suit your taste with the Light Rotate tool. →

Technique

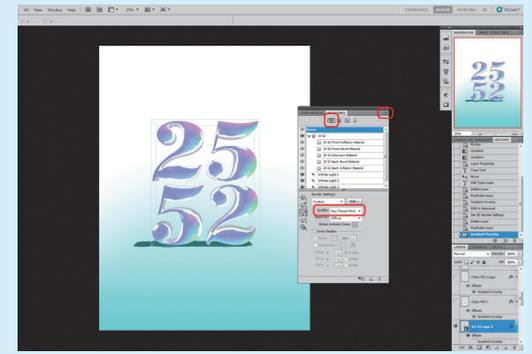
3D type with Repoussé



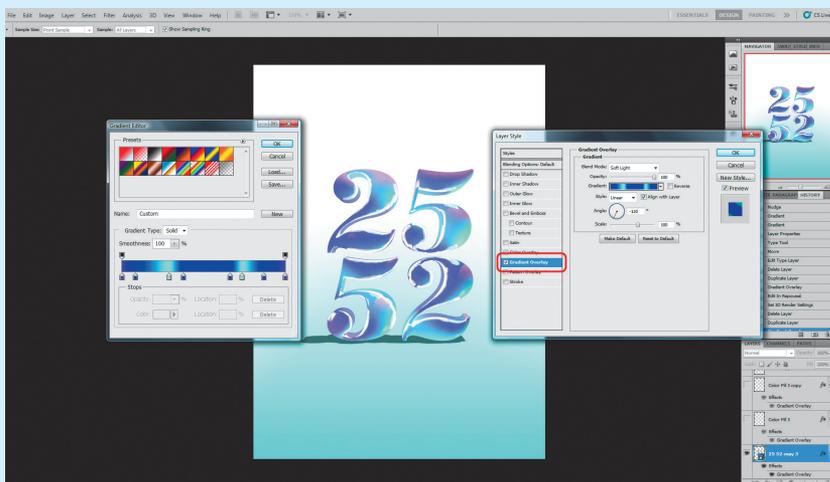
06 Next we'll apply a shiny metal material to the three-dimensional object, but first we need to download it from Adobe. Go to 3D>Browse 3D Content Online. A browser window will open and you can download a set of materials from there. Save your image, close Photoshop and copy the file to your Materials folder (...Adobe Photoshop CS5\Presets\Materials).



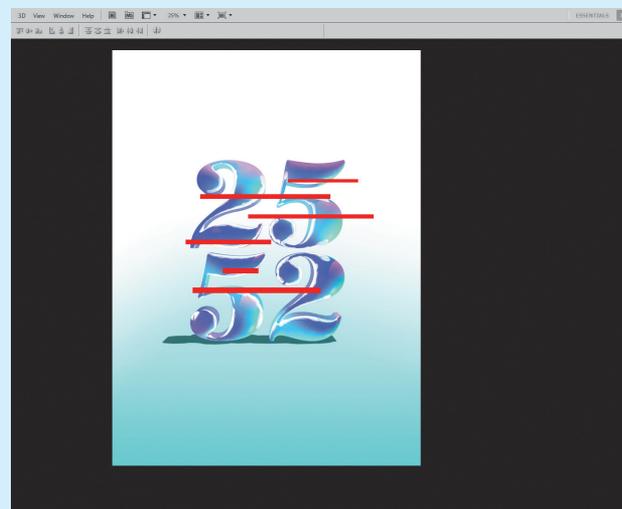
07 Right/Ctrl-click on your 3D object layer, click on 'Edit in Repoussé' and change the material to a shiny metal texture. We want to apply the material to the whole object, so click on the down arrow of the All section. Then, on the top-right corner, we have another arrow – click here and you should see a Metal option; click on that and select the 'Metal Chrome 2' material.



08 We also want to add a shadow, so click on the arrow in the top-right corner and select 'Ground Plane Shadow Catcher' and 'Snap Object to Ground Plane'. It doesn't look shiny yet because the image isn't rendered, so go to Window>3D, clicking to filter by Whole Scene and changing Quality to 'Ray Traced Final'. It'll start rendering the scene, which takes a while, but the outcome will be great.



09 Now, if you don't want to make any more changes to it, you can rasterise your 3D layer by Right/Ctrl-clicking on it and selecting Rasterize 3D. It looks good, but I want to add more colour. Right/Ctrl-click on it and go to Blending Options. Add a Gradient Overlay with some vibrant colours and set Blending Mode to 'Soft Light'. For the gradient, I used the colours #7e00ff, #0006ff and #00f6ff. Play with it until it looks good to you.



10 Create some rectangles with the Rectangle tool. It's important to keep them white for this tutorial or the outcome won't be the same. Keep adding shapes in the form of rectangles, circles and anything else you fancy until you're ready to repeat Steps 3 and 4.

Visual CV

In pictures: a guide to the career and work of our Technique writers

João Oliveira

João shows us his five favourite past projects



Adidas poster – 2009

This was made through The KDU to showcase the studio's creative individuals to Adidas.



T-shirt design – January 2010

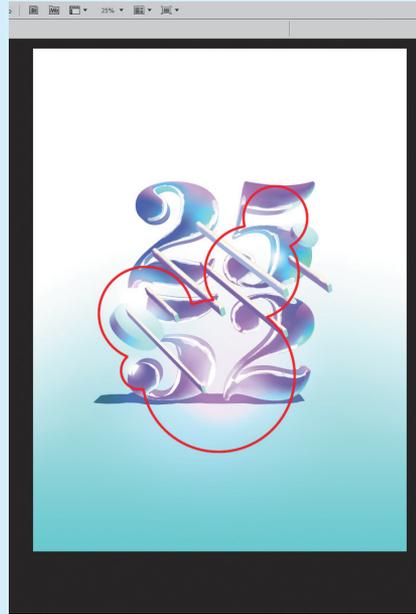
I created this illustration for Nike's women's graphic T-shirts.



11 Go to 3D>Repoussé>Layer Mask and play with the variables as you did in Step 4. You can manipulate the position of your 3D object by using the 3D Lateral tools. I've used 'Rotate the Mesh' to rotate the object to this position. You can also apply a Gradient Overlay like we did in Step 9.



12 Repeat Steps 10 and 11, but this time using circles.



13 It needs more light effects, so create a new layer with Blending Mode on 'Linear Dodge (Add)'. Select the Gradient tool and a 'Foreground to Transparent' gradient with a vibrant foreground colour such as #ff0eff. Start creating Radial gradients over your image, adding them in areas you want to be shiny. Create another 'Linear Dodge (Add)' layer and repeat the same process with another colour – I've used #3701ff to create a few more intensely shiny areas.



14 Keep adding elements. For a reflection on the floor, you can duplicate all your layers (except those set to 'Linear Dodge (Add)' Blending Modes), merge them, place the merged layer at the bottom, just above the background layer, flip it (Edit>Transform>Flip Vertical) and set Blending Mode to 'Multiply', with an opacity of 20%. Make it a bit more three-dimensional – go to Edit>Transform>Perspective and, with the Alt/Opt key pressed, click on the bottom-right corner control point and move it to the right until it looks like a floor. Delete the top area that contains the shadow.



15 Keep adding details such as brushes, circles and doodles, or repeat the previous steps to add more 3D shapes and light effects. Let's end by creating a vignette. Simply create a new layer on the top, select all (Edit>Select All), stroke it (Edit>Stroke) with black colour and a large width (100px, for example), blur it (Filter>Blur>Gaussian Blur) with a value big enough to make it look soft, and set the layer's Opacity to around 50%.



'Ultra Violet' – April 2010

I made this as an entry for a UU Theory contest.

Poster design – May 2010

A poster I designed for issue 175 of *Computer Arts*, for 'The Ultimate Guide to Creative Suite 5'.

'Thunaraz' – July 2010

This was a submission for depthCORE collective's XL chapter, *Mythic*.