



3D Lava Text

- Start a new document about 600x600 and fill the background with **BLACK**.
- Use the type tool to create your text in **white**. Make it big and space widely spaced apart
- Then go to **Layer->Flattern Image**.



- Now go to **Filter->Stylize->>wind** (**Method**: Wind. **Direction**: From the left)
- Press **CTRL+F** to reapply the filter.
- Now go to **Filter->Stylize->>wind** (**Method**: Wind. **Direction**: From the right)
- Press **CTRL+F** to reapply the filter.



- **Press D** to set your colors to black and white.
- Go to **Filter->Render->Difference Clouds**.
- Then use the type tool again, and create another **WHITE** text exact same size as the original, and place it over the original, covering it, then set its opacity to 60%. This will make

your text whiter if it was darkened by the difference clouds filter.

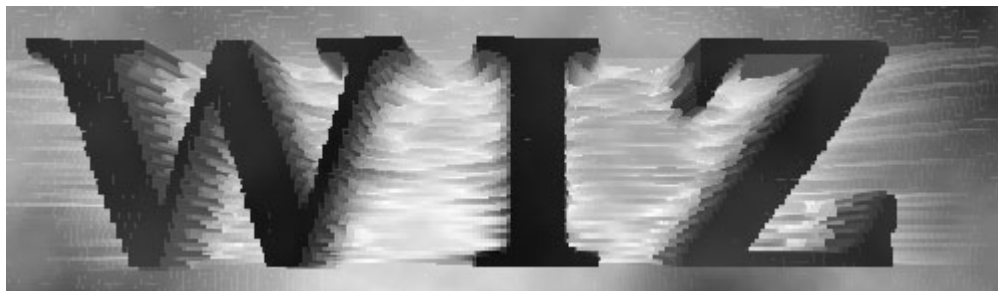


Now flatten your image again. **Layer->Flatten Image**

- Go to **Filter->Stylize->Extrude**.



- Then **Image->Adjustment->Invert**



- Now go to **Image->Adjustments->Color Balance**

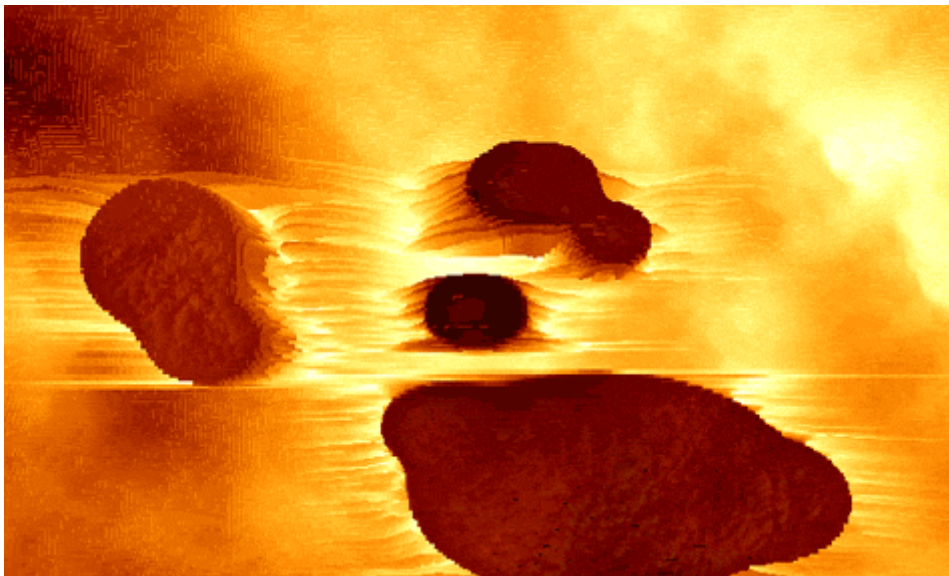
For each of the Tone Balance, set the following color levels.

- **Midtones:** [+100] [0] [-40]
- **Shadows:** [+70] [0] [-70]
- **Highlights:** [+80] [0] [-40]

Here is mine.



You can use the above techniques to apply to random shapes and the result will be something like rocks sinking in lava instead of text. That's what tutorials are about, you learn, and apply the technique your own way.



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