PLEASE NOTE

THAT THESE INSTRUCTIONS

HAVE IMAGES FROM

ANOTHER SET BUT

THE IDEEA IS THE SAME

Thank you for purchasing 3D Text Effects Volume 4

By Zeppelin Graphics

Product Features:

- 10 PSD Files
- 2000x1500px
- 300dpi, RGB
- Fully Editable
- Easy to Use
- Well organized Layers
- Editable Text
- Smart Object Replacement

## Instructions:

How to edit the text effect:

Open the file you wish to edit in Photoshop and in the layers panel double click on the first layer, the purple colored layer, thumbnail (**Text Effect – double click thumbnail to edit**) or right click on it and select **Edit Contents**.
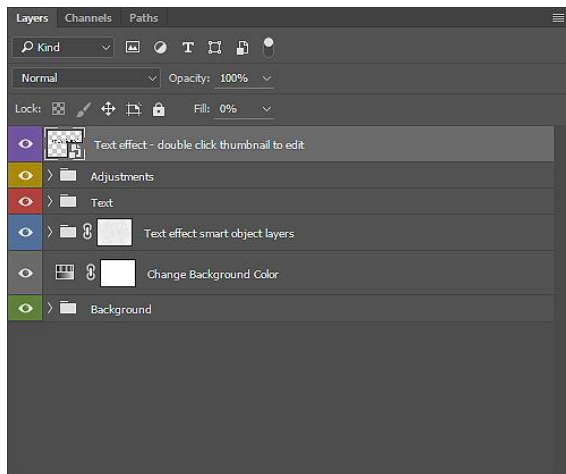
A new window will open. You can either edit the text that's there already or replace it with any font you want or shape!

After you are done editing, close the new file and a small window will open asking If you wish to save, click **Yes**.
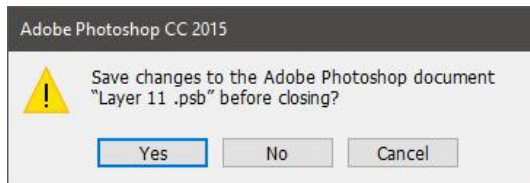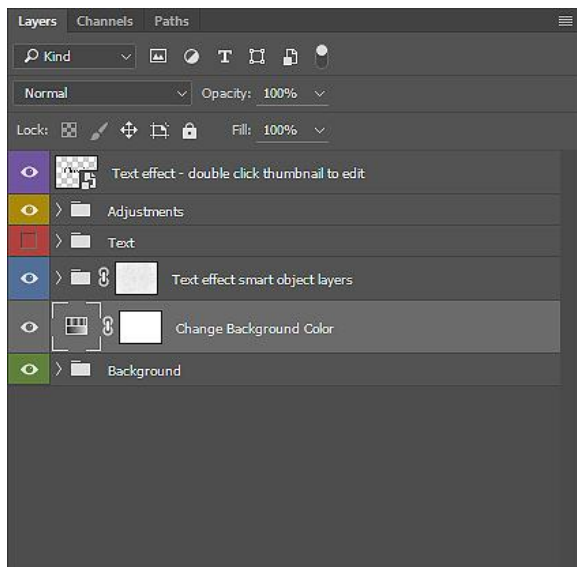

And that's all! The smart object will be updated with the new placed text!
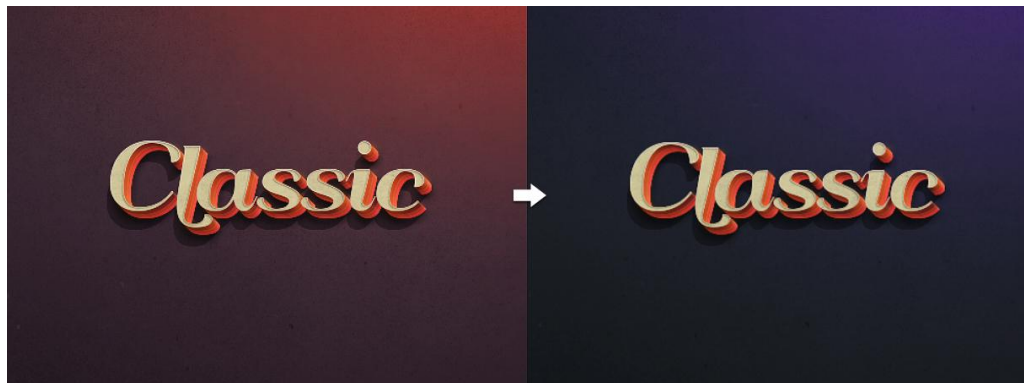

How to change background color:

In the layers pane, at the buttom just above the **Background** folder there is an adjustment layer named **Change Background Color** and is green colored. Double click on the layer's thumbnail or right click on it and select **Edit Adjustment…**.

The Hue/Saturation adjustments window will open. Play with the settings until you get the desired color. The color of the background will change in real time. The **Hue** line is to select a color, the **Saturation** is to increase or decrease the color intensity and the **Lightness** is to lighten or darken the color.
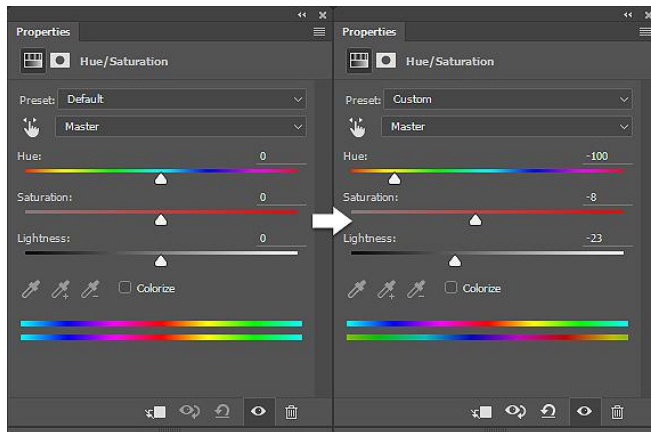

And that's all! Just close the adjustments window.

You can also place another image as your background or place a flat color if you don't want the texture effect.

How to change the text main color:

In the layers panel, open the folder named **Text effect smart object layers** and select the smart object called **Color**. Double click on the **Color** layer (note that you must not double click the thumbnail) or right click on it and select **Blending options**
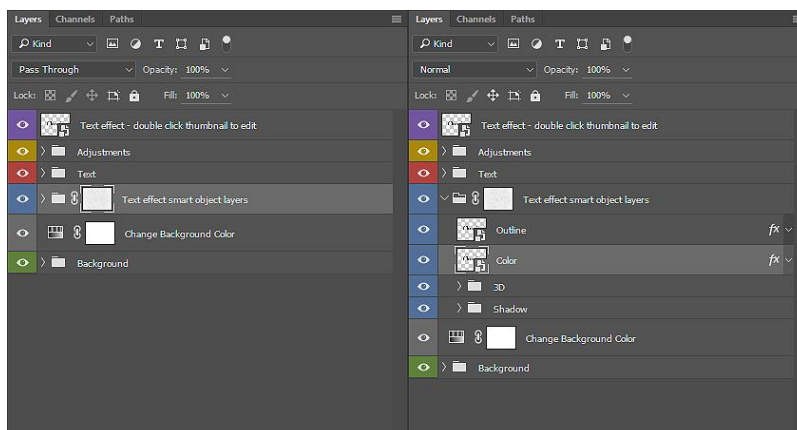
A new window will open, the **Layer Style** window where you can make multiple changes to the text. Go to **Color Overlay** and simply select a new color for a quick change.
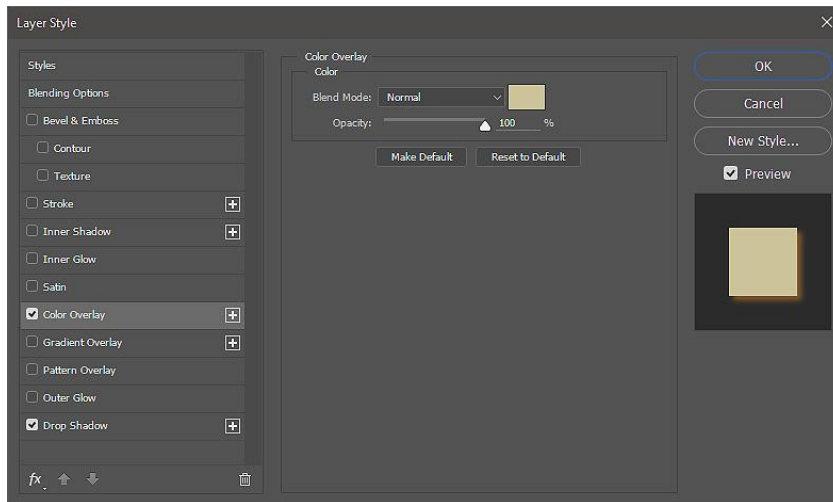
This text also has **Drop Shadow** effect. You can remove it or change it's options for a more or less intense shadow.

It works exactly the same way with the **Outline** layer. Follow the exact same steps to open the **Layer Style** panel and make changes to the text's **Outline** or **Inner Shadow** effects.
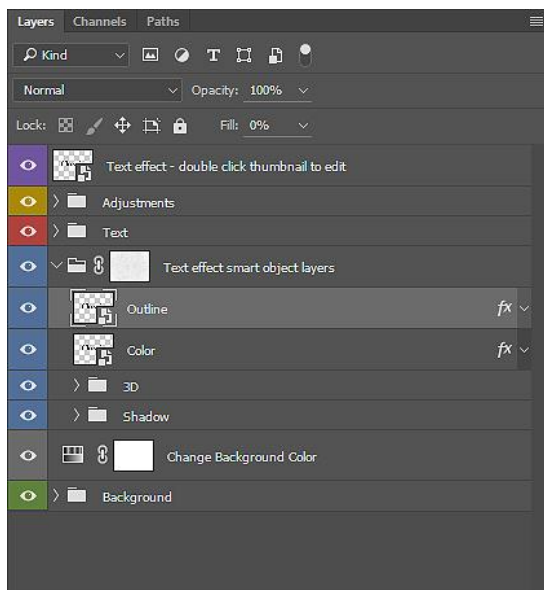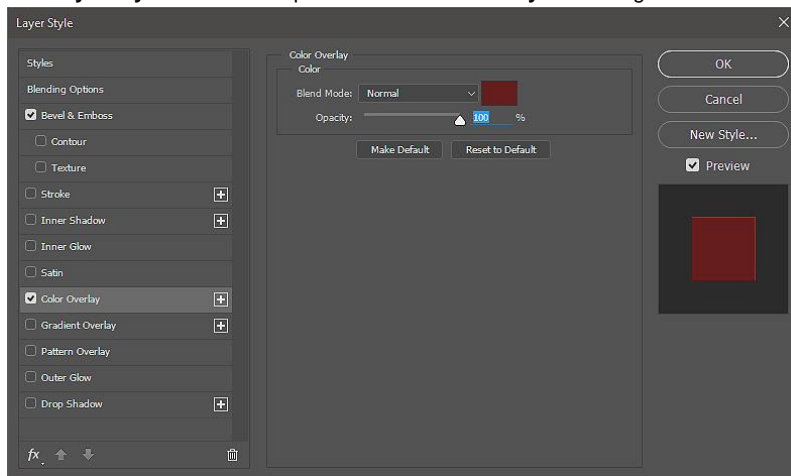

See the next page.

How to change the 3D effect color:

In the layers panel, open the **Text effect smart object layers** folder and then open the **3D** folder. In the 3D you must edit the first layer. Double click the layer (not the layer thumbnail), or right click on it and select **Blending Options.**
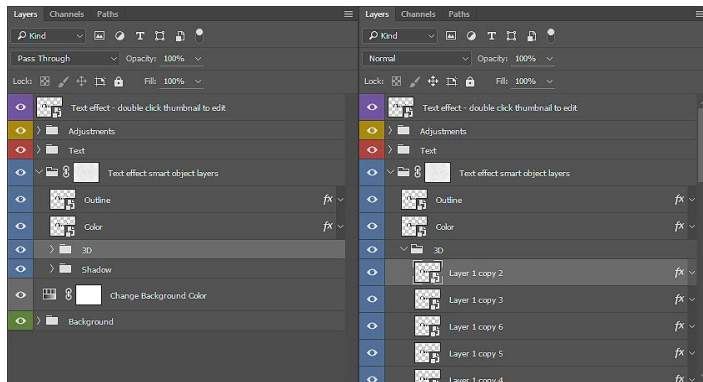
The **Layer Style** window will open. Go to **Color Overlay** and change the color there.

Then, go to **Bevel & Emboss** and choose appropriate colors to go with your main color. For example, if you choose blue, then choose blue tones for the **Highlight Mode** and **Shadow Mode**. The reason there is also a Bevel and Emboss effect is because it give a more realistic look to the 3D effect and it's not just a flat color. If you want you can remove the Bevel & Emboss for a flat 3D look.
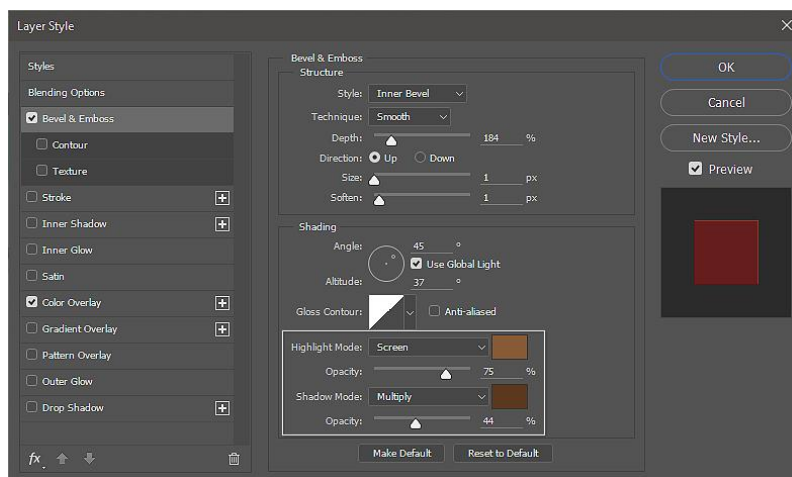
The next step is to close the **Layer Style** panel and in the Layers window right click on the first smart object, in this case the one called **Layer 1 copy 2**, and select **Copy Layer Style**. Then, holding the **Shift** key on your keyboard, select all of the layers in the **3D** folder and right click, select **Paste Layer Style.** This is to paste all of the changes you made to all of the layers that make the 3d effect.
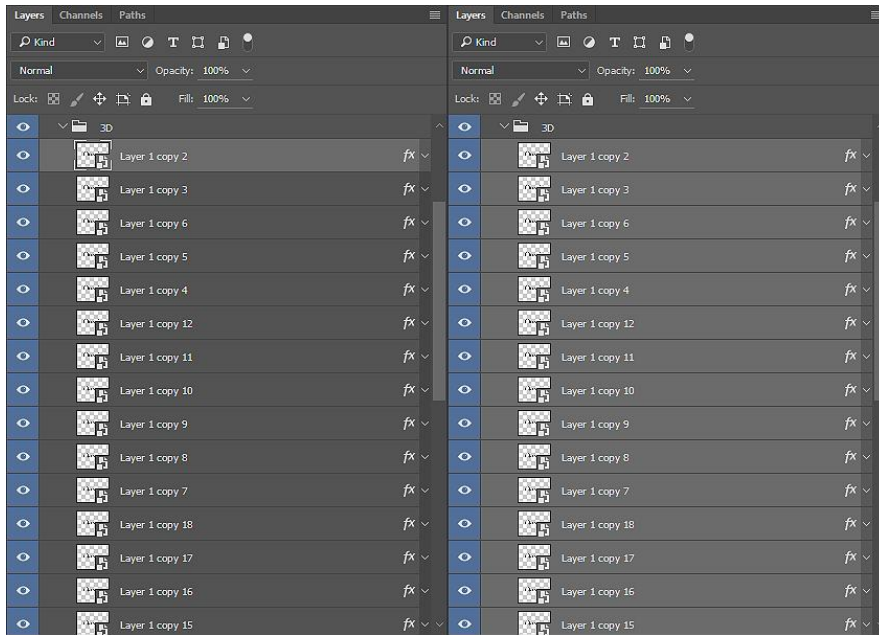
The last step is to go to the last layer in the **3D** folder and open the **Layer Style** panel (double click or right click and select **Blending Options**). In the **Layer Styles** panel this particular layer had a **Drop Shadow** effect, but since you pasted the effects from the first layer, that shadow effect was removed. Check the **Drop Shadow** effect and play with the options there until you get the desired look! This shadow is required because it makes the 3d text look better and a little bit more realistic, but ofcourse you can choose not to use this shadow, it's up to you!
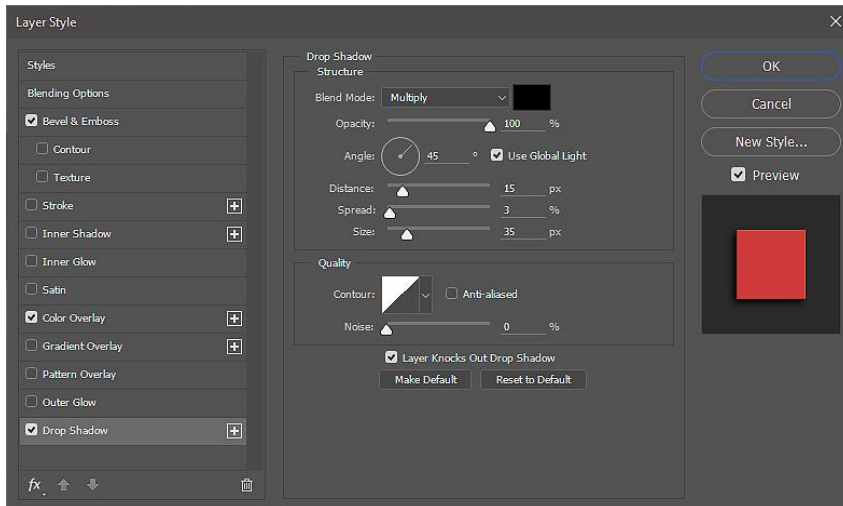

See the next page.

After you did all of the changes mentioned above, the 3d part of the text should now have a new color.

There is also a **Shadow** folder just below the **3D** folder. To edit the layers in that Shadow folder you must follow the same steps like for th **3D** folder layers. But please note that the shadow layers must remain transparent or it will look very weird. You can also make this **Shadow** folder invisible to remove the shadow or give it a lower **Opacity** to make the shadow less visible.

How to remove the text's texture:

The text is not actually textured. The folder that contains all of the smart objects that make the text effect has a **Layer Mask** on it. So you will have to remove this mask in order to remove the texture effect. You can simply do that by right clicking in the mask (see the image below to locate the **Layer Mask**) and select **Disable Layer Mask** or you can remove it by selecting **Delete Layer Mask**.
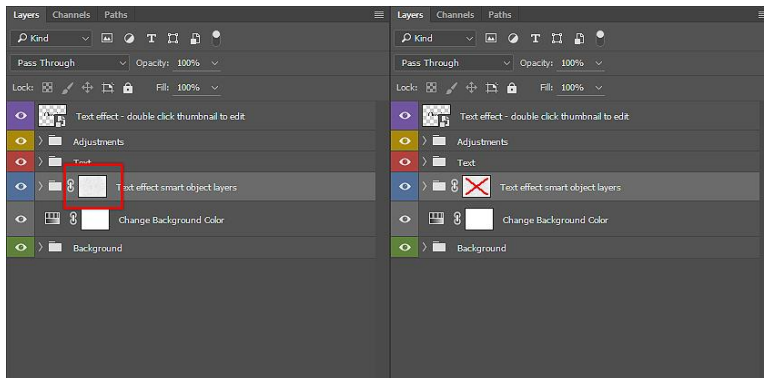
And now the text will not have a texture anymore!

You can also paint the background in a flat color to remove it's texture and end up with a more flat, clean text!

I hope that you will find the instructions helpful and clear and remember that you can always contact us on Creative Market or via e-mail. You can also have a look at our website and download some of the awesome stuff we offer for free! You can find the links below!

CM shop: https://creativemarket.com/Zeppelin_Graphics

website: http://www.graphicdome.com/

e-mail: zeppelin_handmade@yahoo.com

Thank you for purchasing our item and we hope that it will be useful in your projects.

Enjoy and have fun creating!