

Chapter 1: Introduction

Adobe Photoshop

Text

Click on the Type Tool in the toolbox and onto any part of your image, click once to start typing. This will automatically generate a type layer in your layer Palette which will be named by the first part of your text.

Using the Character/Paragraph Palette, change properties of your text which will include text sizes, colour, and font. The last row of the palette is the greatest feature of all times (in my opinion only maybe). There will be fonts which will not allow “**Bolding**”, “*Italicising*”, “Underlining” and “~~Strikethrough~~” (The last icon). Under the paragraph palette, (ok, just click on the paragraph tab on the top to switch), you can change the line spacing and all other paragraphing styles. Similar to Microsoft Word kind of formatting options.



You can warp your text too.



The “T on a curve” icon is the button for text warping. Experiment and play around. Personally I will never touch this tool unnecessarily; I only touch it when I want to use it to make **ARCed** text, because this warp option practically “distorts” and “ruins” the outlook of certain text with some options. Arc is still relatively ok, but not too much either. I prefer to shape my text by rasterising text layers by **right clicking on the text layer in the layers palette and selecting Rasterise** then shape by applying Distort filters which is very much in my control. Once you **Rasterise** your type, you can no longer edit your text so please keep a duplicate type layer in case you discover type errors and keep track of changes you make to your rasterised layer so you can replicate it again.

To edit your text, just double click on your text layer.

Tip: Sometimes we would like to experiment colour/tones for our text colour. The text has to be highlighted in order to change colour and we cannot see the text in its changed colour properly. Here’s a trick: press Ctrl-H and the highlight will turn “invisible” yet still highlighted.

Next up: Chapter 2: Fooling Around With Photoshop