

# Classic Photoshop Effects

The oldies but goodies that never seem to go out of style

■ BY COREY BARKER

## Classic Chrome

This time, we're going to show an oldie-but-goodie: a realistic chrome effect that Scott Kelby described in his "Down & Dirty Tricks" some time ago. [Corey Barker, NAPP Education and Curriculum Developer, is filling in for Dave Cross this issue so we welcome Corey to the magazine, with thanks.—Ed.]

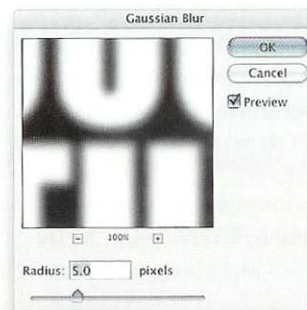
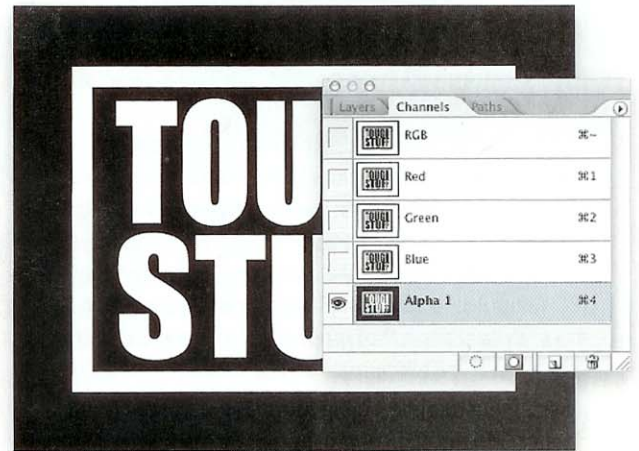
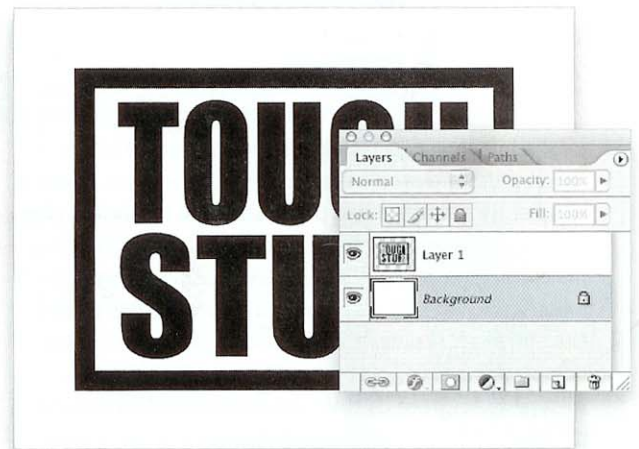
**STEP ONE:** Start by opening a new blank document in whatever size you'd like (ours is 7x6" at 100 dpi), then add a shape (or text) on its own layer. For our example, we used the Type tool (T) to set some text (Impact font, 210 pt) and rasterized it (Layer>Rasterize>Type). We framed it using the Rectangular Marquee tool (M) then applied a 40-pixel stroke (Edit>Stroke). (We renamed this Layer 1 in our example.)

*Note:* If you're applying this effect to text, it's best use a bold font; smaller, thinner fonts won't convey the effect as well.

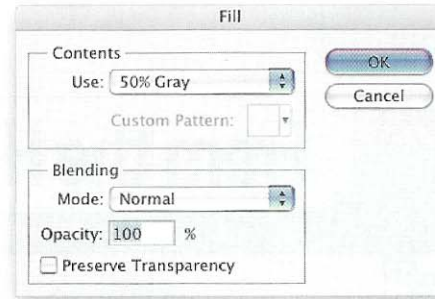
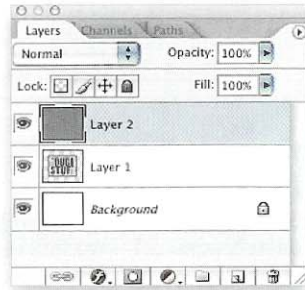
**STEP TWO:** Press Command-click (PC: Control-click) on this layer's thumbnail to load it as a selection. Then go under the Select menu and choose Save Selection to make the selection an alpha channel (we named it Alpha 1). Click OK to close the dialog and then deselect by pressing Command-D (PC: Control-D).

Next, go to the Channels palette (Window>Channels) and click on the Alpha 1 channel. You'll see a white-on-black version of your image (as shown).

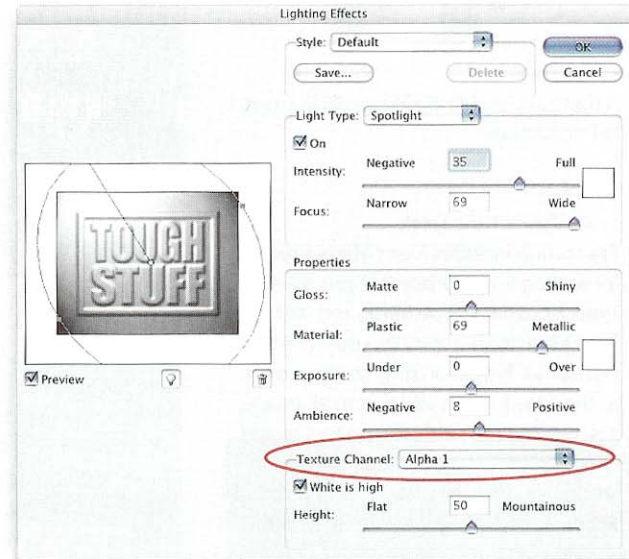
**STEP THREE:** With this channel active, go under Filter and choose Blur>Gaussian Blur. In the dialog that appears, we'll choose a blur setting that will determine the intensity of our chrome effect—we set our Radius at 5 pixels. Click OK.



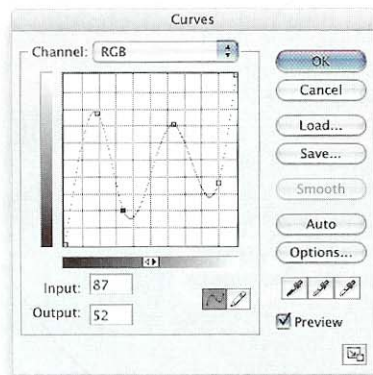
**STEP FOUR:** Now add a new layer by clicking on the Create a New Layer icon (at the bottom of the Layers palette). Go under the Edit menu and choose Fill. In the dialog that appears, choose 50% Gray for Use and click OK to fill this layer (Layer 2) with gray.



**STEP FIVE:** With Layer 2 active, go under the Filter menu and this time, choose Render>Lighting Effects. At the bottom of the dialog, click on the pull-down menu beside Texture Channel and select the Alpha 1 channel (where we applied the blur). In the preview window, grab the points on the light-direction handles and move them to turn the light source to your desired effect. We set it to the upper left (shown at right). Click OK to close the dialog.

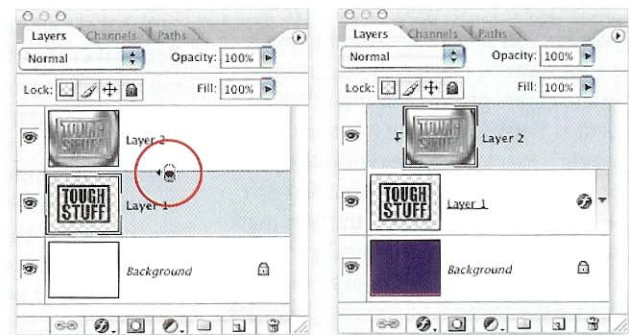


**STEP SIX:** Next, select Image>Adjustments>Curves. Manipulate the curve handles as shown. (Note: You can also select the Pencil tool in this dialog to manually draw the curve within the grid.) Now you'll see the chrome look start to take shape. Click OK.



**STEP SEVEN:** But we need to isolate the chrome to the area of our original graphic. To do this, we'll use the original layer as a Clipping Group, which basically means that the pixels on the original layer will be used to mask out the pixels of the layer above.

Place your cursor between the two layers, hold down the Option (PC: Alt) key, and you'll see two small overlapping circles.



**STEP EIGHT:** When you click with your mouse, the area is masked out and the layer above now has a small arrow indicating that it's part of a clipping group. Note: To undo, just Option-click (PC: Alt-click) between the layers again.

**STEP NINE:** To finish the chrome effect, we'll add a drop shadow to the original layer (Layer 1): Click on the Add a Layer Style icon (at the bottom of the Layers palette), choose Drop Shadow from the drop-down list, and click OK. To add a blue background (as we did), just click on the Background layer, click on your Foreground color swatch, choose blue, and click OK. Then press Option-Delete (PC: Alt-Backspace). And here's our finished chrome effect. ■

