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Thread: [\[Tutorial\] How to Improve Quality in Text Designs \[Tutorial\]](#)

Sir - April 22, 2012, 12:56 pm

Created By: [Starstruck](#)

In this tutorial, I'm going to show you how to give your text a little more quality. This tutorial is for those learning graphics, if you already know about this, then it may not apply to you.

Step 1:

Insert the text you would like to use, for this tutorial, I am going to use Paradoxum.

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Step 2:

Go to your text layer and Right-Click, doing so will reveal various options on what you can do with the selected layer. I'm going to select "Blending Options". In Blending Options, you are offered various effects that you could apply to your design. The first effect I am going to select is "Gradient Overlay."

Your Blending Options window will look like this:

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We aren't done with Step 2 yet, next we will choose how we want our gradient to look. I want it to be a nice Red Gradient, so I'm going to click on the gradient within the drop-box. It will then open a new window for modifying my Gradient.

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To modify the colors within the gradient, simply click on the bottom row of tabs located under the large gradient bar. After selecting one, click on the color box at the bottom left to select your colors. For this tutorial, I chose red, and as my second color for the gradient, I chose a slightly darker red. Then click, OK.

After doing so, I will change the type of Gradient to "Reflected."

Here's what my design looks like so far:

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Step 3:

While I'm still in my Blending Options, I am going to apply "Stroke" to my text. Then I am going to reduce the "Size" of my Stroke to (2). Placing the Stroke on (1) for larger text usually seems to reduce the quality on the edges of the text. Then, I will change the Fill Type, from Color to Gradient. You will then complete the same procedures as listed in the second half of Step 2.

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Results:

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OPTIONAL:

I like to add a dimmed Inner Glow to my text projects, and make the glow color relatively close to the rest of the fill color.

Hope this was useful for some of you. I know of a few members that have had some problems improving the quality in their text projects, figured this would be helpful.

Snow. - April 22, 2012, 1:02 pm

Really nice tutorial buddy thanks for sharing, but I think the stroke should be a little smaller (well it's just me).

Keep up the awesome work.

Sir - April 22, 2012, 1:09 pm

The stroke is set to 2, if it's set to one and the image is say "signature-sized" for HF, then the edges of the text become pixelated and it greatly reduces the quality.

Snow. - April 22, 2012, 1:11 pm

I see... :(well once again thanks for this neat tutorial! :)

Cyba - April 22, 2012, 1:11 pm

Thank you for this. Well explained, just perfect.

Sir - April 22, 2012, 1:13 pm

Thanks Cyba, much appreciated. I will be releasing another tutorial by the end of the day hopefully.

Cyba - April 22, 2012, 1:33 pm

(Apr 22, 2012 01:13 PM)Starstruck Wrote: [\[CITE\]](#) Thanks Cyba, much appreciated. I will be releasing another tutorial by the end of the day hopefully.

I'll sure wait for the next tutorial mate.

explicitjnr123 - May 22, 2012, 9:10 pm

thanks for the share this will really help me out