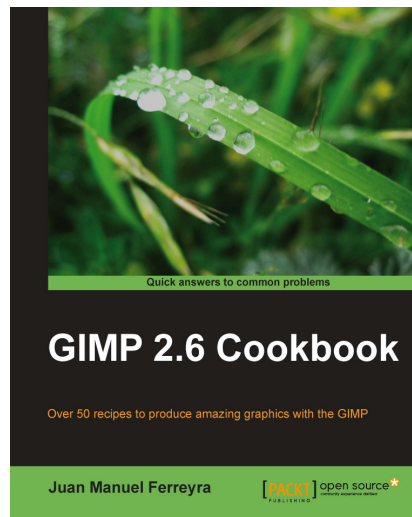


# GIMP 2.6 Cookbook

**Juan Manuel Ferreyra**



## Chapter No. 3 "Text and Fonts"

## In this package, you will find:

A Biography of the author of the book

A preview chapter from the book, Chapter NO.3 "Text and Fonts"

A synopsis of the book's content

Information on where to buy this book

## About the Author

**Juan Manuel Ferreyra** is an illustrator and animator from Buenos Aires, Argentina. He is 34 and lives with his cat. Although he started drawing at a young age, computers caught all his attention, and he worked in the IT world for many years. He dropped out from Computer Engineering and started studying filmmaking, working on his own projects and as a freelance illustrator in his free time. After a few years, he decided to leave the IT world and started working as a full time freelance illustrator and animator; his website is <http://www.omykron.com.ar>. The cat is happy.

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Este libro es para mis abuelos. BIG thanks to my good friend Buanzo for introducing me the fine people at Pack Publishing: Dilip and Joel, thanks for your support and understanding. Thank you everyone.

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For More Information: [www.packtpub.com/gimp-2-6-cookbook/book](http://www.packtpub.com/gimp-2-6-cookbook/book)

# GIMP 2.6 Cookbook

The GIMP project was started in 1995 by Peter Mattis and Spencer Kimball, and is now maintained by a group of volunteers under the auspices of the GNU Project. The first release was in January 1996. The latest version of GIMP, version 2.6.1, was released on December 21, 2010. Available under the terms of the GNU General Public License, GIMP is free software; this means that everybody can download and use it.

Besides being free, GIMP is a high-end image editor for photo retouching, image creation and editing. Through the years, a huge user community has grown around the GIMP; hobbyists, professional illustrators, filmmakers, and photographers use it daily in their work. This user base not only use it but also contributes to expand and improve GIMP through plugins and scripts.

This book is a collection of tasks that will allow you to learn how to use GIMP from a basic to an advanced level. Also, you can experiment while you learn, and enjoy it. I will repeat this throughout the book. It's important that you don't stick to the tasks exactly. If your objective is to work as a professional, only through experimentation will you acquire your own technique and style. Drawing, painting, and designing should not be a mechanical thing, even if you took the job just because you needed the money!

Enjoy the book.

For More Information: [www.packtpub.com/gimp-2-6-cookbook/book](http://www.packtpub.com/gimp-2-6-cookbook/book)

## What This Book Covers

*Chapter 1, Using Draw and Paint Tools*, explains how to use the most basic drawing and painting tools that are available for anyone wanting to start as an illustrator/cartoonist.

*Chapter 2, Image Filters and Effects*, gives an overview on many of the default filters that come with GIMP, applied examples, and a description of their options.

*Chapter 3, Text and Fonts*, explains how to work with fonts. It teaches several techniques to turn any kind of text from a solid colors to brilliant effects like frosted text, golden text, or a rubber stamp.

*Chapter 4, Photo Manipulation*, starts with an explanation of the basic image editing tools. After that, there are a few advanced techniques to create high-quality effects with any kind of photo.

*Chapter 5, Playing With Color and Sharpness*, explains how to correct imperfections and erase objects or the whole background from any photo.

*Chapter 6, Web Design Tips: Buttons and Blogs*, starts with how to create Web 2.0 buttons, and ends explaining how to create your own blog template from scratch using photos and some drawing tools.

*Chapter 7, Web Design Tips: Backgrounds*, explains how to create different backgrounds for a website from scratch by using only GIMP tools.

*Chapter 8, Plugins and Scripts*, gives an overview on how plugins and scripts work in GIMP, and how they continually help expand the user experience and improve the software.

*Appendix A, Beyond GIMP*, takes us beyond the software and discusses other useful resources that may help the amateur and professional.

*Appendix B, Release Changes*, highlights the changes introduced in v2.6.

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# 3

## Text and Fonts

In this chapter, we will cover:

- ▶ Creating a quick logo for a company
- ▶ Creating 3D text
- ▶ Creating glowing text effects
- ▶ Creating shining plastic text
- ▶ Creating gold text
- ▶ Creating icy cold text
- ▶ Creating fiery text
- ▶ Creating paper cutout text
- ▶ Creating rubber stamp text

### Introduction

This chapter is about working with text. GIMP uses the fonts installed in the system. Many times, they are not enough for even the average user. There are many websites that let you download cheap fonts for a low price and also, fortunately, there are hundreds of websites with free, open-source fonts for download, a huge community of font-loving enthusiasts that have no problem with sharing their creations.

Installing a font to use it with GIMP is a really quick and easy task. Just copy the font files to the `.fonts` folder or to your `.gimp- [version] / fonts` folder in your home directory. Then, restart GIMP.

For More Information: [www.packtpub.com/gimp-2-6-cookbook/book](http://www.packtpub.com/gimp-2-6-cookbook/book)

Once you have your fonts set up, they will be available for you with which to work. GIMP comes with a wide variety of filters and effects. We saw a few of them in action in the previous chapter. Now, we are going to use some of them with just text layers, to give you a clear idea of how to create great looking text starting from a solid-color font.

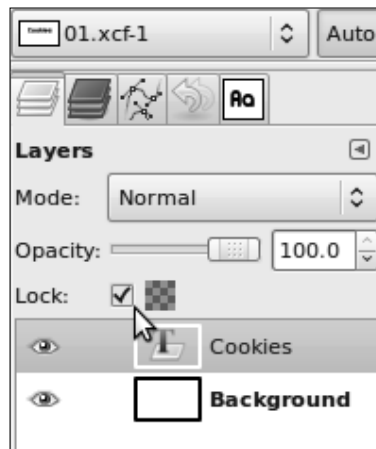
## Creating a quick logo for your company

By using a few filters and just little work, we are going to create a logo for a company in no time.

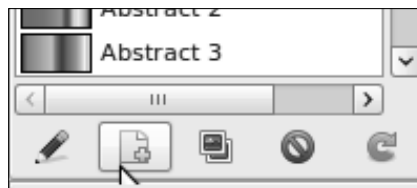
### How to do it...

We can go about creating our logo by carrying out the following steps:

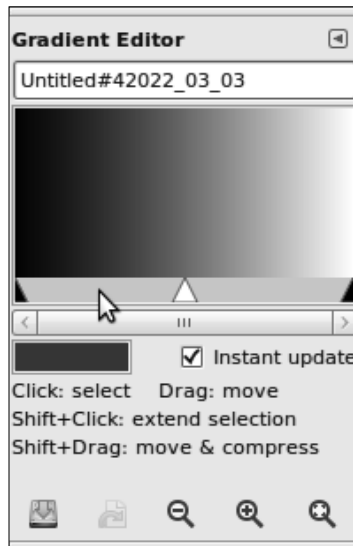
1. In a new file, using the **Text Tool**, write the name of the company. Pick a font, its size, and place it a little above the middle of the canvas. Lock the layer by selecting it and clicking in the **Lock** checkbox to avoid accidentally making changes to it:



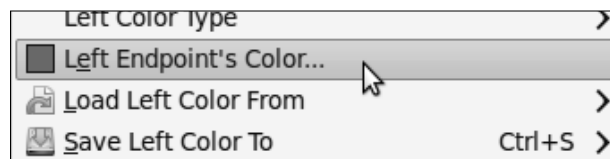
2. Create a new gradient by clicking on the **+** button at the bottom of the **Gradients** dialog. If it is not enabled, call it by using **Ctrl + G**, or go to **Windows | Dockable Dialogs | Gradients**:



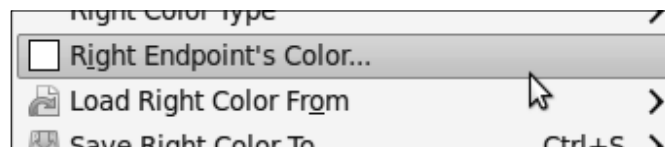
3. To pick the colors for the gradient, position the mouse over the the orange bar (blue in Windows) and right-click:



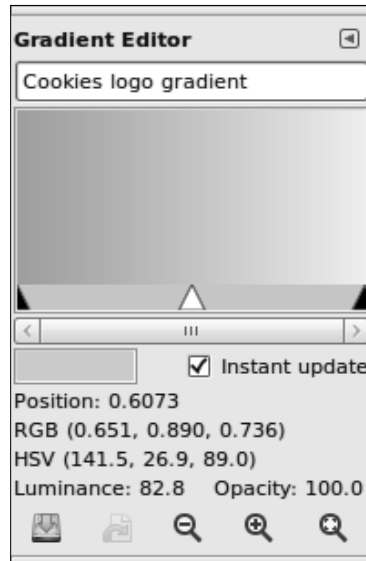
Select the **Left Endpoint's Color**:



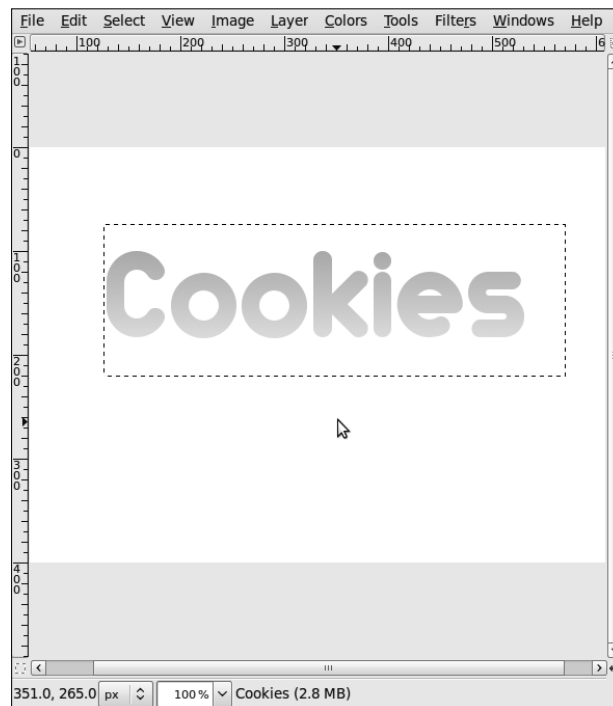
And/or the **Right Endpoint's Color**:



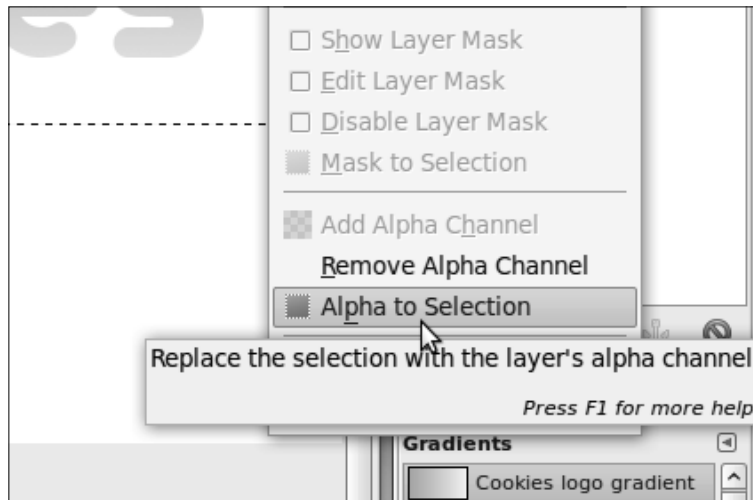
Here are the colors I have chosen:



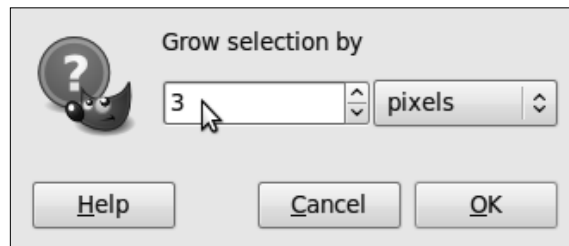
4. Using the **Blend Tool**, apply the gradient:



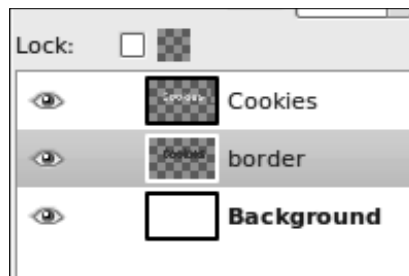
- Right-click inside the text layer name in the **Layers** dialog, and select the **Alpha to Selection** option:



- Then, go to **Select | Grow**, and make it bigger by 3 pixels:



- Create a new layer and name it **border**. Fill it using the **Bucket Fill Tool** (I used a dark color), and place it underneath the text layer (drag and drop the **border** layer):



8. Duplicate the **border** layer by clicking on the **Duplicate** button at the bottom of the layers dialog, or going to **Layer | Duplicate Layer**.
9. Repeat this operation with the text layer. Move this last duplicated layer on top of the **border copy** layer.
10. Merge these duplicated layers by going to **Layer | Merge Down**, and change its name to **reflection**:



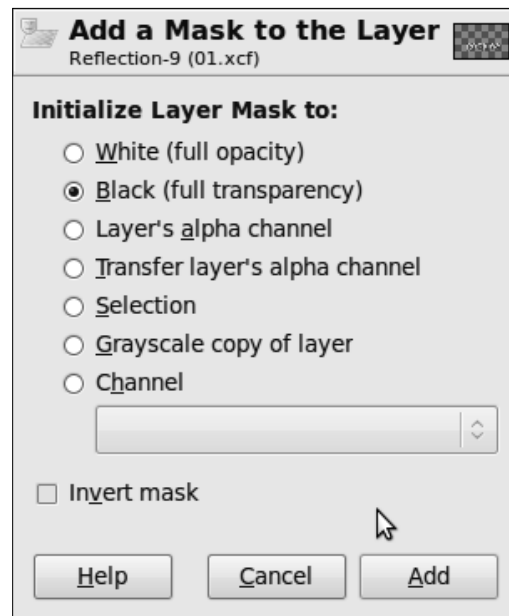
Choose **Select | none** from the menu to be sure there's no selection present.

11. Using the **Move Tool**, place the **reflection** layer below the "text" layer and flip it with the **Flip Tool**.



Use the **Move Tool** to adjust the position of the flipped text, and separate them vertically by just a few pixels.

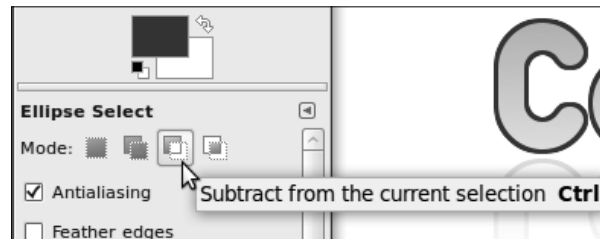
12. Right-click in the **reflection** layer inside the **Layers** dialog, and select the **Add Layer Mask** option. Choose the **Black (Full Transparency)** and click **Add**.



13. Using the **Blend Tool**, pick the **FG to BG** gradient from the Gradients Dialog, and apply it from bottom to the top to create a semitransparent reflection of the text:



14. Select the original text layer. Right-click on it in the **Layers** dialog, and choose **Alpha to Selection**. Then with the **Ellipse Select Tool** in subtract mode (check the following image):



Draw an ellipse, as in the following image:



15. Create a new layer and name it **glass**. Then, fill it with a white color using the **Bucket Fill Tool**:



16. Change its opacity to something around 30 and you are done! Here's the final logo:



## How it works...

Just by using a font you like and a few tools you quickly created a logo. See how we only used default paint/blend tools and masks to create it? GIMP has powerful extensions but you can also create professional pieces without using complex filters or even using much time.

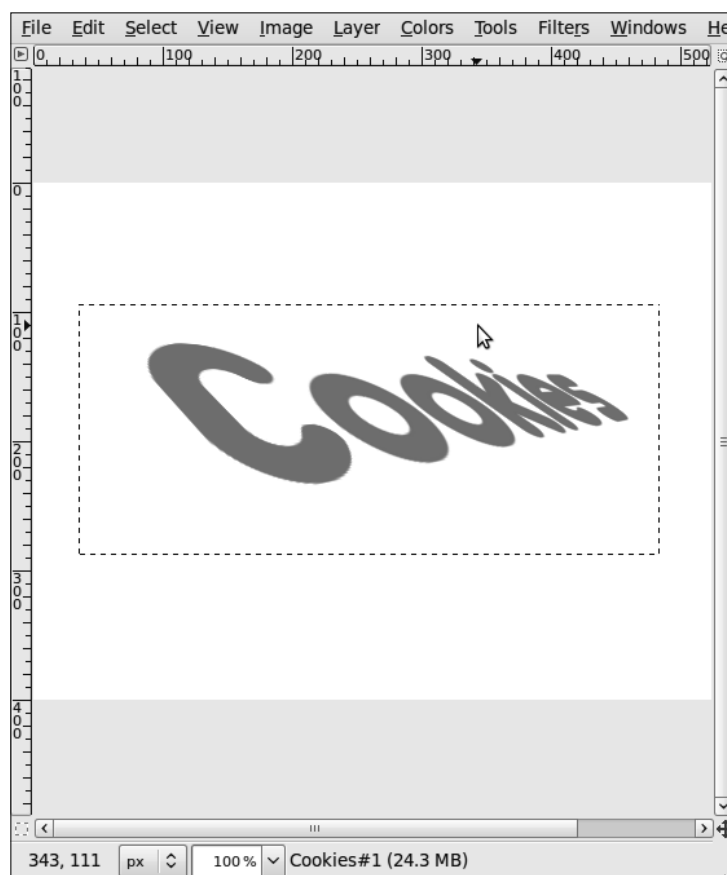
## Creating 3D text

This is a fairly simple recipe where we are going to create 3D text.

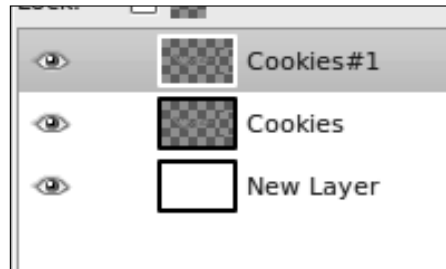
## How to do it...

Follow these steps to create text with a 3D effect:

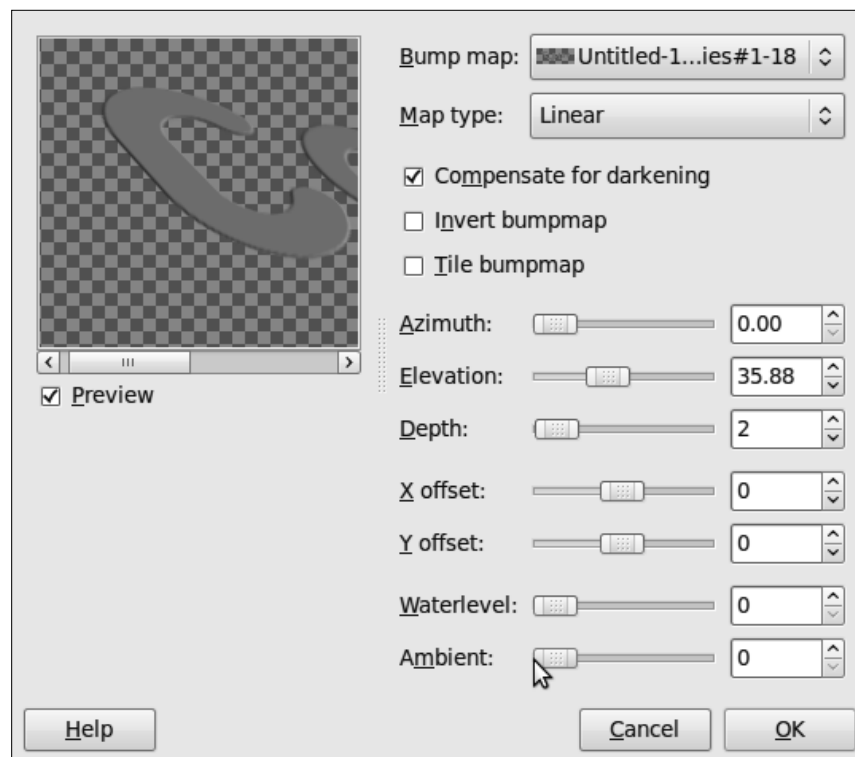
1. In a new file, create your text. Pick a font, color, and size. Select the **Perspective Tool**, and drag the layer's corners to simulate perspective until you are satisfied.



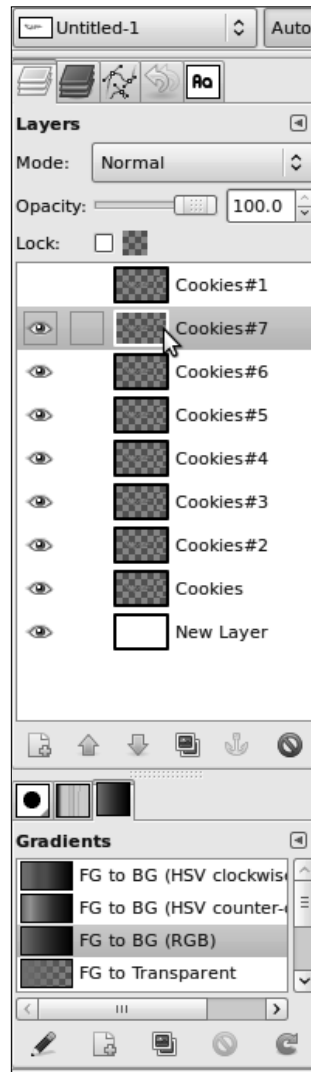
- Duplicate the text layer, and make the copy invisible.



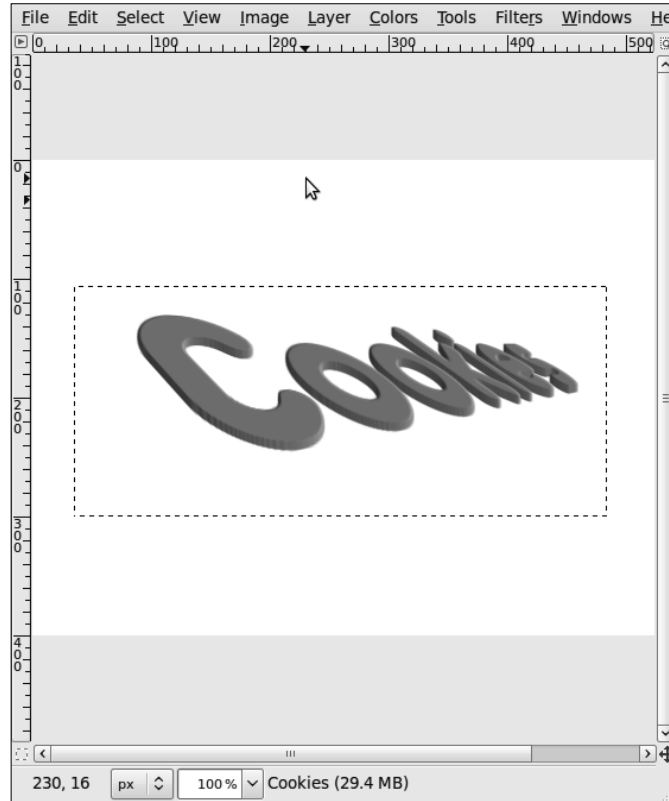
- With the original text layer selected, go to **Filters | Map | Bump Map** and experiment with the settings. You can see mine in the following image:



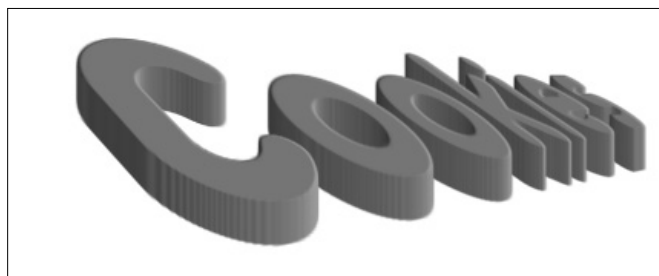
Once you click **OK**, duplicate the layer five or six times. These layers are the basis of the 3D text effect.



4. Now select one of the layers, click the **Move Tool**, and press the down key once:



Select another layer, click the **Move Tool** again and press the down key twice. Repeat this operation on each of the duplicated layers, for each layer press the down key one more time than the previous layer. When you are satisfied with the thickness of the text, merge all the duplicated layers and your image will be ready:



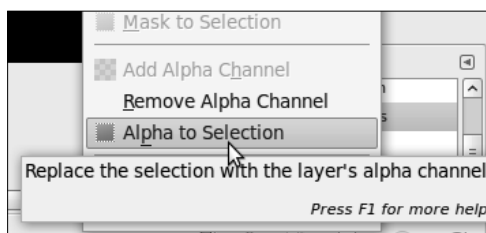
## Creating glowing text effects

This is a simple recipe. We will create glowing text with a subtle outline. I'll be using a gradient to fill it and make it a little more psychedelic, but you can pick a solid color if you want, or create your own gradient for it.

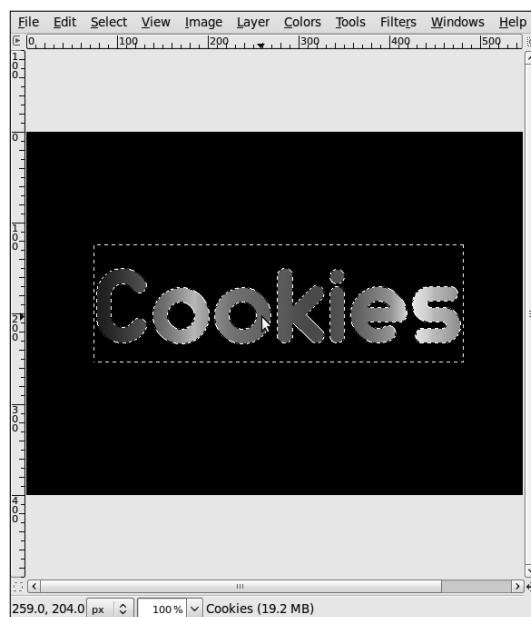
### How to do it...

You can create glowing text by following these steps:

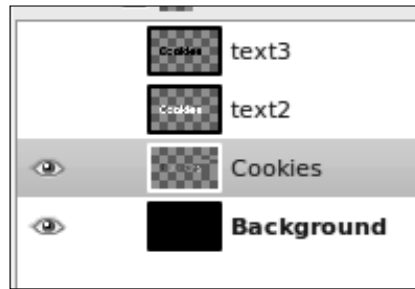
1. Create the text, right-click on its name inside the **Layers** dialog, and select the **Alpha to Selection** option:



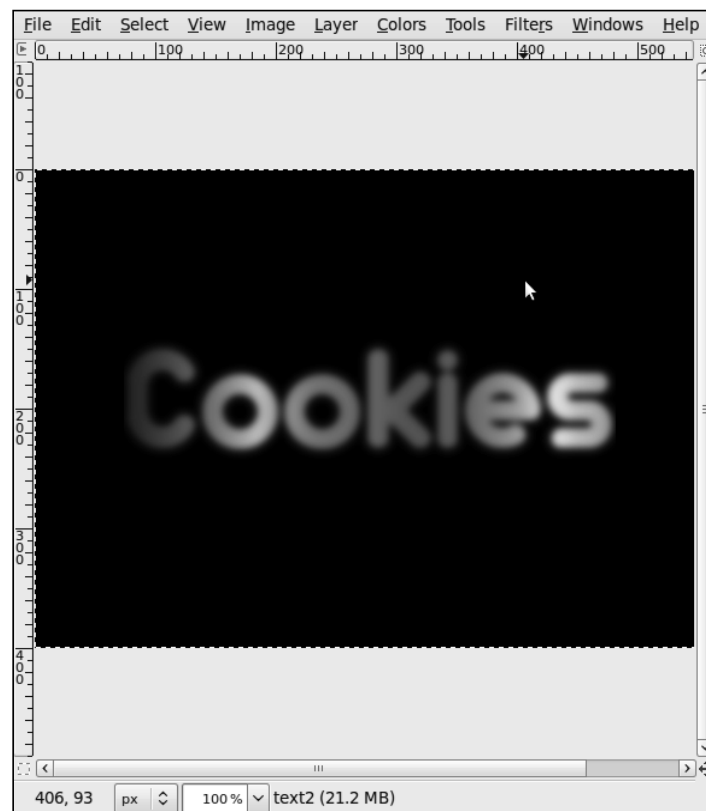
2. Delete the text layer, and create a new one. Name it **text**. Don't erase the selection. Now, you can choose to use a solid color or a gradient for the glow effect. I'll pick a colorful gradient and apply it from left to right with the **Blend Tool**:



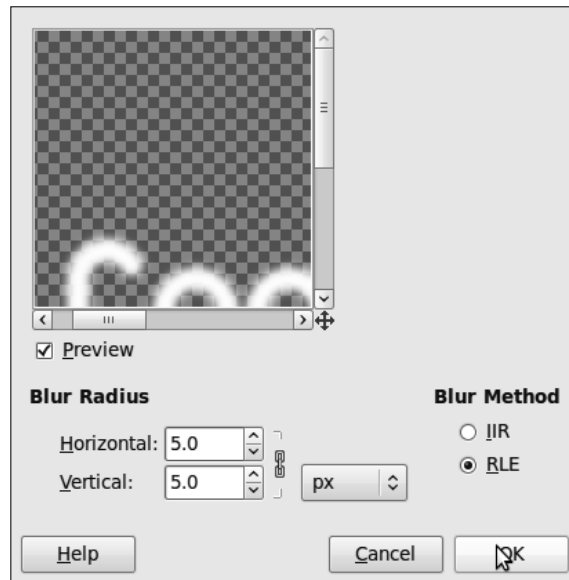
3. You should still have the selection around the text, create a new layer (name it **text2**), and fill it with a solid white using the **Bucket Fill Tool**. Now, create another new layer (name it **text3**), and fill it with a solid black.
4. Delete the selection by going to **Select | None** from the menu. Make these two layers invisible by clicking on the eye icon to the left of the layer's name in the **Layers** dialog:



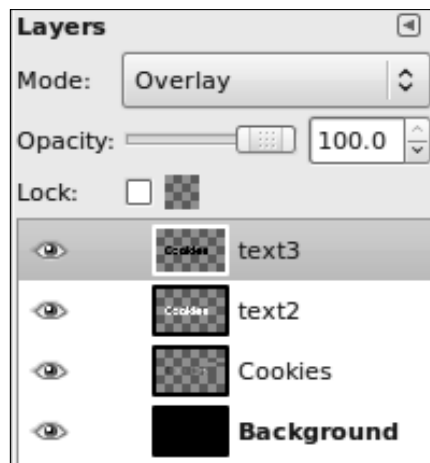
5. Select the **text** layer, and go to **Filters | Blur | Gaussian Blur**. Set the horizontal and vertical value to around 10 or 15 pixels:



6. Enable and select the **text2** layer, and apply the same **Gaussian Blur**, but with a **Blur Radius** of around 5:



7. Just to give the glow effect another twist, select the **text3** layer and set it to **Overlay** mode. Be aware that this works best with a dark, colored background. If you have a bright or transparent background, the effect won't be so noticeable:



Here's what the final piece looks like:



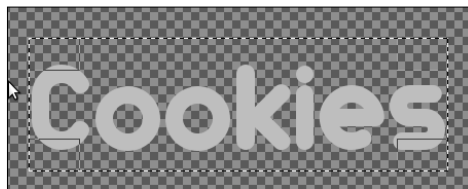
## Creating shining plastic text

In this recipe, we are going to create text and make it look like it is made of a plastic material.

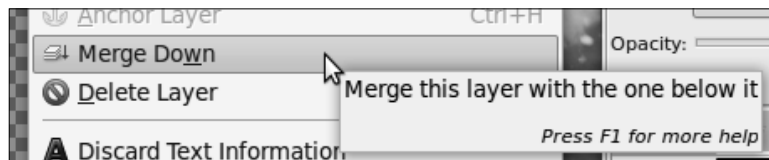
### How to do it...

We can create shining plastic text by carrying out the following steps:

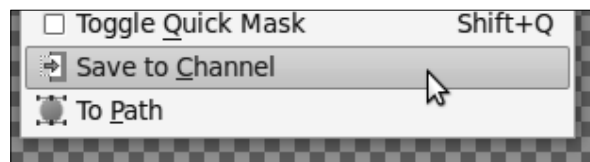
1. In a new file, create a new layer. Use the **Text Tool** to create the text you want. Pick a bright color, and place the text around the middle of the canvas.



2. Select **Layer | Merge Down** from the menu or by right-clicking on the layer's name in the **Layers** dialog:



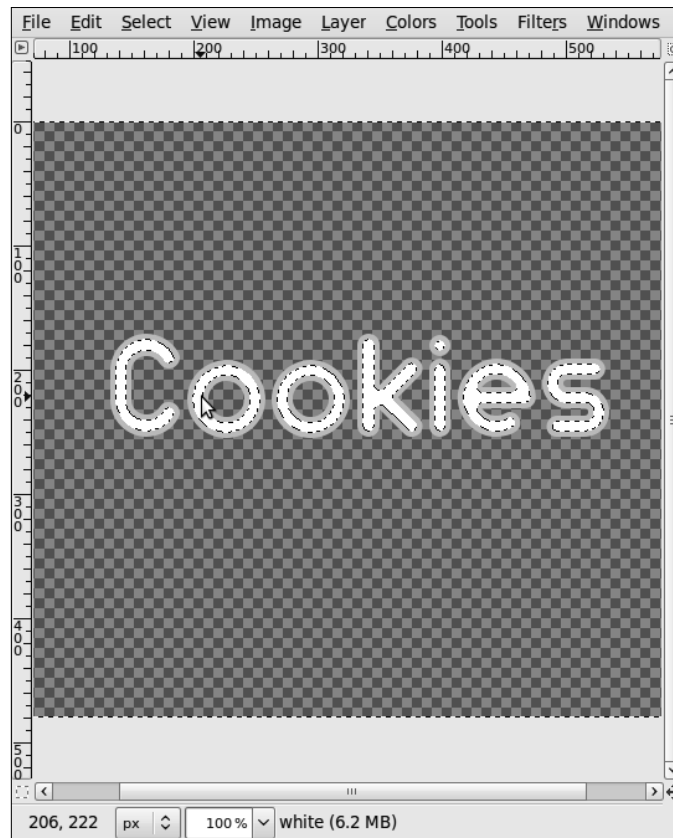
Then, choose **Alpha to Selection** to select everything on the layer that is not transparent. Now, click **Select | Save to Channel**:



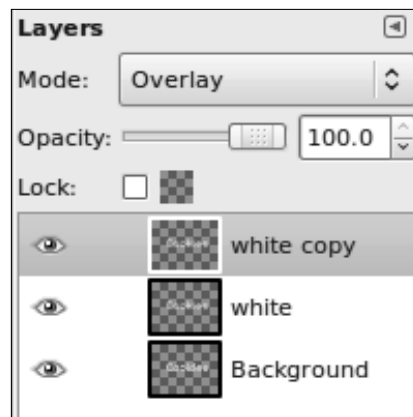
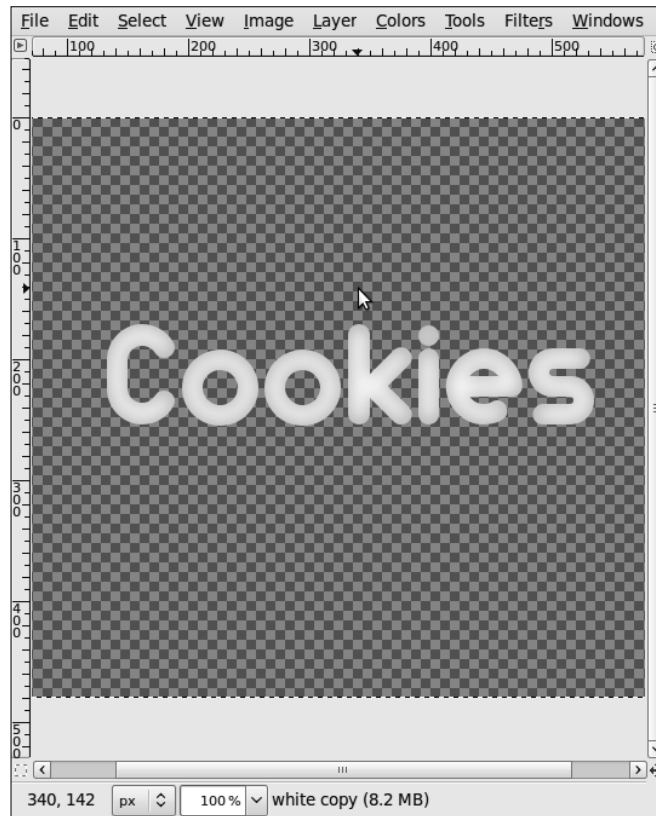
3. Choose **Select | Shrink** from the menu and shrink the selection by around 10 pixels. Be careful how much you shrink the selection. 10 pixels worked for my example, but if you are using a small font size or if the font is too narrow, you will have to use a different number; experiment!



4. Create a new layer, and fill it with a solid white using the **Bucket Fill Tool**:



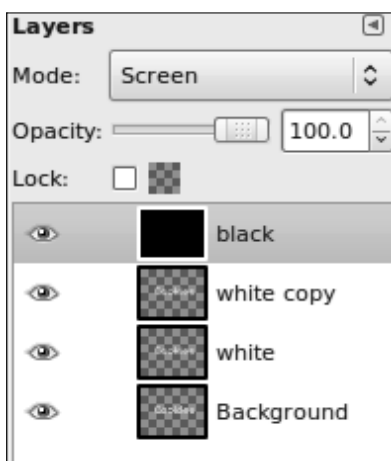
5. Go to **Filters | Blur | Gaussian Blur** from the menu, and apply a blur of around 20 pixels in both directions:



6. Open the **Channels** dialog if it's not visible (**Windows | Dockable Dialogs | Channels**), and select the previously saved channel by clicking on it:

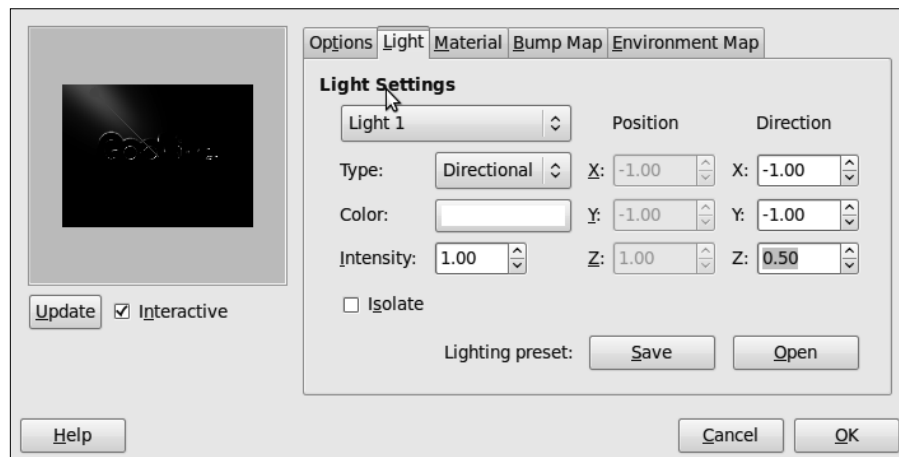


7. Apply a **Gaussian Blur** of around 20 pixels (**Filters | Blur | Gaussian Blur**). You may not see the effect applied if you don't have the channel as visible. Don't worry now about that.
8. Create a new layer, and fill it with a solid black using the **Bucket Fill Tool**. Place it on top of the other layers, and set its mode to **Screen**:

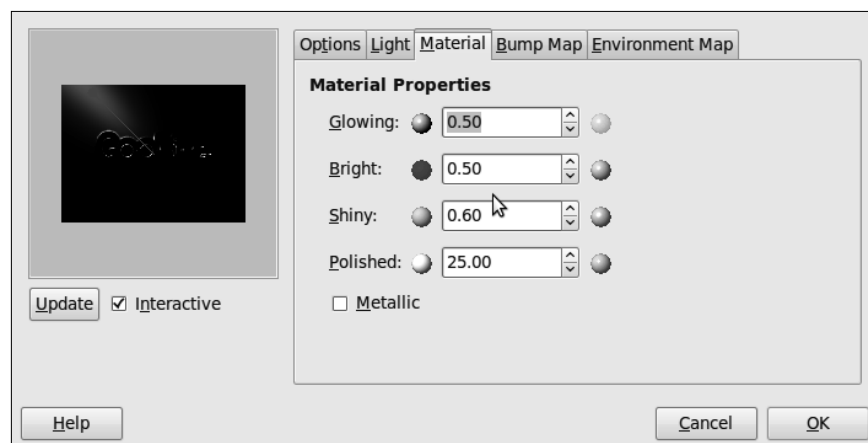


9. Go to **Filters | Light and Shadow | Lighting Effects** and create some reflections, and play a little with the settings. I used the following:

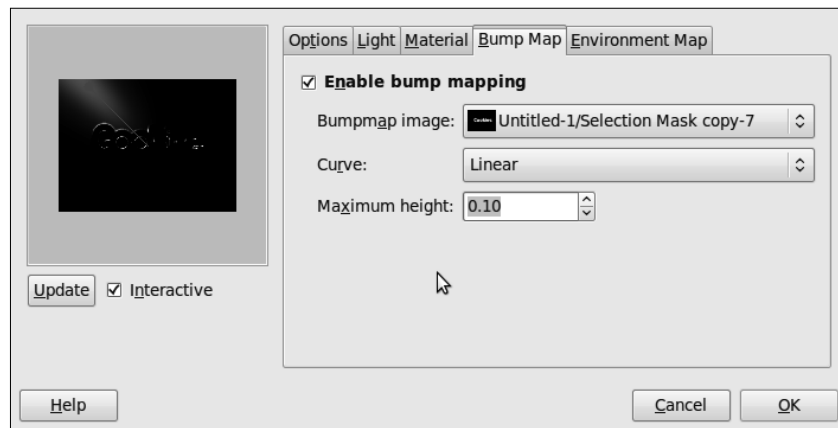
- A **Directional** light with a normal intensity. Use the **X**, **Y**, and **Z** direction buttons to point the light to the place you want:



- The **Material** tab defines how light is reflected by objects. The small spheres show how each option reacts to light from the option's minimum to its maximum values. The **Metallic** option simulates a metallic object:



- The **Bump Map** tab lets you add relief to an image. Brighter points will appear higher than darker points. Everything depends on the light positioning.



Play with this filter and the amount of blur applied to the saved channel until you are satisfied with the final piece. Following is what my final plastic text image looks like:



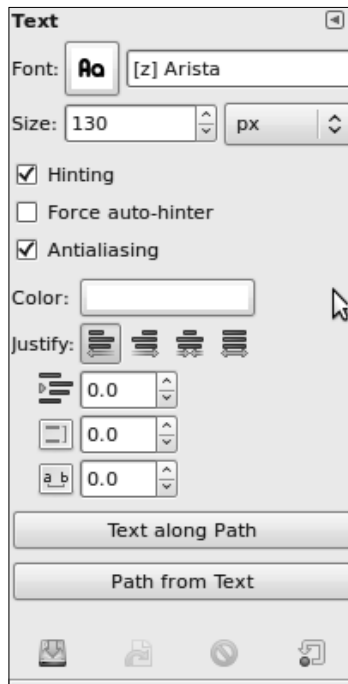
## Creating gold text

This easy recipe will let you create a gold-like effect for your texts.

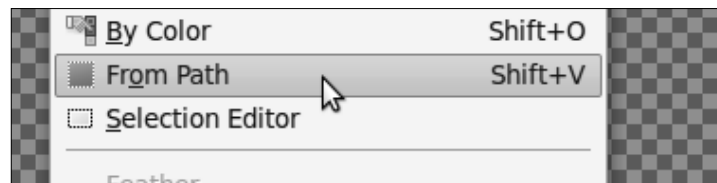
## How to do it...

Follow these simple steps to create golden text:

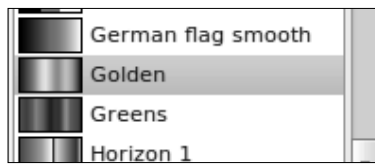
1. In a new file, create your text, and fill it with a solid white. With the text layer selected and still with the **Text Tool**, click on the **Path from Text** in the **Text** options box:



2. Create a new layer, and name it **main**. Then, go to **Select | From Path** to load the selection into this new layer:



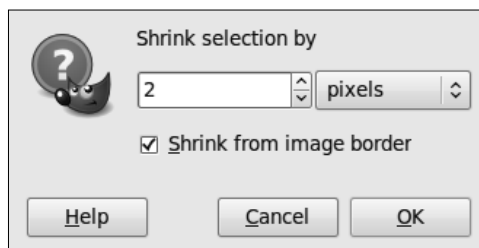
3. Use the **Blend Tool**. Pick or create a gradient that looks like gold. GIMP comes with a **Golden** gradient, but it may be a little too bright. You may modify it to get a better effect:



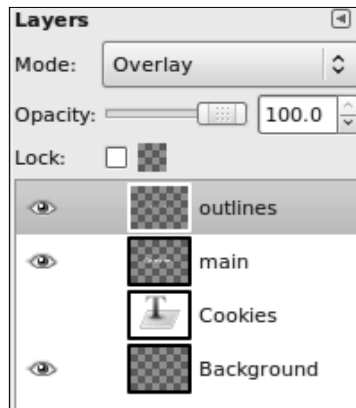
Apply the gradient:



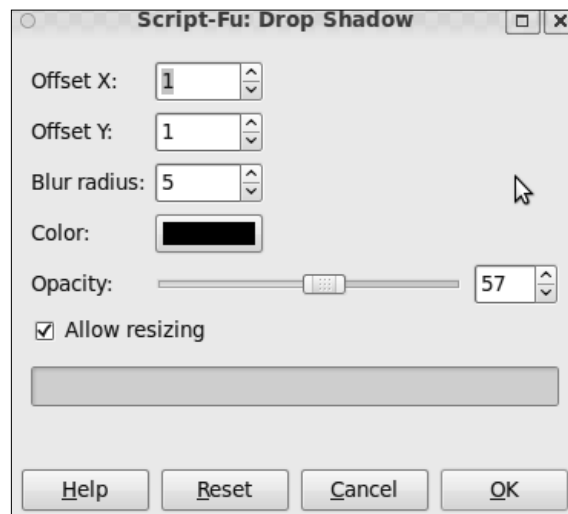
4. Duplicate the text layer, and name it **outlines**. Go to **Select | Shrink**, and reduce the selection by 2 or 3 pixels. Delete the selection with the *Delete* key or by pressing *Ctrl + X*:



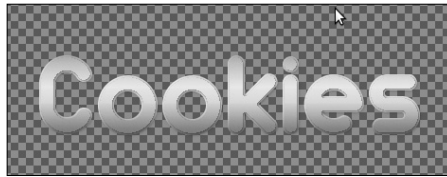
Go to **Colors | Brightness-Contrast**, set the **Brightness** slider all the way to the right, and set the layer's mode to **Overlay**:



6. Choose your main text layer from the **Layers** dialog. Go to **Filters | Light and Shadow | Drop Shadow**, and apply a small shadow:



Try not to make the shadow too strong. It's better if it is barely seen. Following is what my final golden image looks like:



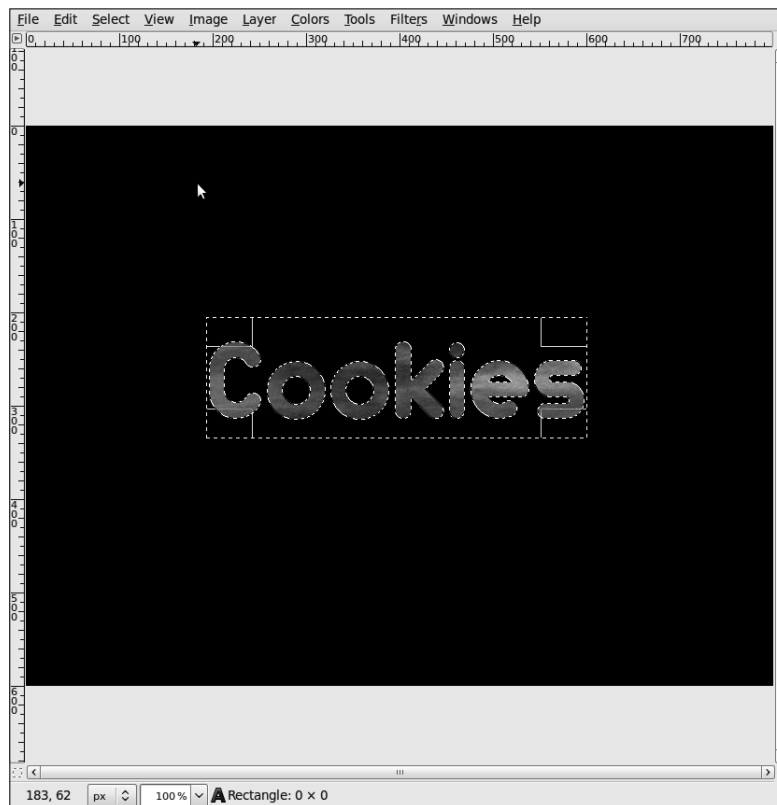
## Creating icy cold text

In a few easy steps, turn any text into a cool looking cold piece.

### How to do it...

To give that cool, icy look to your text, follow these steps:

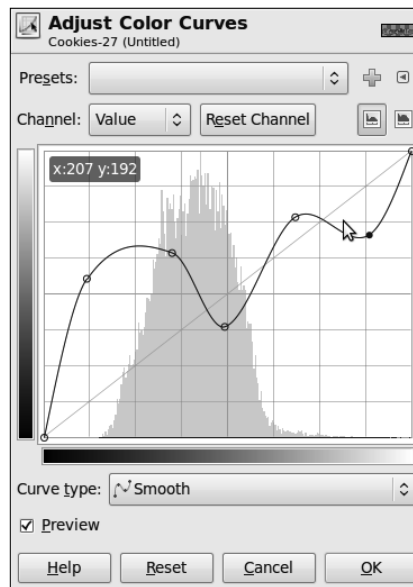
1. In a new file, type your text, and pick a font and size. Right-click on the layer's name in the **Layers** dialog, and choose the **Alpha to Selection** option. Go to **Filters** | **Render** | **Clouds** | **Plasma**, and apply it. You'll get something that looks like the following:



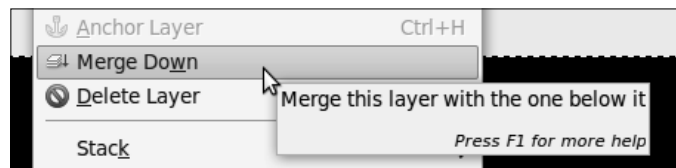
2. Go to **Colors | Desaturate** to change the layer to black and white values, and click **OK**.



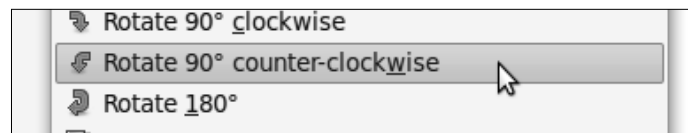
3. Now go to **Colors | Curves** and try different options by clicking directly inside the graph. Take the following image as an example:



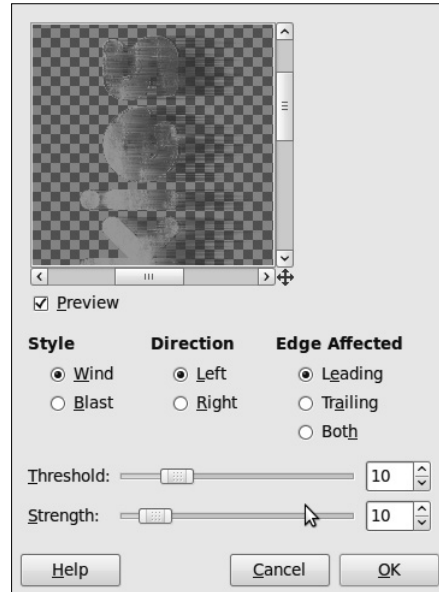
4. Create a new layer, and select **Layer | Merge Down** from the menu. Choose **Select | None** from the menu.



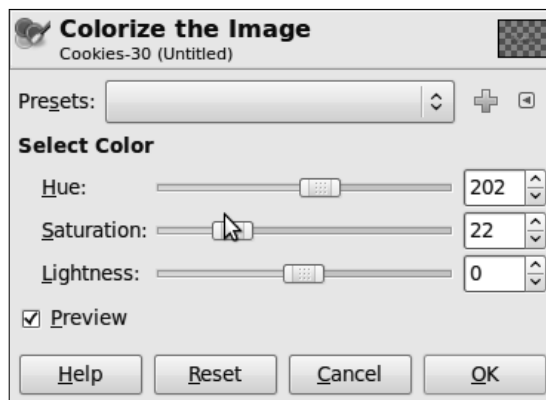
5. Rotate the layer 90 degrees counter-clockwise by going to **Layer | Transform | Rotate 90° counter-clockwise**:



6. Go to **Filters | Distort | Wind** and click **OK**. This will add a frosted effect:



7. Rotate the layer back to its original position by selecting **Layer | Transform | Rotate 90° clockwise**. Ice can be of many colors, pick the one you like by going to **Colors | Colorize**:



Your final image should look something like the following:



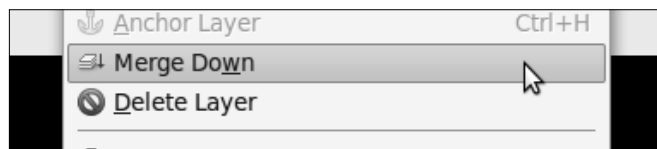
## Creating fiery text

This intermediate recipe will teach you how to make text appear as if it were on fire, and also give you a little more practice with the **Smudge Tool**.

### How to do it...

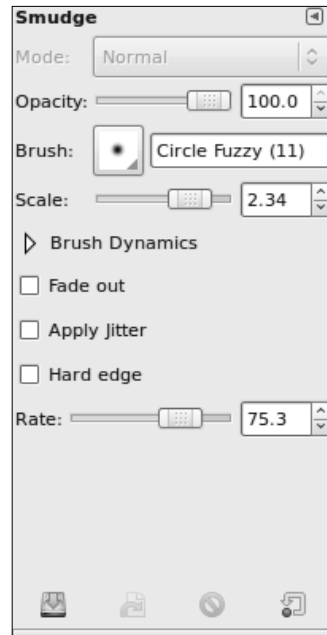
In order to produce fiery text, follow these steps:

1. In a new file, create a new layer, and fill it with a solid black. Pick a font and size, and create your text with a white solid fill. Merge down the text layer with the previously created one by going to **Layer | Merge Down**, or by selecting it by right-clicking on the layer's name from the **Layers** dialog.



2. Select the **Smudge Tool**, pick a soft brush, and try with different settings to smudge the letters upwards simulating a burning flame.

I used a soft circular brush, varying the scale to get better results as I was smudging the letters.



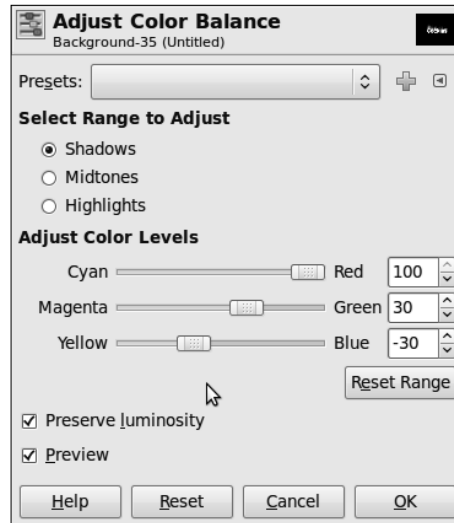
This is how the first letter looks after a few strokes. Remember to smudge upwards:



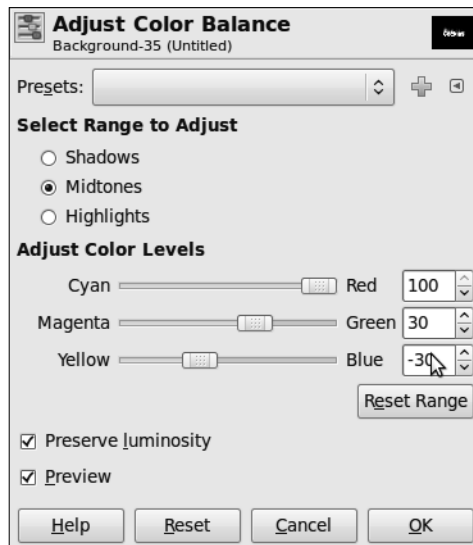
3. Use the **Zoom Tool** to work with more detail. Continue using the **Smudge Tool** to change borders of each letter, and turn the solid white into different shades of gray. Following is what I ended with after a while:



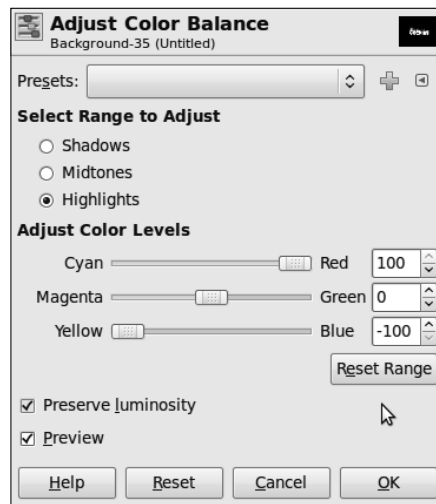
4. Go to **Colors | Color Balance**, and apply it three times with these values:
  - First, adjust the color balance for the **Shadows** of the image:



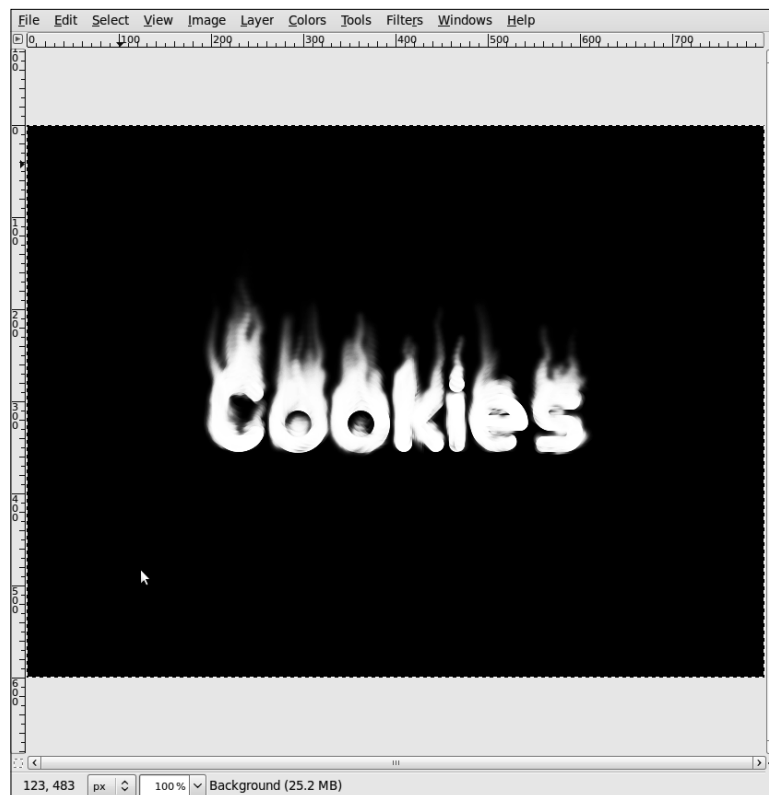
- Then, adjust the color balance for the **Midtones**:



- Finally, adjust the color balance for the **Highlights** of the image:



After applying these changes, you will end with something like the following:



5. If you want, you could apply a small **Gaussian Blur** to it. Go to **Filters | Blur | Gaussian Blur**, and apply it with a value around 3 pixels. Following is my final piece:



## Creating paper cutout text

In a few fairly simple steps, make your text look as if it has been cut from a piece of a old paper. Also we'll learn how to correct and improvise a little when we are experimenting with filters to get the results we want.

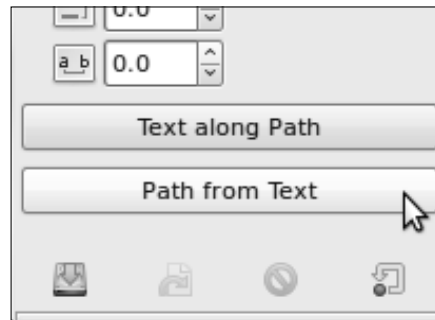
### How to do it...

Follow these steps to produce a paper cutout text effect:

1. Create the text, pick a font and a size. The font's color will be used as the object below the paper cutout:

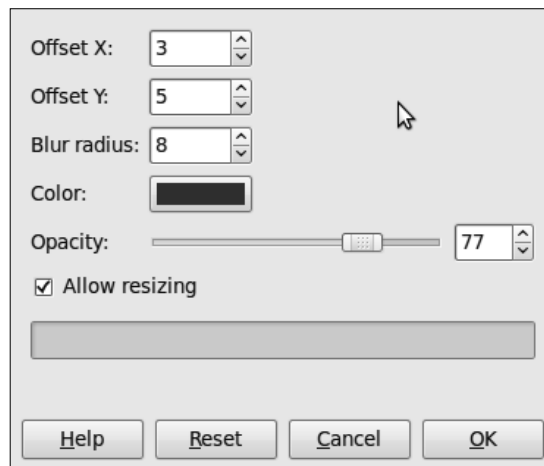


2. With the text layer selected, and with the **Text Tool**, click on the **Path from Text** button at the bottom of the options:



Now, go to **Select | From Path** and then **Select | Invert**.

3. Create a new layer and name it **Drop Shadow**. Go to **Filters | Light and Shadow | Drop Shadow**. Set it to a small amount, and also pick a color that is a bit darker than the text face to improve the effect of the paper casting a shadow on the object behind it:



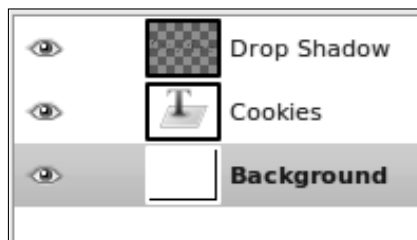
Now, sometimes when you are trying new things, they don't go exactly as you want. In this case, the filter applied a shadow also to the edges of our layer. Following is what it looks like:



Pick the **Eraser Tool** and erase all the shadows you don't want. This is how it looks after erasing everything I don't like:



4. If you don't already have it, create a new layer, and fill it with a white solid texture. Place it below the text layer:



5. Now, go to **File | Open as Layers**, and pick a paper texture. As I told you before, I try to create my own texture library by scanning and taking photos of any kind of texture around me. You can do that too, or also download any royalty-free texture from the Internet.
6. Once you load your texture, place it between the text layer and the solid white we just created in the previous step. You can adjust levels, change color balance, desaturate, and change its mode to **Multiply**. Experiment with all these until you are satisfied, Following is what my final image looks like:



## Creating rubber stamp text

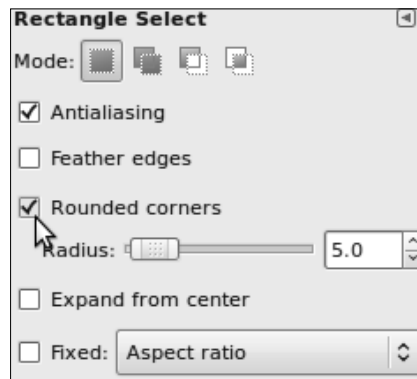
This is a quick and easy recipe to create an effect as if your text is made by a rubber stamp.

### How to do it...

To create a rubber stamp-like effect carry out the following steps:

1. In a new file, create your text, and pick a font, size, and a color.

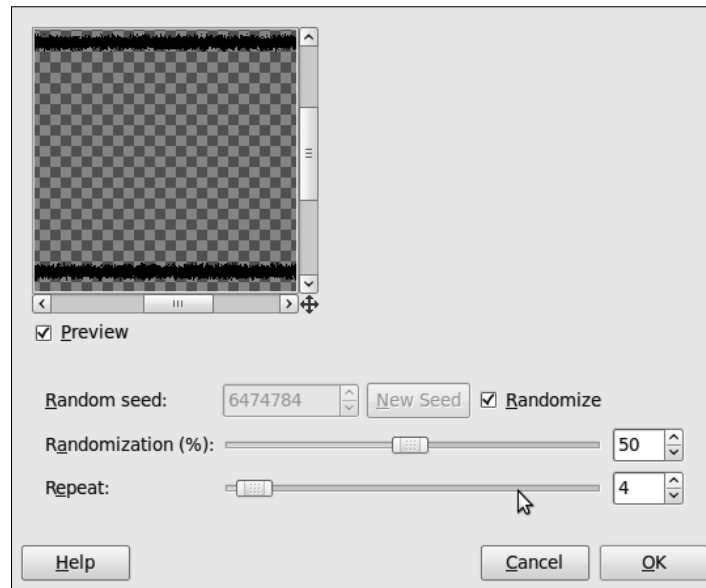
2. Use the **Rectangle Select Tool**, check the **Rounded Corners** option in the tool options dock, and draw a rectangle around the text you just created:



3. Go to **Edit | Stroke Selection**, set the **Line width** to something around 10 pixels, and click **Stroke**:



4. Go to **Filters | Noise | Slur**, and set the **Repeat** slider to something around 3. Apply this filter with the same settings both to the rectangle and to the text layer:



5. Finally, use the **Rotate Tool** to rotate the layers and make it look like real stamped text:



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