## RIDICULOUSLY REALISTIC SCORCHING FIRE EFFECT!

By Preston Lewis Posted October 22, 2009 In Design, Effects, Tutorials

## THIS TUTORIAL IS FREE FOR ALL TO VIEW! IF YOU WANT ACCESS TO THE SOURCE FILES CLICK HERE.

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Here is a tutorial built in **Adobe Photoshop CS3** that you can use to give your text a scorching reality. This can also be applied to other shapes. We thought it might be a cool idea to even apply this effect to a picture of a sprinter, we might do this in a tutorial down the road but for now we'll stick to text. Also, we were recently contact by the guys at 10steps.sg and they have tutorial that is very similar to this. Check it out **here**. Great minds think alike.

We will be using mixing flaming fire images with filters and other Photoshop layer blending methods to come up with something slick!

Preview of Final Image:



Create a document with a 300dpi with dimensions of 17 x 11 with a black background. Using th Type tool (T), select the font "Billboard" and type whatever you want to type for your fire text. We wanted to make sure that we knew how our type would look finished so we just typed and arranged the entire thing. As you can see below. After this, flatten the text layers by clicking them both in the layers palette (we have the "king" on one layer and "tutz" on another) and pushing **Command + E.** This will flatten them. This is what this step looks like:



Now we'll use the marquee tool (M) to cut up the flattened text layer so we can apply differen flame effects to each letter of the text. Simply select the marquee tool (M), **drag a box** aroun the letter "K", **right click**, and select **layer via cut**. Do this for each of the letter so they are no all on their own layers.

We'll start making the "K" look like it's on fire. Right-click on the flattened K type layer in the layers palette and choose **Blending Options.** Check on **Drop Shadow** and key in the followin; settings:

1000 11500 12000 12	/ エン・ビルト へん (K, CIVITN / の) 2500   3000   3500   4000   4500   1
	Layer Style
Styles	Drop Shadow
Blending Options	: Default Blend Mode: Normal
Drop Shadow	Opacity:
🖂 Inner Shadow	
Duter Glow	Angle: 120 ° 🗹 Use Global Light
🖯 Inner Glow	Distance: 0 px
Bevel and Emi	boss Spread: 35 %
Contour	Size: 49 px
Texture	Quality
🖂 Satin	
🗆 Color Overlay	Contour: Anti-aliased
Gradient Over	lay Noise: 🔴 🛛 🕅 %
🖂 Pattern Overla	ay 🔽 Layer Knocks Out Drop Shadow
🖂 Stroke	

Check on **Color Overlay** and key in the following settings.

	Laver Style
Styles Blending Options: Default  Drop Shadow Inner Shadow Outer Glow Outer Glow Outer Glow Bevel and Emboss Contour Texture Satin Color Overlay Gradient Overlay Pattern Overlay Stroke	Color Overlay Color Blend Mode: Normal Opacity: 100 CC66600 CC66600

Check on **Satin** and key in the following settings.

	Layer Style					
Styles	Satin					
Blending Options: Default	Blend Mode: Multiply					
Drop Shadow	Opacity:					
Inner Shadow						
Outer Glow	Angle: 19 582900					
🖯 Inner Glow	Distance: 46 px					
Bevel and Emboss	Size: px					
Contour	Contour:					
Texture	Invert					
Satin						
Color Overlay						
Gradient Overlay						
Pattern Overlay						
🖯 Stroke						

Check on **Inner Glow** and type in the following settings... choose a yellow that best suites you. here we used **#e3bd29** 

1500	2000 2500	3000 3500 4000 4500
		Layer Style
	Styles	Inner Glow
	Blending Options: Default	Blend Mode: Color Dodge
	Drop Shadow	Opacity:
	🖂 Inner Shadow	Noise: 0 %
	Outer Glow	
	Inner Glow	
	Bevel and Emboss	Elements
	Contour	Technique: Softer
	E Texture	Source: Center 💽 Edge
	Satin	Choke: 9 %
	Color Overlay	Size: 81 px
	Gradient Overlay	Quality
	Pattern Overlay	
	🖂 Stroke	Contour: Anti-aliased
		Range: 50 %
		Jitter: 🔴 🛛 🕅 %

We're now going to rasterize/flatten the type layers but before we do so we're going to right clip on the flattened "k" layer in the layers palette and select **Copy Layer Style.** Then we're going t right click on each of the other letter layers and select **Paste Layer Style.** This will allow us to transfer all of the settings to each letter. After this is done make a copy of each layer and hide (this way we have a backup). After each backup has been made, flatten each individual type layer.

Using the Eraser tool with varying sizes and opacity fade off the top portion of each letter.



Go to Filter > Liquify. Select the Forward Warp Tool and key in the following settings. Using the Forward Warp tool, create some waves on the border of the type.

$\odot \bigcirc \bigcirc$					FirePo	oster.p	osd @ 2	0.6% (0	Color F	ill 1, La	ayer Ma	ask/8)		
00 100	0 1200	1400	1600	1800	2000	2200	2400	2600	2800	3000	3200	3400	3600	3800
			1600				Load N Load N Tool Opti E Stylus I Reco Aask Opt	Picture Pictur	9.png 9.png 0K Cance h Size: h Size: h Rate: t Jitter: Mode: mode:	3000           @ 100           100           100           100           50           100           80           50           Revert           Resert	(RGB % (RGB 2200 2001 e Mesh e Mesh ¢ ¢	3400 3400 /8*) .250 	3600	
20.50%	0	Doc: 49	M/26 44	M										
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Now we're going to add the awesome flames on the next page!

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## RIDICULOUSLY REALISTIC SCORCHING FIRE EFFECT!

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You can get the flame image from here: Shaedsofgrey. In Photoshop, open the flame file you just downloaded. Now, go to Channels tab and select the Green layer (if you can't find the channels tab go to Window > Channels. Ctrl + left click on the Green

layer thumbnail to load selection of the highlight areas.

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Go back to **Layers tab** and use the **Move Tool** to **drag** any part of the selected area into the document with the "K" you did earlier. Place the fire above the type.



Using the Eraser tool with 15px, erase all the excessive fire, leaving only those parts that is waving around the type.



Duplicate the fire layer. Set the Opacity of the original fire to 30%. Set the Blend Mode of duplicated fire to Overlay.



Repeat the processes to cover the type with more flames. And there you got your first flamin<sub>{</sub> type!

Create more flaming letters according to your own preferences.



Find a dark background to used. **Resize** and place the image into the document as shown below.



Create a layer above the Premade Background and fill it with #000000. Set the Opacity of this layer to 83%. Use the Eraser tool to reveal the top right of the image.



Create a **new layer** and **name it "Glow**". **Paint** 3 huge red dot with the **Brush tool** (Soft Rounded) as shown in the screenshot below.



Set the Blend Mode of this layer to **Color Dodge and Opacity to 16%** and that's it! Hope you enjoyed this tutorial!



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