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FH's cresting tutorial

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02-13-2008, 03:22 PM

#1

fireholder
Senior Member

Join Date: Jan 2008
Posts: 149
Downloads: 45
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FH's cresting tutorial

i've never crested anything in my life. just a week or less ago i was posting looking for cresting help.

the file i did find, sucked, and didn't help me in the least bit. so i rigged up my own way of cresting, that i think turned out okay. it's very easy, which is good. i don't know how good people would consider it, but here is the first logo i've ever crested:



I do think I should have made the diagonal line patterns a *little* more prominent, and toned down the noise just a tad. regardless, i think it turned out alright, and these kinds of personal judgment calls can be left up to everyone when it comes time for them to do their own logos.

I'll do an Avalanche logo in this [tutorial](#) for you to see.

Let's begin!!

1. Get these logo fabric patterns (the diagonal lines) ([25 degree angle](#) | [40 degree angle](#) | [45 degree angle](#) | [75 degree angle](#))

I don't have them saved as patterns for you, so you're going to need to open each of them in photoshop and goto *Edit > Define Pattern* and then you'll have these 4 patterns.

2. get your logo. while it's still large (hopefully you've gotten a logo at least 400x400 in size) use the wand tool and start making each color into a layer. you may want to goto chriscreamer.com and grab their avalanche logo, so you can follow along and get the hang of this. 10-15 minutes, i mean it. 😊

so, first, click on the background with the wand tool, and hit delete.

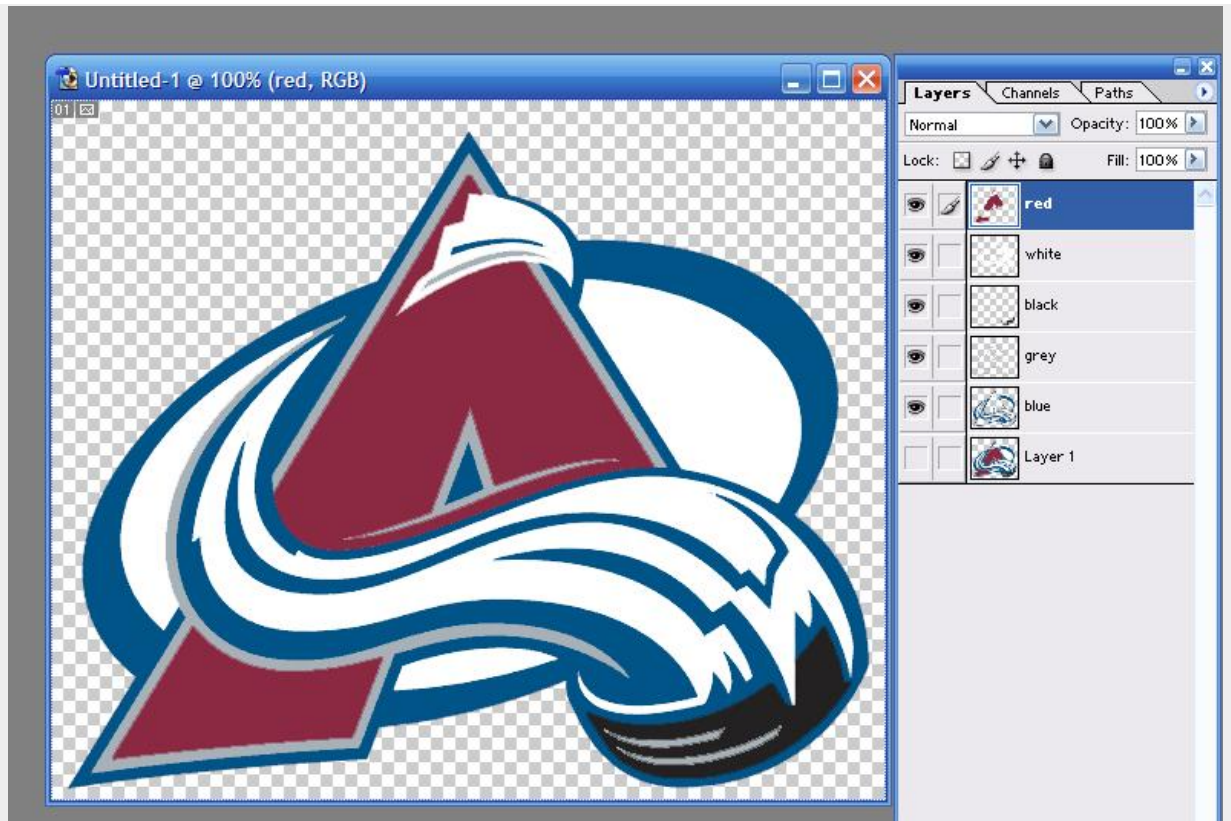
now, deselect. i'm going to describe this as i do this avalanche logo, but you go ahead and convert it to as many colors as your logo will use.

select all the maroon with the wand. to do this, click one block of maroon, then SHIFT + CLICK the second time. this will allow you to highlight multiple sections. 😊

with the maroon selected, goto *Layer > New > Layer*. Just name it whatever color you're doing. now select this layer in the Layers menu, and you SHOULD still have the maroon selected. So, eyedropper tool on the maroon, and then give the good ol' paintbucket to the area on the new layer. 😊

deselect, and continue the same procedure for each color (blue, black, grey, white.) make sure you're doing you initial wand selections from the original logo layer, or you're going to mess up. 😊

this SHOULD BE the result of step 1:



note that, on some logos with an outline or border, you may want to make the border a separate layer than the rest of the color. for the ship logo up top, i did do that, for this avalanche logo, i won't be.

2. resize to correct jersey size. this is important. figure out how big your logo is going to be on the jersey, and now resize this image to that size. you cannot crest and then do this AFTER, as that's going to destroy all your work. You need to resize first. so figure it out, and don't make it too big. for the logo of the general shape of the avs, which happens to be similar in rectangular shape to the ship logo, i happen to know i want it around 210 pixels wide, so i'm resizing to that. (*Image > Image Size*)

3. Keep your original logo layer on the very bottom, but don't make it transparent. this will help with any problems based on the selections later. at the end you can see if making it transparent or not winds up looking better.

Surprisingly, you're really almost done.

Time to crest this thing.

Take a layer, I'm working with red. right click it in layers toolbox and goto blending options.

Apply INNER SHADOW. Change blend mode to NORMAL. click blend color and simply move the mouse over the image (it will turn into an eyedropper tool) and select the maroon. OPACITY 100%, DISTANCE 0, CHOKES 75, SIZE 3.

Apply INNER GLOW. Change blend mode to NORMAL. change "glow" color from that ugly off-white to BLACK. OPACITY 27%, NOISE 0, CHOKES 67, SIZE 3.

**I typically recommend the sizes at 3 -- definitely increased them for major or big parts of the logo though. Here, I'm making them 4. Again, these numbers can vary by preference so you can get your own feel for things.

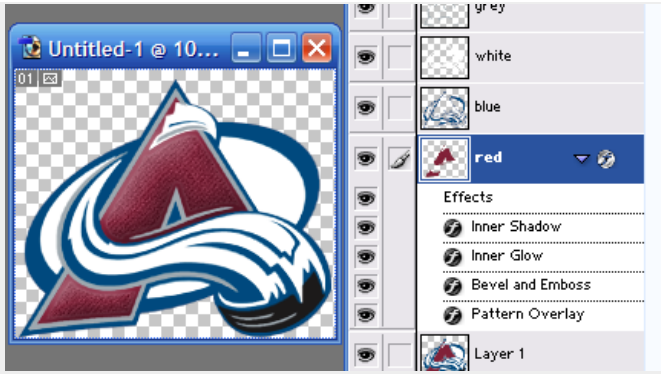
Apply BEVEL AND EMBOSS. These numbers are extremely subject to personal preference, and judgment on how things look on the logo you're doing. However: SIZE 10, SOFTEN 16, DEPTH 120, OPACITY WHITE 38, OPACITY BLACK 42. Apply the CONTOUR sub-heading. RANGE 50. I recommend unchecking "use global light" and then moving the light source to wherever you like the look.

One left! Apply PATTERN OVERLAY. This is the main focus color of the logo, so I typically use the 40 or 45 degree pattern here. So apply that pattern, and you're going to get a ton of white and black lines across the logo -- set the opacity around 7 and things will be much better.

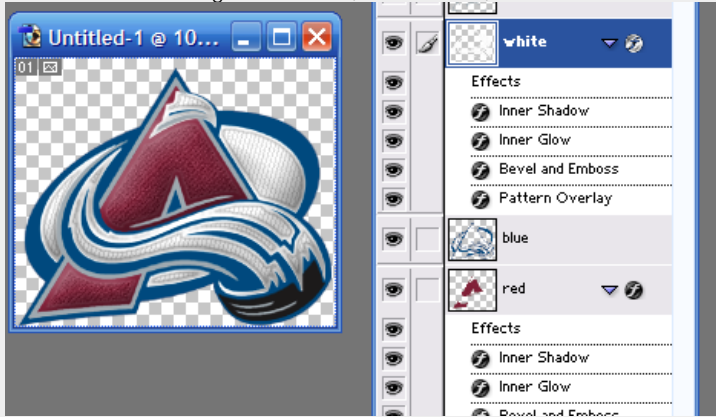
Now, I'm done with the red. Looking at it, I decide that the INNER GLOW for such a dark color should be white, not black. for many other colors (every color on the SHIP LOGO) I used black. so, I go back and make the INNER GLOW to WHITE, and change the opacity to 22. Learn to gauge these things. 😊

Now, Add Noise to the layer. 😊 *Filter > Noise > Add Noise* I like a Gaussian, at 3.5%.

Here's how the red looks after these few steps:



Next I hit up the white. I changed a few numbers, and used a different directional pattern. ADDITIONALLY, I used BLACK for the inner glow on white, NOT WHITE, like i had on the dark color. here's the result:



I ran down and did the same to all the remaining layers, changing a thing here or there, and here's my final product:



Not bad, for my second crest ever.

Hopefully this is helpful to anyone else who's like me and looking for something as a base to work from. 😊

NOTE: since the grey is so thin, i did nothing but apply a layer of noise (10% or so, gaussian) to it. when you have a big area of one color (the avs logo doesn't have it, but the ship logo i posted does) you may want to play around with the "satin" overlay to get a little more depth to the logo. 😊

EDIT: Joe told me it looked like too much bevel on the red, so i toned it down some. you may or may not find it as an improvement, i certainly do. 😊



"QUOTE"

Cheezymadman
Senior Member



Join Date: Feb 2008
Posts: 341
Downloads: 131
Uploads: 2



When you're making a new layer, you don't have to make a new layer, then paintbucket. You can just select the maroon, right click, and Layer via Cut.

> "QUOTE"

02-13-2008, 03:37 PM

#3

fireholder
Senior Member

Join Date: Jan 2008
Posts: 149
Downloads: 45
Uploads: 1

Quote:

Originally Posted by Cheezymadman
When you're making a new layer, you don't have to make a new layer, then paintbucket. You can just select the maroon, right click, and Layer via Cut.

that works too, then. either way, people know how to do it. 😊 i just got photoshop like 3 weeks ago.



> "QUOTE"

02-13-2008, 03:59 PM

#4

The Nemesis
Displaced Sharks Fan



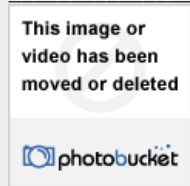
Join Date: Feb 2008
Location: Langley, B.C.
Posts: 87
Downloads: 20
Uploads: 2

Quote:

Originally Posted by Cheezymadman
When you're making a new layer, you don't have to make a new layer, then paintbucket. You can just select the maroon, right click, and Layer via Cut.

Personally, I prefer to use Layer Via Copy because it keeps the original logo intact in case you need to get the color layer again, or sometimes because edges with blended colors don't get picked up with the magic wand (especially if you've played with the tolerance levels)

Also, I would recommend that for step 1 you copy the complete logo image to a new photoshop image file (ctrl+A, +C, +N, +V in that order). Sometimes some image formats don't let you remove the background to transparency (particularly jpgs)



> "QUOTE"

02-13-2008, 04:16 PM

#5

Cheezymadman
Senior Member



Join Date: Feb 2008
Posts: 341
Downloads: 131
Uploads: 2



Quote:

Originally Posted by The Nemesis
Also, I would recommend that for step 1 you copy the complete logo image to a new photoshop image file (ctrl+A, +C, +N, +V in that order). Sometimes some image formats don't let you remove the background to transparency (particularly jpgs)

that's when i just duplicate the layer and delete the old BG layer

> "QUOTE"

02-13-2008, 04:23 PM

#6

fireholder
Senior Member

Join Date: Jan 2008
Posts: 149
Downloads: 45
Uploads: 1

enough photoshop jargon, is it a good tut or not, lol 😊



» "QUOTE"

02-13-2008, 05:10 PM

#7

Karl
Phoenix Down'd Addonist



Join Date: Feb 2008
Location: Longueuil, QC
Posts: 385
Downloads: 40
Uploads: 7

not because you use Bevel & Emboss 😊



» "QUOTE"

02-13-2008, 05:20 PM

#8

Doran
Senior Member



Join Date: Feb 2008
Location: Hamilton, Ontario,
CANADA
Posts: 128
Downloads: 18
Uploads: 1

Not bad, not bad. I like the inner glow. Really makes it real looking. I might add that to my own cresting technique.

(I add Noise, of about 7-8%, to every colour. Except for gold or silver. I add about 10-12% for them.)



Come check out my Jersey Pack! Complete history of jerseys for EVERY NHL team! [Click HERE!](#)

» "QUOTE"

02-13-2008, 05:36 PM

#9

Rebel
Junior Member

Join Date: Feb 2008
Posts: 1
Downloads: 23
Uploads: 0

Quote:

Originally Posted by Karl [»](#)
not because you use Bevel & Emboss 😊

Shut up bitch.

» "QUOTE"

02-13-2008, 05:47 PM

#10

Karl
Phoenix Down'd Addonist

Quote:

Originally Posted by Rebel [»](#)



Shut up bitch.

Join Date: Feb 2008
Location: Longueuil, QC
Posts: 385
Downloads: 40
Uploads: 7



what the ***** Pete? 😊



> "QUOTE"

02-13-2008, 09:36 PM

#11

Cheezymadman
Senior Member



Join Date: Feb 2008
Posts: 341
Downloads: 131
Uploads: 2



How do you do crestring of solid color flat areas, like those bars in your sig?

> "QUOTE"

02-14-2008, 08:27 AM

#12

Drezz

Ol' Skool



Join Date: Dec 2007
Posts: 436
Downloads: 197
Uploads: 66



On your Inner Glow, I'd recommend using a Color Dodge to lighten the surrounding colour first. Convert that effect to a layer then apply your white inner glow at a reduced opacity and lay that overtop your other effects for a more realistic looking highlight.

> "QUOTE"

02-14-2008, 02:15 PM

#13

quattre777

Member? Of What?



Join Date: Feb 2008
Location: Toronto, Ontario, Canada
Posts: 93
Downloads: 412
Uploads: 2



Nice **tutorial**. I totally suck a crestring, so this really helped. Thanks.

> "QUOTE"

02-14-2008, 02:40 PM

#14

fireholder
Senior Member

Join Date: Jan 2008
Posts: 149
Downloads: 45
Uploads: 1

Quote:

Originally Posted by quattre777 
Nice **tutorial**. I totally suck a crestring, so this really helped. Thanks.

😊 good



> "QUOTE"

02-14-2008, 09:19 PM

#15

Burk
Member



Join Date: Feb 2008
Posts: 96
Downloads: 120
Uploads: 0

I do my cresting sort of similar so this is something I can somewhat understand.

Good tut.

> "QUOTE"

02-15-2008, 03:42 AM

#16

Tinke
Mask Shinerer

Join Date: Feb 2008
Location: Kiuruvesi, FINLAND
Posts: 185
Downloads: 24
Uploads: 7



could someone do it for psp too?

> "QUOTE"

02-15-2008, 04:12 AM

#17

Drumhellion
Junior Member



Join Date: Feb 2008
Location: York, Yorkshire,
England
Posts: 8
Downloads: 16
Uploads: 0

Well I had a minute whilst I was waiting for someone so I thought I would give this a go. It was fairly clearly written unlike a lot of other cresting tutorials I have seen so I thought why not. I followed the directions and tweaked a few things (mainly the bevel and emboss which I wasn't keen on) and I think I got a pretty good result. Below is what I came up with (two Oilers logos I modified). I don't think they are half bad for my first try, tell me what you think. If you think they are good then all credit goes to fireholder for the great [tutorial!](#) Thanks fireholder!



> "QUOTE"

02-15-2008, 04:15 AM

#18

Cheezymadman
Senior Member

That second logo is hideous, but I guess that's not your fault. 🙄



Join Date: Feb 2008
 Posts: 341
 Downloads: 131
 Uploads: 2



"QUOTE"

02-15-2008, 05:03 AM

#19

i.h.

Add-On Artist



Join Date: Feb 2008
 Posts: 832
 Downloads: 306
 Uploads: 3

Quote:

Originally Posted by Drezz

On your Inner Glow, I'd recommend using a Color Dodge to lighten the surrounding colour first. Convert that effect to a layer then apply your white inner glow at a reduced opacity and lay that overtop your other effects for a more realistic looking highlight.

Drezz knows what he is talking about 😊

One other tip to add realism is to start using the dodge and burn tools on different modes to achieve desired shading effects. I can be tricky at first but it helps you from being lazy and just using pre made effects which suck terribly.



Project progress

Jerseys **DONE**
 Letters **DONE**
 Numbers **DONE**
 Ice **DONE**
 Boards **DONE**
 Masks 38/97
 Arenas 4/30

"QUOTE"

02-15-2008, 06:27 PM

#20

fireholder

Senior Member

Join Date: Jan 2008
 Posts: 149
 Downloads: 45
 Uploads: 1

Quote:

Originally Posted by Drumhellion

*Well I had a minute whilst I was waiting for someone so I thought I would give this a go. It was fairly clearly written unlike a lot of other cresting tutorials I have seen so I thought why not. I followed the directions and tweaked a few things (mainly the bevel and emboss which I wasn't keen on) and I think I got a pretty good result. Below is what I came up with (two Oilers logos I modified). I don't think they are half bad for my first try, tell me what you think. If you think they are good then all credit goes to fireholder for the great **tutorial!** Thanks fireholder!*



lookin' pretty good to me. 😊 I'm glad it's easy to follow. 😊



> "QUOTE"

04-18-2008, 07:57 PM

#21

jp_0988jp
Member

Join Date: Mar 2008
Posts: 30
Downloads: 36
Uploads: 0

When I check to pattern box in the blending options, the pattern does not appear?? Any idea why??

> "QUOTE"

04-18-2008, 08:45 PM

#22

DucksFan
Travis Moen?



Join Date: Feb 2008
Posts: 738
Downloads: 218
Uploads: 10

I'm going to be completley honest. Lose the bevel and embossing. Dodge and burn instead. Bevel and Emboss kills it.



> "QUOTE"

> ADD REPLY



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