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Abc

Dec 15 2007, 06:19 PM

Post #1

Abc.gfx

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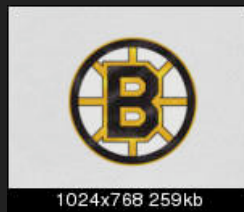
QUOTE(sunster13 @ Jul 6 2007, 02:02 PM)



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In this tutorial, we're going to creast a logo on a jersey.

It will look something like this:



1024x768 259kb

Let's start.

1. Download this jersey texture, and these patterns. For the patterns, unzip them into your Presets>Patterns folder, and load them from inside Photoshop.

[Jersey Texture](#)

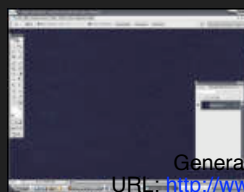
or [here](#)

[Cresting Patterns](#)

[Logo](#)

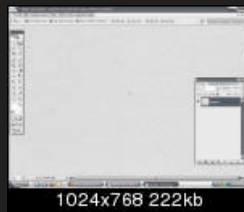
Credit to [o98 designs](#) for the jersey texture.

2. Open the jersey texture.

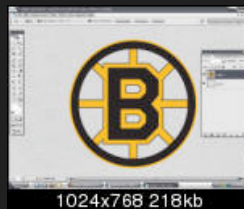


3. Image>Adjustments>Desaturate

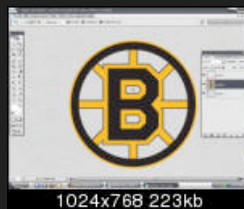
4. Image> Adjustments> Invert



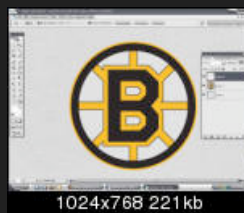
5. Then, find a nice and big logo, and paste it in the center of the canvas.



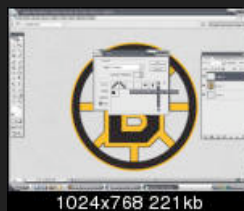
6. Ctr Shift all the unfilled areas in the logo that are usually white.



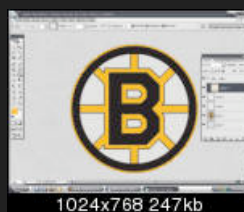
7. Make a new layer, and fill it with the pattern you downloaded. Make sure you still had the selection active. This one is called texture2.png. We'll call it t2 for the rest of the tutorial. Set the opacity of that new layer to 42%.



8. Now with the same selection, make a new layer, and fill it with another pattern, this one is called sampletext5vq.jpg. We'll call it st5 for the rest of the tutorial. Change the opacity to 43%.



9. Then make a new group, and call it yellow. Make a new layer, and make sure you select ALL of the yellow on the original logo layer (you will need shft+ctr). Fill it with yellow on this new layer. After you filled it, add noise to it, around 6 should be fine (. Then, get the dodge tool, use a 50 soft brush (depends how big you logo is), on highlights, and 40% exposure. Lighten parts of the yellow. Don't deselect.

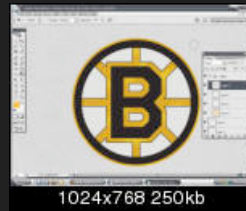




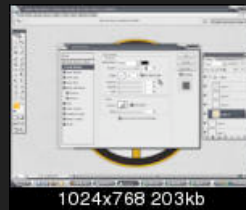
10. Still in the same group, make a new layer, with the all the yellow still selected, fill it with t2. Put the opacity to 30%

11. On a new layer, do the same thing, but fill it with st5. Change the opacity to 40%.

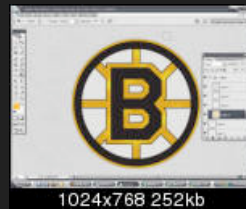
12. Then fill with scanlines, and set the opacity to 17%. This is what you should have at this point:



13. Now, add the drop shadow to the all yellow layer:

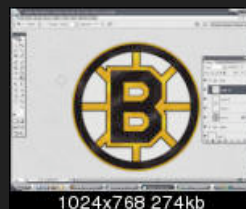


This is what it should look like after the yellow is done:



14. Now, make a new group, called "black", and do exactly the same thing as you did to the yellow, but this time, make sure you put scanlines going the opposite way than the last, and set the layer opacity to 70 instead of 15. When it's done, you can go back to the all black layer, and colour doge it some more. You will probably need to raise the strength.

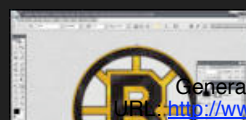
You should have this now:

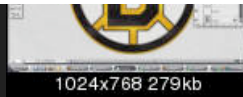


16. Now, make a new layer (not in any group), and grab the pen or ellipse tool, and make sure it's on "shape layers". Make a big circle around the logo.



17. Take the text tool, hover over the path, and you should see a line go through the typing cursor. Use Arial, font 2, and colour #feefbc, and just keep pressing "v" until you get all the way around the path.





That's pretty much it. Here's the final result:



Not too bad eh?

When you do different logo's, make sure you play around with the opacity, noise, etc.

* Tutorial by sunster13, **Credit to L24 for teaching me.**

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By sunster 13

This tutoiral is the only one in Good tutorials repping us. Its a unique tutorial that can only be found here. And got us 5.000+ hits. And represents SGFX V1. 'Grats!

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Dec 15 2007, 07:10 PM

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Yep.

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Dec 15 2007, 08:45 PM

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Dec 16 2007, 06:18 AM

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