



## Light Burst Text

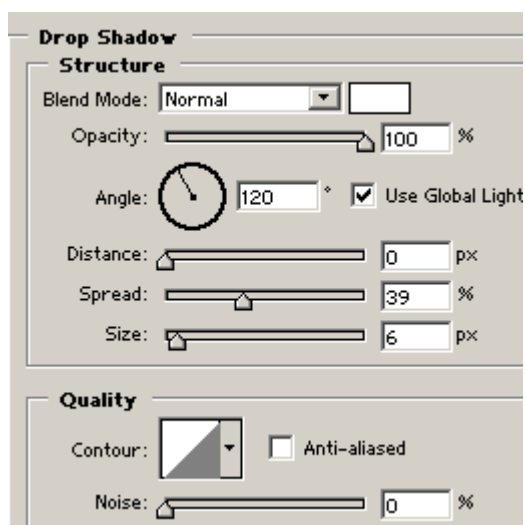
Start a new document 600x400. with **Black** background.

Use the type tool to create your text in white.

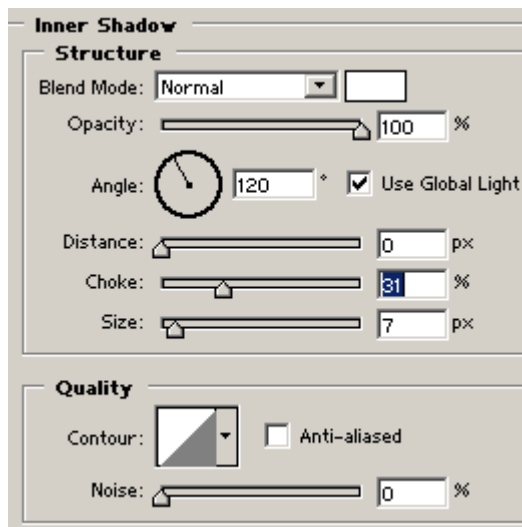


Now apply the following layer styles to the text.

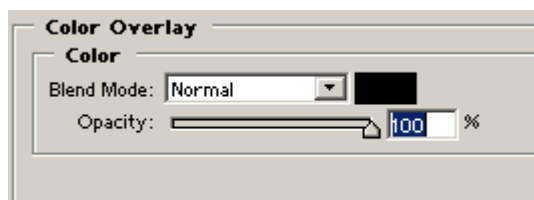
### Drop Shadow:



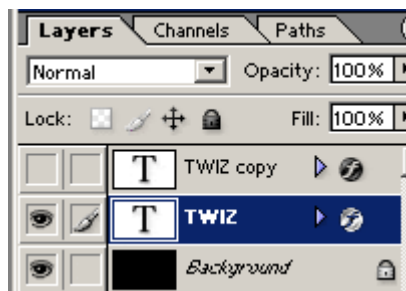
## Inner Shadow:



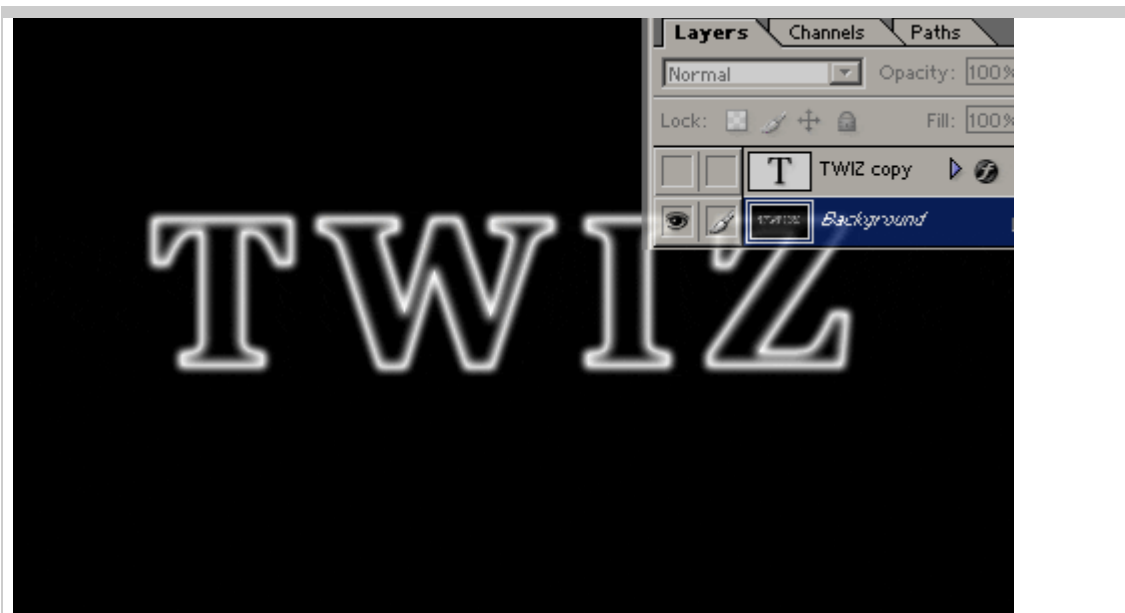
## Color Overlay:



- Now duplicate the text layer (right click on the layer->Duplicate layer),
- hide the top layer.
- select the bottom text layer as the working layer.



Now go to **Layer->Merge Visible**.



Now go to **Filter->Distort->Polar Coordinates**: Select **Polar to Rectangular**



- Now go to **image->rotate canvas->90CW**.

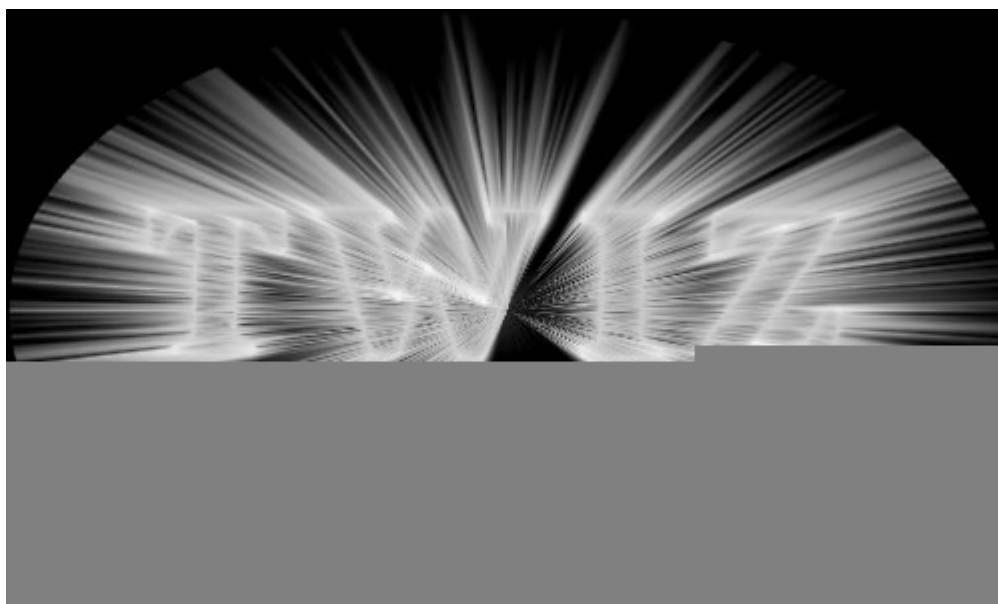
- **Filter->Stylize->Wind: Method: Wind. Direction: From the Right.**  
Press **CTRL+F** 2 more times to reapply the filter.

- **Filter->Stylize->Wind: Method: Wind. Direction: From the LEFT.**  
Press **CTRL+F** 1 more time to reapply the filter.



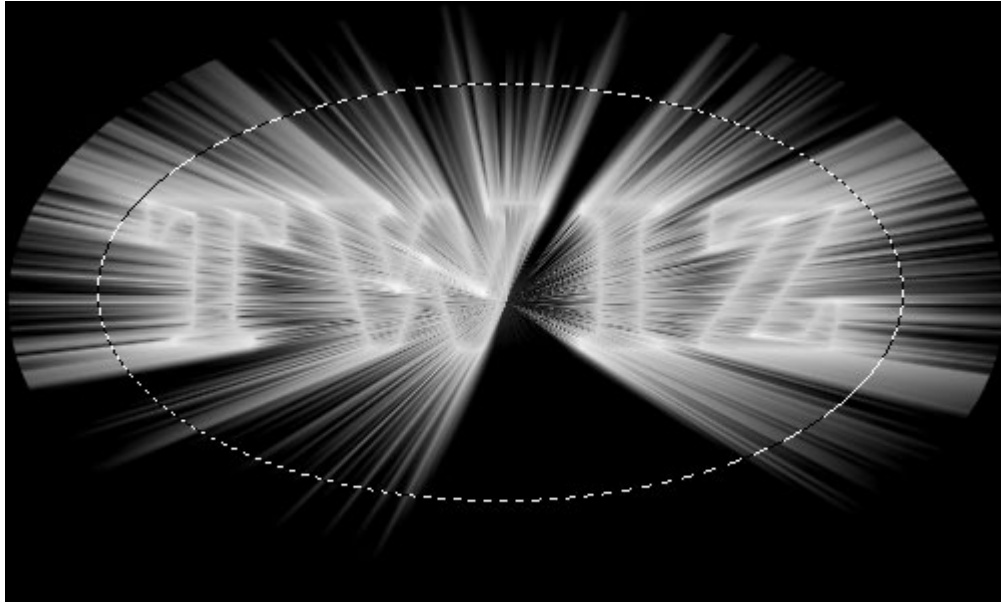
Now rotate the image back: **Image->Rotate Canvas->90CCW**

- **Filter->Distort->Polar Coordinates:** Options: **Rectangular to Polar**



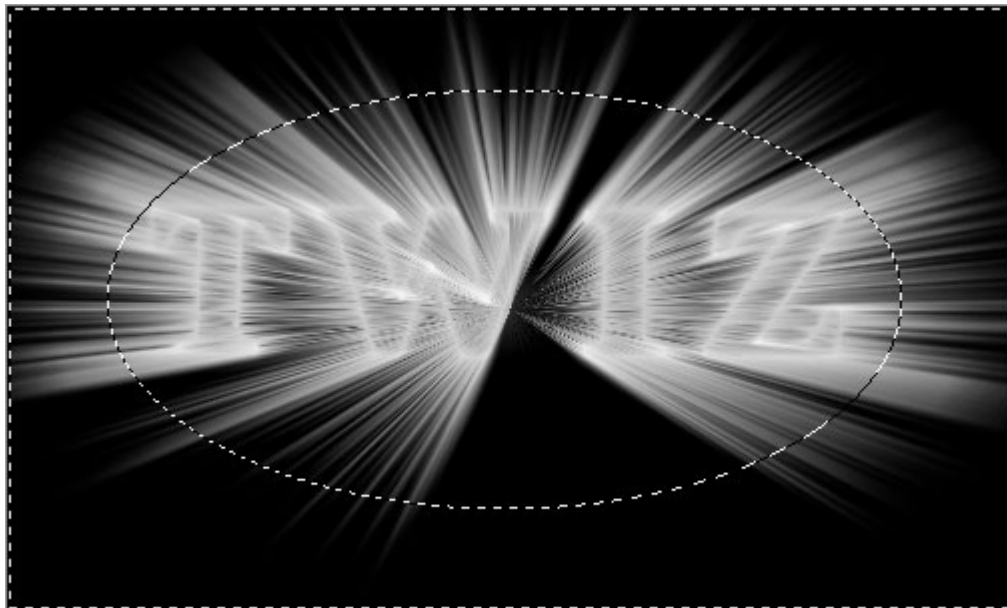
Now use the elliptical marquee tool to make an oval selection, just inside the edge of the

white blast.



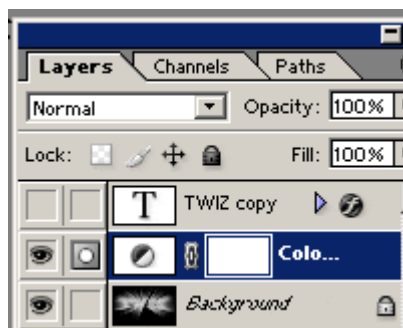
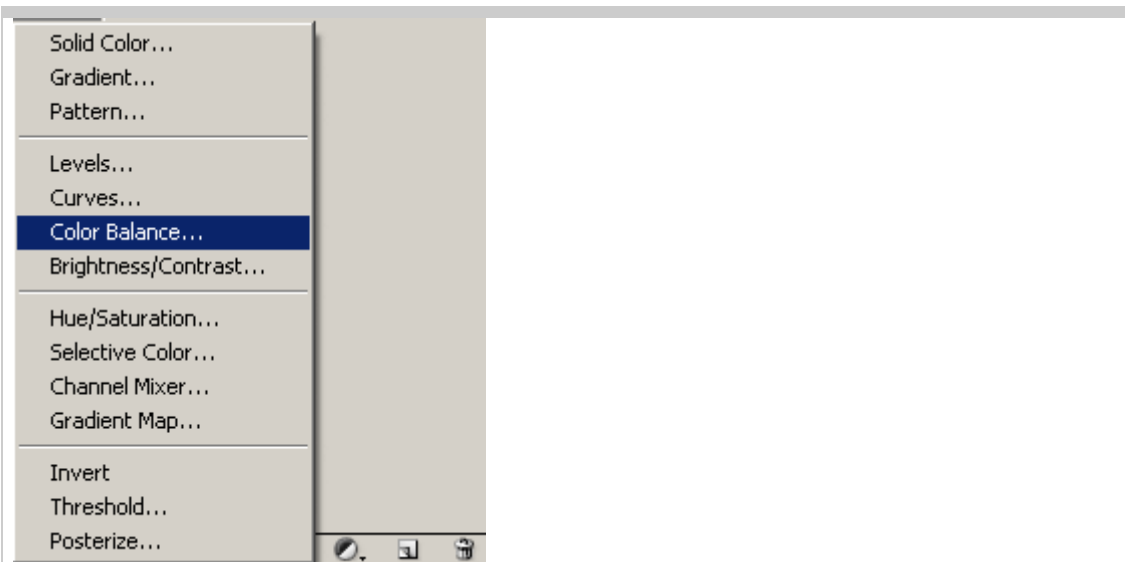
Then go to **SELECT->INVERSE**, then **SELECT->FEATHER**, enter amount as **20px**.

Now **Filter->Blur->Radial Blur**: Blur Method: **Zoom**. Quality: **Best**. Amount: **40**

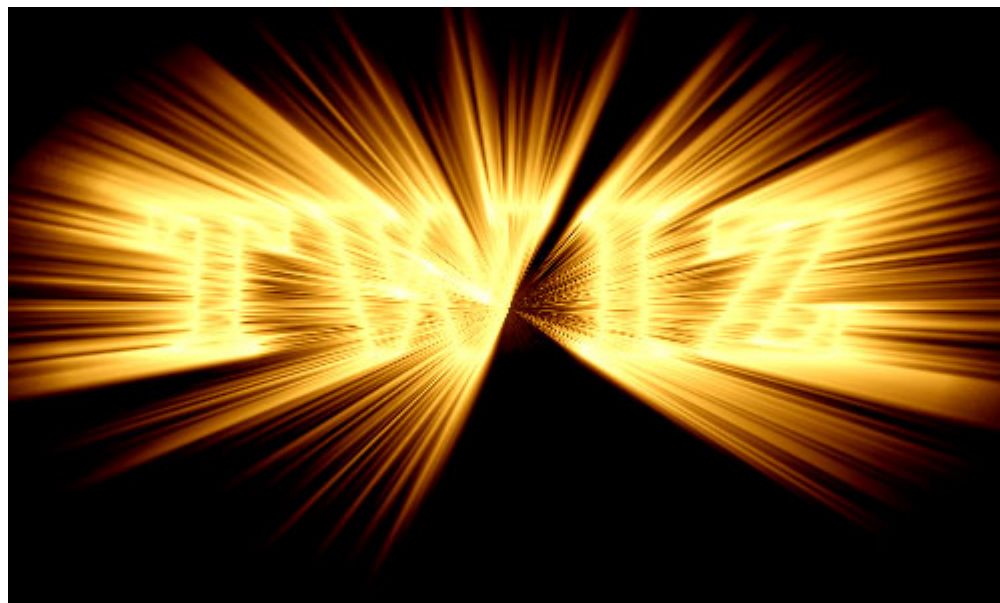


Now **CTRL+D** to **deselect**.

Now create a new **Color Balance adjustment layer** above this effects layer.



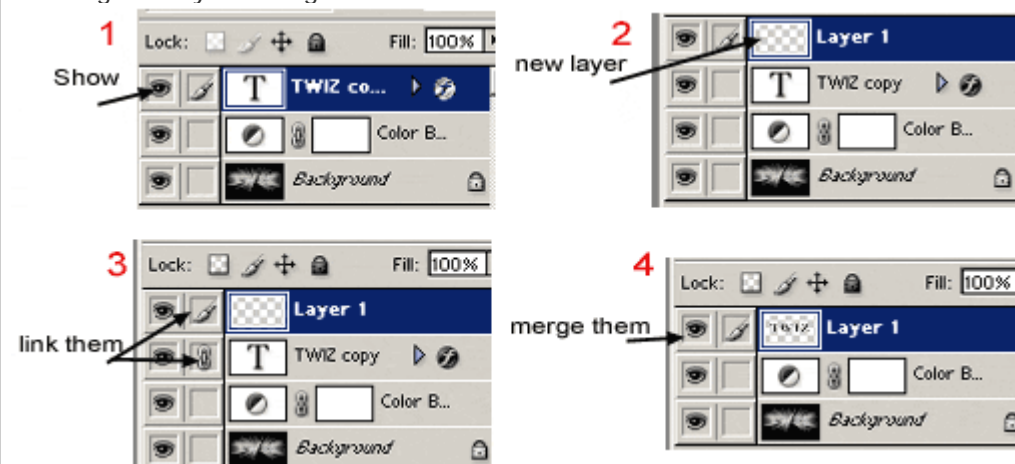
Double click on the color balance layer icon to adjust the colors.



Now do the following:

- Enable/show the original text layer. (clicking on the eye icon.)
- Create a new layer
- Link the new layer and the original layer together.

- Then go to Layer->Merge Linked.



Now just change the blending mode of the top layer. You might like 1 mode better than the other. Here's what I set.

Blending mode:



Overlay

Blending mode: Multiply



This one I added a new layer with some Filter->Noise->Add Noise, then set the blending mode to Darken.



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