

## EXERCISE #3 STYLE EFFECTS & LAYER STYLES

To complete this exercise, print out and submit a file that demonstrates 3-4 of the demos or descriptions included.

### Understanding Styles

12 different component effects + blending options can control how the effects interact with the content of the layer

- 3 Overlays for coloring the surface
- 2 shadows
- 2 glows
- A satin effect
- A stroke
- Bevel & Emboss effect has 5 different categories and bevel structures and contours
- Structure & lighting effect the way the texture effect interacts

### Exploring the Layer Style Box

clicking on the *f* icon brings up the Layer style dialog box

Layer styles can be copied to other layers and even other files by dragging and dropping their individual line entries

Not all of the entire Style copies when dragging & dropping entire style instead right click on the *f* icon and choose copy layer style then right click on the recipient layer choosing paste layer style from menu  
*if effects don't look like expected when copied you can scale the effects or adjust them*  
*global light over rides other settings - so watch for changes in lighting*

### How to access layer styles box

- 1) Choose LAYER>LAYER STYLE and choose effect
- 2) Clicking the add a Layer Style button on Layers palette and choosing effect
- 3) Dbl clicking the layer's name in the Layers palette
- 4) If it already has a Style, dble click the layer's *f* icon
- 5) In an expanded list of effects for a layer that already has a style applied to it, dbl clicking the Effects line or dbl clicking a specific effect line opens up the Effects box
- 6) Open & shut the Layer Effects list by clicking on the triangle

### PARTS OF LAYER STYLE

**Overlays** - Flexible way to apply a solid color, a pattern, or a gradient and change them at any time by changing their content, opacity and blend mode

**Solid Color Overlay** - convenient way to easily change color on buttons

**Gradient Overlay** (if aligned with layer is checked) starts at the edge of the layer content (if not checked gradient starts at the edge of the document)

- angle sets direction for the color changes
- style used to compress or expand the gradient

**Pattern Overlay** (if aligned with layer is checked) starts at the edge of the layer content (if not checked gradient starts at the edge of the document)

- scale slider shrinks or enlarges the pattern (will soften with scaling up)

**Shadows & Glows** - works by duplicating the outline of the layers contents, that outline is then filled with color or used as a hole in an overlay that's filled with color and blurred

**glow** - radiates in evenly in every direction

can use a gradient or a solid color

can not be offset and are not subject to global light

*use to set object away from the background*

*subtle color shadows make it stand out a little*

*high contrast glows make it object out a lot from the background*

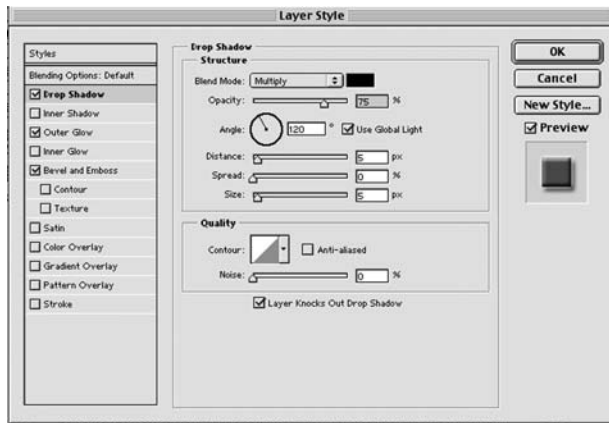
**shadow** - can be offset

only 1 color can be used for shadow

*Shadows help an object to look anchored to the background surface*

*glow can make it stand out from the background*





## DEMO PEACE SYMBOL

1. Open and copy peace symbol in Illustrator
2. Paste into Photoshop as a shape layer (make sure foreground color is the color for symbol)
3. Select 3 inside area of symbol with path selection tool holding down shift key
4. In options bar click subtract from shape area icon (second from left)
5. Apply Layer Style Effects drop shadow
6. LAYER>LAYER STYLE>CREATE LAYERS will separate shadow as its own layer
7. Select shadow layer. Make sure move tool is selected EDIT>TRANSFORM PATH> SKEW or PERSPECTIVE and adjust shadow so that it looks like it is laying on the ground
8. Select Shape layer and apply Layer Style Effects

### Distance & Angle in shadow settings

**Distance** determines how far offset the shadow will be  
change distance by adjusting slider

**Angle** determines the light source for shadow effect  
can set **angle** independently (anytime you change the angle for one effect it applies to other effects) or  
use **global light** (over rides angle settings and makes all Layer Styles in file have lighting angles that match)  
(global light affects altitude Layer Styles settings)

**Blend Mode, Color, Gradient** - shadows and glows can be light or dark depending on the color and blend mode

**Default settings** Shadow are set to dark colors and multiply  
Glow are set to light colors and screen mode

Can change settings but

**dark colors need to use multiply or overlay**  
**light colors need to use screen or overlay**

### Gradients glows

**gradients** can give some really nice effects

**noise** - introduces a random pattern of light-dark variation that can prevent banding

**jitter** - mixes up pixels of the colors in gradient so color transitions are not well defined

**range** - what part of gradient is used in the glow

### Difference Between Inner & Outer

**Outer effects** - extend outside the edge of the layer

**Inner effects** - inside the edge

Inner shadow & Inner glow w/edge radiate inward from edge

Inner glow from center radiates from the center, thinner towards edge

### Size, Spread, Choke

**Size** - amount of blur that is applied to shadow

larger the setting the more blurred to transparency (thinner further)

**Spread & Choke** work with Size setting

Increasing the spread of shadow or choke of a glow make it denser

**Contour** setting for shadow is like curves setting, remaps the intermediate tones using the contours with extreme peaks and valleys produces some wild banding

**SATIN** - created by the intersection of two blurred, offset, reflected copies of the layer content gives internal reflections or a satiny finish  
**size** - controls the amount of blur like other effects  
**distance** - controls how much the two blurred and offset copies overlap  
**angle** - determines the direction of the offset  
**contour** - remaps the tones created by the blurring



### DEMO SATIN

1. Draw and custom with shape tool to create a layer
2. Dbl click the layer's name in the Layers palette to open the Layer style dialog box for blending options. In advanced blending, make sure Blend Interior Effects as a Group box is **unchecked** and set fill Opacity to 0 (filled circle will disappear)
3. Open Satin section of the Layer Style dialog box by clicking the satin entry in the list at the left side of the box. Experiment with the Size (blur), Distance (amount of overlap) and angle. Pop open the contour palette and try different contours especially the complex ones and vary the distance.
4. Experiment with other settings such as color overlay to see how satin affects those style effects

### STROKE -

**Size** - the width of the stroke around the outline  
**Position** - width of the stroke outward or inward or centered  
 width can be filled with a solid color, pattern, or gradient depending on fill type  
**Stroke Gradient** - shape burst gradient - colors follow along the outline creating a quick neon effect or inline/outline effect



### DEMO STROKE - Eat at Joe's

1. Create a file with a dark background, set some type for a graphic, adjust kerning to allow space for effect - fill color for the letters doesn't matter
2. Click the *f* button and choose Blending options - opens in advanced blending options
3. Set fill opacity to 0 and make sure Blend Interior Effects As Group option is **unchecked** (type or graphic will disappear but stroke still exists)
4. Adding a gradient stroke - from list at the left side of the Layer Style dialog box, choose Stroke. Choose Center for Position. Choose Gradient for Fill Type and Shape burst for the Style
5. Pop out the gradient palette with the pop out menu next to the gradient swatch choose or create a double gradient (that goes from light color or white in center to color at either end) adjust the color midpoints of gradient and size of the stroke larger to get the rounding you want
6. Completing the lighting - Inner Glow added to light the interior of the letters  
 Choose Outer Glow from Layer Style dialog box, set blend mode to screen so the glow will light up the background, set spread between 0-2 to make as soft as possible, experiment with opacity and size to get the effect you want
7. To make the glow more realistic you can add a color Drop Shadow, try different blending modes color dodge lightens the color in the background

### DEMO BEVEL & EMBOSS - box is complex

#### Direction -

**Up** - raises object from the surface  
**Down** - sinks it into the surface

#### Style

**Inner bevel** - builds the beveled edge inward from layer content edge  
**Outer bevel** - builds outer beveled edge outward  
**Emboss** - bevel is centered over layer content edge  
**Pillow Emboss** - bevel extends both directions from the layer content edge  
**Stroke Emboss** - builds the bevel using only the width of the stroke

**Size** - degree of blurring used to create effect  
 determines how far inward and outward the bevel goes

**Soften** - controls what happens to the outside edge  
 whether it is sharp or angular or round - higher soften value makes it rounder

**Depth** - determines how steep the sides of the bevel are  
 greater Depth settings increases contrast between tones used for highlights and shadows and makes the bevel look deeper

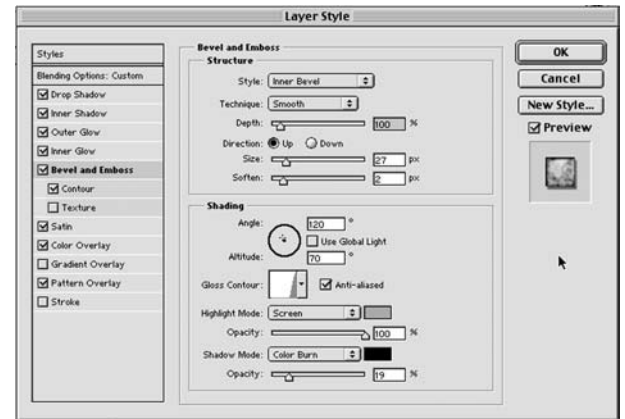


## Shading

**Angle & Global light** work the same as in Shadows  
**Altitude** setting can also be a part of the global light increasing the Altitude moves the bevel high-light farther onto the front surface of the element - result is a more polished with harder highlights

**Gloss Contour** - remaps the tones in the bevel high light and shadow to make the surfaces seem more or less glossy - useful for imitating highly polished surfaces with multiple highlights

**Color, Mode, and Opacity** - settings for the highlight and shadow let you control the characteristics of the highlighted edges and shadowed edges independently. simulate 2 different light sources



**Contour** - this contour setting controls the structure of the bevel defines the shape of the bevels shoulder

*Experiment with the different swatches in the contour popup and adjust the range slider which controls how much of the bevel is sculpted by the contour*

## EXPERIMENT WITH CONTOURS IN THE BEVEL & EMBOSS SETTINGS

**Texture** - embosses the pattern you choose from the pattern swatch in the texture section of the Layer Style dialog box Like the Pattern overlay style except patterns are in grayscale, only uses the lights and darks of pattern, to simulate bumps and pits in the surface

**Inner bevel** - goes on inside of the layer content

**Outer bevel** - pattern goes outside

**Emboss & Pillow Emboss** - pattern extends inside and outside

**Stroke** - only appears on stroke width

**Settings** that affect Pattern Overlay

**Depth** (contrast)

**Soften**

**All settings in the shading area**



**Blending Options** - governs how the layer interacts with other layers.

**General Blending** at the top of the dialog box change

**Blend Mode**

**Opacity**

**Advanced Blending**

**Blend if** - gives priority to certain ranges and colors between active layer and layer below

**Fill Opacity slider** - allows you to reduce the Opacity of the layer's "fill" without reducing the opacity of the entire layer

**Check boxes** - control whether certain inner effects are considered part of the Fill for purposes of adjusting fill Opacity

**Blend Interior Effects as a Group** - all the settings that control the parts inside of the graphic are treated the same

**Blend Clipped Layers As Group** - controls whether any layers that are part of a clipping group with the "styled" layer as the base are treated as if they became part of the layer before or after the Layer Style was added