

~ Metal Gimp ~



800x600 transparent 300 ppi
000000 / 606060 Gradient
Bottom right to top left

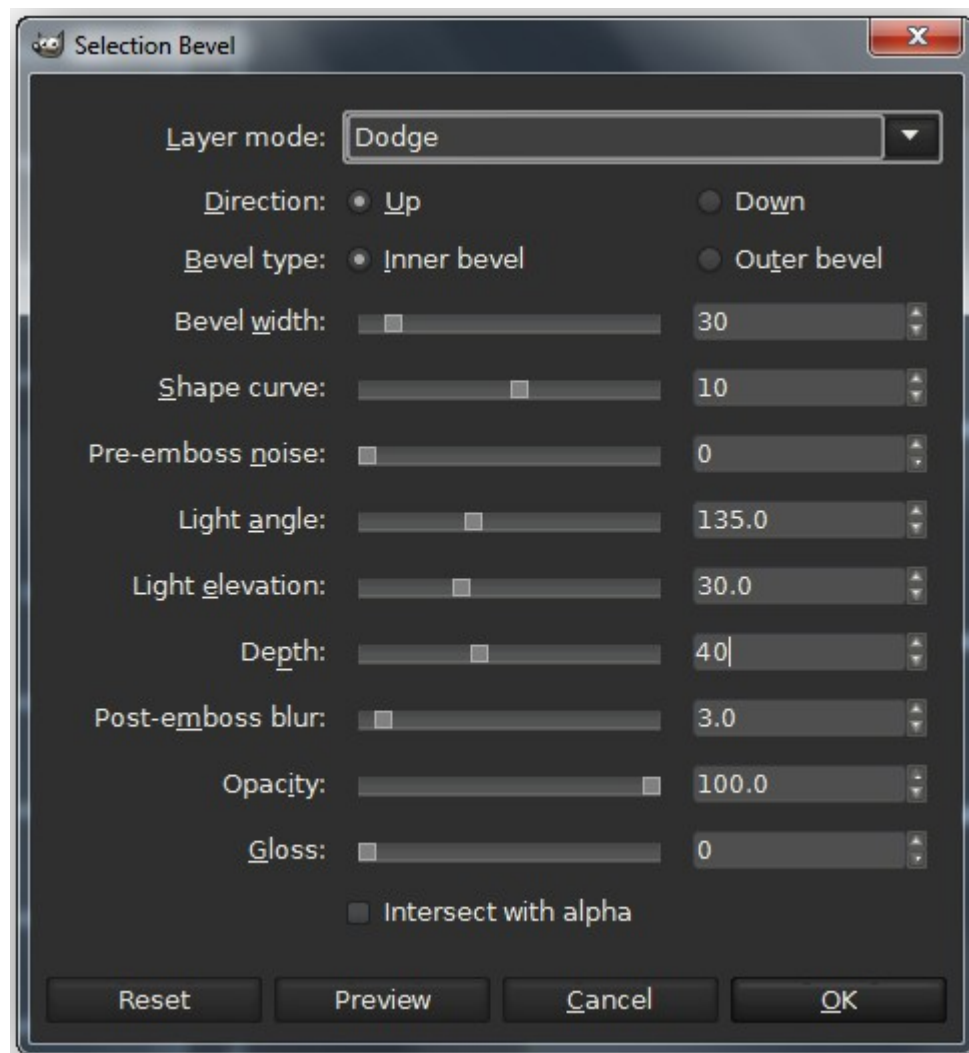
I used Qumpellkano12 font, color c7c7c7

Capital G and M size=250
Capital I and P size=150



Merge text layers
Layer to image size
Alpha select text

Filters: Distorts - Bevel



Except for 'Layer Mode'
I used the same settings for the
next two steps

Select Dodge layer
Run Bevel again
change Mode to Grain Merge

Select Grain merge layer
Select: Shrink = 2
Run Bevel again
change Mode to Subtract
Select: None

Merge down Dodge layer
Then Grain Merge layer
Then Subtract layer



Alpha select text
Duplicate and fill with Black
Move below text

Using Move tool and arrow keys
Move down and right 1 pixel
Repeat until you get the shadow
thickness you want
Merge Black layers
Layer to image size



I also Alpha selected text layer
Shrink 1 and ran Unsharp mask
Select: None

I added 2 layers to my BG
Filled 1 with 505050
RGB noise, Desaturated (Lum)
Motion blur, layer mode: overlay

New layer above noise layer
Filled with Metal mesh pattern
Multiply mode

