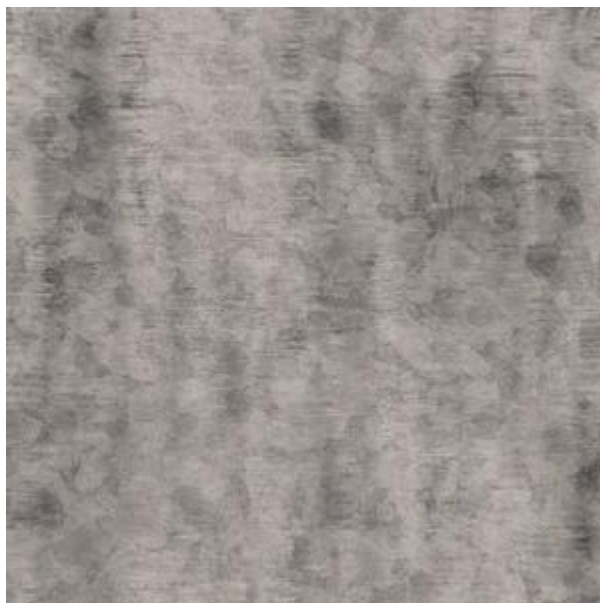




Step #1

First you will need to download the two textures below and convert them into photoshop patterns for later. To do this simply open each image then go to **EDIT >> DEFINE PATTERN** in the menu. Alternatively, if you've downloaded the source files at the end of this post, simply install the pattern set entitled reflective-brushed-metal-tut.pat by double clicking on it.)



Brushed Metal Texture

↓ [tutorialsetc-brushed-metal-texture.zip](#)

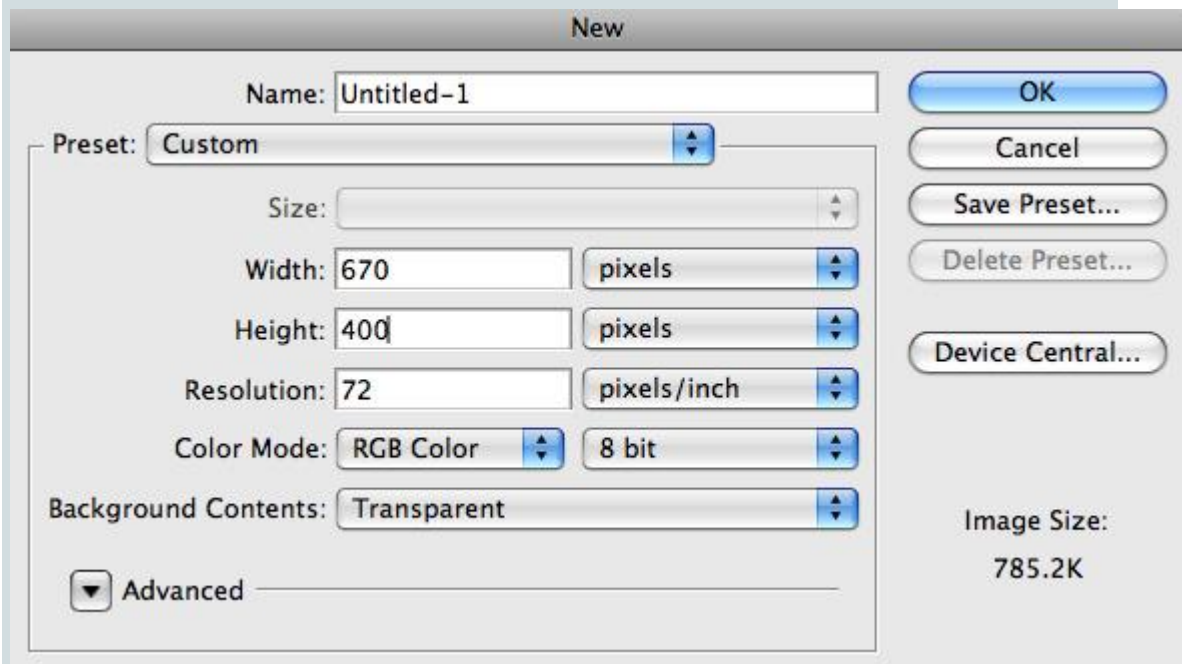


Blue Abstract Watery Waves

↓ [tutorialsetc-abstract-water-smudge.zip](#)

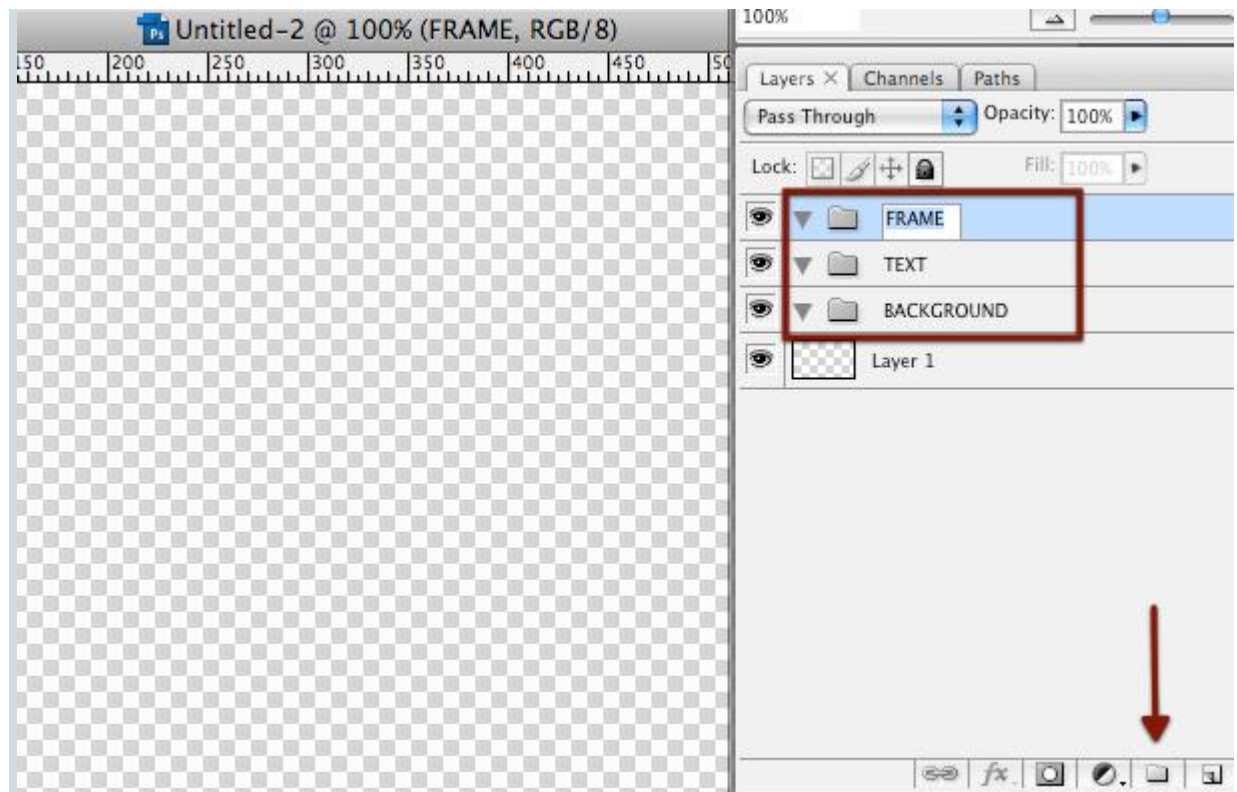
Step #2

Create a new transparent document 670px * 400px at 72dpi as seen below.



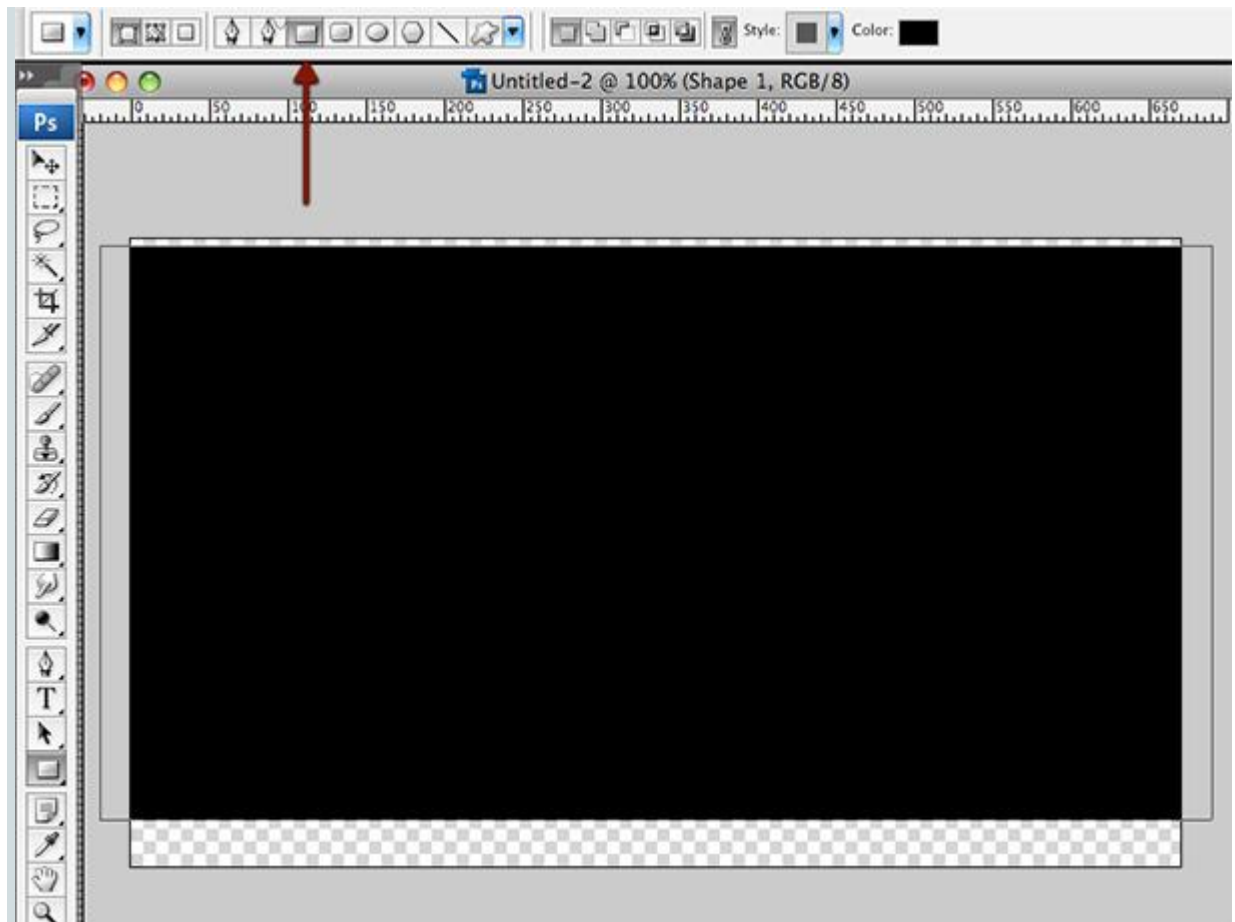
Step #3

To keep our psd file organized first click on the folder icon in the layer pallet 3 times to create three folders and name them FRAME, TEXT, and BACKGROUND respectively.



Step #4

Create a new layer within the FRAME folder and name it frame. Activate the shape tool by typing U, make sure the rectangular shape tool is selected, then draw out a square similar to the one below, leaving a little room on the top and bottom.



Step #5

Activate the layer styles dialog box on your shape layer by double clicking on it or by going to **LAYER >> LAYER STYLE >> BLENDING OPTIONS** in the menu. Then enter the settings below.

Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Blending Options

General Blending

Blend Mode: Normal

Opacity: 100 %

Advanced Blending

Fill Opacity: 0 %

Channels: R G B

Knockout: None

- Blend Interior Effects as Group
- Blend Clipped Layers as Group
- Transparency Shapes Layer
- Layer Mask Hides Effects
- Vector Mask Hides Effects

Blend If: Gray

This Layer: 0 255

Outer Glow

Structure

Blend Mode: Normal

Opacity: 100 %

Noise: 0 %

Elements

Technique: Precise

Spread: 100 %

Size: 250 px

Quality

Contour: Anti-aliased

Range: 1 %


Jitter: 0 %

OK

Cancel

New Style...

Preview



Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Outer Glow

Structure

Blend Mode: Normal

Opacity: 100 %

Noise: 0 %

Elements

Technique: Precise

Spread: 100 %

Size: 250 px

Quality

Contour: Anti-aliased

Range: 1 %


Jitter: 0 %

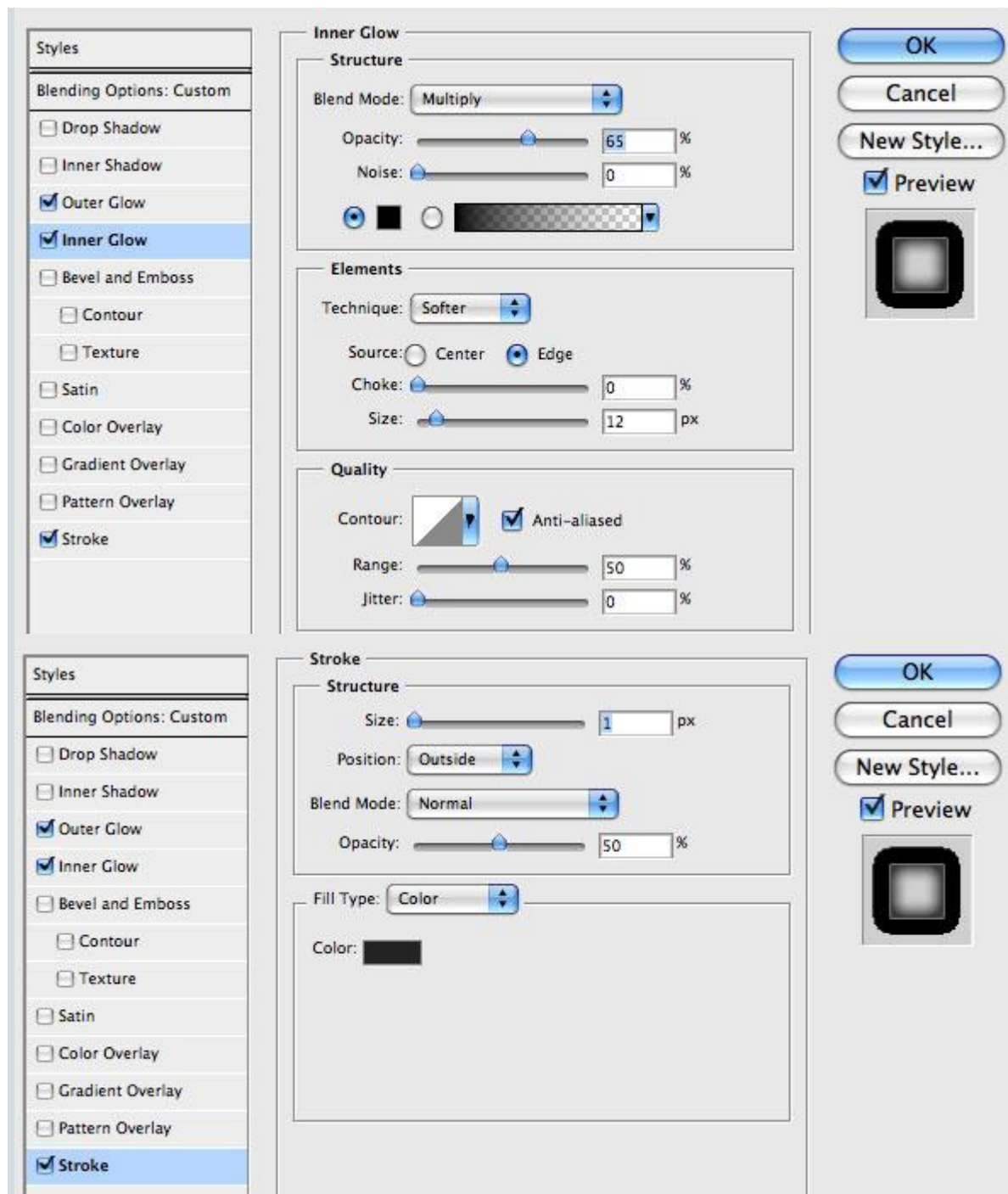
OK

Cancel

New Style...

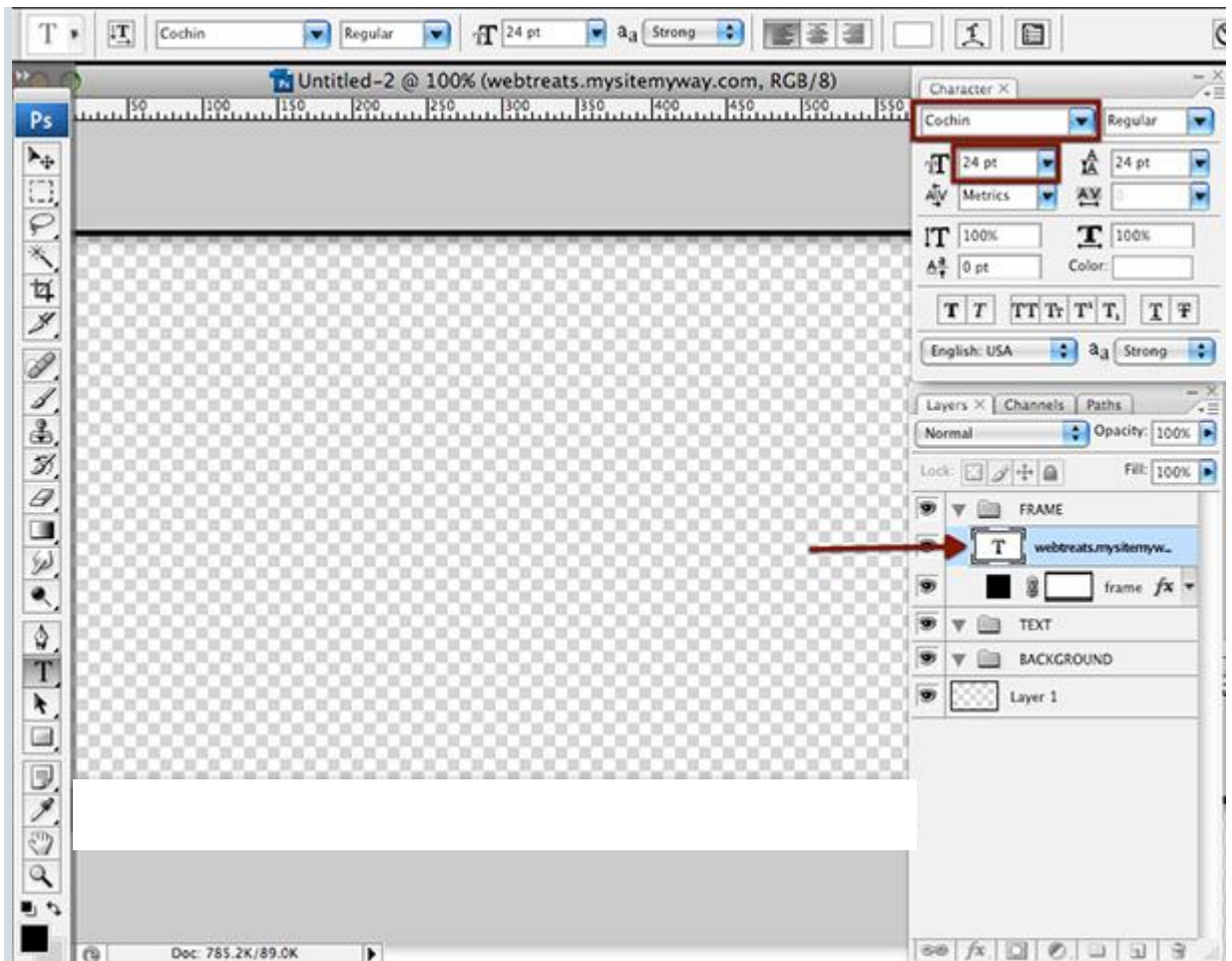
Preview





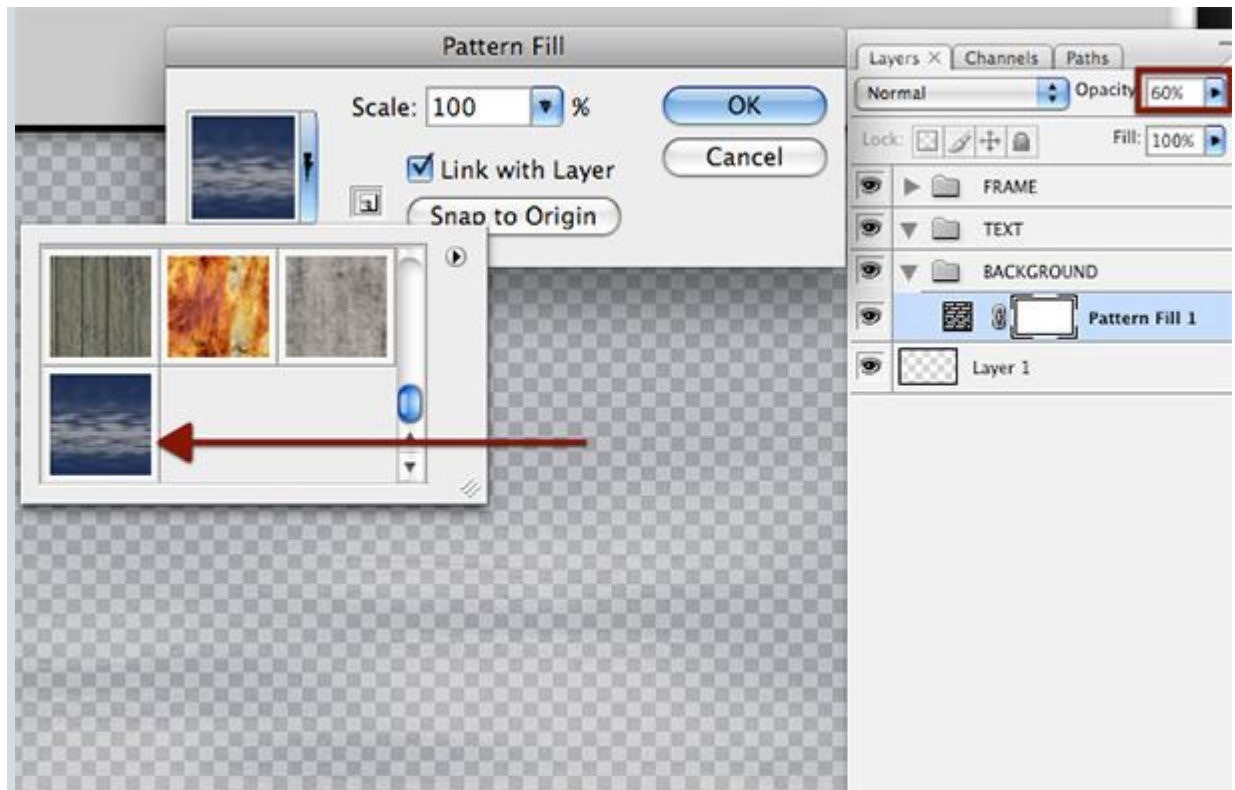
Step #6

Create a new layer above the frame layer by going to **LAYER >> NEW >> LAYER** in the menu, activate the text tool by typing **T**, then type in your title using the settings below.



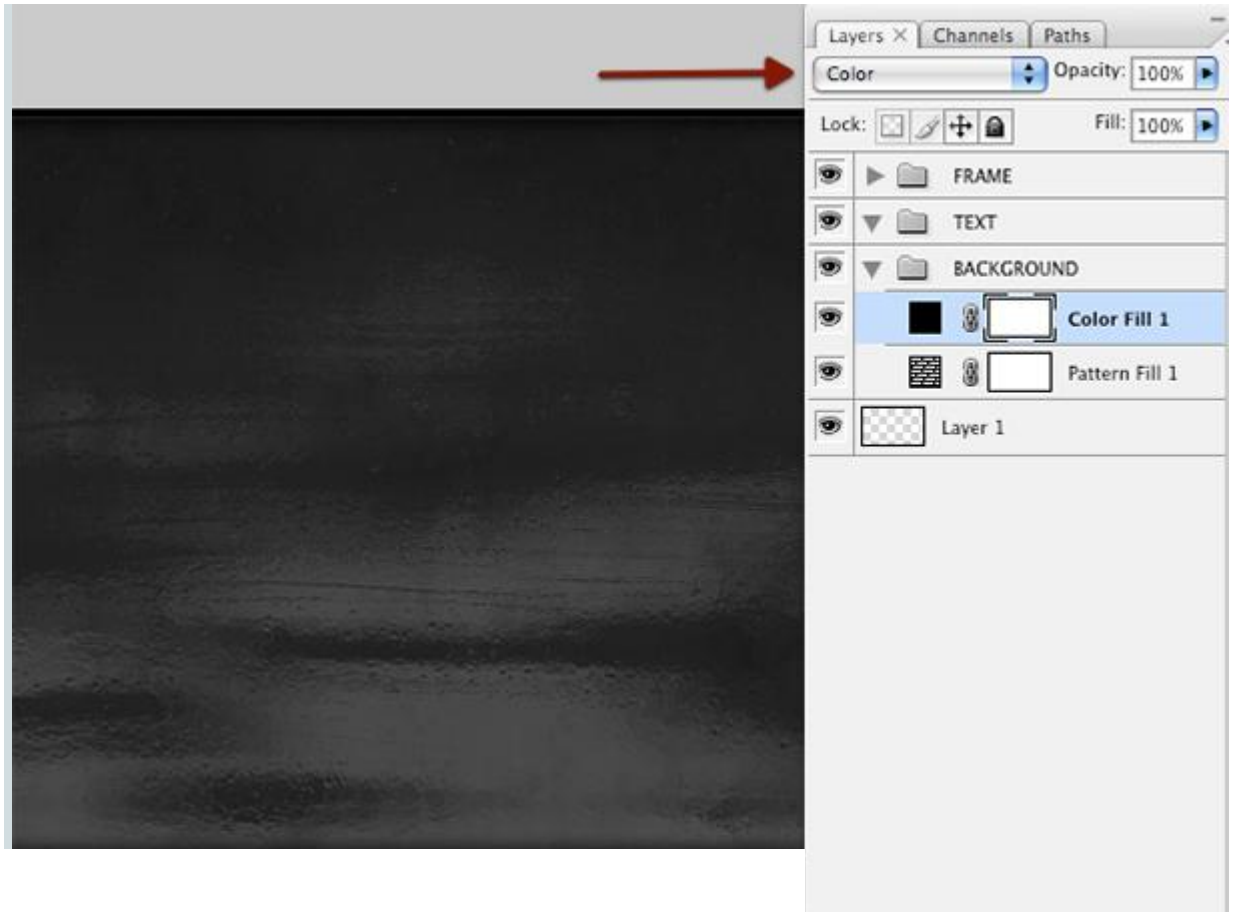
STEP #7

Within the BACKGROUND folder create a new pattern fill layer by going to **LAYER >> NEW FILL LAYER >> PATTERN** in the menu and choose the abstract water pattern you either installed or created in step #1 as seen below. Then set the layer opacity to 60%



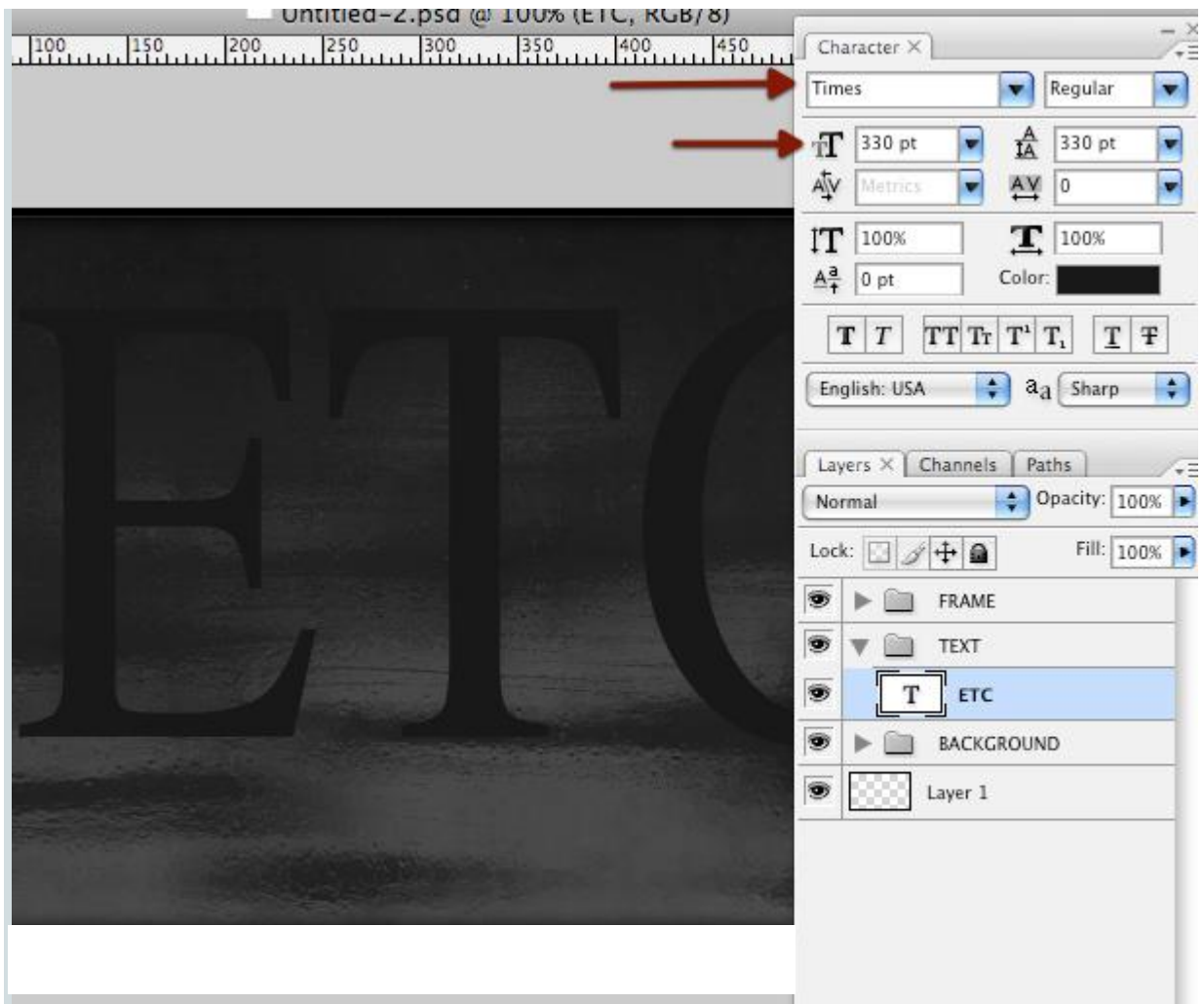
STEP #8

Above the water layer create a color fill layer by going to **LAYER >> NEW FILL LAYER >> COLOR** in the menu. Chose #000000 for the color then set the layer blend mode to Color as seen below.



STEP #9

Within the TEXT folder now, create a new layer by going to **LAYER >> NEW >> LAYER** in the menu, activate the text tool by typing **T** and type in some text using the Times at 330pt as seen below.



Step #10

Duplicate the text layer you just created by going to **LAYER >> DUPLICATE LAYER** then open up the layer styles pallet on the top text layer by going to **LAYER >> LAYER STYLE >> BLENDING OPTIONS** in the menu and enter the settings below.

Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss**
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Blending Options

General Blending

Blend Mode: Multiply

Opacity: %

Advanced Blending



Fill Opacity: %

Channels: R G B

Knockout: None

- Blend Interior Effects as Group
- Blend Clipped Layers as Group
- Transparency Shapes Layer
- Layer Mask Hides Effects
- Vector Mask Hides Effects

Blend If: Gray


This Layer:	0	255
		
Underlying Layer:	0	255
		

OK

Cancel

New Style...

Preview



Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss**
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Bevel and Emboss

Structure

Style: Inner Bevel

Technique: Smooth

Depth: %

Direction: Up Down

Size: px


Soften: px

Shading

Angle: °

Altitude: °

Use Global Light

Gloss Contour:  Anti-aliased

Highlight Mode: Overlay

Opacity: %

Shadow Mode: Overlay


Opacity: %

OK

Cancel

New Style...

Preview




Contour

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Elements

Contour:  Anti-aliased


Range: 53 %

OK

Cancel

New Style...

Preview




Contour


Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Structure


Blend Mode: 

Opacity: 24 %

Angle:  19 °

Distance: 12 px

Size: 7 px


Contour:  Anti-aliased Invert

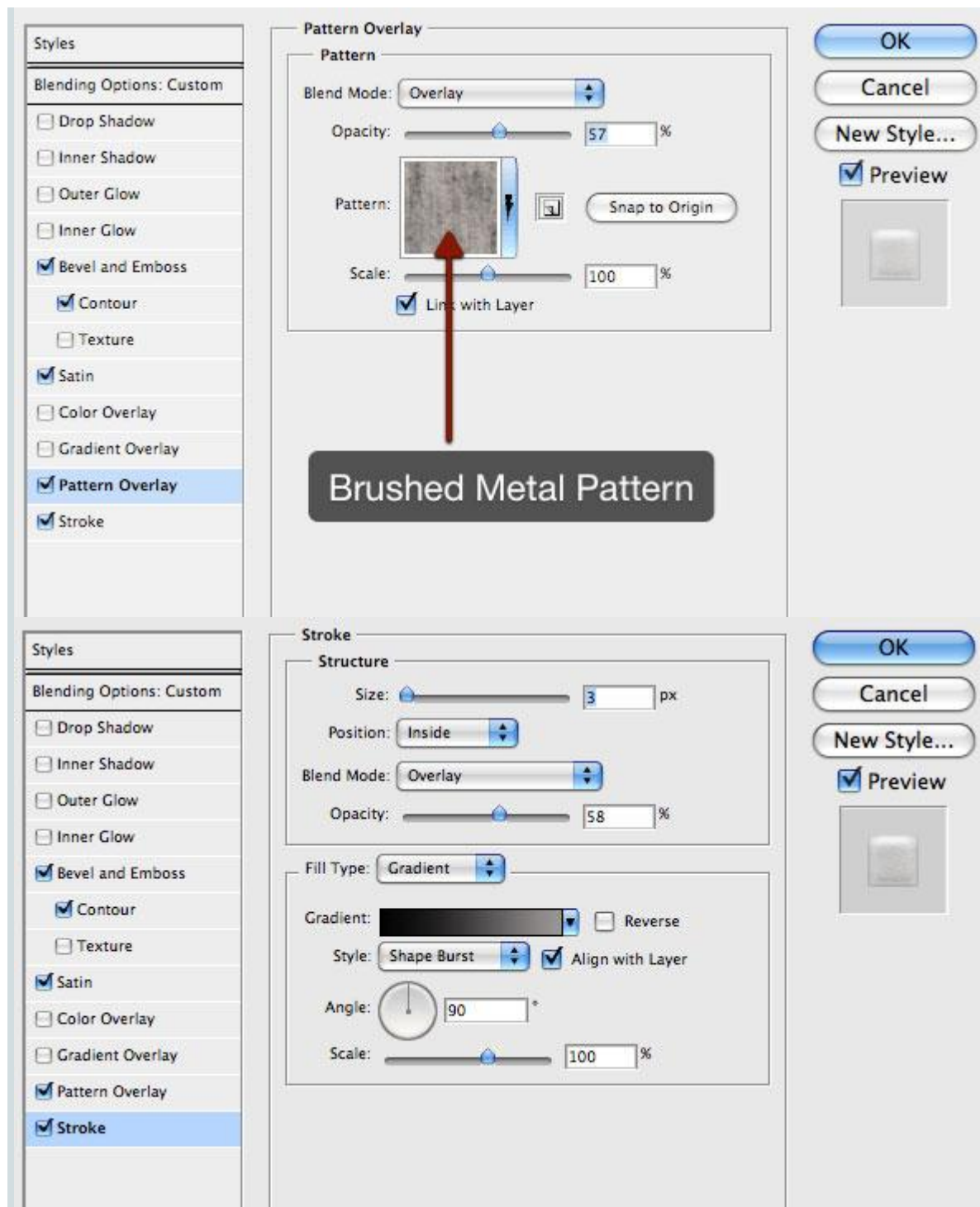
OK

Cancel

New Style...

Preview





Step #11

Open up the layer styles pallet by going to **LAYER >> LAYER STYLE >> BLENDING OPTIONS** in the menu on the bottom text layer and enter the settings you see below.

Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Blending Options

General Blending

Blend Mode: Normal

Opacity: %

Advanced Blending

Fill Opacity: %

Channels: R G B

Knockout: None

- Blend Interior Effects as Group
- Blend Clipped Layers as Group
- Transparency Shapes Layer
- Layer Mask Hides Effects
- Vector Mask Hides Effects

Blend If: Gray

This Layer:	0	255
Underlying Layer:	0	255

OK

Cancel

New Style...

Preview

Styles

Blending Options: Custom

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Drop Shadow

Structure

Blend Mode: Multiply

Opacity: %

Angle: ° Use Global Light

Distance: px

Spread: %

Size: px

Quality

Contour: Anti-aliased

Noise: %

Layer Knocks Out Drop Shadow

OK

Cancel

New Style...

Preview

Bevel and Emboss

Structure

Style: **Inner Bevel**

Technique: **Smooth**

Depth: 50 %

Direction: Up Down

Size: 10 px


Soften: 3 px

Shading

Angle: 90 °

Use Global Light

Altitude: 30 °

Gloss Contour:  Anti-aliased

Highlight Mode: **Screen**


Opacity: 75 %

Shadow Mode: **Multiply**

Opacity: 75 %

Contour

Elements

Contour:  Anti-aliased

Range: 50 %

Styles

Blending Options: Custom


- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss**
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

OK

Cancel

New Style...

Preview




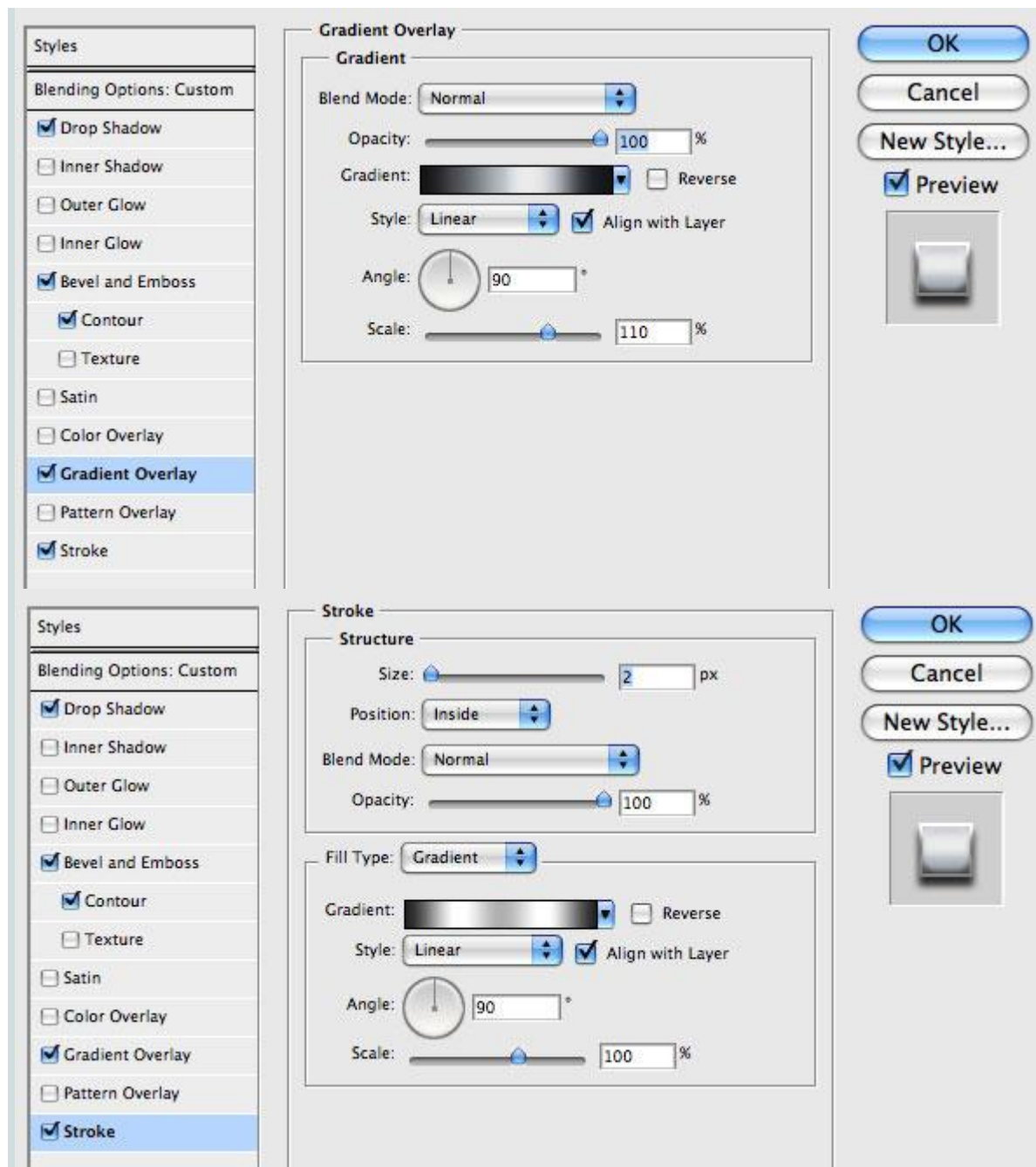
OK

Cancel

New Style...

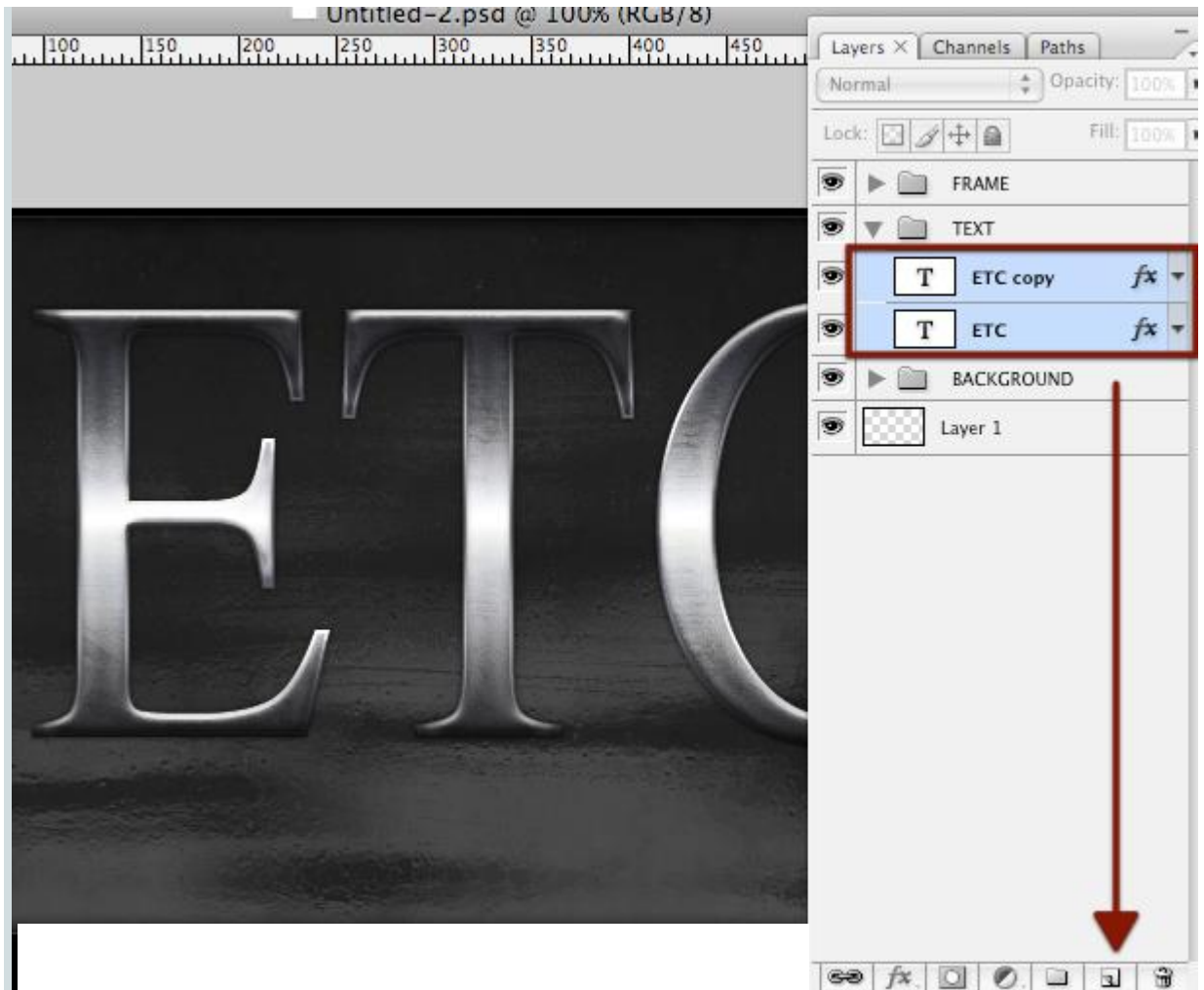
Preview





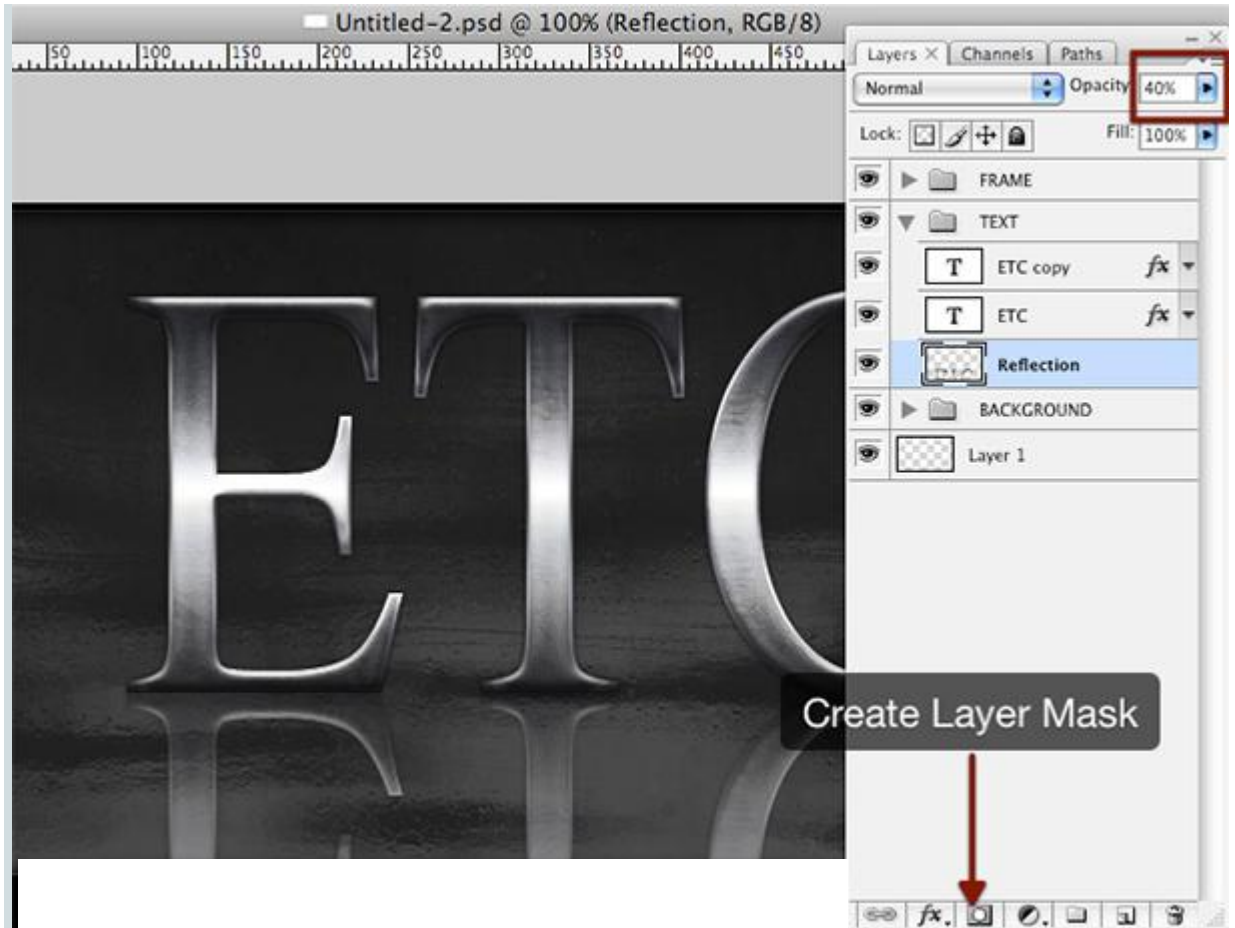
Step #12

Select both text layers and drag them down to the new layer button to duplicate them, then merge the resulting layers by going to **LAYERS >> MERGE LAYERS** in the menu then name the merged layers "Reflection".



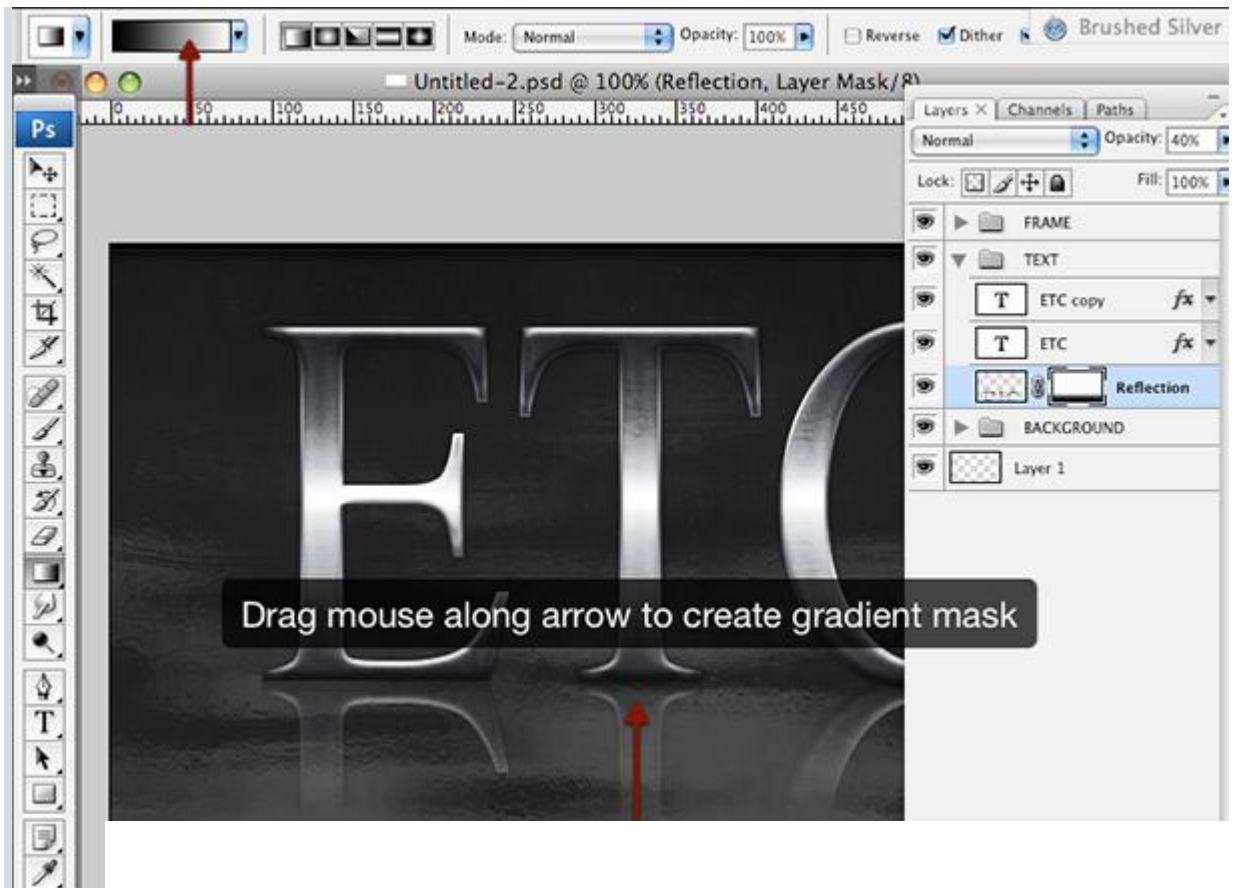
Step #13

Flip the reflection layer vertically by going to **EDIT >> TRANSFORM >> FLIP VERTICAL** in the menu. Then activate the move tool by typing **V** and drag the reflection layer down until it lines up with the base of your text as seen below. Bring the layer opacity down to 40% and then create a layer mask.



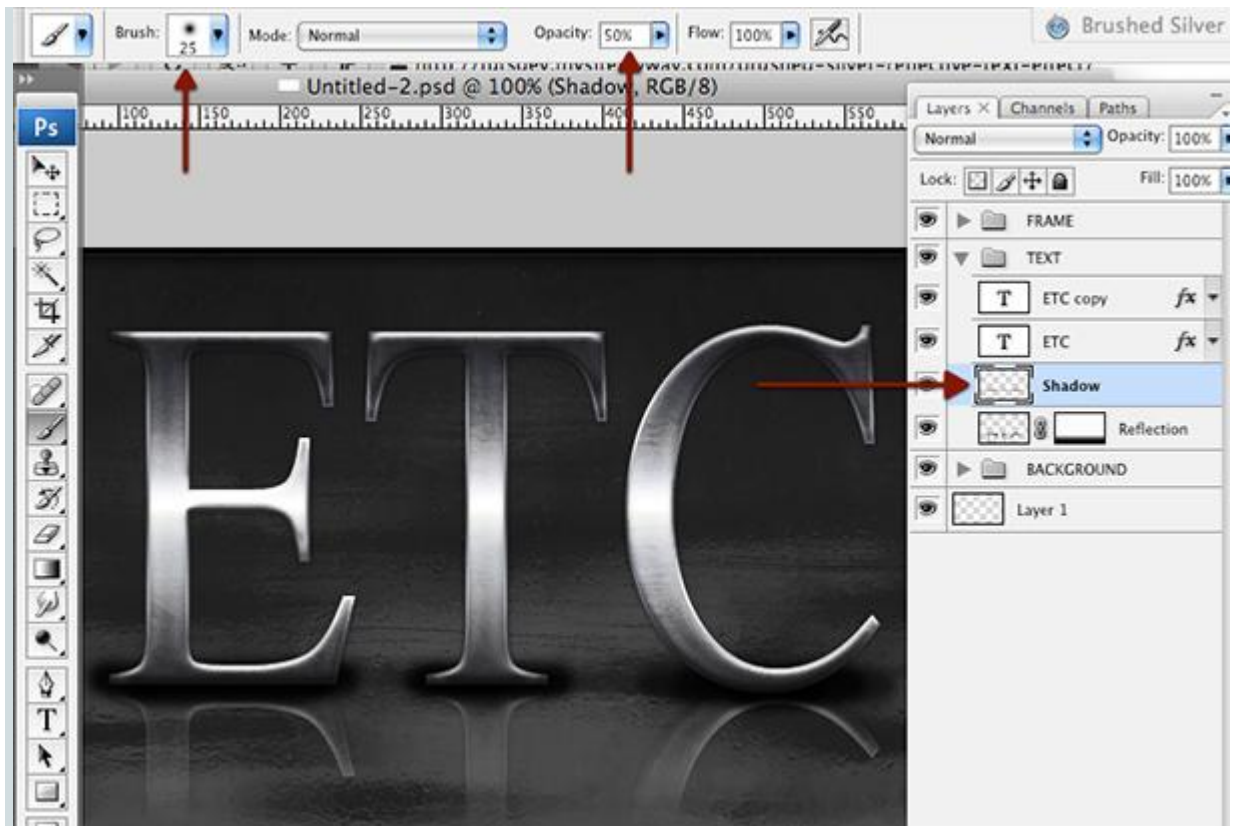
Step #14

Activate the gradient tool by typing **G**, make sure the default black to white gradient is selected and that the gradient tool is in linear gradient mode, then drag the mouse as seen below to make the reflection fade out gently.



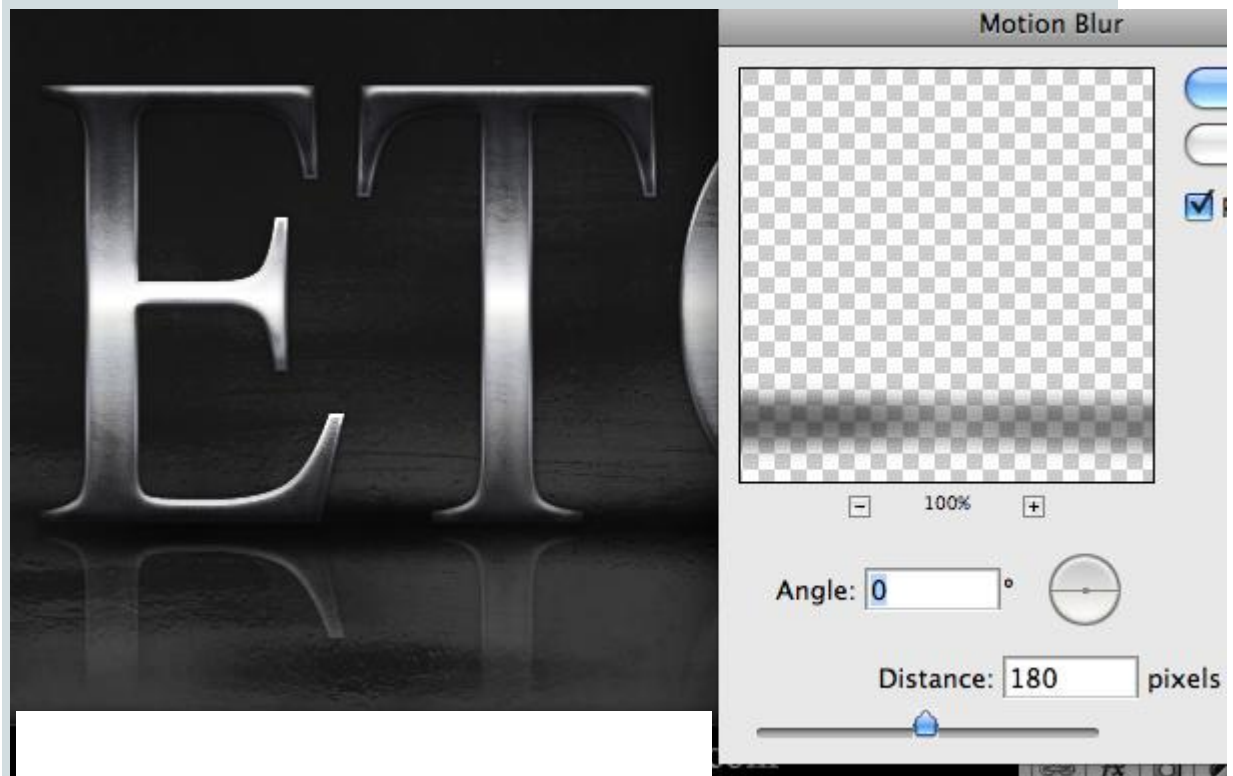
Step #15

Above the Reflection layer create a new layer and name it "Shadow". Then activate the brush tool by typing **B**, select a basic round brush with opacity 50% and size 25px then draw along the base of each letter as seen below.



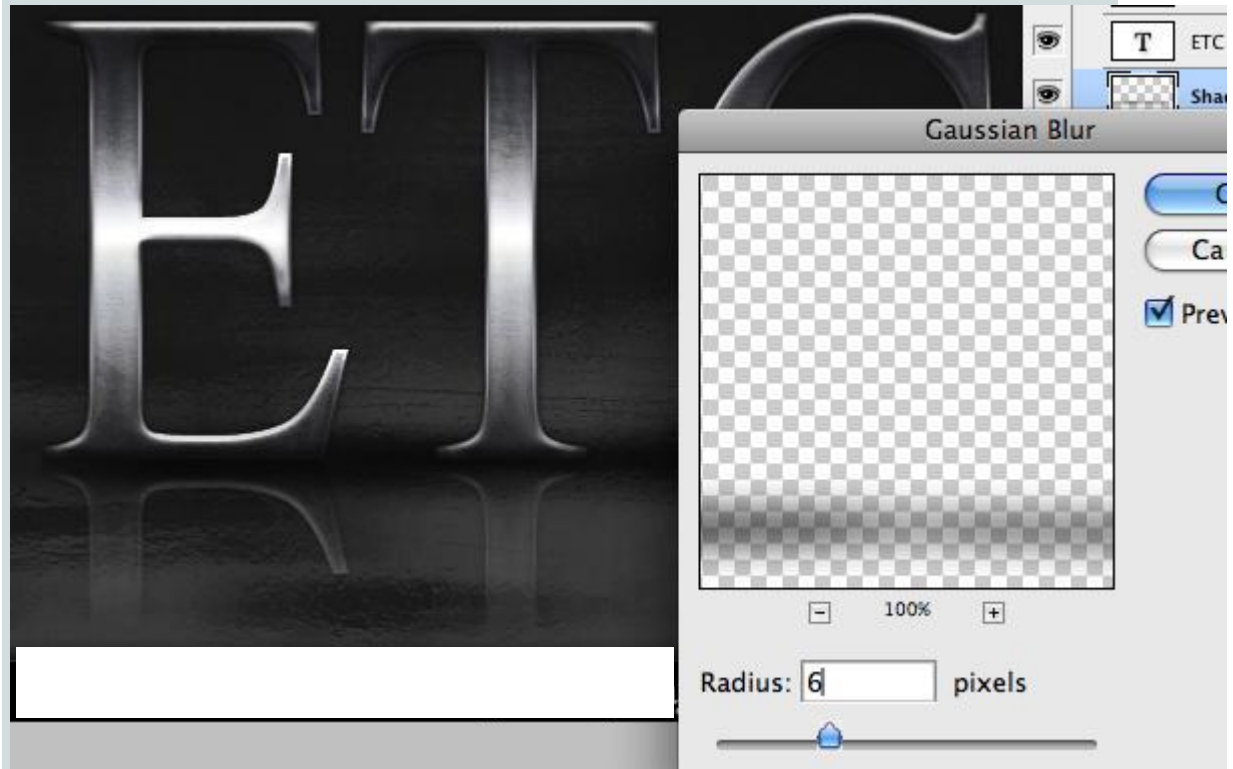
STEP #16

To clean up the shadow use the motion blur filter by going to **FILTER >> BLUR >> MOTION BLUR** in the menu and enter the settings below.



STEP #17

To clean up the shadow further use the gaussian blur filter by going to **FILTER >> BLUR >> GAUSSIAN BLUR** in the menu and enter the settings below.

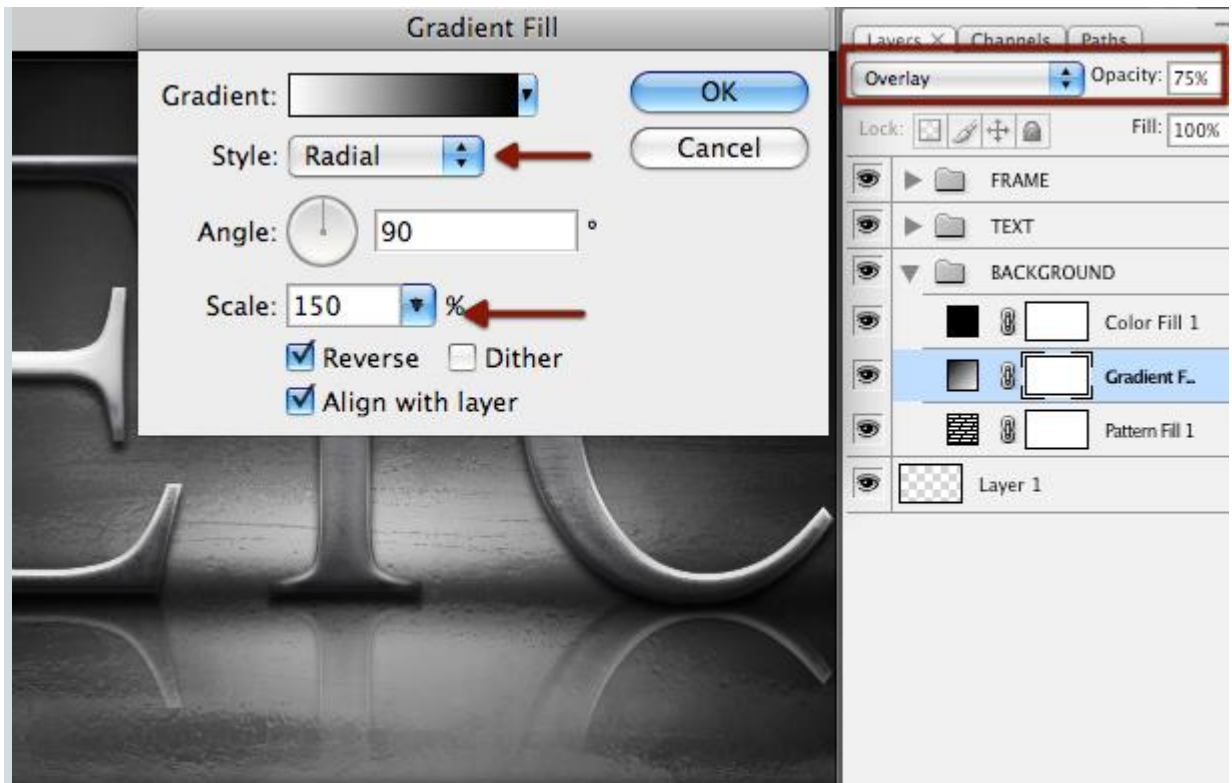


You should now have something that looks like what you see below.



Step# 18 (Optional Spotlight)

To punch up the effect a little more create a new gradient fill layer by going to **LAYER >> NEW FILL LAYER >> GRADIENT** in the menu beneath the color fill layer and use the settings seen below.



Thats it!

You should now have something that looks like what you see below.