Chapter 7

Add Text to Your Images
How to…

- Use the Text tool
- Add basic text to a photograph
- Create a cartoon text balloon
- Map text to a path
- Create simple but great text effects

Pictures may speak a thousand words, but there is no replacement for a clever bit of verbiage to add impact. In this chapter, you’ll discover how fun it is to add text to your images and create an effect that even the most diligent scrap-booker would envy. So, gather your favorite images, and let’s have some fun.

Text, Plain and Simple

Think of the Text tool as nothing more than a simplified word processor without all the fancy tools such as spell check, tables, and complex formatting. This tool is not designed to help you write your next novel or magazine article; it is merely designed to add small amounts of text to an image.

Text Tool Options

When you click the Text tool in the Tools toolbar, several options appear in the Tool Options palette shown next. Many of them are familiar options found in word processors but a few are unique to Paint Shop Pro.

Choosing Text Properties

The Create As option enables you to define the one of three different types of text—Vector, Selection, or Floating.

- **Vector**  Creates the text on a vector layer as opposed to a raster layer. Unlike raster layers, vector layers can be edited, resized, and deformed
without affecting the quality. With vector layers, however, you cannot apply any of the Paint Shop Pro effects. An example of what can be done with vector text is shown in Figure 7-1. After the text was applied, it was rotated and reshaped using the Object Selection tool (O).

■ Selection  Creates an empty text selection that behaves very much like a stencil in the shape of the text and properties you choose. The selection becomes part of the layer (or background) that is currently active. When

![Figure 7-1](image.png) Vector text can be reshaped for added emphasis.
you select the text selection and move it, the pixels within the text selection move too, leaving the color of the background in its place. This type of text cannot be edited, but there is a wealth of things that you can do with it. The text selection in Figure 7-2 was left empty and the Outer Bevel filter (Effects | 3D Effects | Outer Bevel) was applied at the default settings.

If you want to move the text marquee and not portions of the layer underneath, select the Move tool (M) and right-click and drag the selection to another location. See Chapter 10 for detailed information about working with selections.
Floating  Similar to vector except that it creates a floating selection that hovers over the layer and maintains its own style and texture. When you move the selected text, the layer underneath is not affected. This type of text cannot be edited, but you can apply brushes and other tools without first converting it to a raster layer. In Figure 7-3, the Picture Tube tool (using the Old Glory picture tube) was applied to the floating selection to create a patriotic image. You can learn how to make this image at the end of the chapter and discover more about using the Picture Tube in Chapter 11.

Some of the following choices in the Tool Options palette are common choices that you have encountered in other Windows applications or are unique to Paint Shop Pro 8.

- **Font**  Lists the available fonts installed on your system.
- **Size**  Enables you to either choose a font size (in points) from the drop-down list or enter in your own size.

**FIGURE 7-3**  Applying the Picture Tube tool to a floating text selection creates impressive effects.
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- **Stroke Width (Pixels)** Applies an outline around the text when set to a value other than 0.0. The current foreground color in the Materials palette defines the color of the outline. Use the stroke width to create outlined text like the one shown right. While applying an outline works well on block shaped text (called sans serif), it doesn't do well with fancy display text.

- **Anti-alias** Smoothes the jagged edges of letters by blending them with the background color. Unless you are working with a 256-color grayscale or 24-bit color image, you won't see the true effects of this feature. The best practice is to leave it selected.

- **Warp Text** Available when text characters follow a path and enable you to warp the characters to a specific shape.

  * **TIP**
  
  *When the curve of the path to which you are aligning the text is not gradual (that is, it's a sharp angle) the Warp Text option may cause the individual characters to overlap each other and may introduce distortion in the individual characters.*

- **Alignment** Aligns the text to the left or right edge of the insertion point or centers it.

- **Font Style** Sets the way the font appears. Select B for bold, I for italic, U for underline, or A to insert a horizontal line through the text (commonly referred to as Strikethrough).

- **Line Style** If you have defined a stroke width greater than 0.0, this tool enables you to select the type of line to use for the outline of each character. The color for the line style is determined by the current background color.

- **Join** Defines the way the corners of each letter appear. Your choices are Miter, which forms a very square look; Round, which offers a smoother
look; or Beveled, which creates a semi-round look. If you select Miter as a choice, it will produce mitered (pointed) corners if the width of the corner is within the value that you set in the Miter Limit box and produces beveled corners when the corner width exceeds the value of the limit.

- **Auto Kern**  Automatically defines the spacing between each adjacent character based on the font type and size.

- **Kerning**  Increases or decreases the space between each adjacent character if Auto Kern is turned off. This is handy when placing text along a path and you need to shorten or lengthen the text string without changing the font size.

- **Leading**  Increases or decreases the space between text lines. When left at 0, the spacing is determined automatically based on the font type and size.

**Using the Text Tool**

Now that you are familiar with the settings of the text tool, you are ready to have some fun and get creative.

**Add Text to an Image**

In this project, you will use your own photo and possibly your own text so as to be similar to the one shown here:

![Image with text: Dreams are the keyholes to a potential reality](image-url)
To add text to an image, complete the following steps:

1. Open the photo to which you want to add text.
2. Save the image as a native Paint Shop Pro 8 file so you won’t overwrite your original image file.
3. In the Tools toolbar, click the Text tool (T).
4. In the Tool Options palette, make the following choices:
   - **Create As** Vector
   - **Font** Your favorite font
   - **Size** 22 (the size of the image will determine the font size that you actually use)
   - **Stroke Width** 0.0
   - **Anti-alias** Checked
   - **Alignment** Centered
5. On the Materials palette, click the background color swatch. From the Color dialog box, select the color you want your text to be, and then click OK.
6. Click where you want to place your text in the image.
7. In the Text Entry dialog, type your text. Press ENTER when you want to start another line. The Text tool does not automatically wrap. If you want this text to appear in the Text Entry box each time it opens, select the Remember Text check box.
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8. Click Apply.

9. To position the text, click the Object Selection tool (O) located at the bottom of the Tools toolbar and then click the selected text. When the cursor changes to crossed double-headed arrows, click and drag the text to the desired location and the text appears in the desired part of the image.

Add a Cartoon Text Balloon to an Image
On those photos that simply scream for dialog, it is fun to add cartoon captions. Figure 7-4 is an example of what can be created.

FIGURE 7-4 The addition of a cartoon caption balloon to a photo can be just plain fun.
To add a cartoon thought balloon, complete the following steps:

1. Open the photo to which you want to add text and save the image as a native Paint Shop Pro 8 file as in the preceding step 2.
2. In the Tools toolbar, click the Preset Shape tool.
3. Click to open the Shape List button in the Tool Options palette to view the available shapes.
4. Choose a shape for your text balloon. There are several cartoon caption balloons (which Jasc calls Callouts) to pick from—I used Callout 4 for the sample photo at the beginning of this procedure.
5. Click inside the image and click and drag the cursor to define the size of the new text balloon shape.
6. If you need to flip the balloon so that it faces the right direction, open the Image menu and select Mirror, or press CTRL-M.
7. Click and drag a corner handle to size the balloon proportionately, or click and drag one of the side, top, or bottom handles to stretch the balloon tall or wide.
8. To move the image, position your cursor near the center of the balloon image until the cursor changes to a crossed double-headed arrow. Click and drag the image to the desired location.
9. Press CTRL-D to deselect the balloon image.
10. Click the Text tool on the Tools toolbar, and then select the Create As Vector option in the Tool Options palette. You can select your favorite font,
but I recommend the Comic Sans for this style of caption. Change the size so the caption fits in the balloon.

11. Change the background color to the color you want your text to be. Pick a color that offers good contrast to make it easier for your viewer to read.

12. Click the balloon you just created.

13. In the Text Entry box, type the text you want to place in the balloon and click Apply.

14. To position the text, click the Object Selection tool and then click the selected text. When the cursor changes to crossed double-headed arrows, click and drag the text inside of the balloon. With the text in place you have a caption that adds a little humor to a photo. The use of balloon captions isn’t limited to adding humorous comments; you can also use it to point out reference points on a photo or provide instructions like the one shown right.

Editing Text

If you created vector text, you can edit the text with the Text tool. If you want to alter the actual shape of individual characters at the vector level, you can convert the text to curves.

To edit vector text, complete the following steps:

1. Select the Text tool (T).

2. In the Layers palette, right-click the text layer you want to edit and then click Edit Text from the pop-up menu.

3. Edit your text and click Apply.
If you want to change the font type, size, or alignment, highlight the text in the Text Entry dialog and change the attributes in the Tool Options palette.

Convert Text to Curves

When you convert vector text to curves, you essentially turn them into individual objects that can be manipulated. As with any curve, you can add nodes, change the angles of line segments, or use the Node Edit or Line tool to create some very interesting effects. Once the text is converted to curves, however, you can no longer edit the text with the Text tool.

To convert text to curves, complete the following steps:

1. Click the Object Selection tool (O) and select the text you want to convert.
2. Open the Objects menu, click Convert Text to Curves, and select one of the following options:
   - **As a Single Shape** To produce one path containing a contour for each letter. By making the text string into a single shape you can apply any effects to all of the characters in the text string as a single object.
   - **As Character Shapes** To convert each letter into a separate vector object. The advantage to this is that it allows each character in the text to become a separate object that can be twisted, turned, and reshaped as required.

The text in Figure 7-5 was converted to curves as Character Shapes after which the initial letter C of Chicago was selected, enlarged, and repositioned. Then all of the text was selected, and the Object Selection tool was used to skew it to the right.

Saving Your Text Styles

Presets are text attributes you can save and recall to achieve a consistent look and feel. This is handy when you are creating calendar images and want the text on each image to look the same.

To create a preset, complete the following steps:

1. Click the Text tool (T) and set the text tool options you want to save as a preset.
2. Click the Presets button in the Tool Options palette.
3. In the Presets dialog box, click the Save button.

FIGURE 7-5 Text converted as character shapes gives more creative choices.
4. In the Preset Name text box, type a name for your preset.

5. If you want to define additional options, click Options.

6. Attributes that do not have a red X over them are saved with your preset. If there is an attribute that you do not want associated with the preset, click that attribute to place a red X over the top of that attribute’s Save button.

7. Click OK.

**Text That Follows a Shape**

A fun little feature of Paint Shop Pro 8 is Fit Text to Path, which offers the ability to create text that rides along a vector object that defines a shape—called a path. Figure 7-6 shows text that follows a path drawn with the Pen tool.

Figure 7-7 is an example of using the Fit Text to Path to flow the text with the path hidden.

*TIP* If you don’t want the line to show, select the path (called a shape layer) in the Layers palette and turn off the visibility by clicking the icon that looks like an eye.

**FIGURE 7-6** Making text follow a path creates additional creative possibilities.
How Text on a Path Works

You can either create the path you want your text to follow first, or you can convert existing text to follow a vector shape. Prior to experimenting with this fun feature, you might want to take time to learn how Paint Shop Pro determines where to start and stop the text.

Alignment

Before writing your text, you determine if it is going to be justified left, right, or centered. Where you click on the vector object determines where your text begins. The click point can either be the left, right, or center position for your text, depending on how you have it justified.

If you are fitting existing text to a path, the start and end nodes of the path determine how the text aligns. For example, if you have the text centered, the text will be centered between the start and end nodes of the path. Likewise, left-justified text will start at the start node, while right-justified text will end at the end node.

Orientation

The direction of the path determines whether the text aligns above or below the path, right-side up, or upside-down. To change the direction of the text, click
Objects | Edit | Reverse Path. To change the distance between the path and the text, adjust the leading value for the text. The higher the value, the greater the space between the text and the path will be.

Open Paths and Closed Paths
An open path is a line where the start and end points aren’t joined, while closed paths form an enclosed shape of some kind. If the text on an open path hangs past the end nodes, the angle of the last line segment determines the direction the text will take. If text goes beyond a closed path, the text will wrap around on top of itself.

Place Text on a Line That Isn’t Straight
In this example, you will learn how to create text that conforms to a shape. Having text flow around an object in a circular shape is a very popular graphic design technique.

To align text to a shape, complete the following steps:

1. Click the Text tool on the Tools toolbar and select the following options in the Tool Options palette:
   - Create As Vector
   - Font Your choice
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1. Size  Your choice
2. Stroke Width  0.0
3. Anti-alias  Checked
4. Alignment  Left

2. Change the background color to Black.
3. Click where you want to begin your text.
4. In the Text Entry dialog, type your text and click Apply.
5. Click the Preset Shape tool, and then click the Shape List button in the Tool Options palette.
6. From the Shape List, select the Circle shape.
7. Click your canvas where you want to begin drawing your shape and click and drag your cursor to draw your shape. In this example I dragged it around the photograph of the film reel.

To constrain drawing of a new shape to equal width and height, hold SHIFT while drawing the shape.

8. Click the Object Selection tool (O) and click and drag the shape so it is centered over the object that you want the text to flow around. In this example it is the film reel.
9. In the Layers palette, expand the vector layer by clicking the plus (+) sign. There should be two objects listed; one for your text and one for the shape you just drew.
10. Hold SHIFT down, click the text layer in the Layers palette, and click the shape layer to select both. Release your SHIFT key.
11. Right-click the selected layers and click Fit Text to Path.
12. Click the visibility icon (looks like an eye) and the circle you used for a path becomes invisible.
13. After the text fits to the path, you can adjust the rotation to get your words aligned with the top of the shape. Click the rotation handle and rotate the objects until they are aligned the way you expect, as shown in Figure 7-8.

14. When you have everything aligned the way you want, click CTRL-D to deselect the objects.

Here is another example of applying the text around a different object.
Creating Special Text Effects

Creating special text effects gives your text a little attitude and offers a bit of a punch to your message. Use a combination of textures and effects to build your own unique look and feel. The following examples show only a snippet of what you can do with different textures, fills, and effects.

Transparent Text

If you have a photo with a lot of solid color in it, such as all the blue sky in Figure 7-2, and you need to add just few words of text, you can use transparent text to create a professional-looking title.

Follow these steps to create transparent text:

1. Open the image and select the Text tool (T).
2. Change the Create as setting to Selection in the Tool Options palette.
3. Enter the text you want to add. As you type, actual text appears in the image. Adjust the other type settings (font, kerning, etc.) so it fits the image as desired. When finished, click the Apply button and the text is replaced by a selection marquee (see Figure 7-9).

4. Choose Effects | 3D Effects | Outer Bevel and choose the default settings as shown right.
5. Click the OK button and remove the selection (CTRL-D).

This technique doesn’t work well over complex backgrounds.

Adding Picture Tubes and Text
By using the Picture Tube tool to fill the selection, you can really get creative. This technique is so much fun and so easy it should be illegal.

1. Follow the first three steps in the previous technique. For this example, I used “USA” as the text, for obvious reasons.

2. Select the Picture Tube tool in the Tools toolbar. Select the Old Glory picture tube (you can download this for free from the Jasc website—it’s part of the set called Summer). Apply the Picture Tube to the selection, as shown next.
3. Choose Effects | 3D Effects | Inner Bevel and change the settings in the dialog box, as shown here:

4. Click the OK button and remove the selection (CTRL-D).

5. As an extra touch you can add a photo edge.