More

The More button lets you choose from a variety of TextArt image shapes.

The Justification picker lets you align the TextArt image in the Image Window.

The Pattern picker lets you choose the pattern for a 2D TextArt image.

The Shadow picker lets you choose the shadow for a 2D TextArt image.

The Outline picker lets you choose the outline for a 2D TextArt image.

The 2D Rotation button lets you rotate the TextArt image in the Image Window.

The Text Color picker lets you choose the color for a 2D TextArt image.

The 2D Preset picker provides you with a variety of preset 2D TextArt images.

The 3D Preset picker provides you with a variety of preset 3D TextArt images.

The Light Color picker lets you choose the color for a 3D TextArt image.

The Light Color picker lets you choose the color for a 3D TextArt image.

The Light Direction picker lets you choose the direction of light of a 3D TextArt image.

The Bevel picker lets you choose a bevel style for a 3D TextArt image.

The Face Texture picker lets you choose a texture pattern for the face of a 3D TextArt image.

The Bevel Texture picker lets you choose a texture pattern for the bevel of a 3D TextArt image.

The 3D Rotation picker lets you choose from a variety of preset 3D rotation styles.

The Free Rotation button lets you rotate the 3D TextArt image in the Image Window.

The Shadow Color picker lets you choose the shadow color for a 2D TextArt image.

The Outline Color picker lets you choose the outline color for a 2D TextArt image.

The Pattern Color picker lets you choose the pattern color for a 2D TextArt image.

Lets you choose a text shape that was recently chosen from the **More** palette.

Lets you choose a text shape. The text shape you choose is added to the **Shapes** list box.

Lets you choose a font for the text.

Lets you choose a font style for the text.

Lets you choose an alignment option.

Opens the color palette and lets you choose a color for the text.

Choose a pattern, shadow, or outline for a text shape, rotate a text shape, or insert iconic symbols and characters.

Lets you specify the text you want to display as the text shape. Press ENTER to begin a new line, and use the scroll bar to move up or down through the lines of text.

Lets you choose a pattern style with which to fill the text shape.

Choose the color with which to color the selected pattern style. Click OK to display the selected color in the text shape.

Opens the border palette and lets you choose a border style and color for the text shape.

Opens the shadow palette and lets you choose a shadow style and color for the text shape.

Lets you rotate the text. Clicking the rotation button lets you use the mouse to rotate the text. Double-clicking the rotation button opens the **Rotation** dialog box and lets you set the rotation of the text.

Lets you increase or decrease the number of segments used to shape a curved line. Smoothness is most noticeable when you are using only one character and ornate fonts.

Opens the **Symbols** dialog box and lets you insert non-keyboard characters such as fractions and characters with diacritical marks.

Closes the **TextArt** dialog box and saves all changes.

Displays information about the dialog box.

Select the number of degrees you want to rotate your text in a counter clockwise direction.

Select Other, then set the number of degrees you want to rotate your text in a counter clockwise direction.

Rotates the text the number of degrees you have currently selected.

The name of the font you are currently using for your text. The font determines which characters are available.

Select a character you want, then click Insert to insert that character into the text at the insertion point.

Displays the characters that you can insert into the text. The available characters are determined by the font you have currently selected. Select the character you want, then click Insert to insert the character.

The **TextArt** dialog box lets you shape words into designs.

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The **TextArt** dialog box lets you shape words into designs.

Close the dialog box.

Closes the dialog box without saving any changes you have made.

Close the dialog box and insert the selected character.

Lets you choose a predefined 3-D TextArt image.

Lets you choose a color and direction for the main source of light. The combination of the two sources of light (Lighting 1 and Lighting 2) provides the color of the TextArt image.

Lets you choose a color and direction for the secondary source of light.

Lets you choose from a set of predefined 2-D TextArt images. Any changes you have made to your image will be overridden by the settings of the predefined image.

Lets you choose a type of bevel. When you select a bevel, the outline of the text appears to have ridges.

Lets you set the degree of depth. A greater depth shows more of the image's outline. A shallow depth creates a flatter, more two-dimensional effect.

Lets you choose a predefined rotation direction.

Lets you rotate the text using the mouse.

Lets you choose a predesigned pattern for the text's front (face) and outline (bevel).

Select a predesigned pattern for the outline part of the image. If you do not want a pattern for the bevel, select the pattern marked with an X.

Lets you set the size of the texture.

Lets you set the brightness of the TextArt image.

Lets you choose the image's resolution.

Enable to create a 3-D TextArt image.

The Image Window displays the changes you make to the TextArt image.

Using TextArt

TextArt lets you transform words into designs. You can use multiple visual effects, such as font, color, and rotation options, to create professional looking 2-D or 3-D images.

In this section, you'll learn about

- working with TextArt
- using fonts and symbols
- aligning and rotating TextArt images
- changing the appearance of 2-D TextArt images
- changing the color and direction of light on 3-D TextArt images
- adjusting the bevel of 3-D TextArt images
- adjusting the resolution and texture of 3-D TextArt images

Working with TextArt

You can create a TextArt image yourself, or you can insert preset 2-D and 3-D images into documents. Saving an image as a separate file lets you use the image in a variety of projects.

{button ,AL(`Working with TextArt;',0,"Defaultoverview",)} **How to**

To create a TextArt image

1 Click **Insert ▸ Graphics**
▸ **TextArt**.
2   Type text in the **Type here** box.
3   Choose a text shape from the **Shapes** list box.

If you want to choose from other shapes, click **More**, and click a shape.

4 Choose a font from the **Font** list box.

5 Choose a font style from the **Font style** list box.

If you want to create a **3-D** image, enable the **3-D mode** check box.

{button ,AL(`Working with TextArt;',0,"Defaultoverview",)} **Related topics**

To insert a preset 2-D TextArt image

1 Click **Insert ▶ Graphics**
▶ **TextArt**.
2   Type text in the **Type here** box.
3   Click the **2-D options** tab.
4   Open the **2-D preset** picker, and click a **TextArt** image.

{button ,AL(`Working with TextArt;',0,"Defaultoverview",)} <u>Related topics</u>

To insert a preset 3-D TextArt image

1 Click **Insert ▶ Graphics**
▶ **TextArt**.
2   Type text in the **Type here** box.
3   Click the **3-D options** tab.
4   Enable the **3-D mode** check box.
5   Open the **3-D preset** picker, and click a text style.

{button ,AL(`Working with TextArt;',0,"Defaultoverview",)} **Related topics**

To save a TextArt image as a separate file

1 Select an image.

2 Click **File ▶ Save as**.

3   Enable the **Selected items** options.

4   Choose the drive and folder where you want to save the file.

5   Type a filename in the **File name** box.

6   Choose a file type from the **File type** list box.

{button ,AL(`Working with TextArt;',0,"Defaultoverview",)} <u>Related topics</u>

Using fonts and symbols

You can change the font of a TextArt image by specifying the font type and style. You can also insert iconic symbols and characters from any fonts and alphabets available to you.

{button ,AL(`Using fonts and symbols;',0,"Defaultoverview",)} How to

To change the font of a TextArt image

1 Double-click an image.

2 Click the **General** tab.

3 Choose a font type from the **Font** list box.

4 Choose a font style from the **Font style** list box.

{button ,AL(`Using fonts and symbols;',0,"Defaultoverview",)} <u>Related topics</u>

To insert a symbol in a TextArt image

1 Double-click an image.

2 Click in the **Type here** box.

3 Click **Insert symbol**.

4 Choose a symbol from the **Characters** box.

5 Click one of the following:

- **Insert**
- **Insert and close**

{button ,AL(`Using fonts and symbols;',0,"Defaultoverview",)} **Related topics**

Aligning and rotating TextArt images

You can align a TextArt image to the left, right, or center of the image window. You can also rotate 2-D and 3-D images at any angle to situate them precisely within a document.

{button ,AL(`Aligning and rotating TextArt images;',0,"Defaultoverview",)} <u>How to</u>

To align a TextArt image

1 Double-click an image.

2 Click the **General** tab.

3 Open the **Justification** picker, and click one of the following:

- **Left**
- **Center**
- **Right**

Tip

- A TextArt image is aligned within the image window. You can change the placement of the image window on the page by dragging it.

{button ,AL(`Aligning and rotating TextArt images;',0,"Defaultoverview",)} Related topics

To rotate a 2-D TextArt image

1 Double-click an image.

2 Click the **2-D options** tab.

3 Click **Rotation**.

4 Drag one of the side selection handles to rotate the image.

Tip

- You can access additional rotation options by double clicking **Rotation**.

{button ,AL(`Aligning and rotating TextArt images;',0,"Defaultoverview",)} Related topics

To rotate a 3-D TextArt image

1 Double-click an image.

2 Click the **3-D options** tab.

3 Click **Free rotate**.

4 Drag the pointer to rotate the image.

Tip

- You can also select a preset rotation, by clicking **Rotation** picker, and clicking an angle for your 3-D image.

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{button ,AL(`Aligning and rotating TextArt images;',0,"Defaultoverview",)} Related topics

Changing the appearance of 2-D TextArt images

You can change the appearance of 2-D TextArt images by using different shadow styles and colors.

{button ,AL(`Changing the appearance of 2D TextArt images;',0,"Defaultoverview",)} <u>How to</u>

To change the shadow style and color of a 2-D TextArt image

1 Double-click an image.

2 Click the **2-D options** tab.

3 Open the **Shadow** picker, and click a shadow style.

4 Open the **Shadow color** picker, and click a color.

You can also

Change the outline style and color	Open the **Outline** picker, and click an outline style. Open the **Outline color** picker, and click a color.
Change the pattern	Open the **Pattern** picker, and click a pattern. Open the **Pattern color** picker, and click a color.
Change the color	Open the **Text color** picker, and click a color.

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{button ,AL(`Changing the appearance of 2D TextArt images;',0,"Defaultoverview",)} Related topics

Changing the color and direction of light on 3-D TextArt images

You can use two light sources to color a 3-D image. When you combine the two light sources in different ways, you can change the light color and light direction to produce a variety of effects on an image. Using the same color from both sources creates a single color effect, and using two colors and directions will achieve other results.

This illustration shows how you can experiment with color on a 3-D TextArt image.

{button ,AL(`Changing the color and direction of light on 3D TextArt images;',0,"Defaultoverview",)}
How to

To change the color of light on a 3-D TextArt image

1 Double-click an image.

2 Click the **3-D options** tab.

3 In the **Lighting 1** area, open the **Light color** picker, and click a primary color.

4 In the **Lighting 2** area, open the **Light color** picker, and click an additional color.

{button ,AL(`Changing the color and direction of light on 3D TextArt images;',0,"Defaultoverview",)}
Related topics

To change the direction of light on a 3-D TextArt image

1 Double-click an image.

2 Click the **3-D options** tab.

3 In the **Lighting 1** area, open the **Light direction** picker, and click a primary light direction.

4 In the **Lighting 2** area, open the **Light direction** picker, and click an additional light direction.

{button ,AL(`Changing the color and direction of light on 3D TextArt images;',0,"Defaultoverview",)}
Related topics

Adjusting the bevel of 3-D TextArt images

Beveling creates the illusion that the edges of an object have been cut at an angle other than 90 degrees. You can select a preset bevel style and manipulate the depth of the angles to your preference.

{button ,AL(`Adjusting the bevel of 3D TextArt images;',0,"Defaultoverview",)} <u>How to</u>

To adjust the bevel style and depth of a 3-D TextArt image

1 Double-click an image.

2 Click the **3-D options** tab.

3 Open the **Bevel** picker, and click a bevel style.

4 Move the **Depth** slider.

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{button ,AL(`Adjusting the bevel of 3D TextArt images;',0,"Defaultoverview",)} **Related topics**

Adjusting the resolution and texture of 3-D TextArt images

Adjusting the resolution of a TextArt image allows it to display and print more clearly. You can add texture to a 3-D image by adding preset texture styles and by adjusting the lighting and scale of a texture.

{button ,AL(`Adjusting the resolution and texture of 3D TextArt images;',0,"Defaultoverview",)}
How to

To adjust the resolution of a 3-D TextArt image

1 Double-click an image.

2 Click the **Advanced 3-D options** tab.

3 Choose a resolution setting from the **Quality** list box.

{button ,AL(`Adjusting the resolution and texture of 3D TextArt images;',0,"Defaultoverview",)}
<u>Related topics</u>

To add texture to a 3-D TextArt image

1 Double-click an image.

2 Click the **Advanced 3-D options** tab.

3 Open the **<u>Face texture</u>** picker, and click a preset face texture style.

4 Open the **<u>Bevel texture</u>** picker, and click a preset bevel texture style.

5 Move the **Texture size** slider.

6 Move the **Texture lighting** slider.

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{button ,AL(`Adjusting the resolution and texture of 3D TextArt images;',0,"Defaultoverview",)}
<u>Related topics</u>