

# 3D Glitter Effect Generator with Transparent Plastic Photoshop Action

This action pack will allow you to create fake **3D transparent effects** with **glitter pattern** out of any raster, text or shape. The result will have all layers intact and you will be able to customize it to your liking as described in the **Customization** section.

## [Package contents](#)

This package contains several files: 1 ATN (Photoshop action) file, 1 PAT (Photoshop pattern) file, 1 ASL (Photoshop style) file and this help file.

The main file is the **3D-glitter-actions.atn** ATN file, as it contains the actual Photoshop action. The rest are support file but are required in order for the action to work.

## [Installation notes](#)

### Step 1

Install the action prerequisites: files **glitter-patterns.pat** and **outline-styles.asl** can be found in the package and should be installed first.

There are several options to install these files and one of them is going to Photoshop File>Open and select the 3 files to load them.

### Step 2

Install the action file: file **3D-glitter-actions.atn** – the main action file of this package.

The installation is made in a similar manner as described in step 1 (File>Open and load the file).

### Step 3

If everything went smoothly, when you open the actions panel (by going in Photoshop to Window>Actions) in this panel you will find the **3D transparent glitter** set containing **33**

**actions** named depending on the color combination (ex:cyan, blue, blue with purple, silver with purple, etc)

### [How to use this action](#)

Open a new document and create a new layer with transparent background. Please note that the action works better on image sizes starting from around 500x500 px. Place the vector shape, text or raster in this layer (you can draw something by using a brush for example). You don't have to rasterize the layer content before you play the action. But you have to make sure that the layer containing your graphics/text/shape is the only layer available, so if you have for example a background layer please delete it.

With your layer selected pick **one of the 33 actions** and just **play it**.

**That's it!** Your graphic should now be transformed into **3D transparent plastic effect**. All layer styles have the layer intact so please see the **Customization** section to learn how to change the nature of the liquid and other aspects of the result.

### [Customization](#)

The action pack contains one-click actions, meaning that you just have to run it on a text / shape (raster) and you get a result. The result is a sum of layers that you can then adjust to get the desired look.

There are several ways in which you can customize the result.

#### The 3D Text Color and Style

After running the **3D transparent glitter** action you will have a result with all the layer styles intact. You can customize the result by changing the following layers:

- **outline effect** – double click on this smart object; a new file will be opened containing the **original layer** smart object; open the layer style window of this smart object and simply change the style. Save the smart object and close it to see the effect. You can experiment with lots of layer style and you will be amazed by the many wonderful effects. **Tip!**: this smart object controls the 3D effect so the change will affect the other layers(**fake 3D effect** and **outline effect back** )
- **glitter pattern** – this layer controls the 2D text; you can change the style of this layer:

color, pattern, etc.

## The Outline Size

- **outline effect** – double click on this smart object; a new file will be opened containing the **original layer** smart object; double click again on the smart object and a new file will open with a **text layer called original layer**; you can change the **Stroke** size and save the two smart objects to see the new results.

**IMPORTANT TIP:** After opening a **smart object** and making some changes make sure to go to the **Image** menu and choose **Reveal All** before you save and close the **smart object**.

## The Perspective and Transparency Level

- **fake 3D effect** – to control the **Perspective** simply open the **Motion Blur** smart filter and simply change the Angle and/or the Distance and press OK. Now simply move the **fake 3D effect** layer to the left/right/up/down so that it looks good. You will also have to move the **outline effect back** layer.
- **fake 3D effect** – to control the **Transparency** simply open the **Smart Sharpen** and play with the **Amount** settings. You can also control the transparency by reducing the opacity of the layer or duplicating the layer one or multiple times to increase the opacity.
- **fake 3D effect** – to control the **Smoothness Level** simply open the **Surface Blur** and/or the **Smart Sharpen** and play with the settings.

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