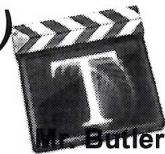


Activity 2 – Creating Textures in LiveType (Assignments)

Communication Systems

John Jay High School

Department of Technology Education

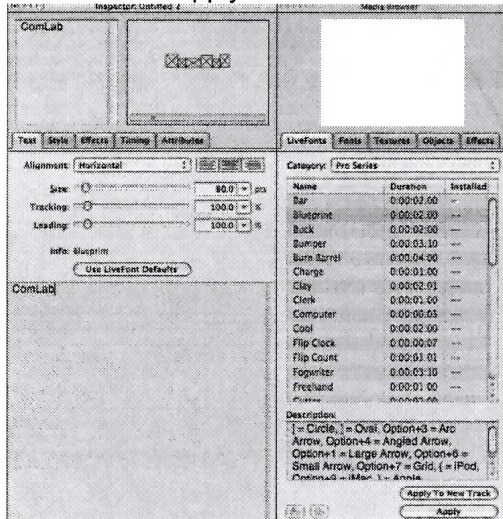


Name: _____

Period: _____

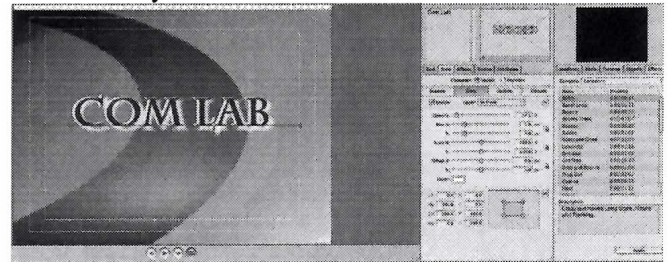
Apply a LiveFont to Text

After Typing Text in the Inspector Pallet, choose a LiveFont and apply it.



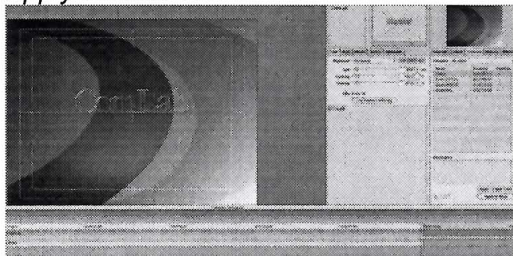
Adding Styles to your Font

Change your type from a LiveFont to a System Font. When you are back using a system font, experiment with the Text Styles (STYLES tab). Add a glow, outline, Extrude, change colors, change directions, have fun! Make sure you have your text track selected in your timeline.



Applying Textures

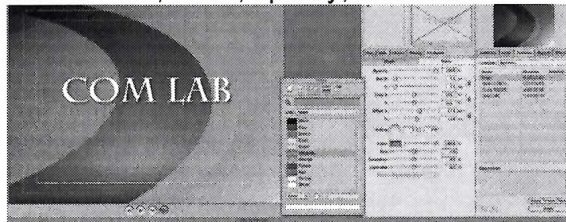
In the Media Browser pallet, choose the TEXTURES tab. Choose a texture from a category and select *Apply to New Track*.



Changing Attributes of Textures

You can change the attributes of textures, just like you can with text. Select your textures track in the timeline (this way you will not accidentally change an element of your graphic).

Experiment by adjusting Attributes of your texture, such as blur, scale, opacity, and color.



Applying Your Knowledge

In LiveType make a new canvas. Name this file as ___ (first & last initial) Activity2, and SAVE this file in your *Activities* folder located in your *Project V* folder.

After Completing Activity 2, you would:

- ✓ Type a Sound using a System Font (ex. pop, wham, crunch)
- ✓ Add a Texture for your background by *Applying to New Track*
- ✓ Change the color of your texture and experiment with different Attributes
- ✓ Adjusted the Size, Leading, and Tracking of your Text
- ✓ Stylize your text by adding glows, extruding, shadows, outlines etc.

When Complete, file share your document to: JJ-167-TEACHER's Desktop Activity 2 folder.
(for help refer to File Sharing in OS10.4 handout)

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