CREATING ANIMATED TEXT

Introduction
Text in Photoshop - as in most image editing programs - comes in two flavors. There’s editable text, where you can change the letters, the font, and the spacing at any time. Then there’s when the Rasterize Layer command has been used on typed words to turn them into an image. The words are no longer editable, but other things can be done to them. Another example is when you use the brush tool to write the title of an animation.

We’ve looked at animating images in other guides. But let’s look now at changing editable text, which has its own range of features in Photoshop.

Basic text warping
Type the words “warped text” into a new document, then choose Type - Warp Text from the top menu. A dialog box appears (you can drag it away from the text if needed) and click on the word None next to Style. A list of warp styles appears. We’ll use the Wave style.

The drop-down list disappears and is replaced by a new dialog box for the chosen warp effect.

Hit OK.
Next look at the Timeline window and expand the “warped text” layer.

You’ll see a new animation option for Text Warp. Move the playhead to the start of the animation and click on the stopwatch icon to set a keyframe.

Then move the playhead a second or two to the right. Go to the Layers panel and right click to the right of the “warped text” layer name. A long list of options will appear; choose Warp Text, and the original dialog box will appear. Change some values.

A new keyframe will appear at the playhead and when you now scrub between the keyframes the text will warp smoothly. Do this a couple more times. Then change to a different warp type, say Fisheye. add two or three keyframes for that, and play the result.

The warping will be smooth between the keyframes of the same type, but will jump when the style is changed. To make a smooth transition the two keyframes where the style changes need to have all their values set to zero - in other words, not to distort the words at all. Then the change of style will happen smoothly.

Note that you can still animate the Transform properties of the text object the same way that you could if it was a Smart Object.

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