**Web Vocab: 11-2-15**

**3D effects**

Formally called Repoussé, is a tool for turning a 2-dimensional object (like type) into a 3-dimensional object.

**Angle**

In the Layer Style dialog box, the setting that determines where a type shadow falls relative to the text.

**Anti-aliasing**

Partially fills in pixel edges with additional colors, resulting in smooth-edge type and an increased number of colors in the image.

**Baseline**

An invisible line where type rests or sits.

**Baseline shift**

The vertical distance that type moves from its baseline. Negative adjustments move characters below, while positive adjustments move characters above the baseline.

**Bitmap type**

Composed of pixels, and, like images, it can develop jagged edges when enlarged.

**Character panel**

Helps you manually or automatically control type properties such as kerning, tracking, and leading.

**Crisp**

This Anti-aliasing mode gives type more definition and makes type appear sharper.

**Distance**

Determines how far a shadow falls from the text. This setting is used by the Drop Shadow and Bevel and Emboss styles.

**Distort filters**

Create 3-dimensional or other reshaping effects. Some of the types of effects you can produce include Glass, Pinch, Ripple, Shear, Spherize, Twirl, Wave, and ZigZag.

**Drop shadow**

A style that adds what looks like a colored layer behind the selected type or object.

**Font**

A set of characters with a similar appearance, size, and color.

**Font family**

A complete set of characters, letters, and symbols for a particular typeface.

**Kerning**

Controls the amount of space between characters and can affect several characters, a word, or an entire paragraph.

**Layer styles**

Effects which can be applied to a type or image layer.

**Leading**

Changing the amount of space between lines of type, to add or decrease the distance between lines of text.

**Monotype spacing**

Each character occupies the same amount of space regardless of its width.

**None**

Setting that applies no anti-aliasing, and can result in type that has jagged edges.

**Outline type**

Type that is mathematically defined, which means that it can be scaled to any size without losing its sharp, smooth edges.

**Points**

Way of measuring type size. Equivalent to 1/72 of an inch, or 1/12 of a pica.