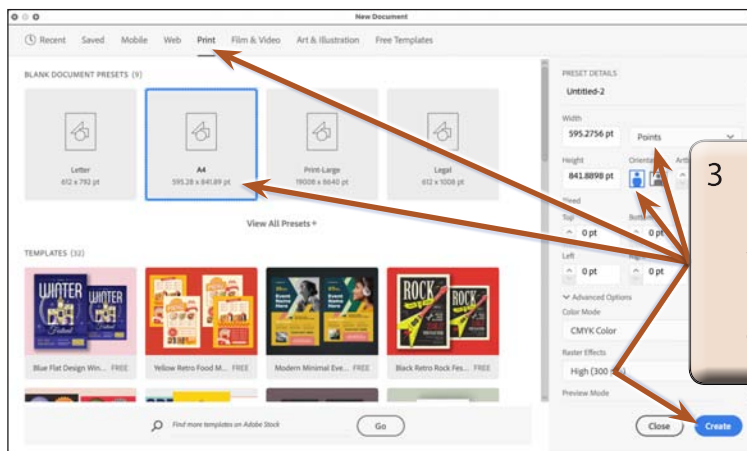


Creating 3D Objects

Adobe Illustrator provides detailed tools to create realistic 3D objects. The 3D AND MATERIALS panel is used to create these objects.

Starting a New Document

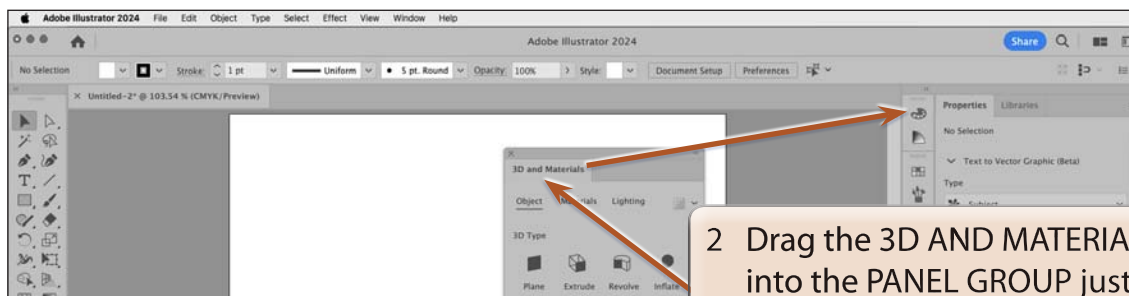
- 1 Load Adobe Illustrator or close the current document.
- 2 Select NEW FILE from the WELCOME screen or NEW from the FILE menu to start a new document.



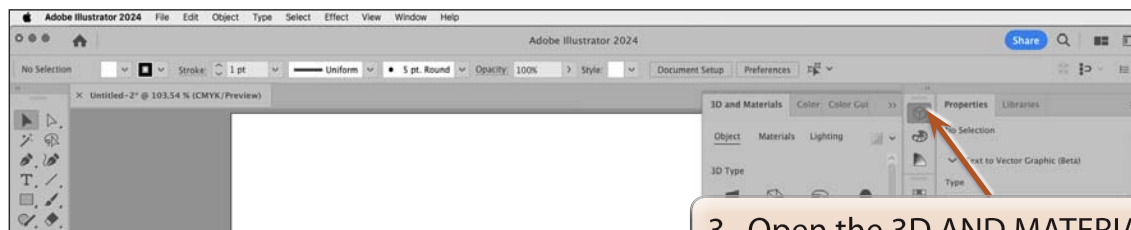
- 3 Select the PRINT profile followed by the A4 preset (or the paper size your printer uses), leave the UNITS set to POINTS, the ORIENTATION set to PORTRAIT and select CREATE.

Opening the 3D and Materials Panel

- 1 Display the WINDOW menu and select 3D AND MATERIALS to open the 3D AND MATERIALS panel.



- 2 Drag the 3D AND MATERIALS panel into the PANEL GROUP just above the COLOUR panel icon.



3 Open the 3D AND MATERIALS panel from the PANEL GROUP by clicking on its icon.

NOTE: It can be advantageous to collapse the 3D AND MATERIALS panel when not using it, so having it in the PANEL GROUP allows to be quickly collapsed or expanded.

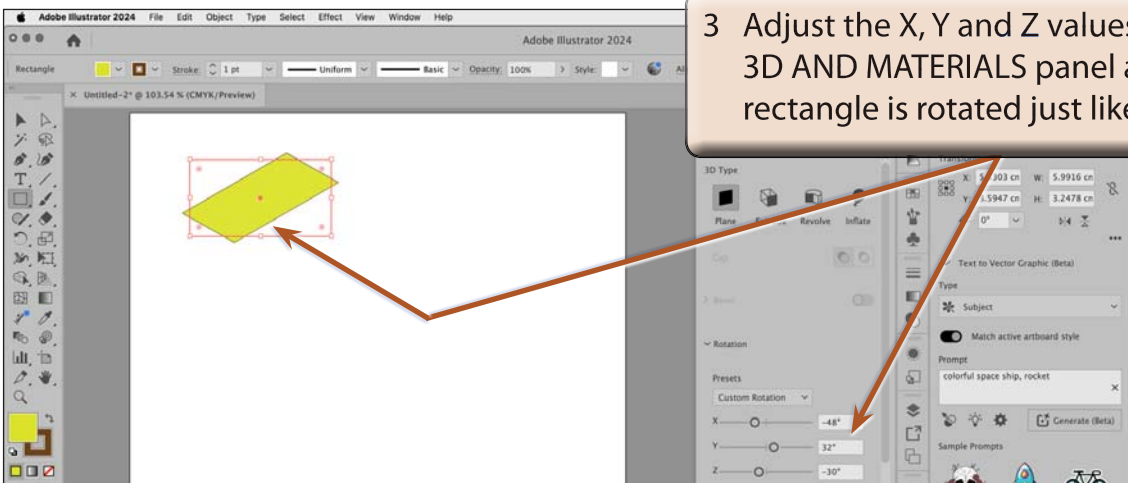
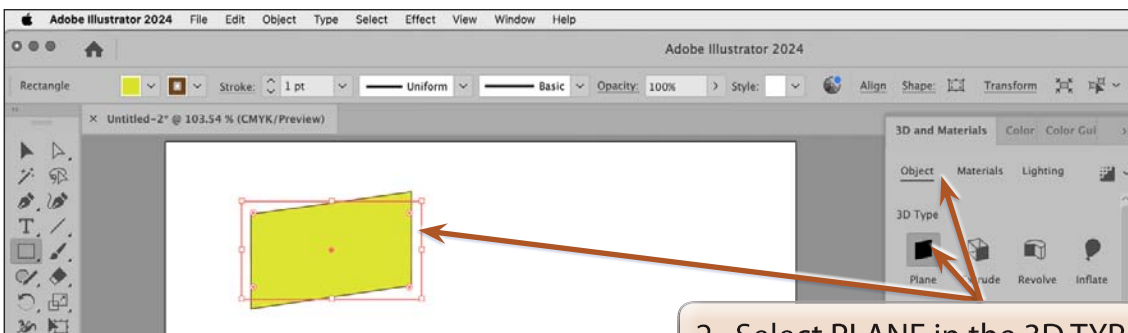
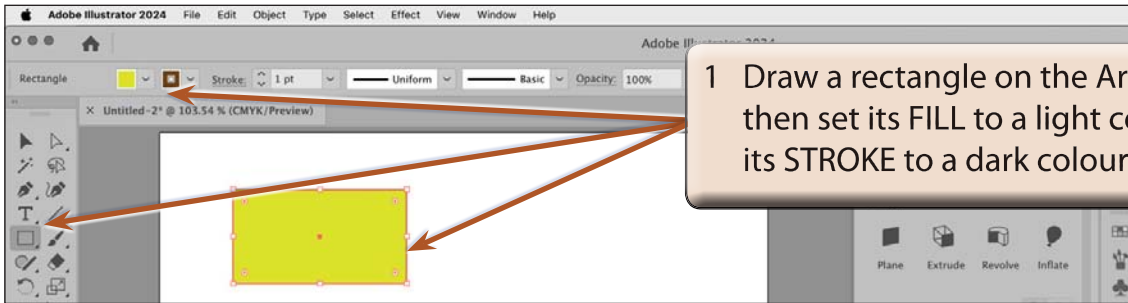
Looking at the 3D and Materials Panel

The 3D AND MATERIALS panel has 3 sections across the top of the panel and they are summarised in the following table:

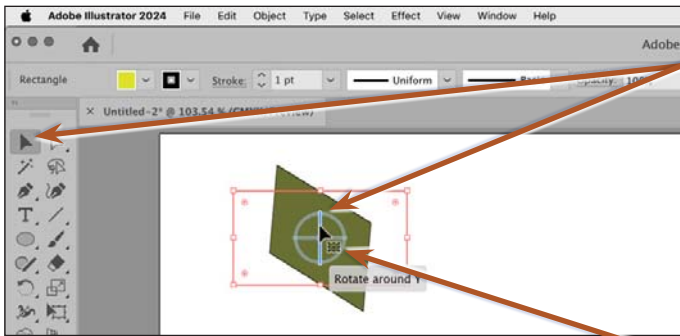
OBJECT	MATERIAL	LIGHTING
Allows you to apply: Plane (flat) rotations Extrude objects Revolve objects Inflate objects	Allows you to add: Preset materials to objects Custom or downloaded materials to objects Text and images to objects	Allows you to apply: Light sources and light intensity to objects Shadows to objects which are linked to the light sources

Flat 3D Objects

The PLANE 3D option allows you to rotate a flat 2D shape so that it moves into or out of the Artboard. It is not used as much as the other 3D object options so we will just look at it very briefly.

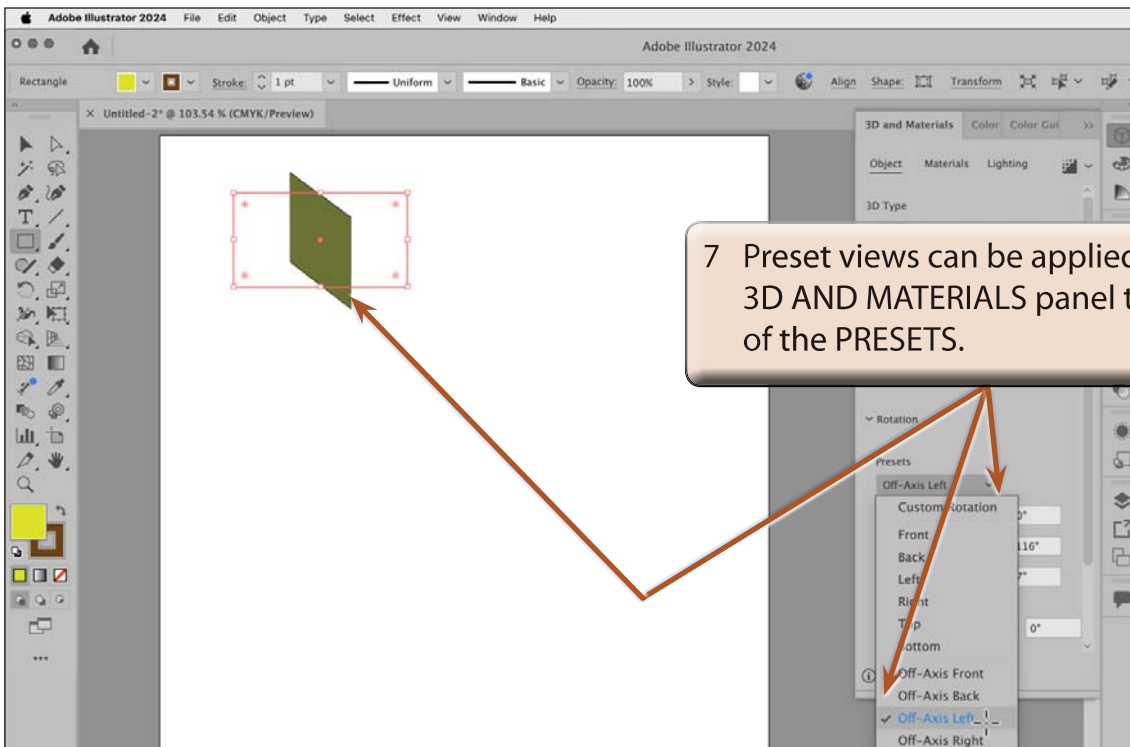


4 The object can be adjusted manually.



5 Select the SELECTION TOOL and rotation symbols are added to the object.

6 Drag the X (or horizontal line) to rotate along the horizontal axis, the Y (or VERTICAL line) to rotate along the vertical axis and the Z (or BORDER) to rotate clockwise or counter clockwise.



7 Preset views can be applied. In the 3D AND MATERIALS panel try some of the PRESETS.