

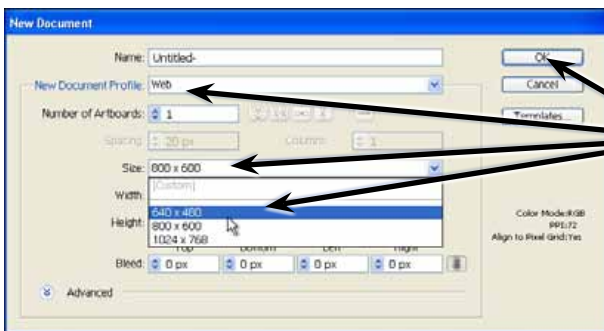
# Creating Realistic 3D Objects

Earlier you created simple 3D objects. Illustrator allows you to refine these objects by applying gradients and effects to them to make them look realistic. You can also add content to the sides of the object.

To illustrate this, let's say that an image of a dice is required for a web site with numbers (dots) displayed on three of its sides.

## Starting a New Document

- 1 Load Adobe Illustrator CS5 or close the current document.
- 2 Display the FILE menu and select NEW to start a new document.



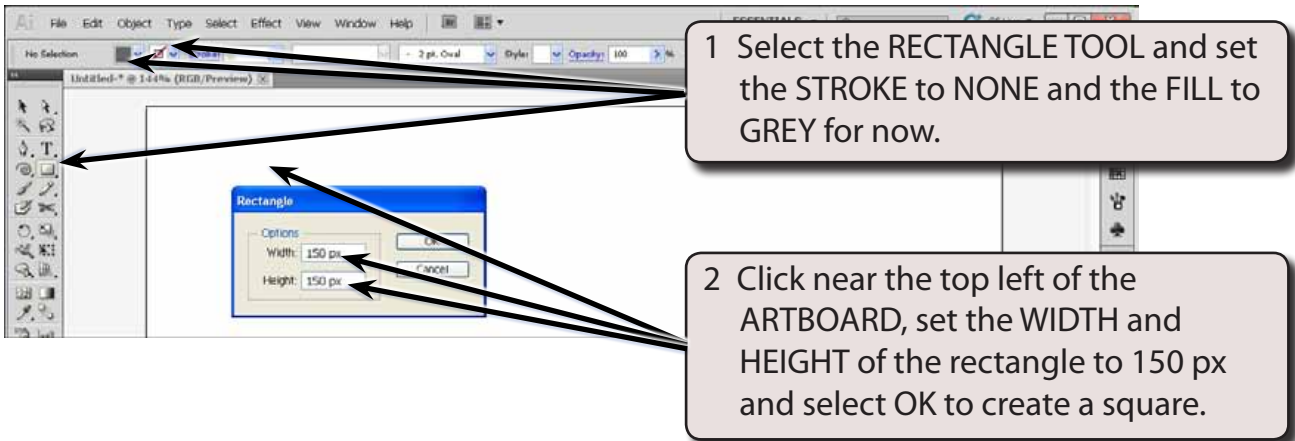
- 3 Set the NEW DOCUMENT PROFILE box to WEB then the SIZE box to 640 x 480 and select OK.

**NOTE:** Illustrator provides 3 standard web page sizes that the ARTBOARD can be set to. The NEW DOCUMENT PROFILE box changes to CUSTOM when you change the page SIZE.

## Creating a Cube

A dice is usually a cube, so a cube will be created that displays 3 sides.

### A Drawing a Square

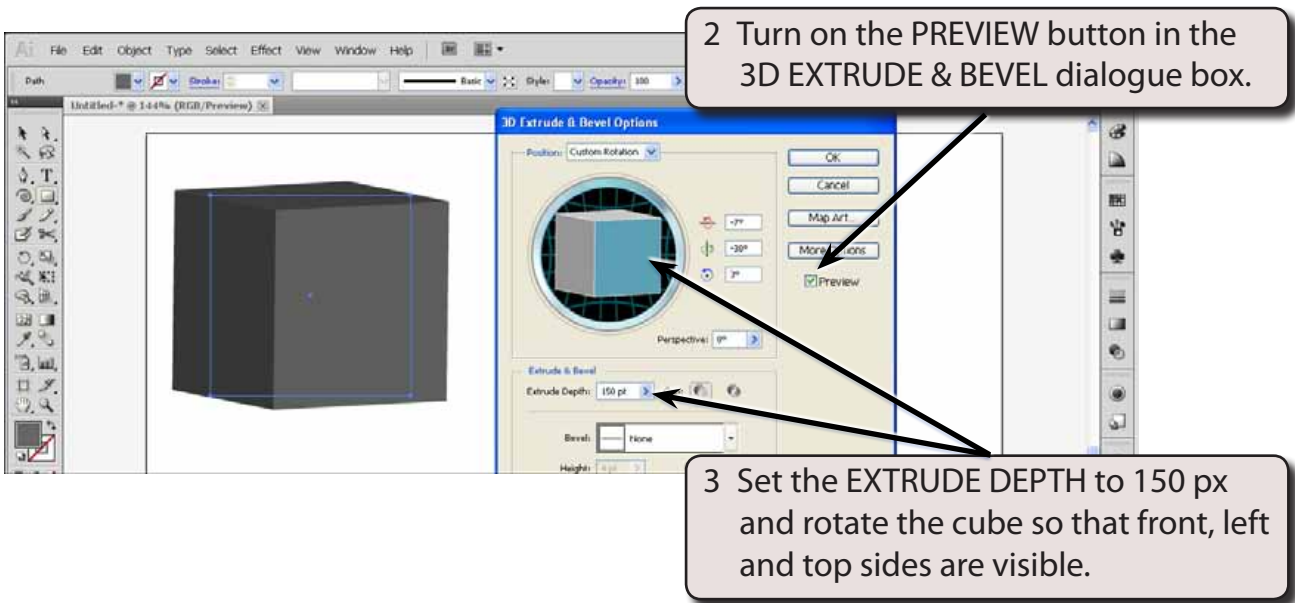


1 Select the RECTANGLE TOOL and set the STROKE to NONE and the FILL to GREY for now.

2 Click near the top left of the ARTBOARD, set the WIDTH and HEIGHT of the rectangle to 150 px and select OK to create a square.

### B Extruding the Square

- 1 Display the EFFECT menu, highlight 3D and select EXTRUDE & BEVEL.



2 Turn on the PREVIEW button in the 3D EXTRUDE & BEVEL dialogue box.

3 Set the EXTRUDE DEPTH to 150 px and rotate the cube so that front, left and top sides are visible.

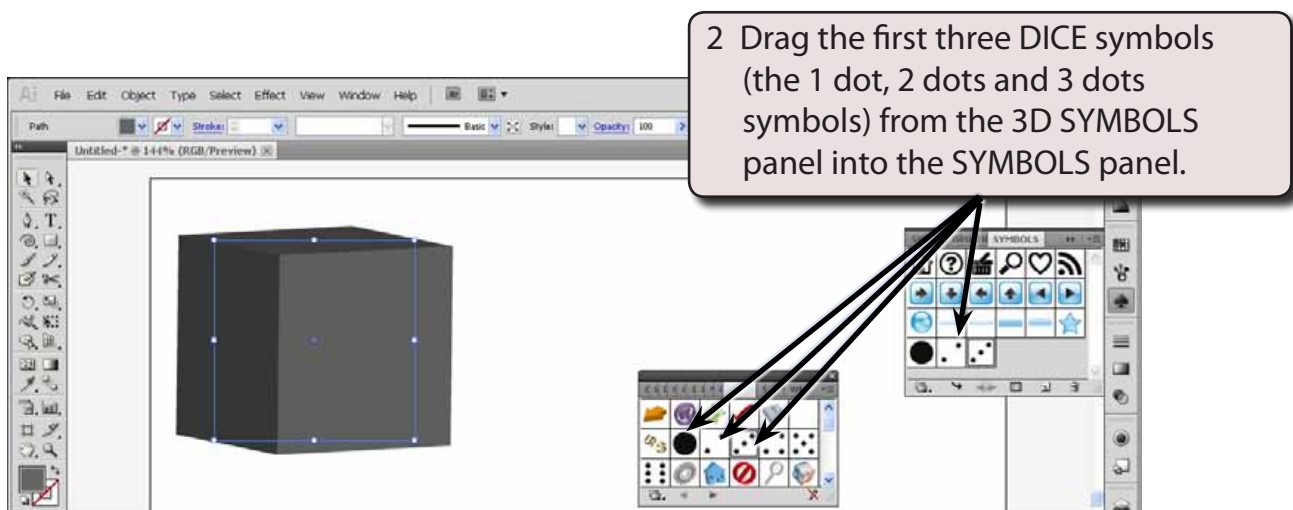
- 4 Select OK to set the cube.

## Creating the Symbols

To place content on the sides of the object you can select symbols from the SYMBOLS LIBRARY or draw the content and drag that content into the SYMBOLS panel. In this case there are dice number symbols available.

### A Collecting the Symbols

- 1 Expand the SYMBOLS panel in the PANEL GROUP, click on its SYMBOL LIBRARIES MENU button at the bottom left of the panel and select 3D SYMBOLS.

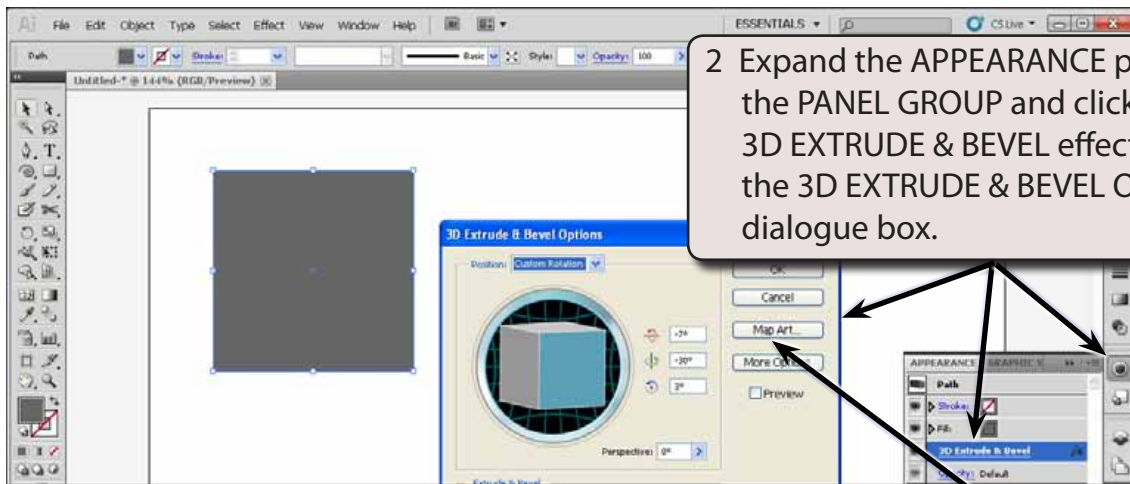


- 3 Close the 3D SYMBOLS panel.

### B Mapping the Symbols into the Object

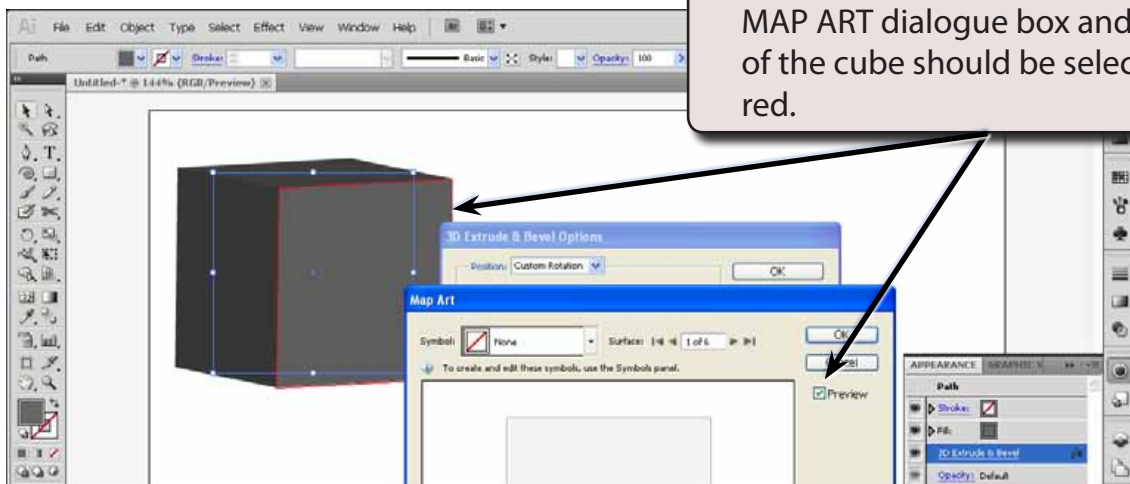
When symbols are added to the sides of the 3D object they are said to be mapped onto it.

- 1 Select the SELECTION TOOL and the cube should be selected.

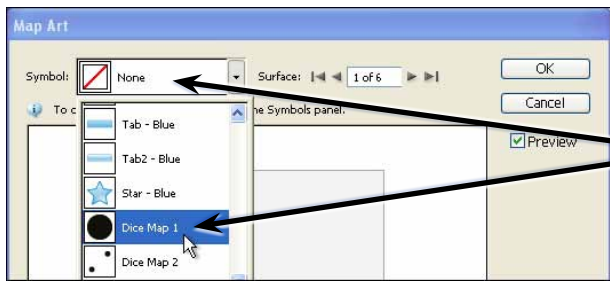


2 Expand the APPEARANCE panel in the PANEL GROUP and click on the 3D EXTRUDE & BEVEL effect to open the 3D EXTRUDE & BEVEL OPTIONS dialogue box.

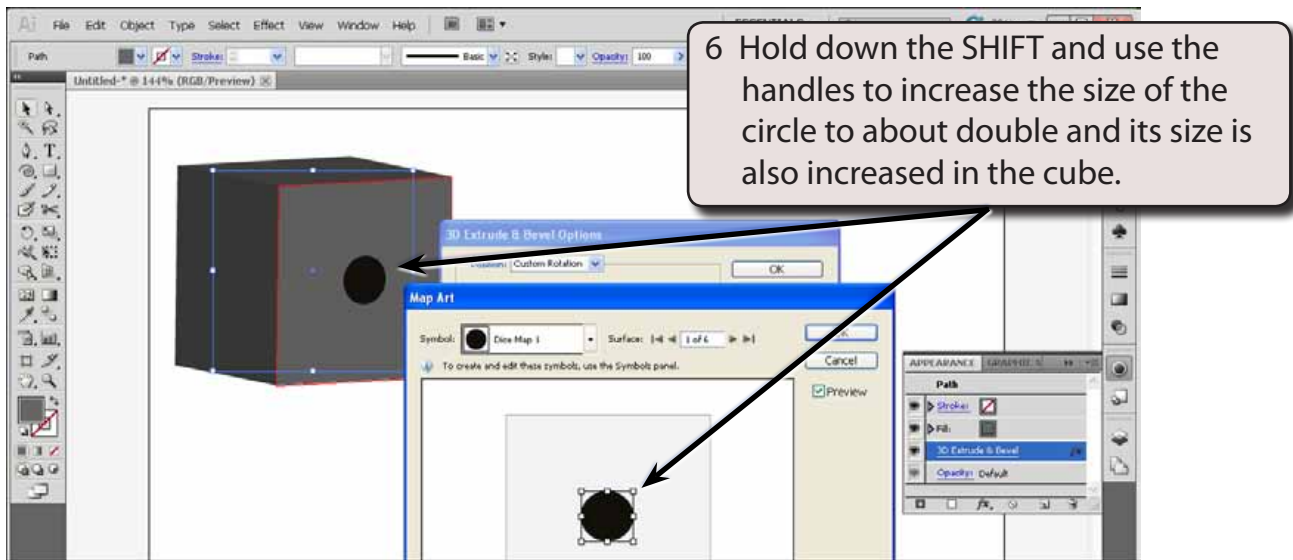
3 Click on the MAP ART button at the right of the 3D EXTRUDE & BEVEL OPTIONS dialogue box.



4 Turn on the PREVIEW button in the MAP ART dialogue box and the front of the cube should be selected in red.



5 Click on the SYMBOL box at the top of the MAP ART dialogue box, scroll down and select the DICE MAP 1 symbol.



**NOTE:** You can drag the dot back into the centre of the frame to centre it in the front side of the dice.

