# Creating 3D Shapes

Photoshop CS6 Extended provides extensive tools to create and edit 3D shapes. This chapter will introduce a few of these tools. Some of the tools require up to date computer equipment with at least 4 MB of RAM.

To use the full 3D tools a GRAPHICS PROCESSOR needs to be enabled (this can be checked by displaying the EDIT or PHOTOSHOP menus, highlighting PREFERENCES and selecting PERFORMANCE). If you are unable to turn this on or the 3D menu does not appear in the MENU BAR, you will need to skip to the next chapter.

Starting a New Document

1   Load Photoshop or close the current file then display the FILE menu and select NEW.
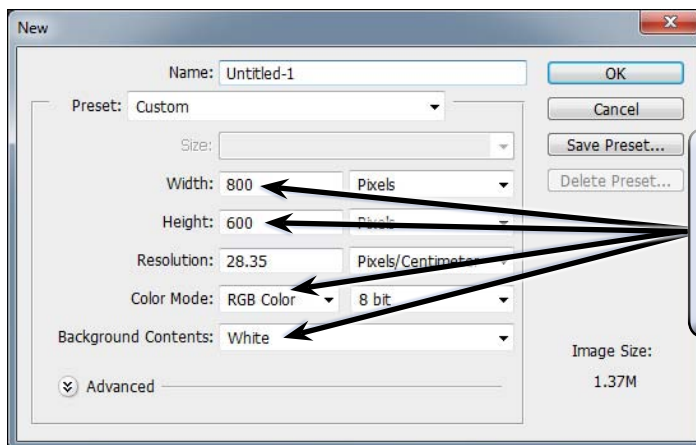
2   Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the COLOUR MODE to RGB COLOUR 8 BIT and the BACKGROUND CONTENTS to WHITE.

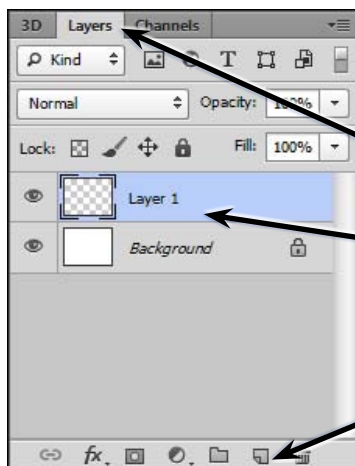3   Select OK to start the document and set the zoom to FIT ON SCREEN.

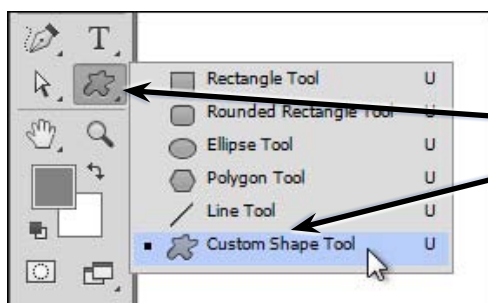4   In the OPTIONS BAR set the screen to the 3D workspace then check that the TOOLS panel is set to 2 columns.

Creating Shapes From Layers
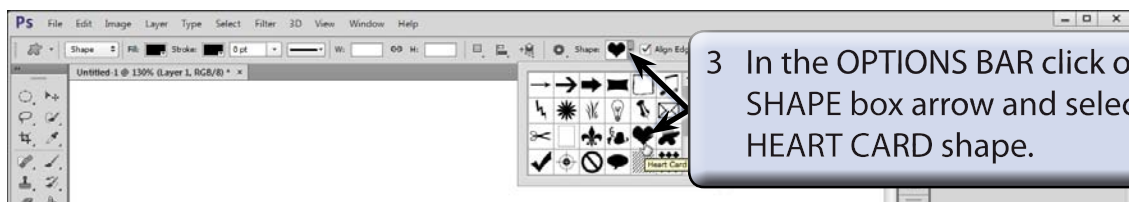
A Selecting the Shape

You can draw your own shapes using the PEN or FREEFORM PEN TOOLS, or use some of the CUSTOM SHAPES that Photoshop provides.

1 Expand the LAYERS panel and create a NEW LAYER.

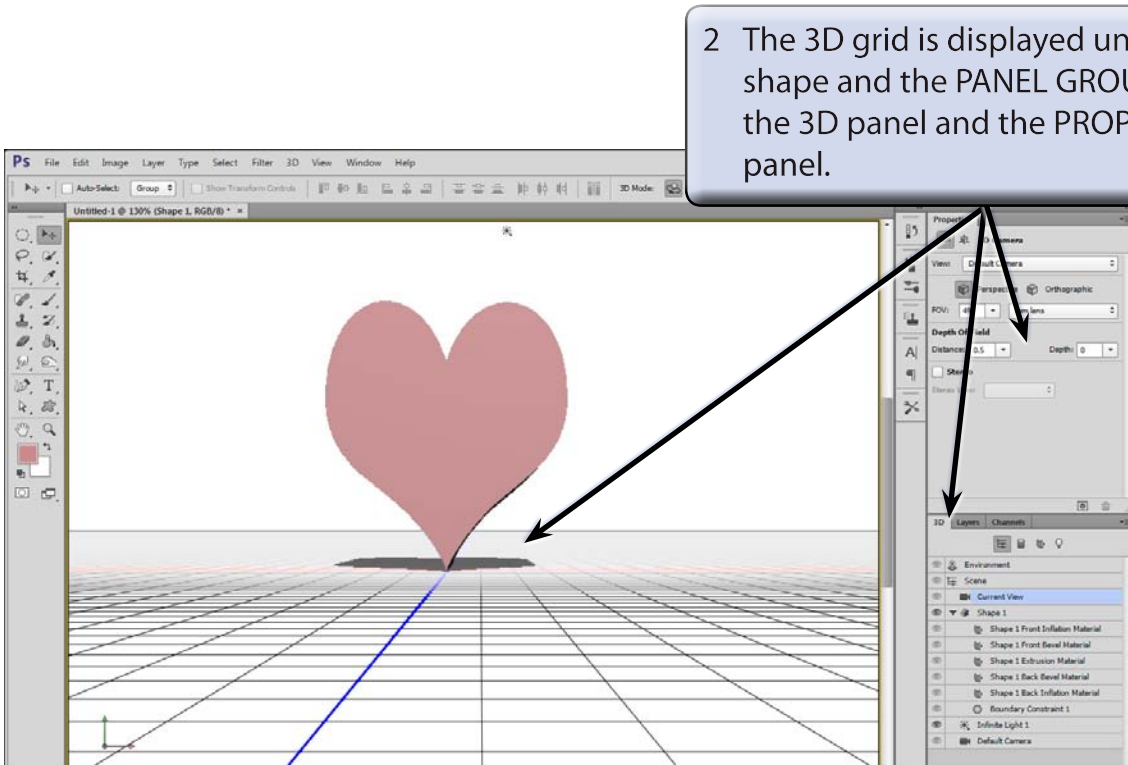2 Select the CUSTOM SHAPE TOOL from within the SHAPES TOOL in the TOOLS panel.

3 In the OPTIONS BAR click on the SHAPE box arrow and select the HEART CARD shape.

NOTE: If the SHAPES box is not set to the DEFAULT SHAPES, click on its MENU icon, select RESET SHAPES followed by OK.

4 Set the FOREGROUND colour to
   LIGHT RED and drag a heart shape
   on the canvas.
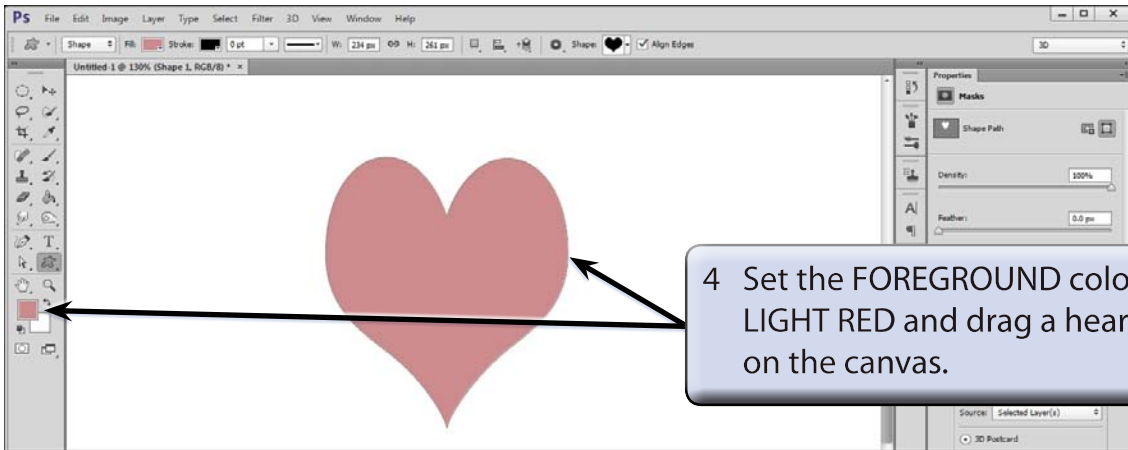
B   Converting the Layer to a 3D Shape

1   Display the 3D menu and select NEW 3D EXTRUSION FROM LAYER.

2 The 3D grid is displayed under the
   shape and the PANEL GROUP shows
   the 3D panel and the PROPERTIES
   panel.

NOTE: **The 3D panel and the PROPERTIES panel work with one another.
You select a section in the 3D panel and apply its properties from
the PROPERTIES panel.**
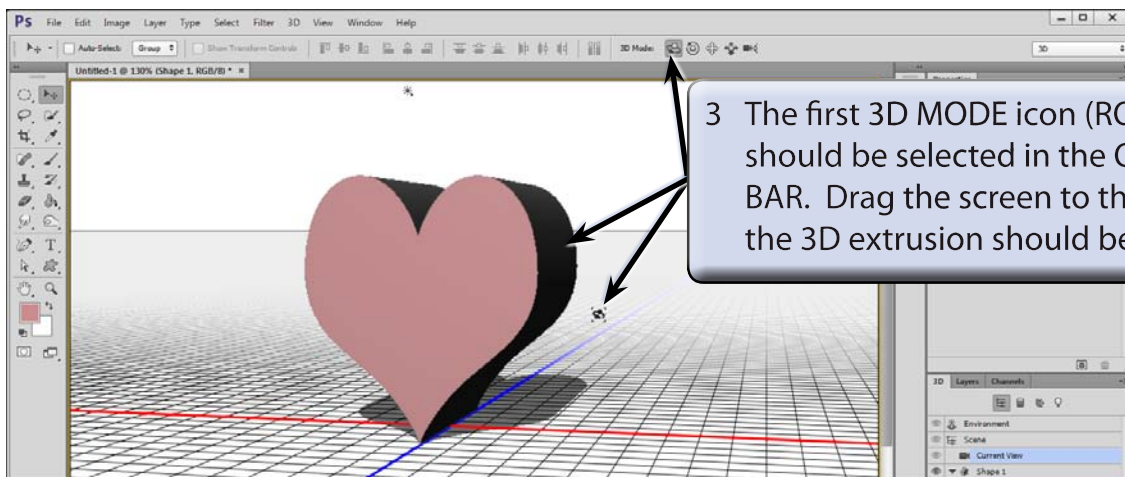
3 The first 3D MODE icon (ROTATE) should be selected in the OPTIONS BAR. Drag the screen to the left and the 3D extrusion should be visible.
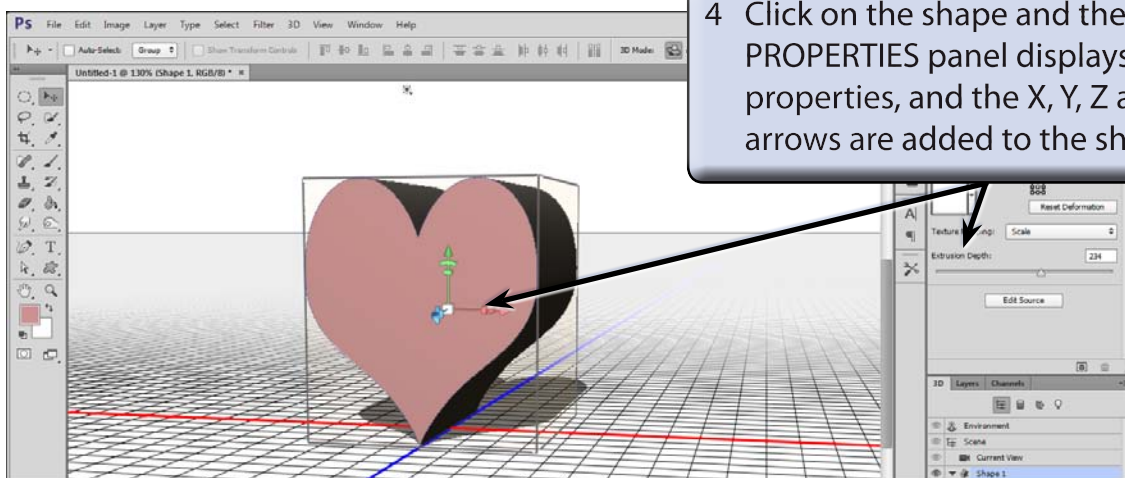
4 Click on the shape and the PROPERTIES panel displays its properties, and the X, Y, Z axis arrows are added to the shape.

5 The X, Y and Z axis arrows have 3 icons each to MOVE, ROTATE and SCALE the shape on the selected axis.
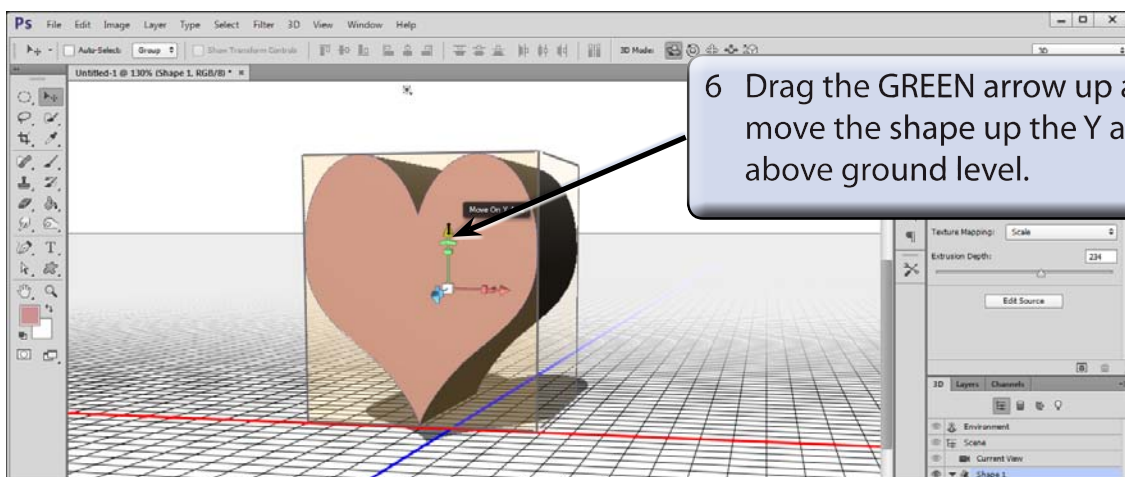
6 Drag the GREEN arrow up a little to move the shape up the Y axis so it is above ground level.