

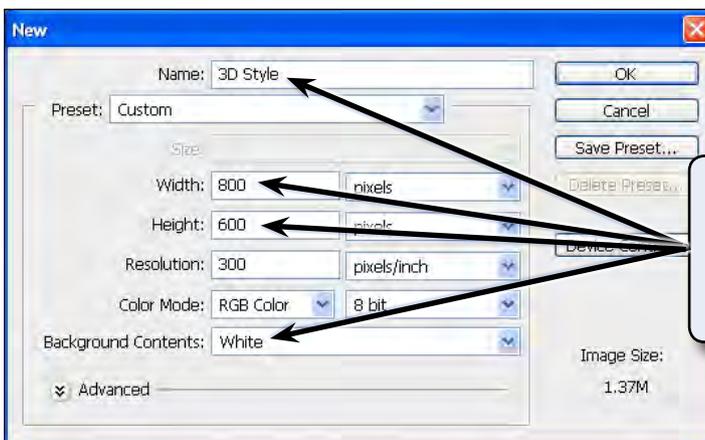
## Creating 3D Styles

Photoshop provides a few 3D shapes in the 3D menu, but often you may want to create other 3D shapes. You can set accurate three-dimensional styles and effects on a object then save those effects as a STYLE so that they can be applied to other objects and text. The process involves gradually adding styles to the shape until a realistic 3D look is obtained. In this case the following gold crown will be created and the styles used to produce it saved.



## Starting a New Document

- 1 Load Photoshop or close the current files then display the FILE menu and select NEW.

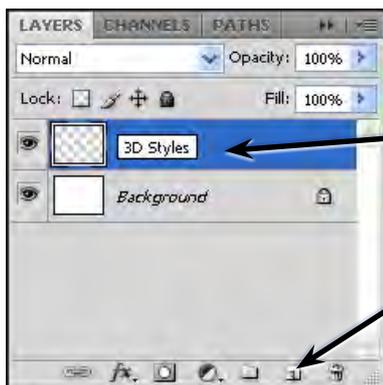


2 Set the NAME of the document to 3D STYLE, the WIDTH to 800 pixels, the HEIGHT to 600 pixels and the BACKGROUND COLOUR to WHITE.

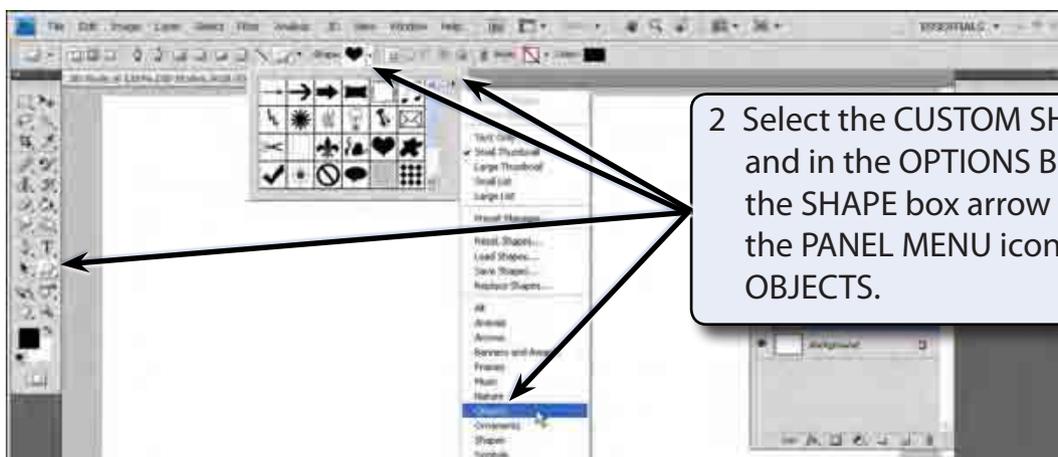
- 3 Select OK to start the document.

## Drawing the Custom Shape

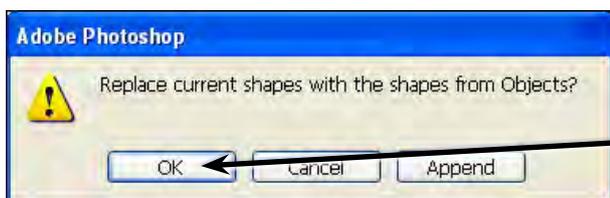
One of Photoshop's custom shapes will be used to create the object, although you could use the FREEFORM PEN TOOL to create your own shape. It is best to use a shape with a few curves or circles so that you can more easily view the 3D sections.



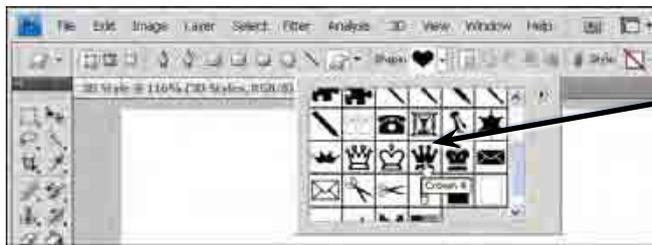
1 Create a NEW LAYER on the LAYERS panel and rename it:  
3D Style



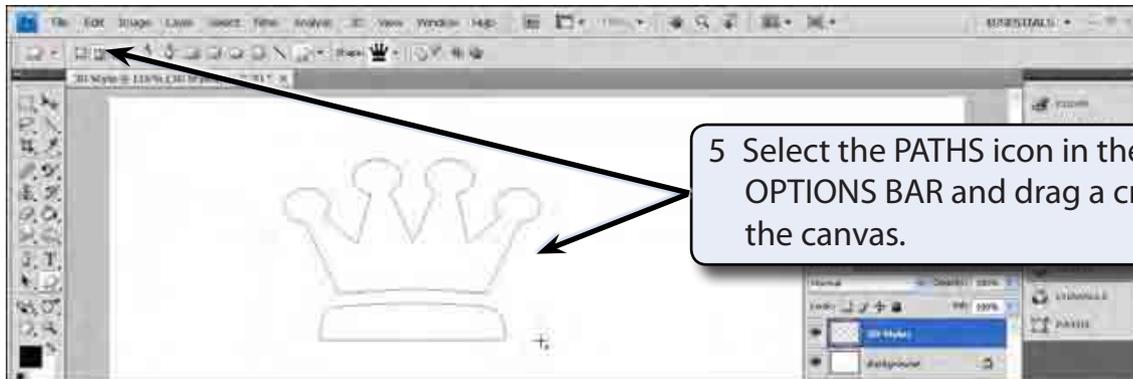
2 Select the CUSTOM SHAPES TOOL and in the OPTIONS BAR click on the SHAPE box arrow followed by the PANEL MENU icon and select OBJECTS.



3 Select OK to replace the current shapes with the OBJECTS shapes.



4 Select the CROWN 4 shape from the OBJECTS shapes.

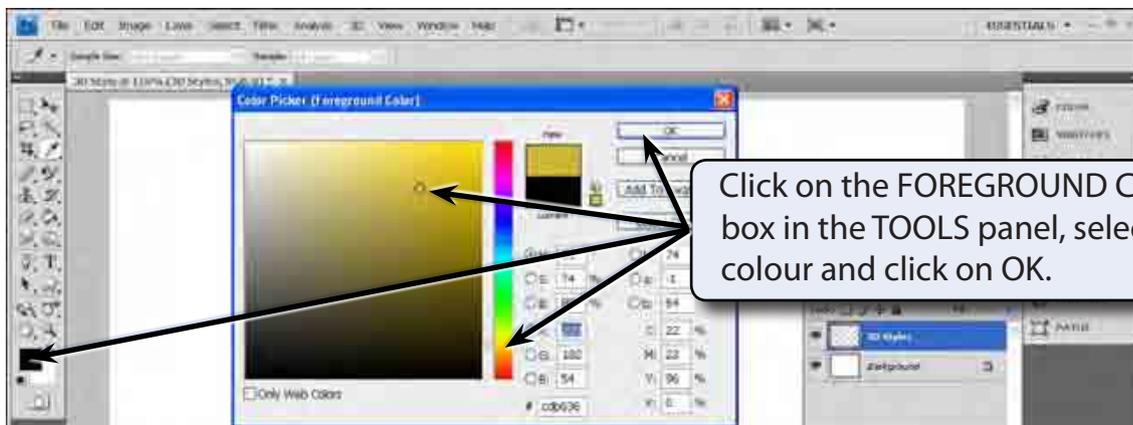


5 Select the PATHS icon in the OPTIONS BAR and drag a crown on the canvas.

**NOTE:** PATHS needs to be selected in the OPTIONS BAR so that just the outline of the shape is produced, not a filled shape.

## Selecting the Colour

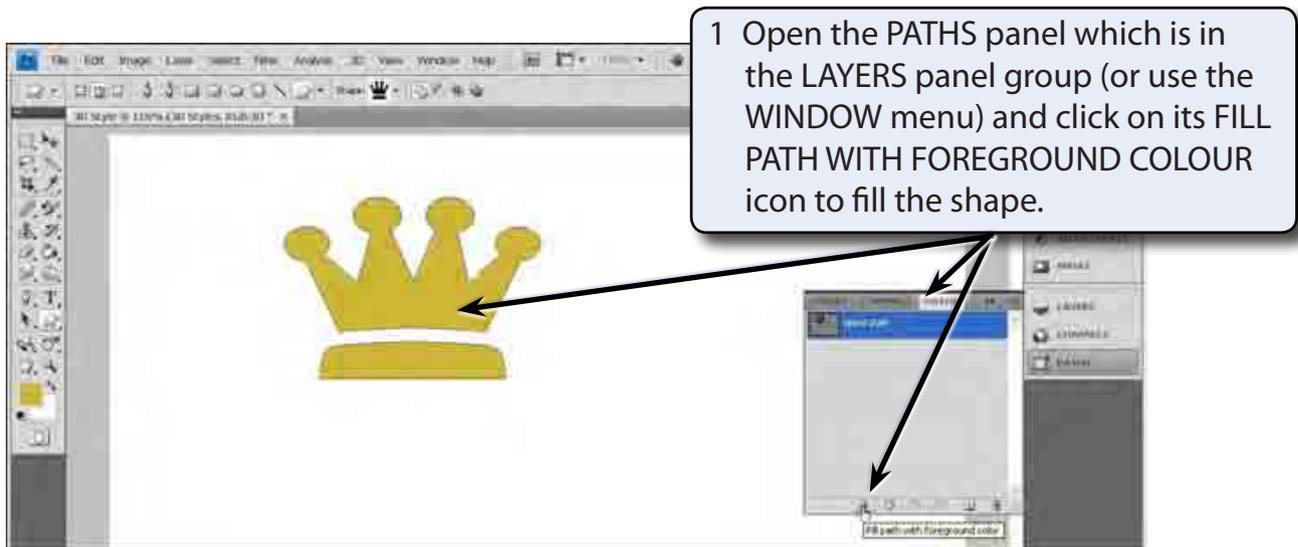
In this case a gold shade will be used to fill the crown then variations of the gold will be used to produce the three-dimensional effect.



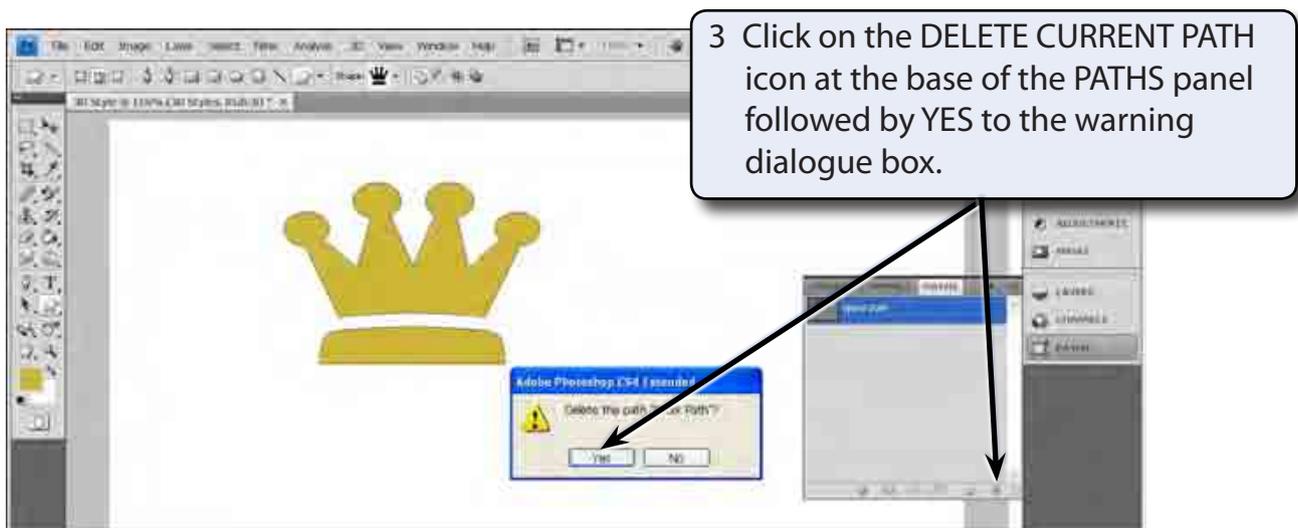
Click on the FOREGROUND COLOUR box in the TOOLS panel, select a GOLD colour and click on OK.

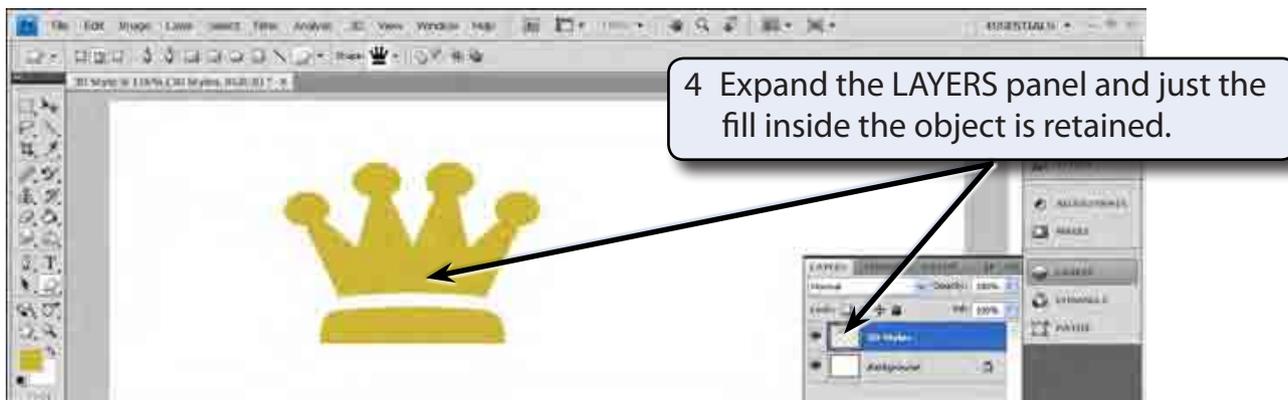
## Filling the Object

A solid object needs to be produced so that there is no black outline included in the shape. To achieve this, just the path of the object can be selected, the path filled then deleted, leaving just the filled object.



2 The path can now be deleted so that the shape is just a solid object.





## Creating the 3D Styles

To create the 3D styles the BLENDING OPTIONS are adjusted until the required effect is obtained, then the effects are saved as a style.

### A Opening the Blending Options

