

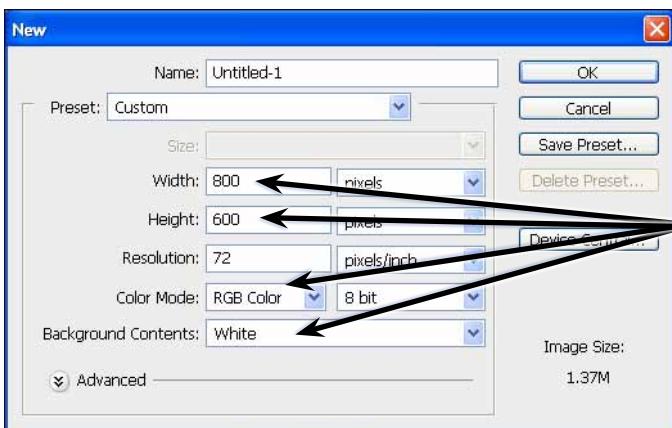
Creating 3D Shapes

Photoshop CS5 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 OPEN GL DRAWING needs to be enabled (this can be checked by displaying the EDIT or PHOTOSHOP menus, highlighting PREFERENCES and selecting PERFORMANCE).

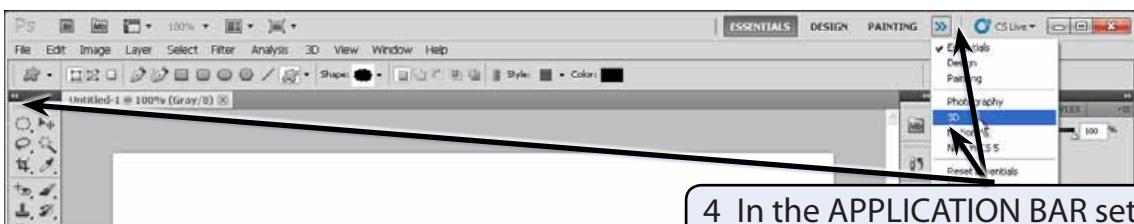
Starting a New Document

- 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.

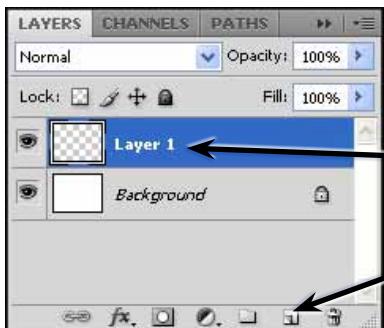


4 In the APPLICATION BAR set the screen to the 3D workspace then check that the TOOLS panel is set to 2 columns.

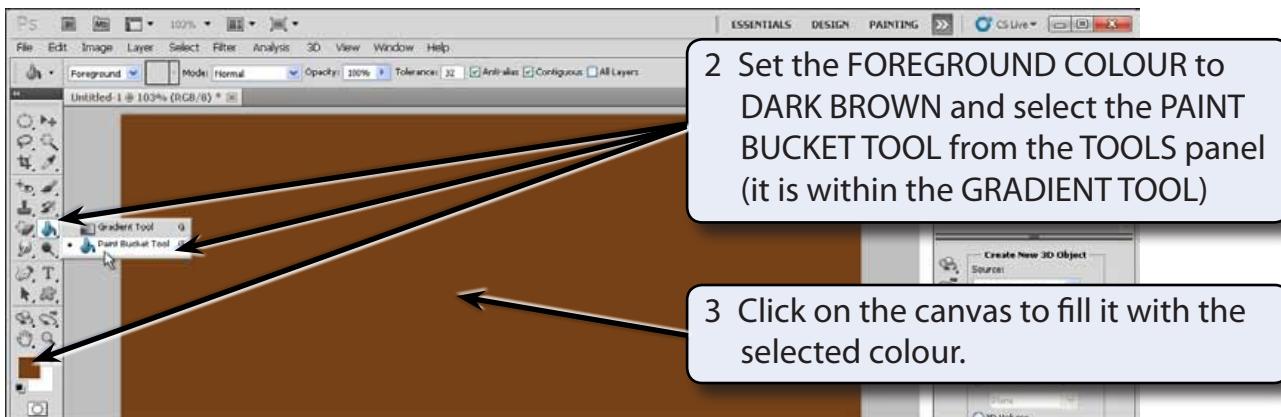
Creating Shapes From Layers

A Setting the Layer

Photoshop provides some preset 3D shapes that can be used. These are created from layers so you need to setup the layer first.



1 In the LAYERS panel create a NEW LAYER.

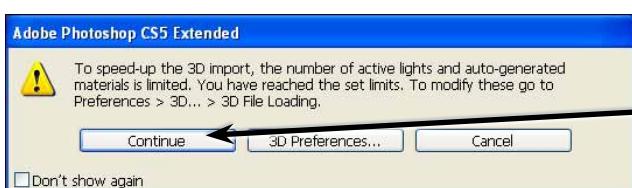


2 Set the FOREGROUND COLOUR to DARK BROWN and select the PAINT BUCKET TOOL from the TOOLS panel (it is within the GRADIENT TOOL)

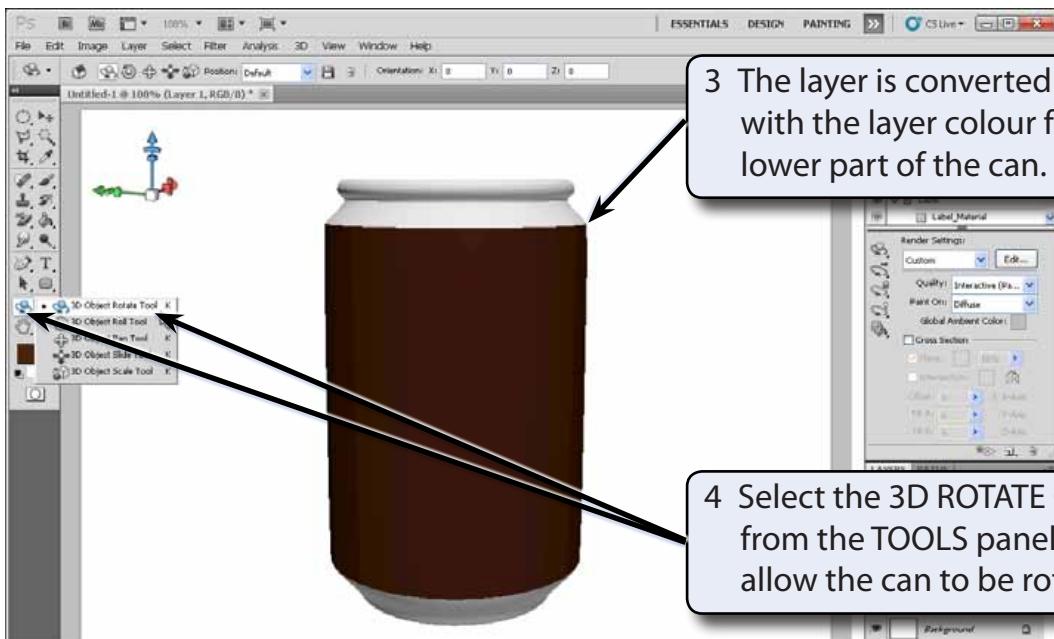
3 Click on the canvas to fill it with the selected colour.

B Converting the Layer to a 3D Shape

- 1 Display the 3D menu, highlight NEW SHAPE FROM LAYER and select the SODA CAN.

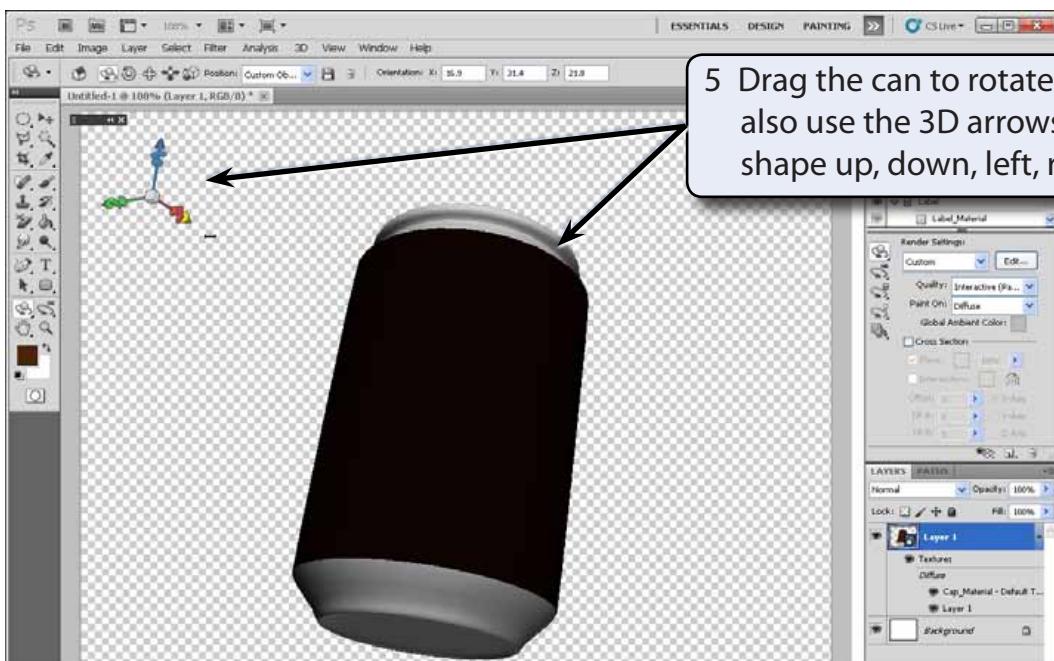


2 If a message about speeding up 3D IMPORT is displayed, click on CONTINUE.



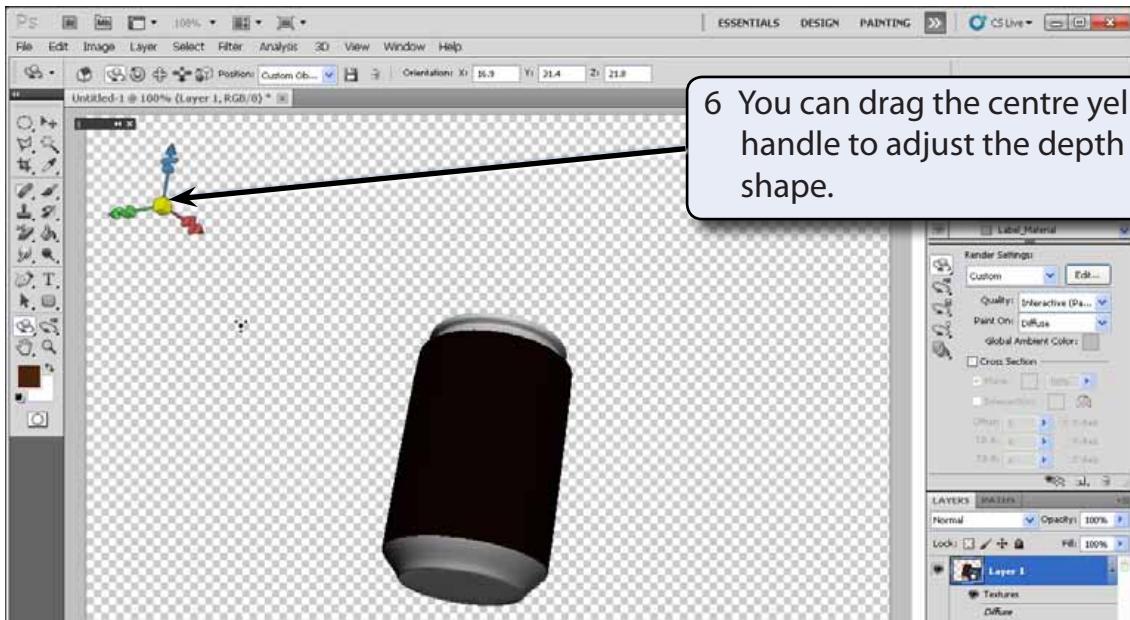
3 The layer is converted into a can with the layer colour forming the lower part of the can.

4 Select the 3D ROTATE OBJECT TOOL from the TOOLS panel which will allow the can to be rotated.



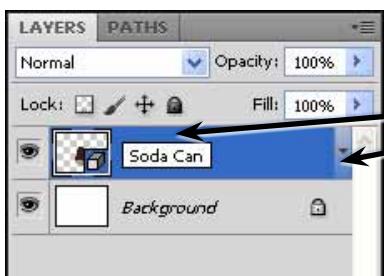
5 Drag the can to rotate it. You can also use the 3D arrows to move the shape up, down, left, right, in or out.

NOTE: The arrow markers move the shape in the direction that they point. You can rotate the markers to change their direction.



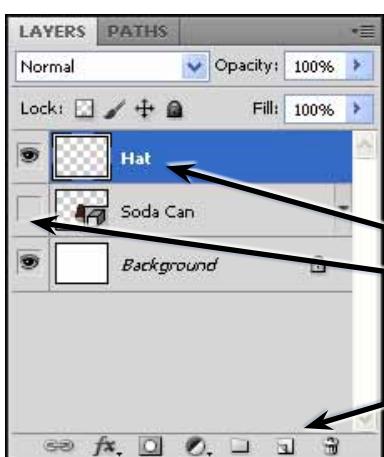
6 You can drag the centre yellow handle to adjust the depth of the shape.

C Creating a Second Shape



1 In the LAYERS panel, collapse the 3D effects for LAYER 1 and set the layer name to:

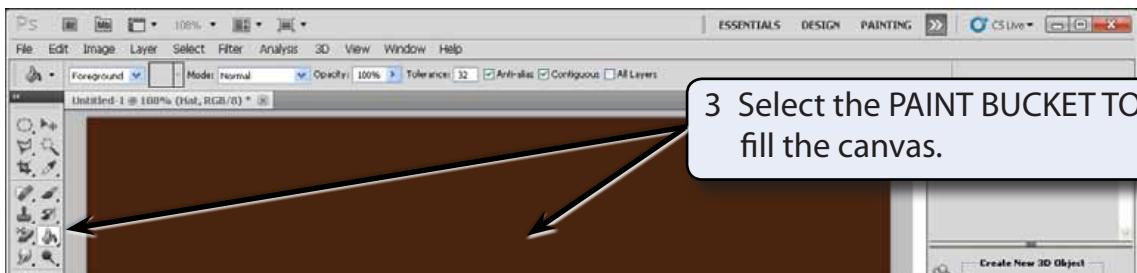
Soda Can



2 Start a new layer, change its name to:

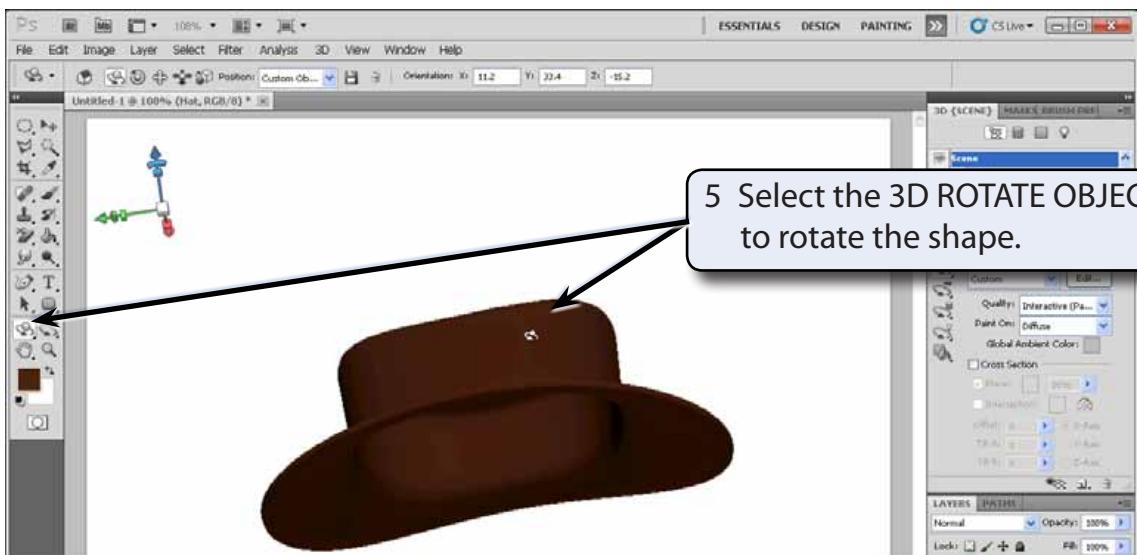
Hat

then turn the SODA CAN layer off.



3 Select the PAINT BUCKET TOOL and fill the canvas.

- 4 Display the 3D menu, highlight NEW SHAPE FROM LAYER and select the HAT shape.



5 Select the 3D ROTATE OBJECT TOOL to rotate the shape.

- 6 Try creating a new layer, turn off the HAT layer and create some of the other provided shapes.

NOTE: Shapes such as the soda can and the hat can be created then used in other images.