



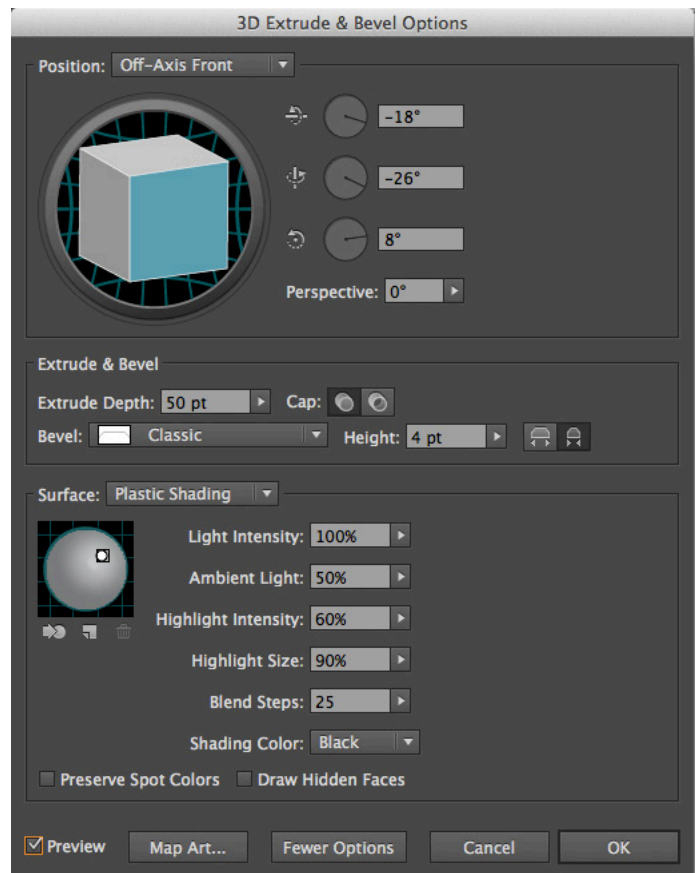
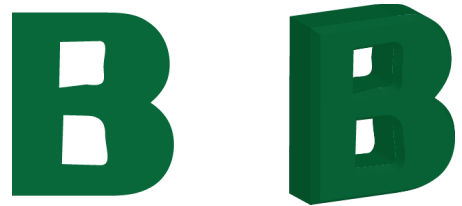
# HOW TO CREATE OR ROTATE 3D SHAPES IN ADOBE® ILLUSTRATOR®

Adobe Illustrator has plenty of innovative tricks that can make your yearbook design and illustrations jump off the page.

The 3D effect in Illustrator allows you to create a three-dimensional object from a two-dimensional shape! You can extrude (give the object depth by extending the object along its z-axis), bevel (round off an edge or add facets to it), rotate objects in 3D space and revolve. Here are a few tips.

## TO EXTRUDE AND BEVEL AN OBJECT:

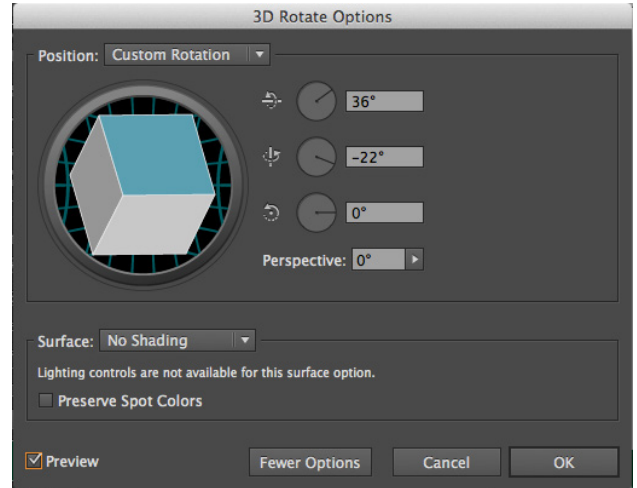
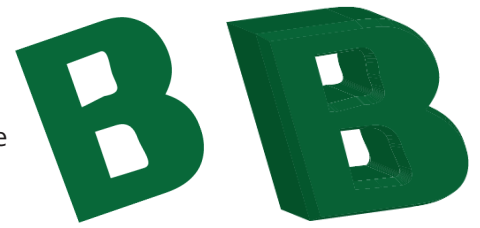
- Click on the object with the **Selection** tool.
- Choose **Effect > 3D > Extrude and Bevel**.
- Click the **Preview** button in the **3D Extrude & Bevel Options** dialog box to see the object change as you apply the effects.
- To add depth to the object:
  - Enter a number between 0 and 2000 in the **Extrude Depth** text box, or
  - Drag the slider in the pop-up window.
- Click **More Options**.
- In the **Surface** section, choose a **Shading Color**.
  - If the object is black, choose a color other than black to give the object a three-dimensional look.
- To bevel the edge of the object, choose a bevel style in the **Extrude & Bevel** section.
  - In the **Bevel** menu, enter a number between 1 and 100.
- After achieving the desired effect, click **OK**.





## TO ROTATE A 2D OR 3D OBJECT IN 3D SPACE:

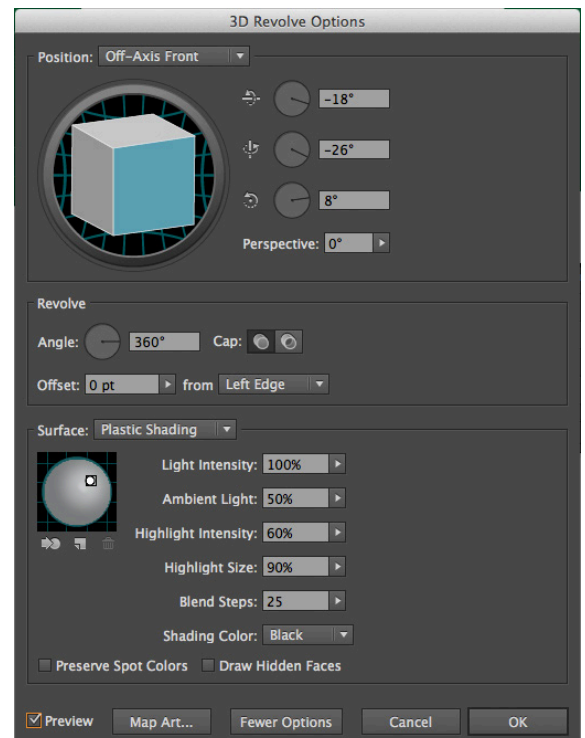
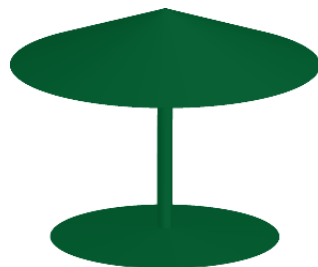
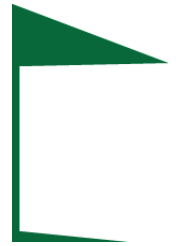
- Select the object.
- To rotate a 2D object, choose **Effect > 3D > Rotate**.
- To rotate a 3D object, select the object and double click the effect in the **Appearance** palette.
- In this example, **3D Extrude & Bevel** was used on the object.
- To set the angle of rotation:
  - For easy and unconstrained rotation, drag the face of the track cube at the top of the options dialog box, or
  - Choose an option from the **Position** drop-down menu.
- To adjust the perspective, enter a value between 0 and 160 in the **Perspective** field. A value higher than 150 may cause the object to extend beyond your point of view and appear distorted.
- Click **OK**.



## TO REVOLVE AN OBJECT:

Because revolving an object involves sweeping the object in a cylindrical motion, the two-dimensional object should only depict half of the desired three-dimensional object.

- Select the object.
- Choose **Effect > 3D > Revolve**.
- Click the **Preview** button in the **3D Revolve Options** dialog box.
- In the Revolve section:
  - Enter a number between 0 and 360 in the **Angle** field, or
  - Drag the slider in the pop-up window.





- To create a ring-shaped object, enter an **Offset** value between 0 and 1000.
- To set the object's axis, choose **Left Edge** or **Right Edge**.
- Click **OK**.

Revolved object with offset value of 100

