

Chapter 6

3D Techniques

3D Shapes

3-D Tools

Convert 2D to 3D

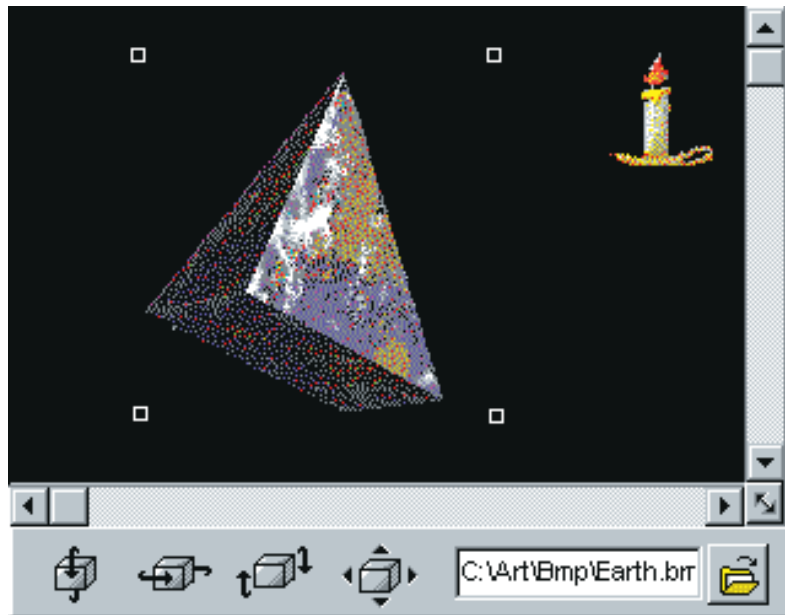
You will usually want to create 3D shapes on the *Objects* layer, which gives you the flexibility to fine tune the positioning and lighting before merging the shape into your illustration.

3D Shapes

Right click on the *3D* tool to select from various 3 dimensional geometric objects. Drag the selected tool on the canvas to determine the object's size.

Once you have dragged out your object, use the *Arrow Selector* tool from the Tool Bar to select the object. You may drag the object to another location with the *Arrow Selector*.

When the 3D object is selected, additional icons will be displayed in the Tool Options. You may rotate the object using the *Rotation* icons (see illustration). You may also distort an object, by first rotating it, then using the *Distort* control to increase/decrease

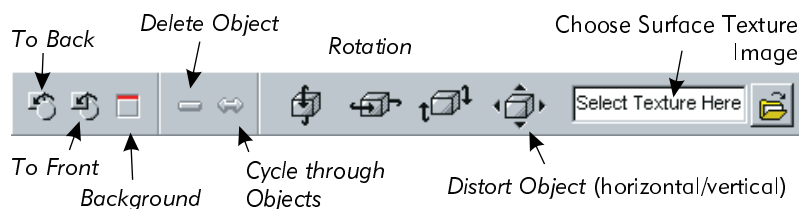


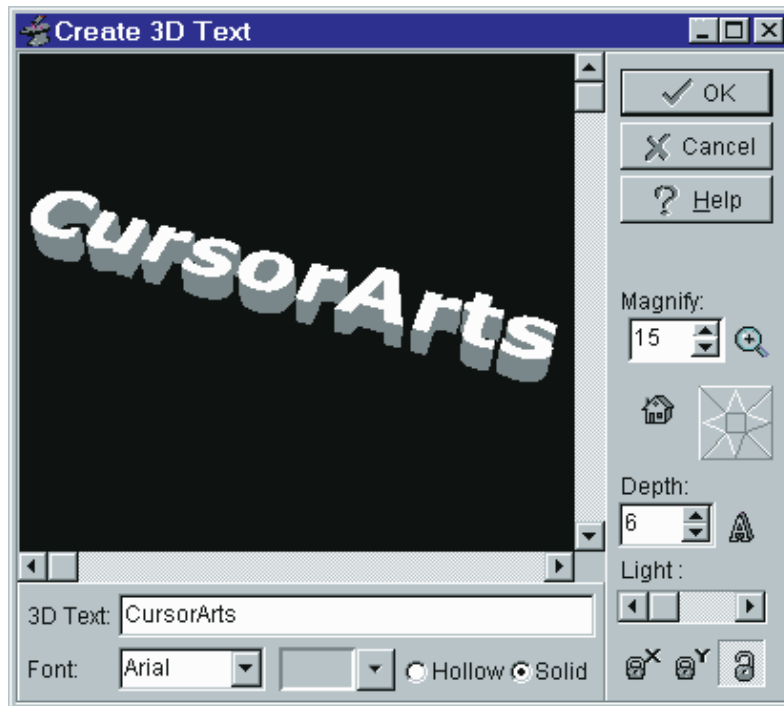
3D Shape Placement with Lighting Tool and Options

its depth. You can use an image for the surface of the object by clicking on the yellow folder icon, and selecting an image file.

Lighting

Use the candle flame *Light Source* tool from the Tool Bar to change the lighting of the selected object. You may drag the candlestick to another location to light different sides of the object. To make the light brighter, drag the candlestick's control points to enlarge the icon. To make a dimmer light, decrease the size of the candlestick icon.





3D Text Dialog

3D Text

3D text is created a bit differently than other 3D objects. This tool allows you to create text with 3D effects, and may be used for titles and other prominent text. Creating the text is simple: just type in your *3D Text*, then drag the text in the window to the desired angle.

You can control the angle of the object's rotation using the *Lock* icons at the bottom of the window. The *Lock* icons also control the positioning of the *Light* source.

Control the distance from the text using the *Magnify* function, and use the *Depth* field to determine the thickness of the extruded object.



Changing 2D into 3D

When you select a 2D item on the *Objects* layer, you can extrude the object into a 3D shape using the icon (see illustration) in the Tool Options area. You may then rotate and light the new 3D object.

You may also achieve a 3D look on the *Image* layer by using the *Bump* options from the *Effects* menu:

- Select the area which you wish to change.
 - Click the *Effects* menu, choose *Outline*, then *Bump*.
 - Select the *Choose Light Source* option.
 - In the preview area, drag the light source to determine from which direction you will light the surface.
 - You may increase the size of the spotlight by using the *Width* and *Height* fields.
 - You can add a tinted lens to the light source by selecting a color and *Color Intensity*.
 - Click *Apply* to bump the image (use *Undo* if you do not like the effect).
- ⇒ *Trick: Try combining lighted 3D shapes to build up more complex shapes (such as an animal or a face). Once you have arranged the shapes, use Composite to merge them together. You can then go to the Image layer and use Smudge and Brush tools to blend and define the objects.*