

# > 3D effects in illustrator

## > **objective(s):**

Students will view and perform tutorials on Illustrator's 3D effects capabilities.

## > **curricular focus:**

This exercise emphasizes learning how to effectively use Illustrator's Extrude & Bevel, Revolve and Rotate as well as 3D Mapping to Geometry

## > **specifications:**

save as: Illustrator 3D\_LastnameF.ai  
width: 8.5 in  
height: 11 in

## > **instruction:**

- introduce Bevel & Extrude
  - check Preview button first (on the right)
  - Position:
    - Position Preset: common starting points for shape angles in pull-down menu at top
    - X-Y-Z Axis: manual adjustments to shape angles
    - Perspective: set angle to vanishing point
  - Extrude and Bevel:
    - Extrude Depth: sets how deep you create the third dimension
    - Cap: determines if the shape is solid or hollow
    - Bevel: determine bevel shape in pull-down menu
    - Height: determine the height of the selected bevel shape
    - Bevel Extent: determine whether your bevel setting grow out or in from your original shape
    - Surface: determine the type of shading your shape will have
- introduce Revolve
  - check Preview button first (on the right)
  - Position:
    - Position Preset: common starting points for shape angles in pull-down menu at top
    - X-Y-Z Axis: manual adjustments to shape angles
    - Perspective: set angle to vanishing point
  - Revolve:
    - Angle: determine the number of degrees your object revolves around the determined axis
    - Cap: determine whether the appearance of your object is solid or hollow
    - Offset: determine how far away from the selected axis your shape will revolve
    - From: determine which edge you revolve your shape from
    - Surface: determine the type of shading your shape will have
- Introduce Rotate
  - check Preview button first (on the right)
  - Position:
    - Position Preset: common starting points for shape angles in pull-down menu at top
    - X-Y-Z Axis: manual adjustments to shape angles
    - Perspective: set angle to vanishing point
- introduce Appearance
  - Appearance is where you can go back to edit Styles and Effects already added to an object
  - go to Window: Appearance to open palette
  - double click on what you want to edit to return to the dialog box

> **see procedure on page 2**

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## > procedure:

- watch video tutorial on How to Work with 3D Effects in Illustrator  
(<https://www.youtube.com/watch?v=TSGhtAUUV5Y>)
- create a polygon that demonstrates your understanding of Bevel & Extrude  
label with text
- create an polygon that demonstrates your understanding of Revolve  
label with text
- create an element (minimum five sides) that demonstrates your understanding of Rotate  
needs to include Perspective  
label with text
- watch video tutorial on 3D Mapping to Invisible Geometry  
(<https://www.youtube.com/watch?v=6XKCZM9KU1g>)
- create an element that demonstrates your understanding of 3D Mapping to Invisible Geometry  
label with text

## > requirements:

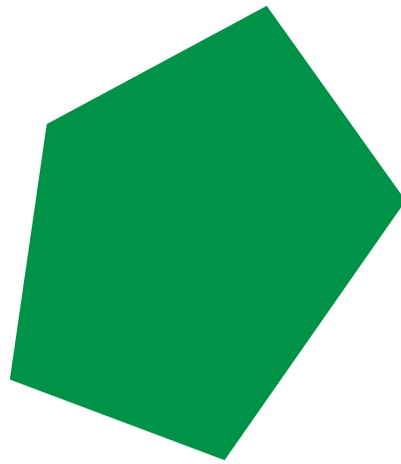
- file specifications are adhered to
- Bevel & Extrude element (or simple composition) clearly demonstrates and understanding of this feature's capabilities
- Revolve element (or simple composition) clearly demonstrates and understanding of this feature's capabilities
- Rotate element (or simple composition) clearly demonstrates and understanding of this feature's capabilities
- 3D Mapping to Invisible Geometry element (or simple composition) clearly demonstrates and understanding of this feature's capabilities
- each of the four elements are clearly labeled with text

## > 3D effects example

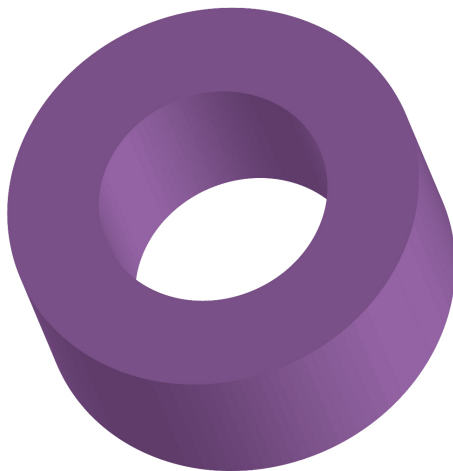
Here is an example of how your final document should look with all four labeled elements. They can be in any order, and of course your forms and colors will be unique.



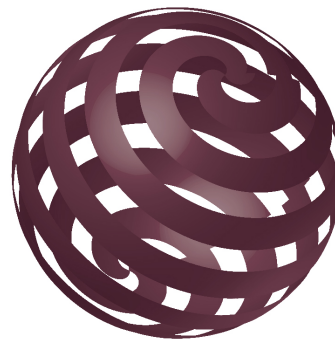
Bevel & Extrude



Rotate



Revolve



Invisible Geometry