



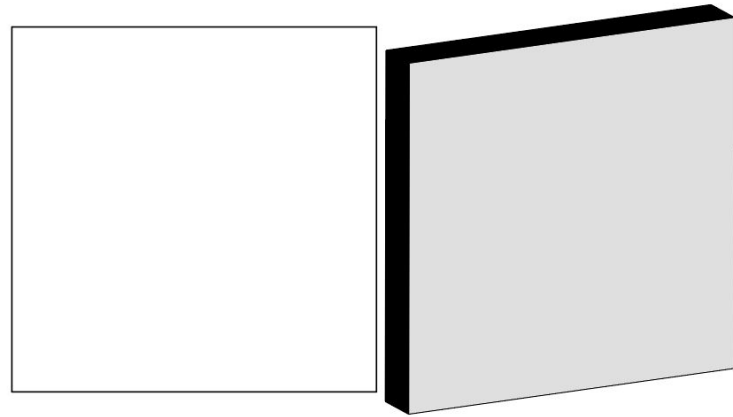
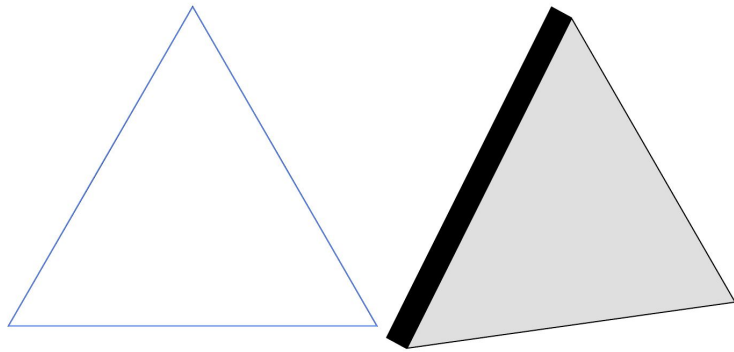
3D Illustrator

By: Toby Teksler June 2020

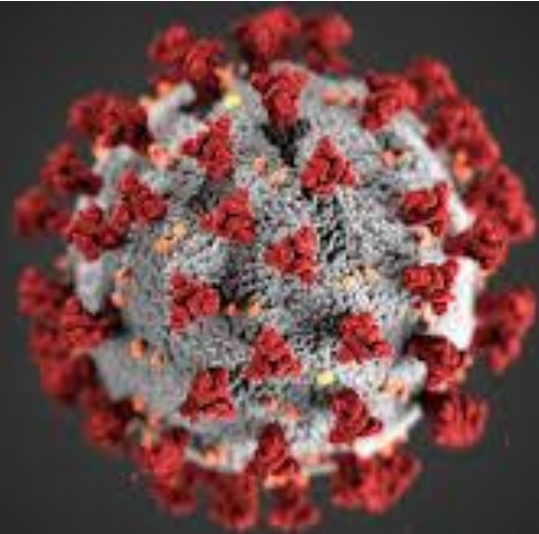


Hello

2D V.S. 3D



STAR
WARS



Creativity





Research



Effect View Window Help

Apply Extrude & Bevel

⇧⌘E

Extrude & Bevel...

⇧⌘E

Document Raster Effects Settings...

Illustrator Effects

3D ▶

Convert to Shape ▶

Crop Marks ▶

Distort & Transform ▶

Path ▶

Pathfinder ▶

Rasterize...

Adobe Illustrator 2019



Style:



Document Setup

P

Extrude & Bevel...

Revolve...

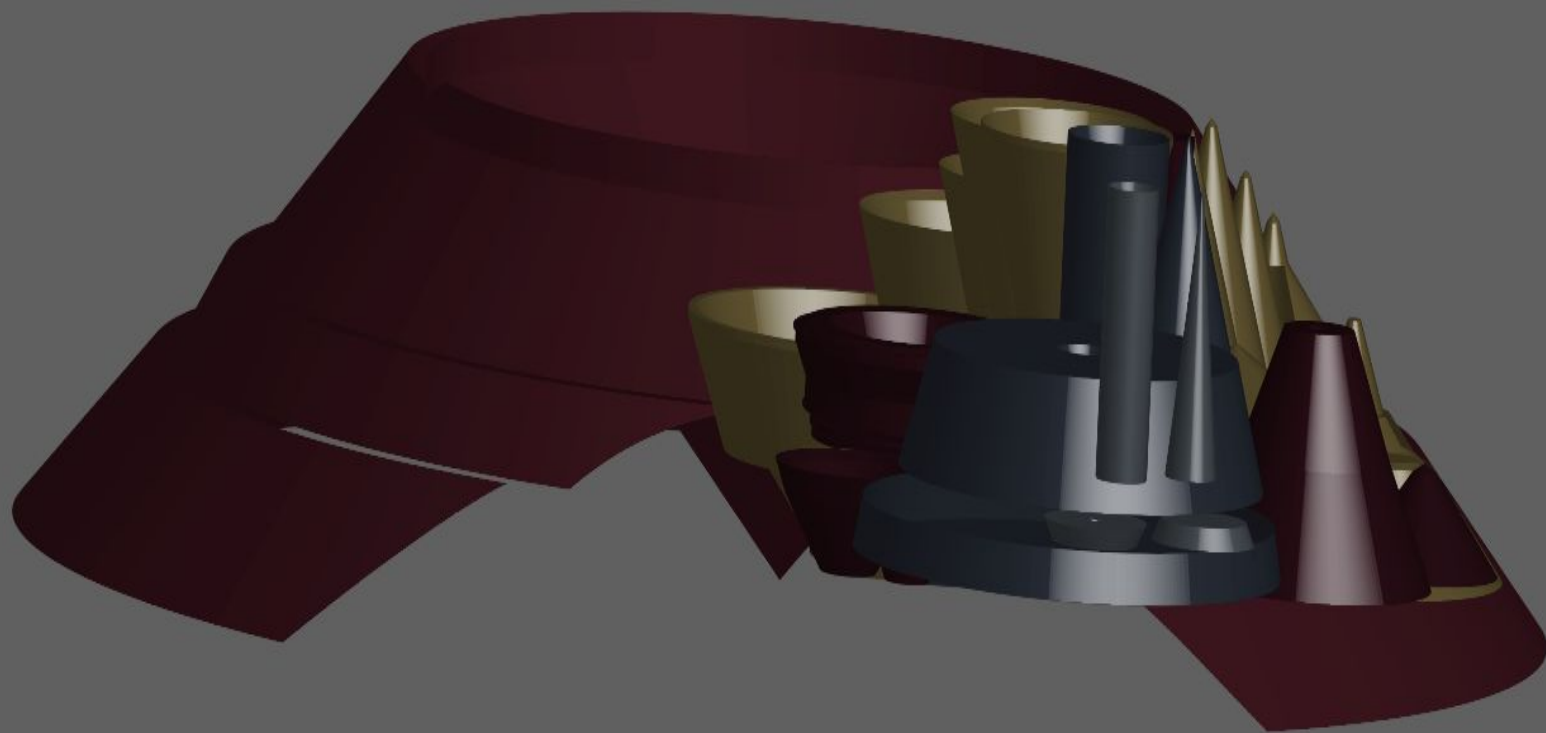
Rotate...

Bye Bye Teklar

Bye Bye Teklar



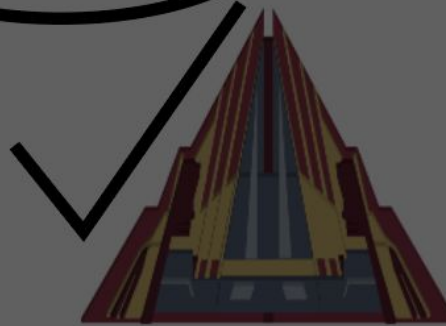




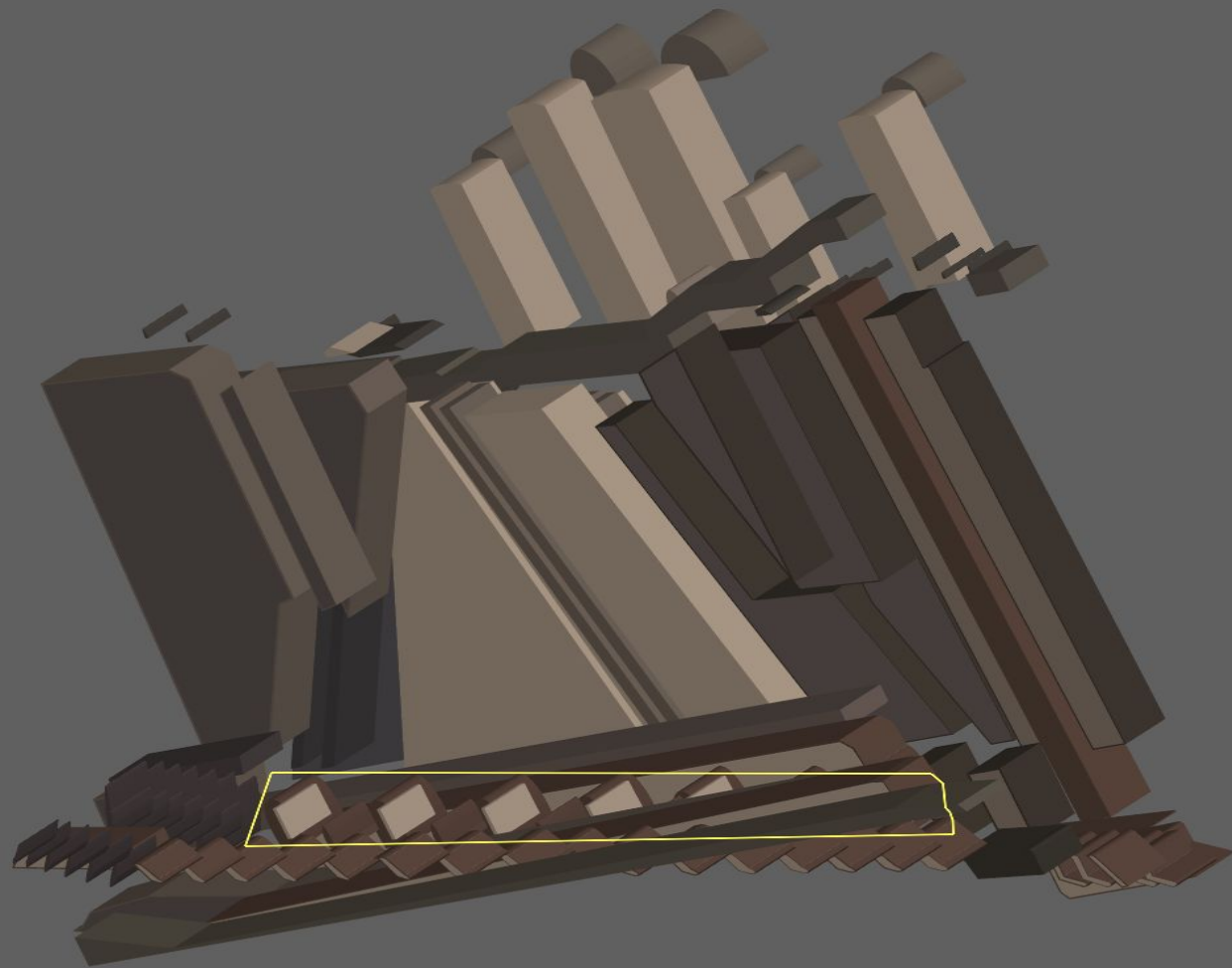
By: Toby Teksler

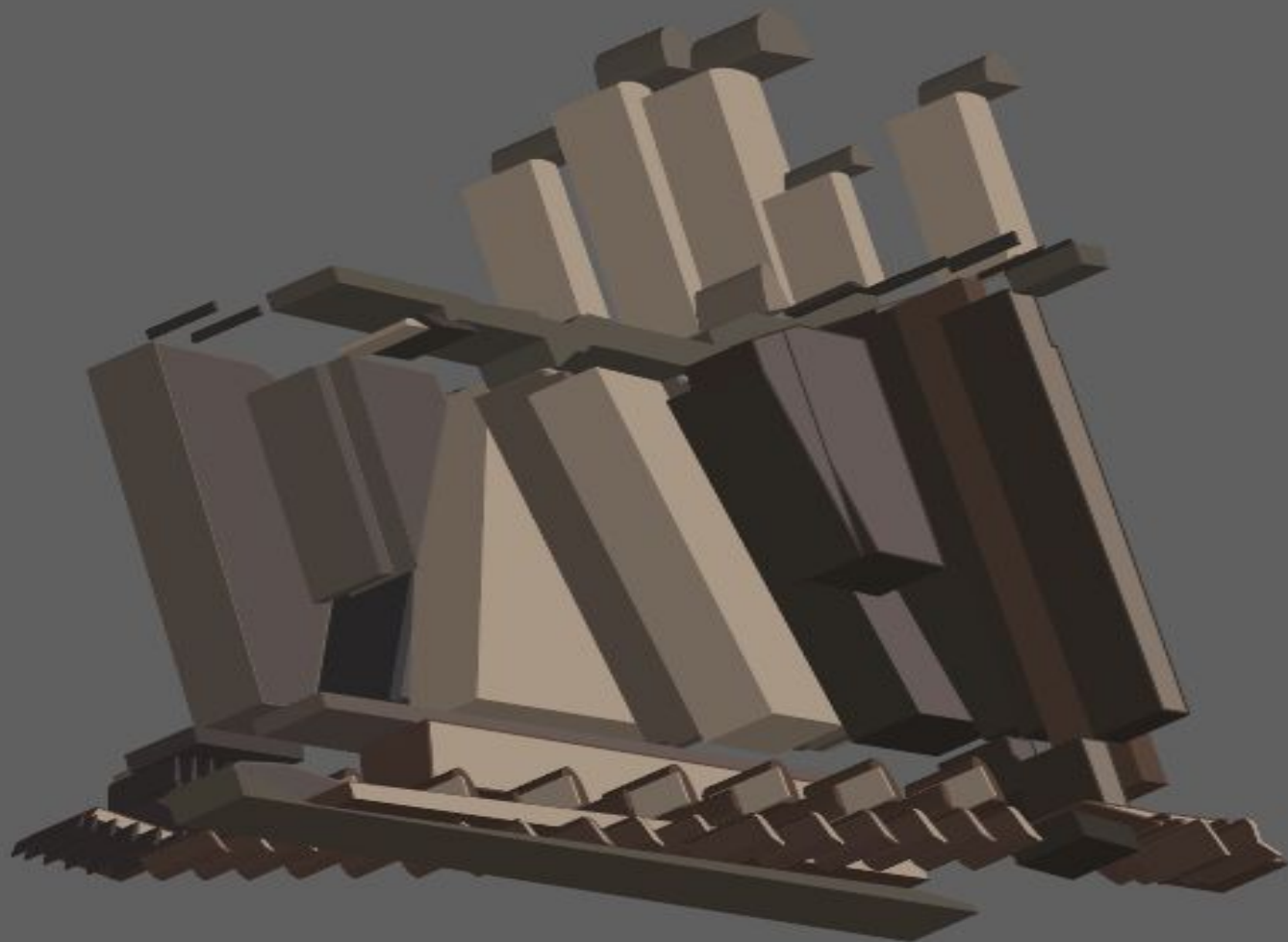


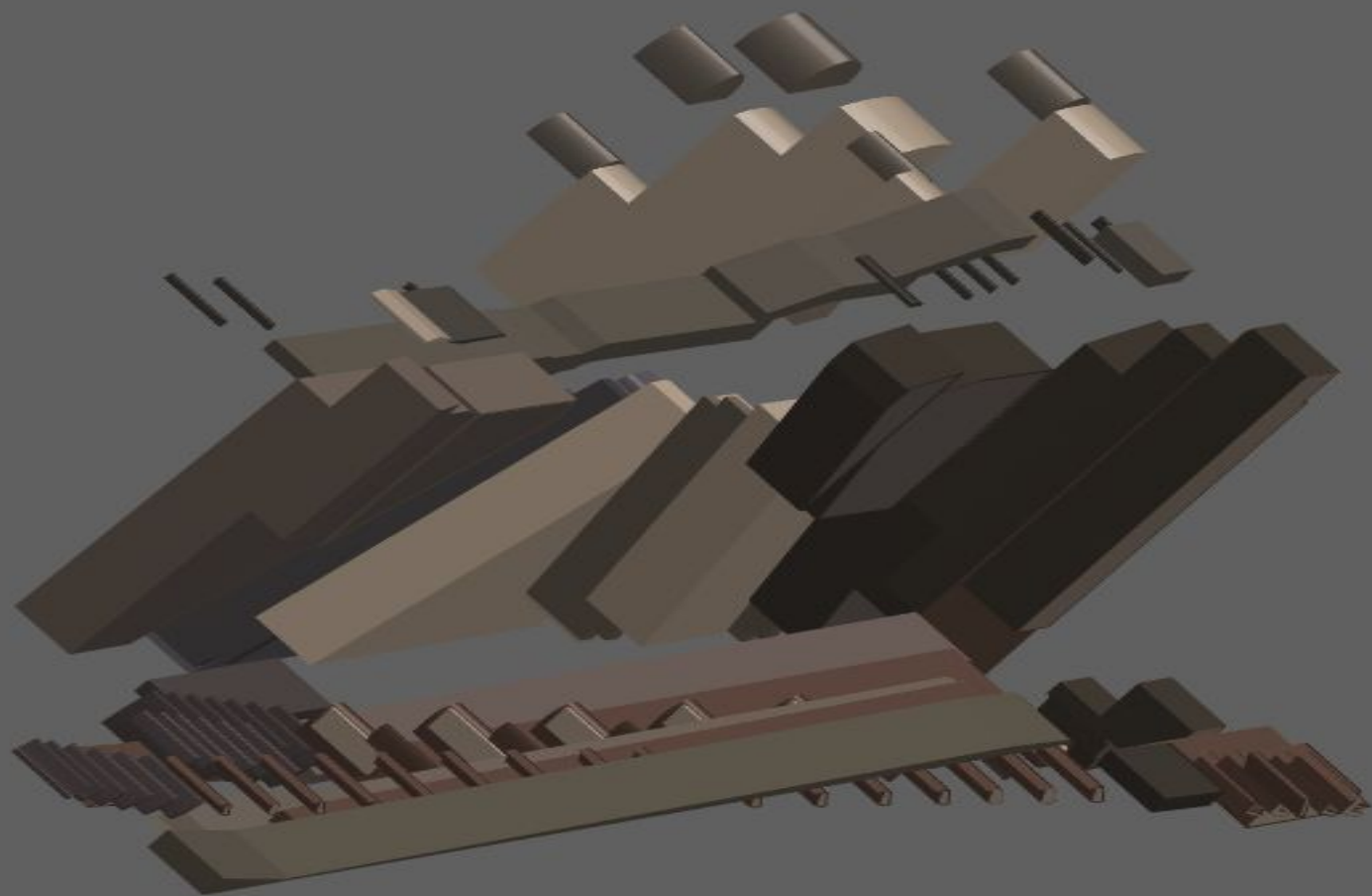
When making 3D objects in Illustrator always make sure to keep the perspective and orientational changes very subtle. So you don't get a 3D effects that looks proper.

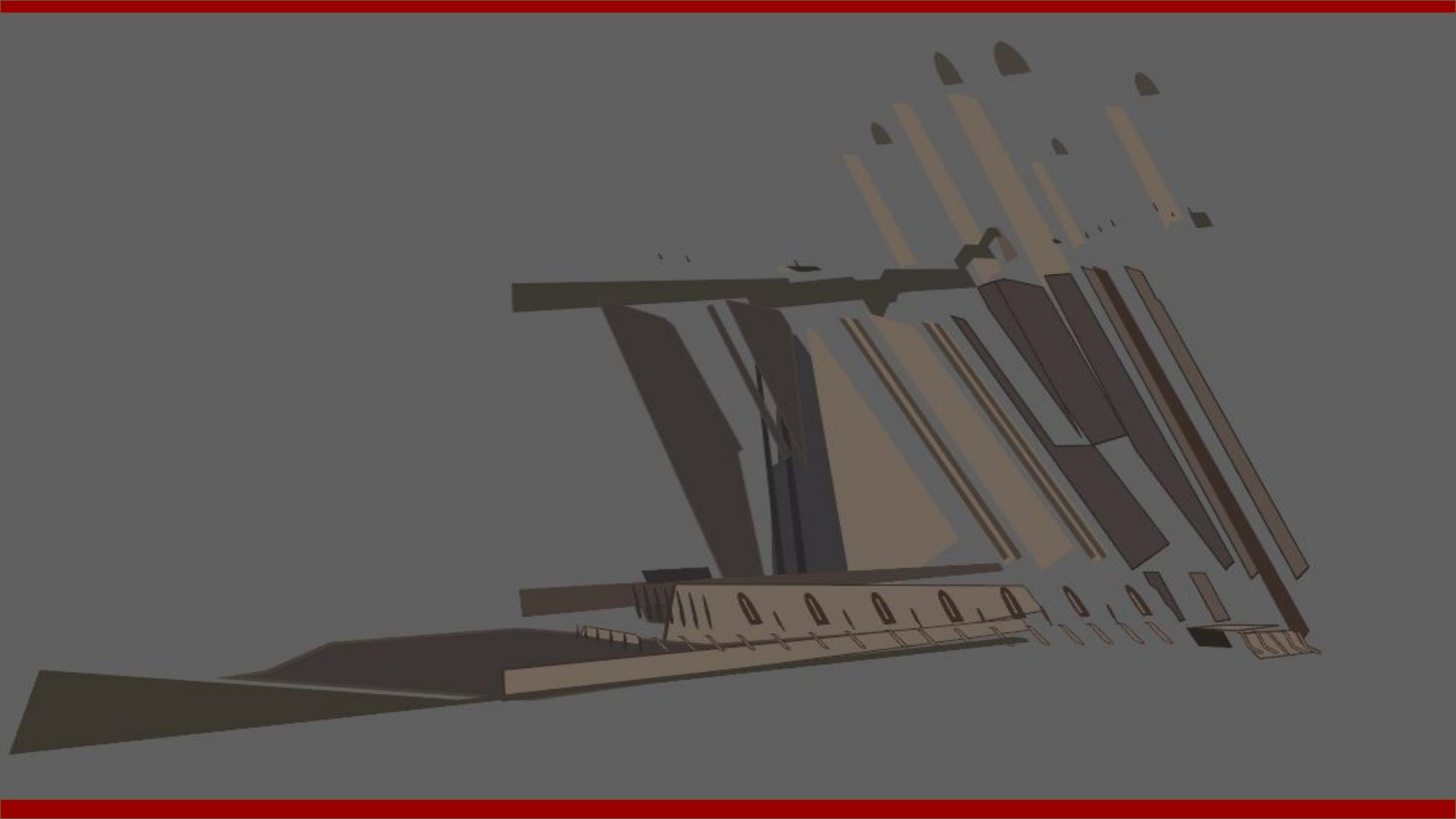


If You are trying to put a 3D effect on a design with a lot of detailing like this mask. Make sure to take into account which way you want to be seeing the object, and if you want the detailing to pop out like it is actually 3D. Otherwis it might look like one of my failed attempt on the right.

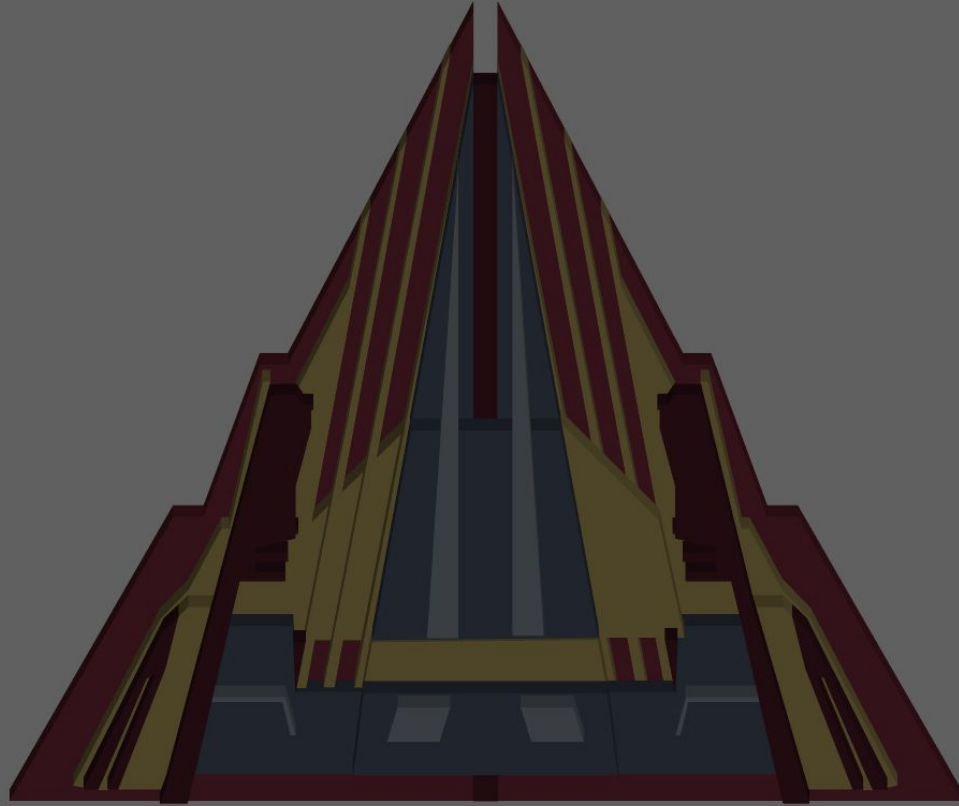


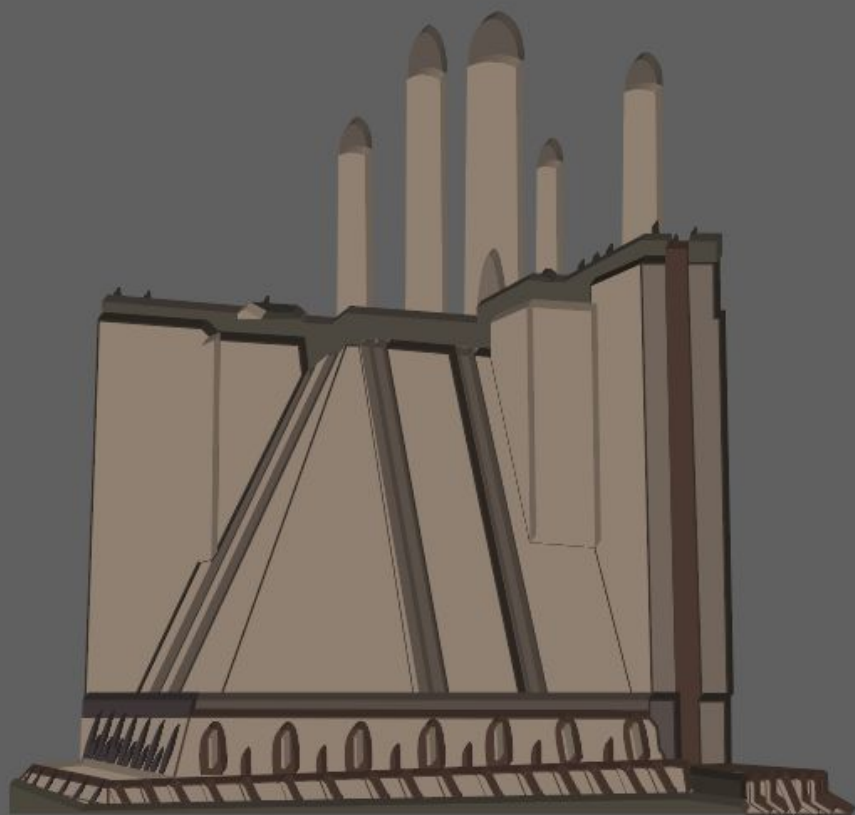






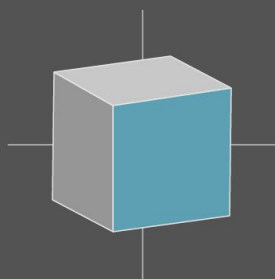






3D Extrude & Bevel Options

Position: **Off-Axis Front** ▾



  **-18°**

  **-26°**

  **8°**

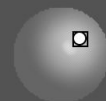
Perspective: **0°** >

Extrude & Bevel

Extrude Depth: **50 pt** > Cap:  

Bevel:  **None** ▾ Height: **4 pt** >  

Surface: **Plastic Shading** ▾



Light Intensity: **100%** >

Ambient Light: **50%** >



Highlight Intensity: **60%** >

Highlight Size: **90%** >

Blend Steps: **25** >

Shading Color: **Black** ▾

☐ Preserve Spot Colors ☐ Draw Hidden Faces

☐ Preview

Map Art...

Fewer Options

Cancel

OK





