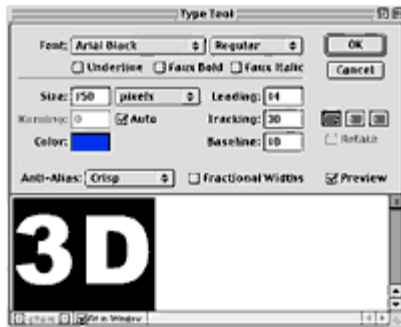


Photoshop 5.5: 3D Transform



The 3D Transform filter lets you manipulate a flat, 2D image as if it were a solid 3D object. You can create simple 3D shapes or specify the paths of a rectangular, circular or cylindrical object. You have the option to turn, rotate, shrink, or enlarge the object; you can also change its position or field of view.



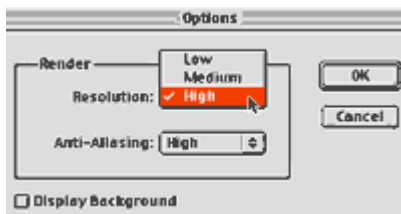
NEW DOCUMENT: Create a new document from the menu by pressing Ctrl - N (Win) or Cmnd - N (Mac). Set the width and height to 400 pixels and the resolution to 72 dpi. Select RGB mode.

Select the Type Tool and type "3D" with 150 pixels for type size. Choose your color.



RENDER TYPE : Render the type by selecting Layer>> Type>> Render Layer from the menu.

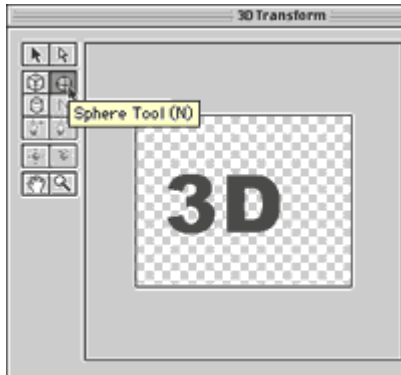
3D



3D TRANSFORM OPTIONS: Click the Options button to open the Options dialog box, where you can select the level of Resolution and Anti-aliasing.

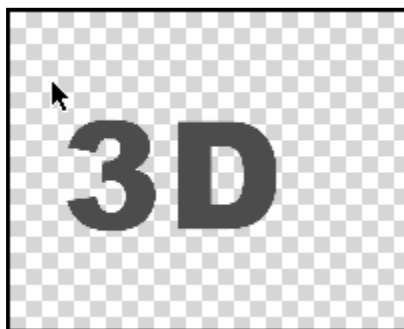
Select High for both.

4



3D TRANSFORM : This is where the excitement starts. The dialog box is quite simple. You have the option to wrap your text around a rectangle, sphere or cylinder.

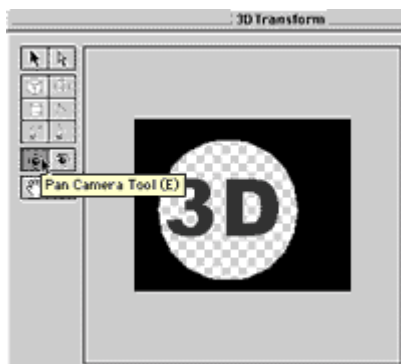
5



DRAWING THE SPHERE: Select the Sphere Tool and draw a circle.

Use the Direct Selection Tool to move the wireframe around so that the text is inside the circle.

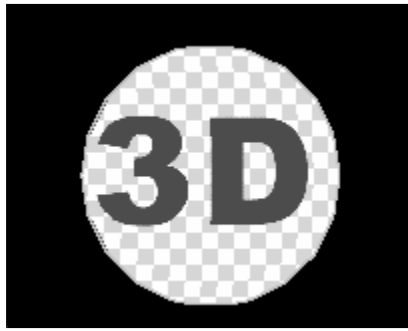
6



PAN CAMERA TOOL: Select the Pan Camera Tool and click and drag the wireframe.

7

PANNING: This is just an animation to show how you can "Pan" the view to make the text appear wrapped around the sphere.



Enter 36 and 50 for the Camera's Field of View and Dolly respectively.



DRAW A CIRCLE: Create a new layer. Select the Elliptical Marquee Tool, hold down the Shift key on your keyboard, and drag it to create a perfect circle to align with the lower curve of the transformed object.

On your layers palette, select the text layer and erase the incomplete new-moon-like shape without erasing the text. Make sure that you do not click off the Marquee.



GRADIENT FILL: Select the new layer you created in the above step and drag it below the text layer from the Layers Palette.

Double click the Radial Gradient tool, press "D" on your keyboard to get the default color setting, and click "X" to switch the colors. Now your foreground color should be white.

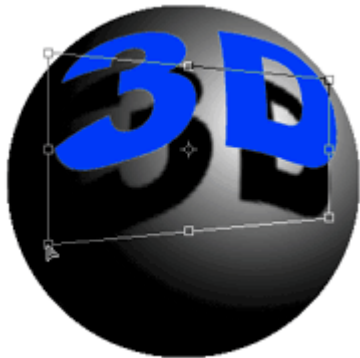
Drag the Radial Gradient Tool diagonally from the inside tip of the "D" towards the bottom left of the image. Press Ctrl - Z (Win) or Cmnd - Z (Mac) to undo the fill. Retry the gradient until you are satisfied with the sphere.



SHADOW FILL: Create another layer. Press Ctrl (Win) or Cmnd (Mac) and click on the text layer to select only the text. Then with the Marquee selection still intact, select the new layer and drag it below the text layer. Fill the new layer with black.



Turn off the Marquee by selecting either the Elliptical or rectangular Marquee Tool and clicking on your image. Move the shadow layer with the Move Tool about 30 - 40 pixels down. Offset the layer 10 - 20 pixels to the left to direct the light from the upper right and the shadow at an angle. We want to make this as realistic as possible while having fun!



FREE TRANSFORM: Select the shadow layer you just created from Step 6 and press Ctrl - T (Win) or Cmd - T (Mac). From the menu select Edit>> Transform>> Distort. Now you can click on each of the handles on the rectangle and drag it freely.



BEVEL EFFECTS: Why not push it a little further?

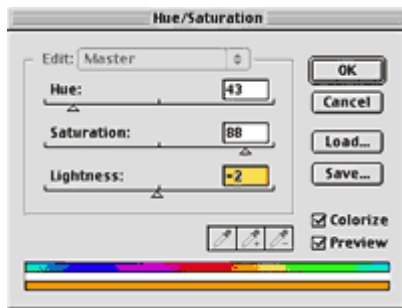
Select the text layer and from the menu choose Layer>> Effects>> Bevel and Emboss.

Highlight:
 Mode - Screen
 Highlight color - white
 Opacity - 100%

Shadow:
 Multiply
 Highlight color - black
 Opacity - 75%
 Style - Inner Bevel
 Angle - 48°
 Depth - 16
 Up
 Blur - 13

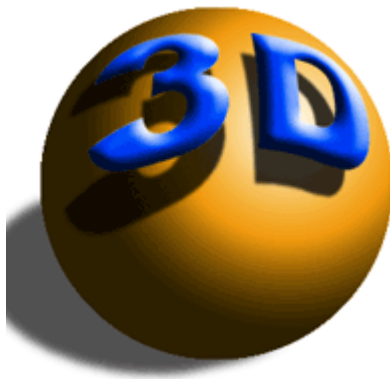


HUE / SATURATION : Select the sphere layer. From



the menu, select Image>> Adjust>> Hue / Saturation. Keyboard shortcut: Ctrl - U (Win) or Cmd - U (Mac).

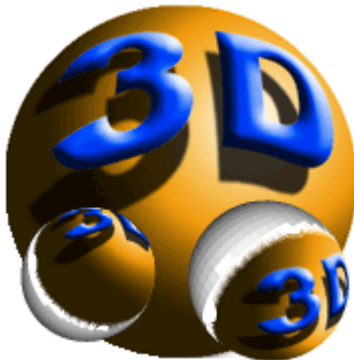
You can select whatever Hue you want. Check Colorize and enter "43" for Hue, "88" for Saturation and "- 2" for lightness. You can also simply drag the triangular scroll.



DROP SHADOW FOR SPHERE: We'll let you figure this out!

Hint: The steps are similar to creating the drop Shadow for "3D" text described in steps 9 through 11.

Just Roll it!



SAMPLER: Some more examples.

This cool tip was submitted by Michael Pilmer, Brain-Eating Ape at [Alien Skin Software](#).



This tip comes from

ScreamDesign.Com