

3-D Shapes in Illustrator

Terms

Extrude when you want to lengthen a shape

Revolve when you want to continue a shape around its axis

Excercise

Start Adobe Illustrator by double-clicking the desktop icon on the computer

Open the exercise file by locating File at the upper left corner of Illustrator and select

File > Open > G:\xxx\threedshapes.ai

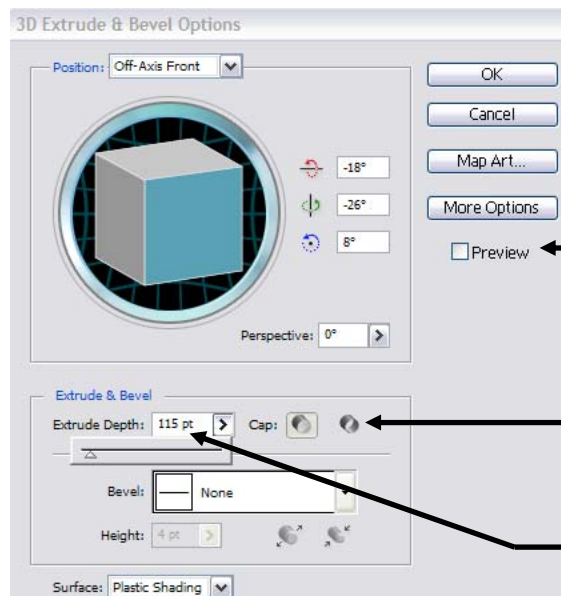
There are several 2D shapes in the exercise file. See if you can use the 3D Extrude and Revolve feature to duplicate the images shown on page 2.

To **Extrude** a shape -

Select your object (i.e. circle, rectangle, curve)

Go to the top main menu bar

Select *Effect > 3D > Extrude & Bevel*



Check Preview to view the shape before accepting

For a solid or hollow appearance select the appropriate Cap

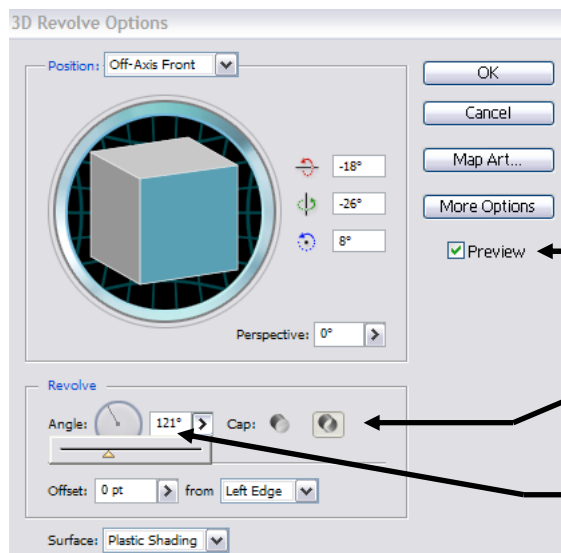
Select Extrude Depth to adjust the length

To **Revolve** a shape around its axis -

Select your object (i.e. circle, rectangle, curve)

Go to the top main menu bar

Select *Effect > 3D > Revolve*



Check Preview to view the shape before accepting

For a solid or hollow appearance select the appropriate Cap

Select angle to adjust the revolution

Exercise Shapes

Practice using the *Effects > 3D* feature by changing the below 2D shapes: circle, rectangle, curve.

Extrude a circle



Revolve a filled curve



Extrude a rectangle



Extrude a filled curve



Revolve a circle



Revolve a reversed filled curve



Revolve a rectangle



Additional Features

Change the position of the object by adjusting the axis of rotation

