

ZAXWERKS



3D INVIGORATOR

Photoshop Plug-in

Tutorial Guide



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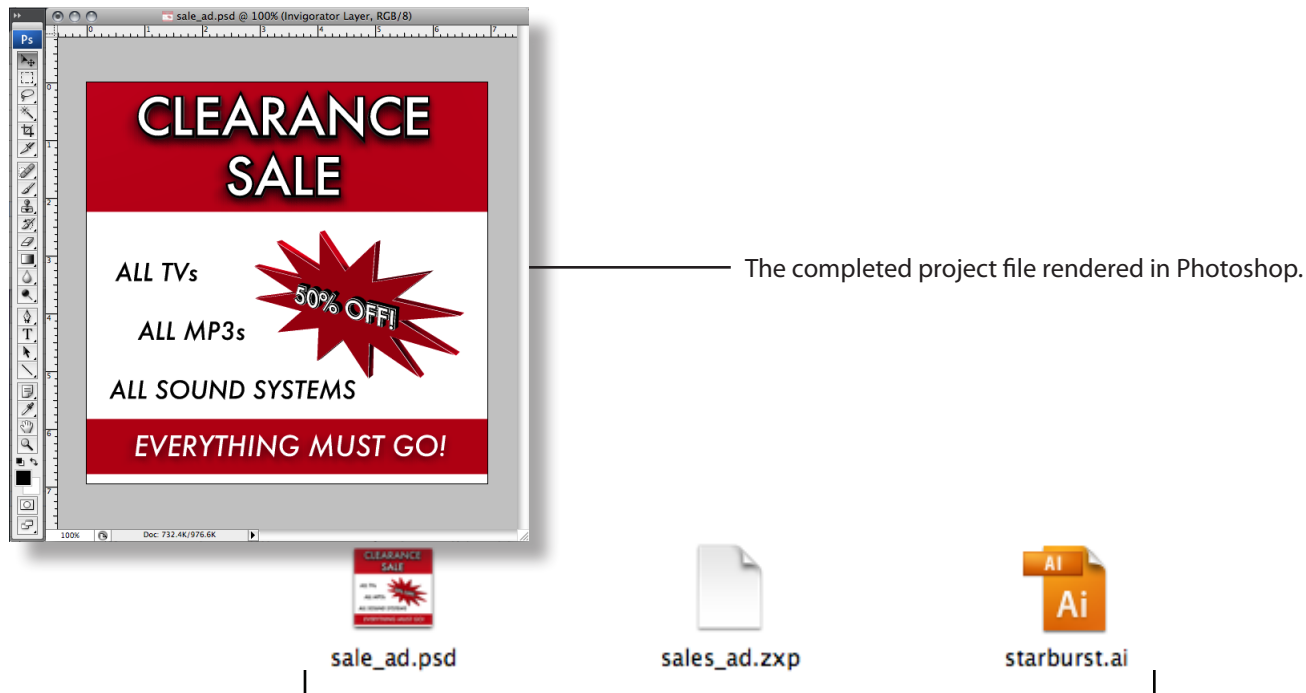
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Tutorial Project

Setting up a project from beginning to end.

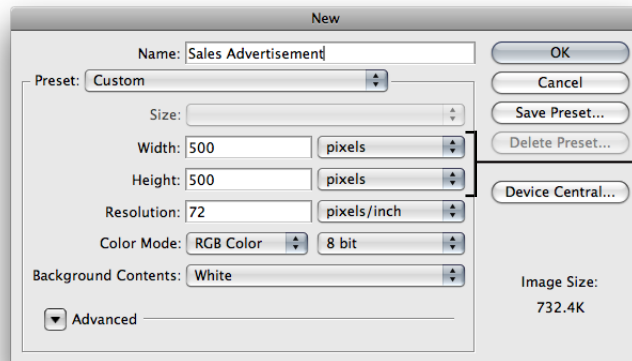
In this tutorial, we'll go over how to make a sales advertisement project within 3D Invigorator. This will cover working with Illustrator files, materials, lighting, and more.



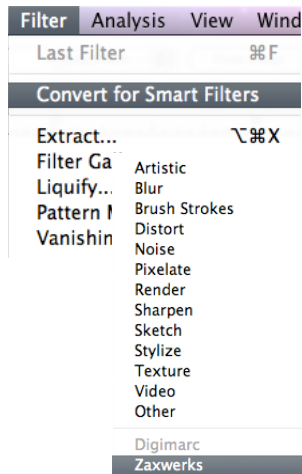
The sale_ad.psd file will allow you to see the whole layout of the completed project. The sales_ad.zxp is the saved scene from 3D Invigorator. Use the Open Scene command in 3D Invigorator to open up the scene. The starburst.ai file is the Illustrator file we will work with when we start the project.

Starting the setup

Create a new document in Photoshop with 500x500 pixel dimensions. Create a new layer, and convert the layer into a Smart Filter. Then, we'll apply 3D Invigorator to the Smart Filter layer, so that 3D Invigorator is re-editable.



Create a new document that is 500x500 pixels.

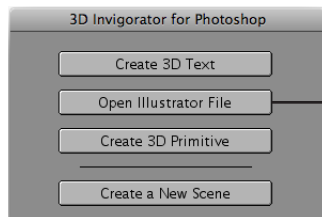


Create a new layer and convert the layer into a Smart Filter.

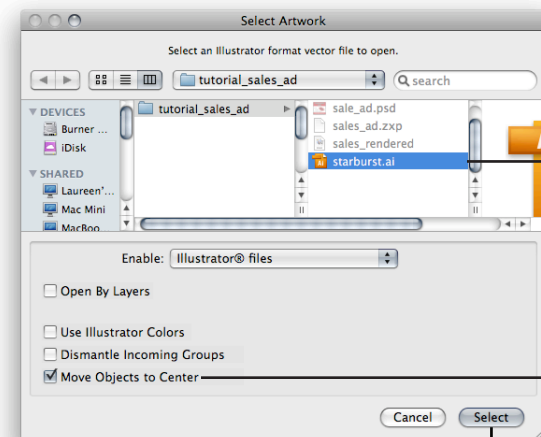
Apply 3D Invigorator onto the smart filter layer. The 3D Invigorator interface will launch.

Importing the Illustrator File

Let's start this project by creating the 50% OFF! starburst. When you apply the 3D Invigorator plug-in, a start up screen will pop up. Select Open Illustrator File and choose the starburst.ai file.



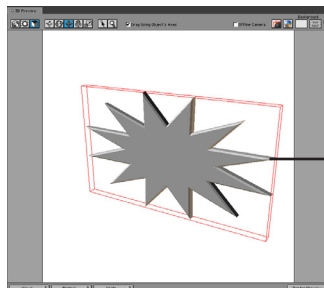
Select Open Illustrator File.



Locate the starburst.ai file from the tutorial folder.

Enable Move Objects to Center so the Illustrator object is created in the center of the scene.

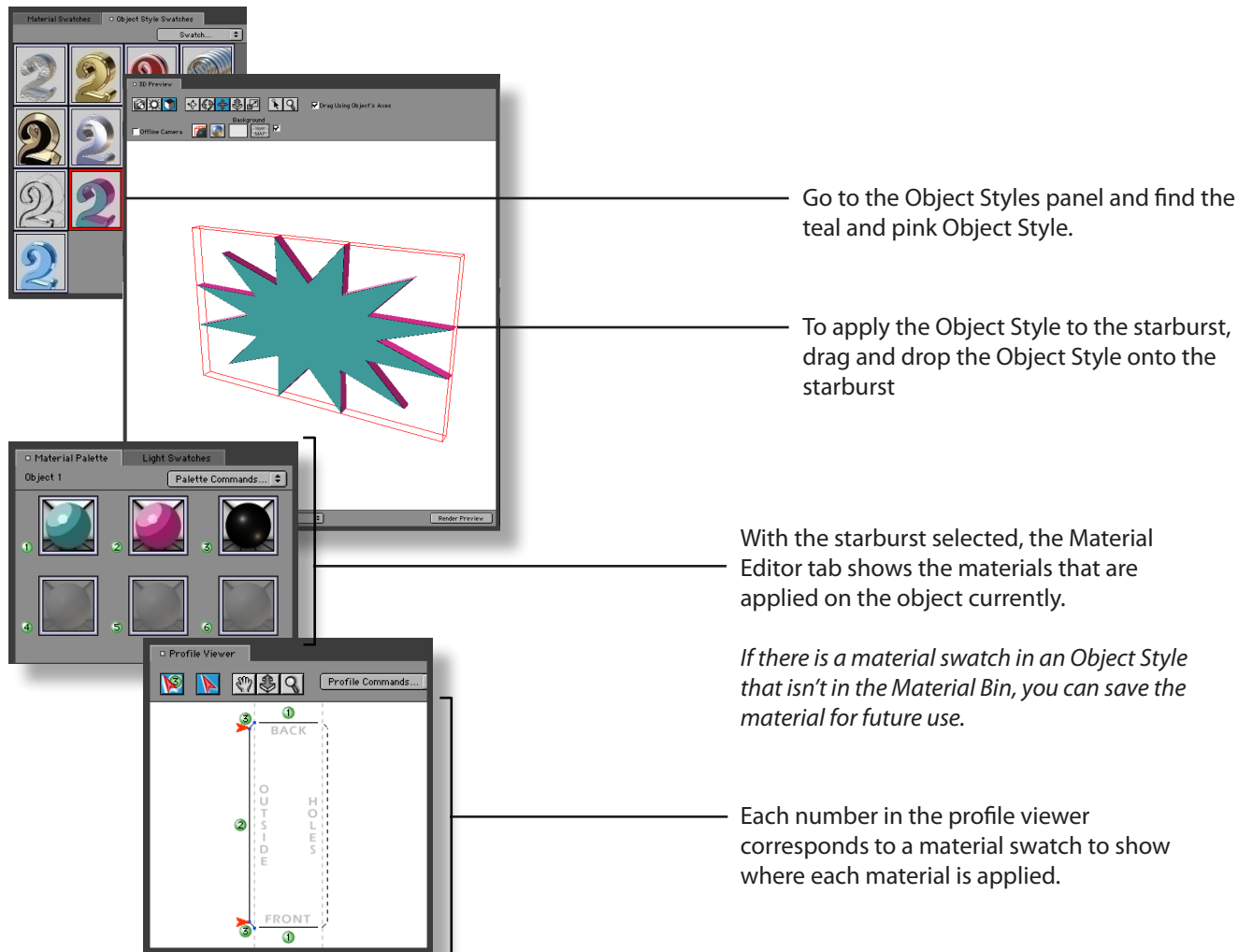
Click the Select button to import the Illustrator.



The starburst object will load up in the 3D Invigorator interface.

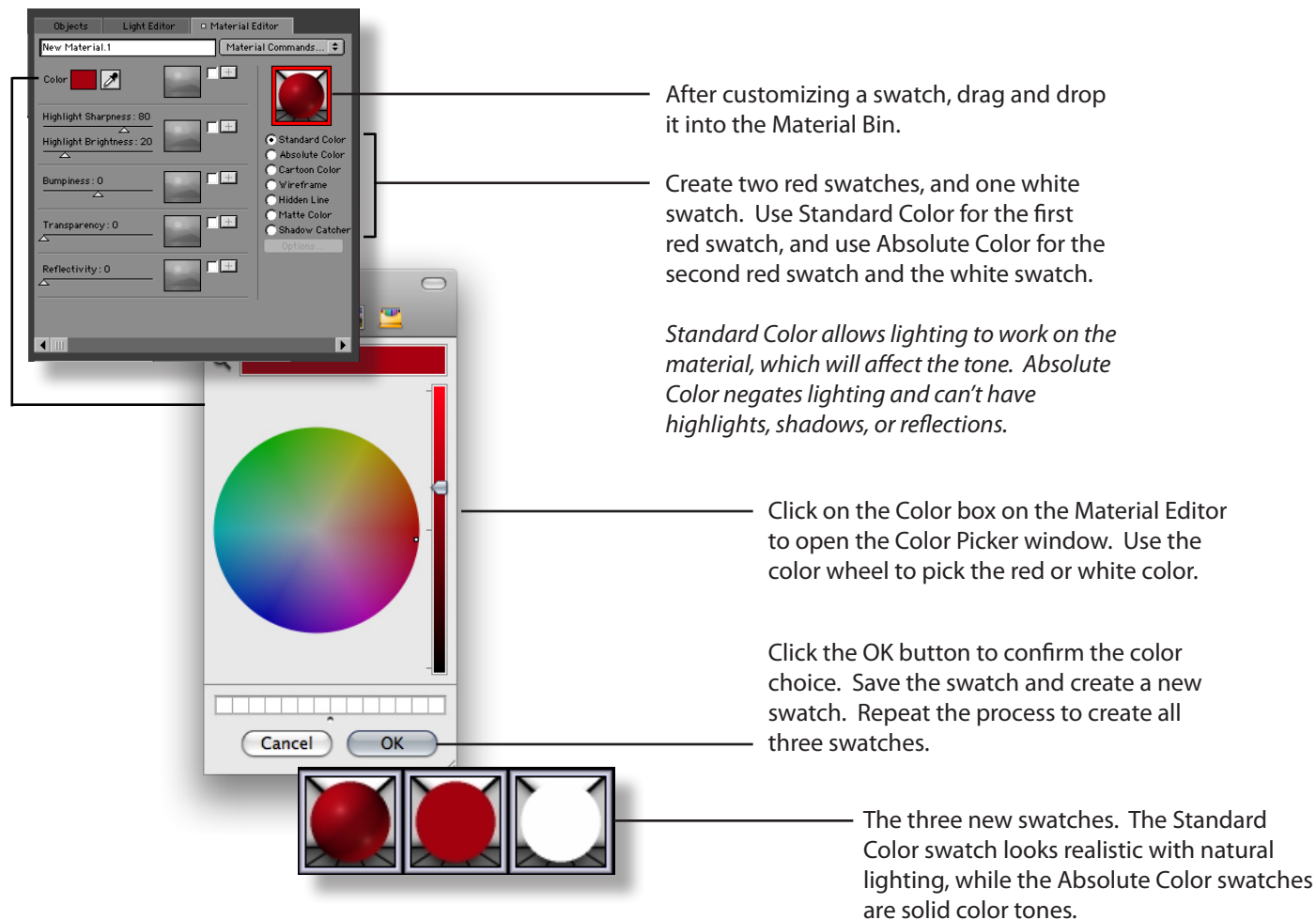
Applying an Object Style

Now that we have the starburst, let's give it an Object Style. Object Styles are composed of bevels, materials, texture maps, depth and more, all saved together. By applying an Object Style, the object inherits all the properties.



Creating New Materials

The Material Editor panel gives you full control to color your objects. We'll create two red swatches and a white swatch. Assign a material color with the Color box, select a rendering style, then save the material to bin. Use the New Material command to create a new swatch.



After customizing a swatch, drag and drop it into the Material Bin.

Create two red swatches, and one white swatch. Use Standard Color for the first red swatch, and use Absolute Color for the second red swatch and the white swatch.

Standard Color allows lighting to work on the material, which will affect the tone. Absolute Color negates lighting and can't have highlights, shadows, or reflections.

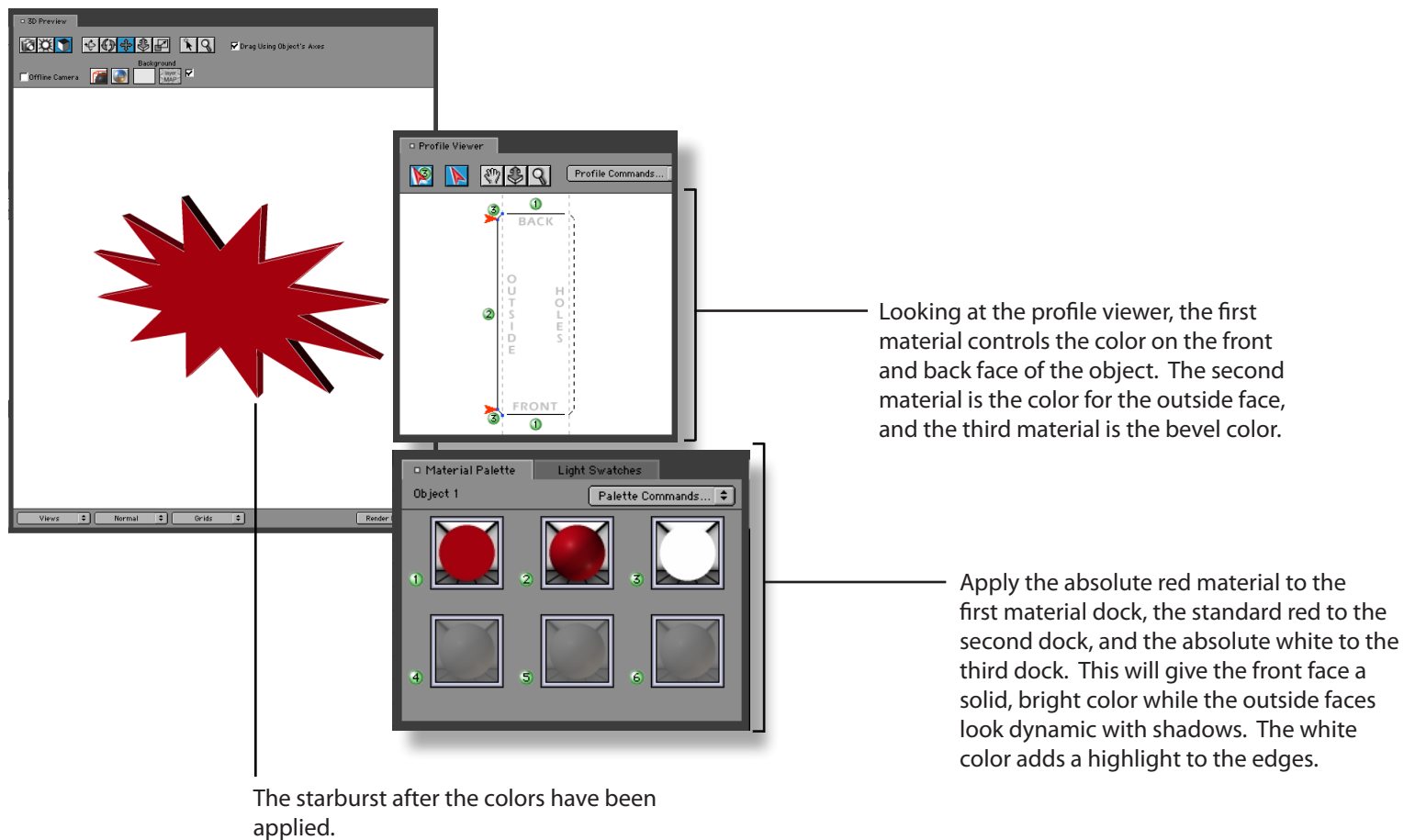
Click on the Color box on the Material Editor to open the Color Picker window. Use the color wheel to pick the red or white color.

Click the OK button to confirm the color choice. Save the swatch and create a new swatch. Repeat the process to create all three swatches.

The three new swatches. The Standard Color swatch looks realistic with natural lighting, while the Absolute Color swatches are solid color tones.

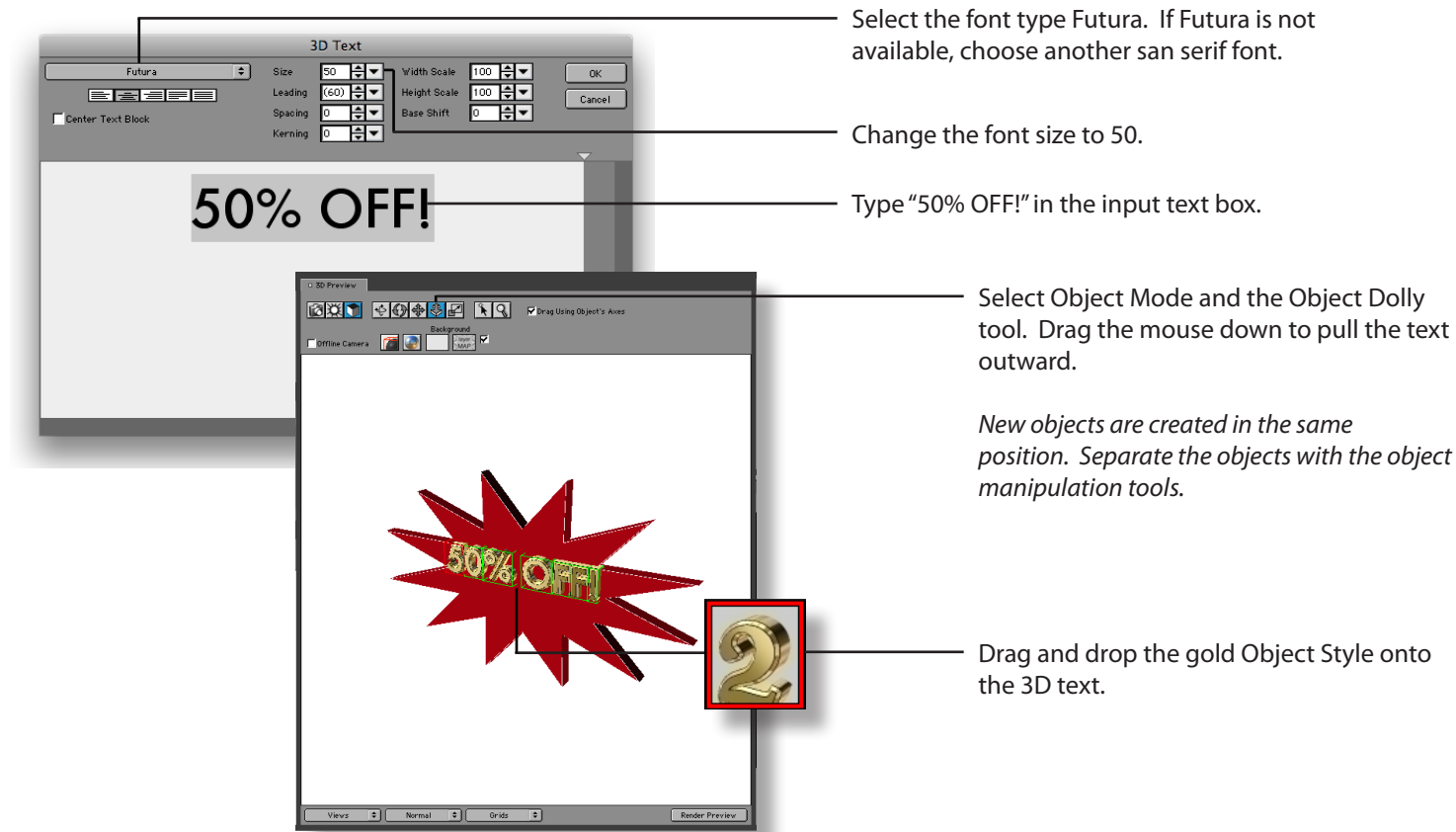
Assigning Materials

Now that we created the swatches, we can customize the colors on the starburst. If we're replacing all the materials, why choose that Object Style? When using an Object Style, we can use the profiles and depth as a basis for how the object looks.



Creating 3D Text

Use the Create 3D Text command to generate the 50% OFF! text. We'll adjust the font type, font sizes, and the text position to align the text with the starburst. After that, we'll apply an Object Style.



Font types that are supported are Postscript and True Type fonts. Open Type fonts are not supported. To use Open Type fonts or non-western language fonts, type the text in Adobe Illustrator, convert the text to outlines, and save the Illustrator file without compression. Then you can import your Illustrator file into 3D Invigorator. Another option is working with Photoshop and using the "Save Paths to Illustrator" command.

Customizing the 3D Text

To change the profile settings, use the Profile Viewer and adjust splits. Splits lets you separate an edge into multiple parts so you can apply different materials for each part. We'll adjust different colors and split positions for the text.

Select the text, and assign the absolute white swatch in the first Material Palette dock, and the default black swatch in the second dock.

The default Profile Viewer setup from the gold object style.

The finished Profile Viewer setup. Follow the steps below to complete the setup.

Remove this split. Pull the red arrow off the edge.

To add a split, use the split tool and click on any edge. A red arrow and a green material chip will be created.

Replace the material. Drag and drop the black material swatch from the Material Palette onto the green material chip.

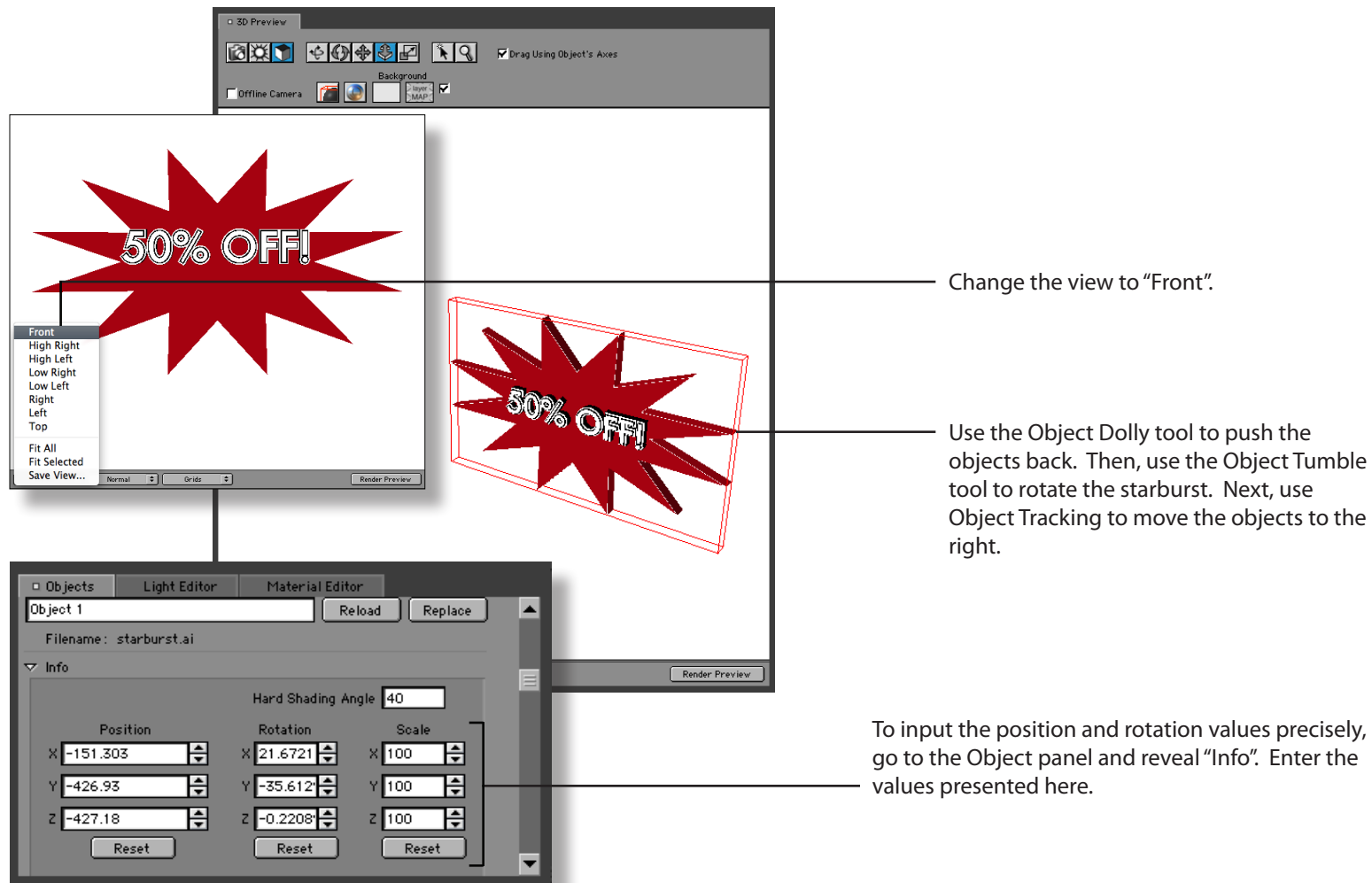
Adjust the position of this split to the center of the edge. This will separate the edge in half.

Reposition this split to to the end of the edge.

The text after all the changes are completed.

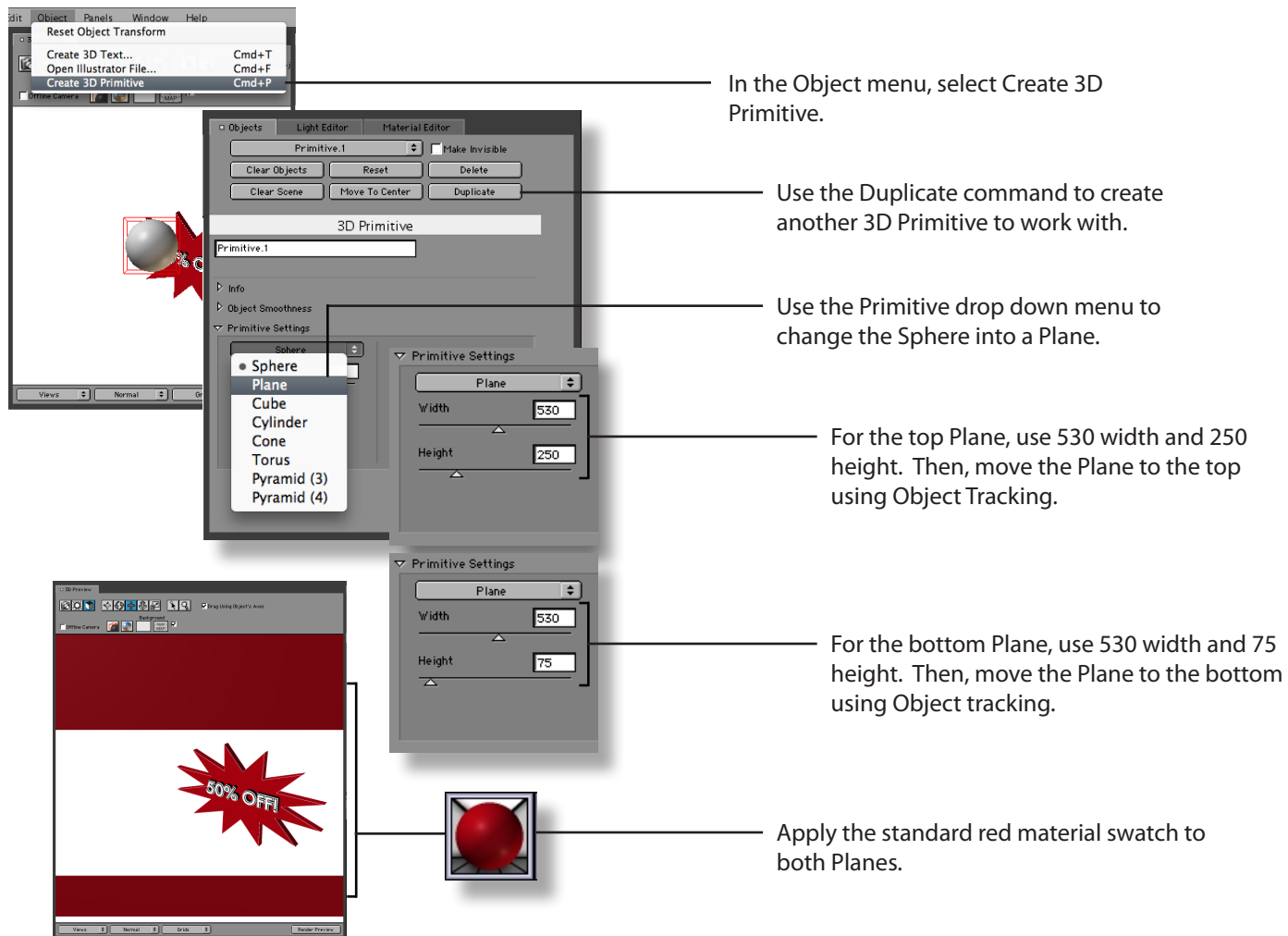
Positioning the Camera and Objects

Use the Front view preset to position the camera directly in front of the objects. This will let us to position our objects easily. After we set up the camera view, we can position the starburst into its final location.




Creating the Banners with 3D Primitives

To create the top and bottom separators, we will create two 3D Primitive Planes and apply a material switch to them.



Create The Rest of the 3D Text

Add the title text, the body text, and the footer text. Use the Object Tracking tool to move all the text to their final positions.



The image shows a 3D text creation interface. On the left is a 3D Preview window displaying a sign with the following text: 'CLEARANCE SALE' at the top, 'ALL TVs', 'ALL MP3s', and 'ALL SOUND SYSTEMS' in the middle, a red starburst with '50% OFF!' to the right, and 'EVERYTHING MUST GO!' at the bottom. Below the preview is a '3D Text' dialog box with the following settings: Font: Futura, Size: 72, Width Scale: 100, Height Scale: 100, Base Shift: 0, Leading: (86), Spacing: 0, Kerning: 0, and a 'Center Text Block' checkbox. To the right of the dialog is a large text box containing the words 'CLEARANCE' and 'SALE' stacked vertically.

Create the 3D Text "CLEARANCE SALE" using 72 font size. Move the text to the top.

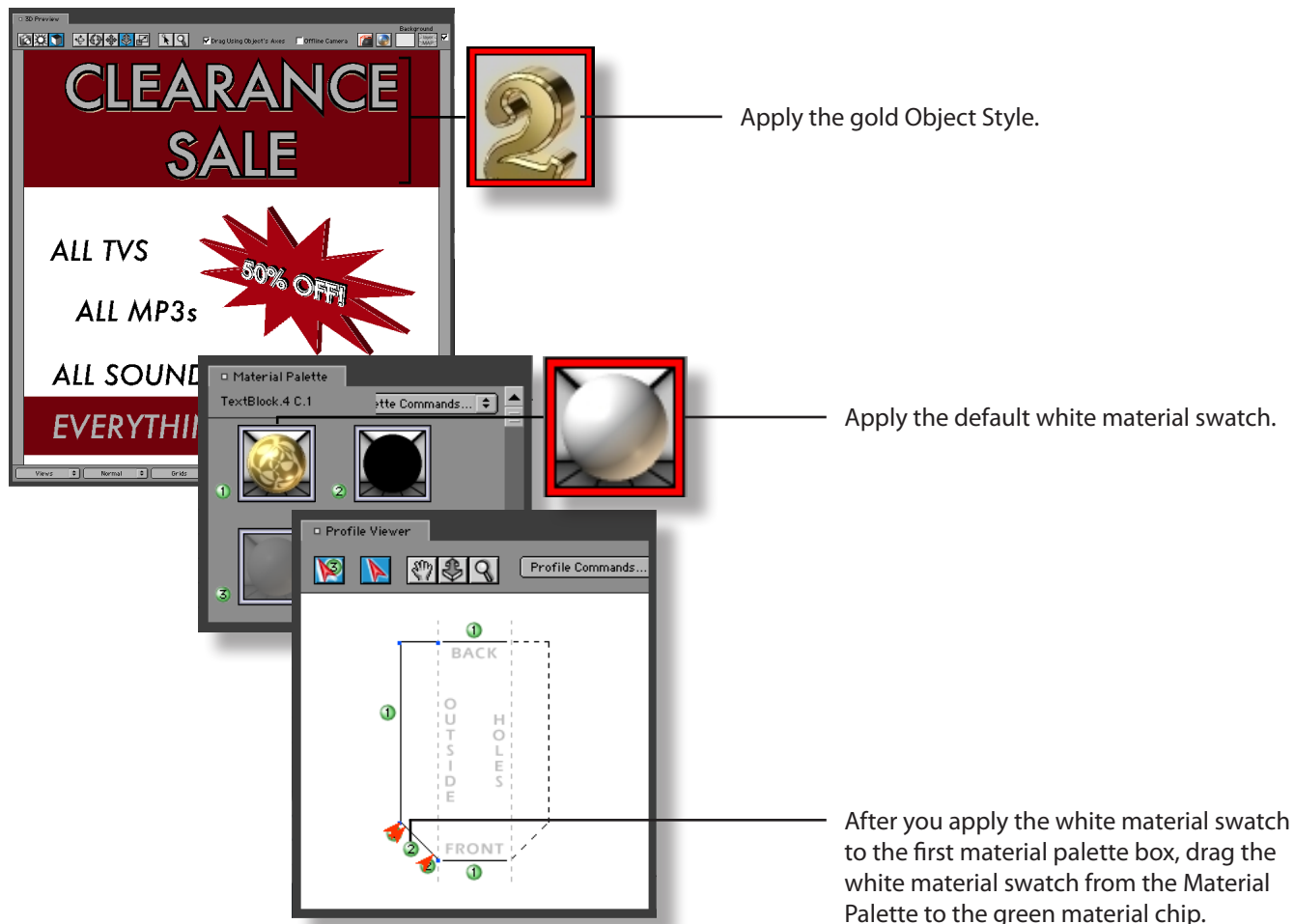
Create the 3D Text "ALL TVs", "ALL MP3s", and "ALL SOUND SYSTEMS" using Futura Italic, 35 font size. Move the text to their respective positions.

Create the 3D Text "EVERYTHING MUST GO!" using Futura Italic 40 font size. Move the text to the bottom.

If you need to re-edit the 3D text, double click on the text in the 3D Preview window, or click the Edit Text button in the Object panel.

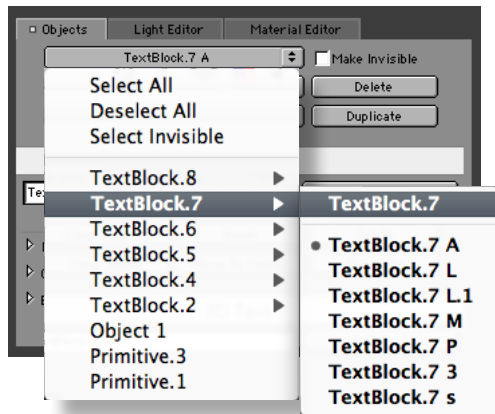
Styling the main text

Let's apply an Object Style to the text and customize the colors. Similar to customizing the "50% OFF" text, we will need to work with the Material Palette, and the Profile Viewer panel.



Styling the body text

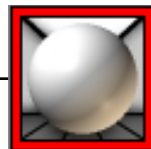
To select a text group for editing, use the object drag down menu in the Objects panel. This allows you to find all the objects in the scene, and select the text group you want. Using this method, we can quickly edit all the text.



The Object pull down menu. Every object in the scene is listed here. Highlighting a text block shows the letters within the text group.



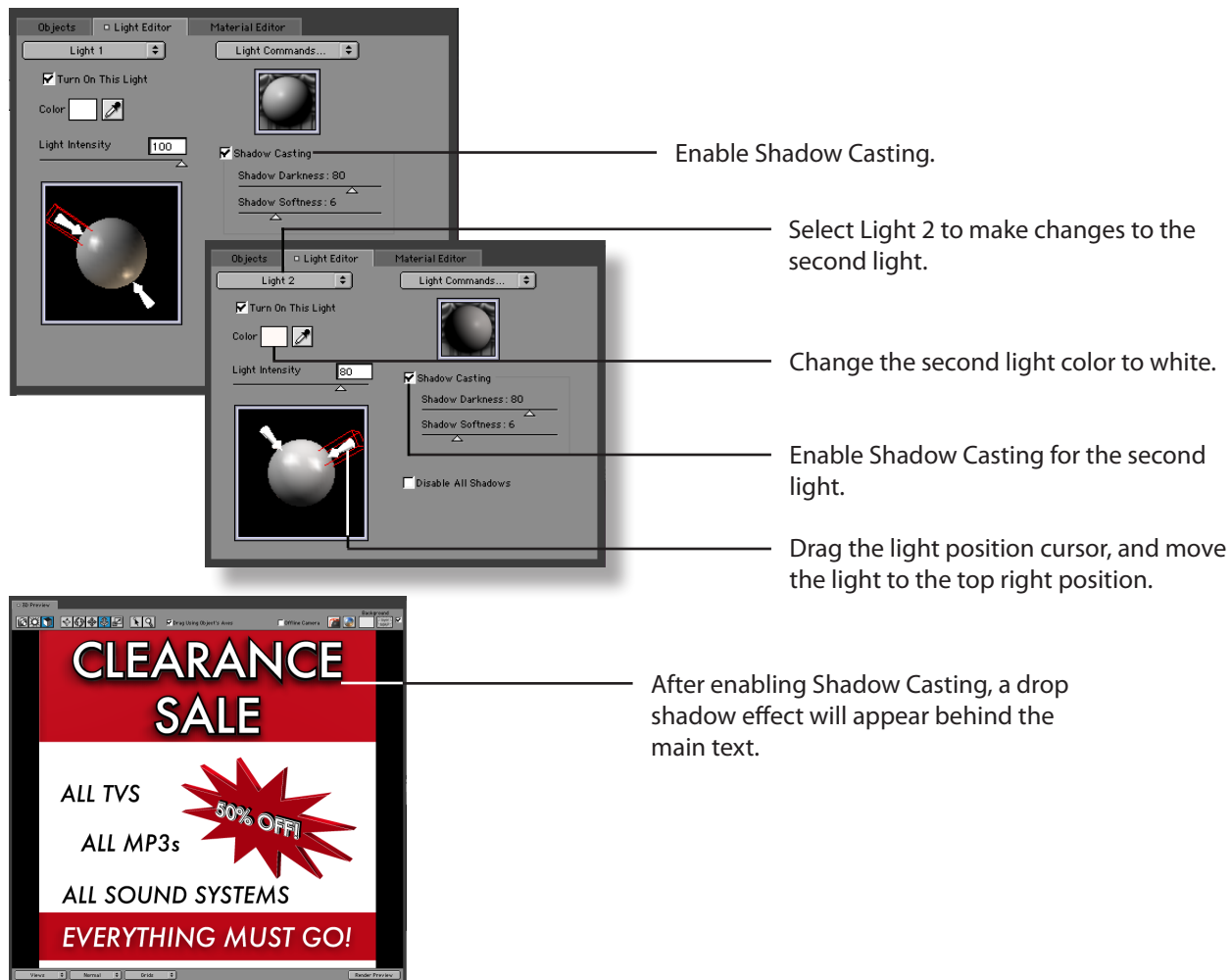
Apply the default black Object Style. This Object Style makes the text appear flat.



Apply the black Object Style, then apply the white material swatch to make the text white.

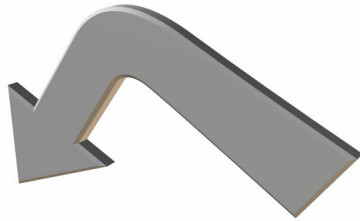
Adjusting the lighting

We want the lighting in the scene to be bright, so let's adjust the lighting to brighten up the scene. We'll also use the shadow casting option to create shadows and give the scene more depth.

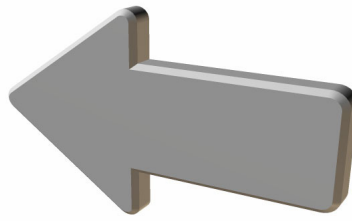


Example Vector Files

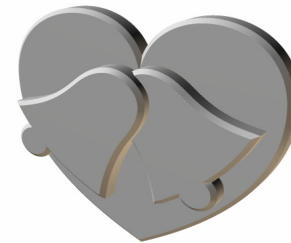
The following are 3D objects created from the example vector files. You can apply object styles, colors, and texture maps to fit your project needs. The Illustrator files can be found in the Vector Examples folder.



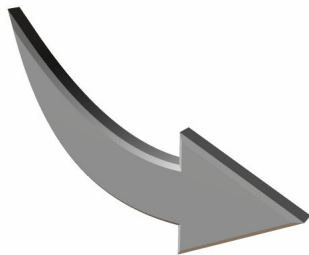
arrow_curved_left.ai



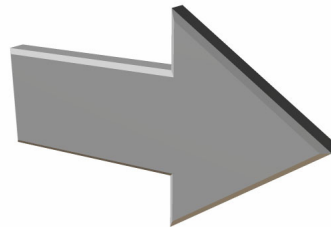
arrow_rounded.ai



bells.ai



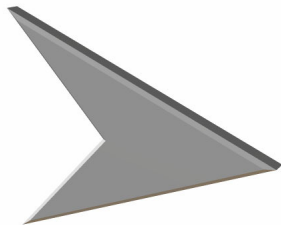
arrow_curved_right.ai



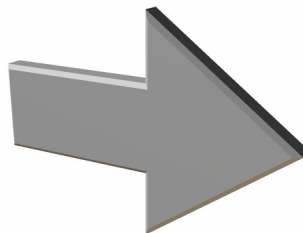
arrow_straight.ai



bicycle.ai



arrow_futuristic.ai



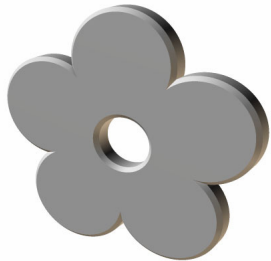
arrow_thick.ai



fish_hook.ai

Example Vector Files

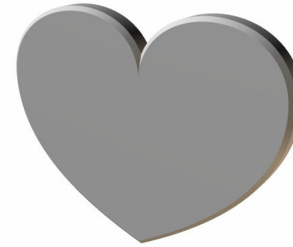
The Illustrator files can be found in the Vector Examples folder.



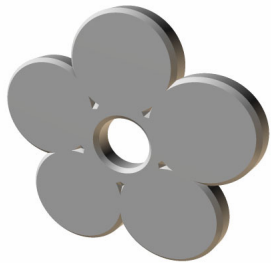
flower1.ai



shape_club.ai



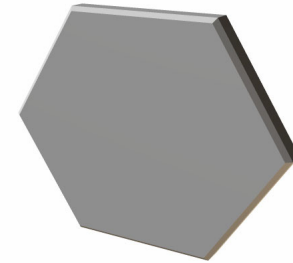
shape_heart.ai



flower2.ai



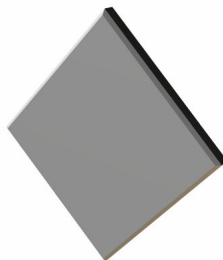
shape_cross.ai



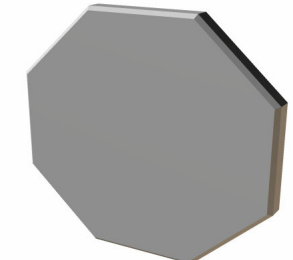
shape_hexagon.ai



flower3.ai



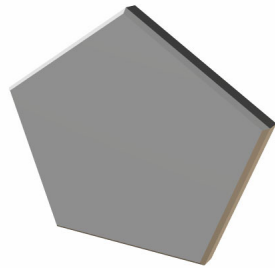
shape_diamond.ai



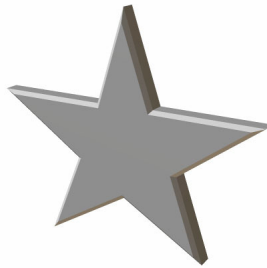
shape_octagon.ai

Example Vector Files

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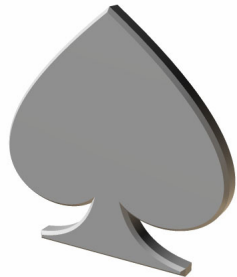
shape_pentagon.ai



shape_star2.ai



sign_eye_protection.ai



shape_spade.ai



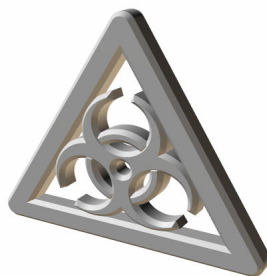
sign_accessible.ai



sign_fallout_shelter.ai



shape_star1.ai



sign_biohazard.ai



sign_freeway1.ai

Example Vector Files

The Illustrator files can be found in the Vector Examples folder.



sign_freeway2.ai



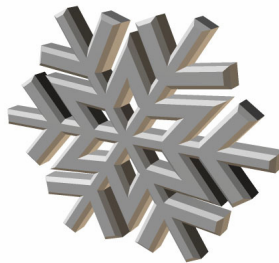
sign_wrong.ai



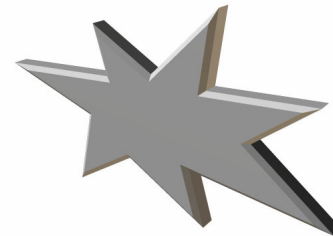
snowman.ai



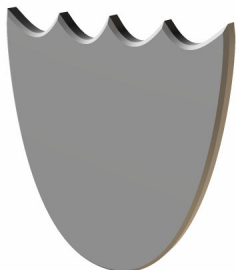
sign_traffic1.ai



snowflake1.ai



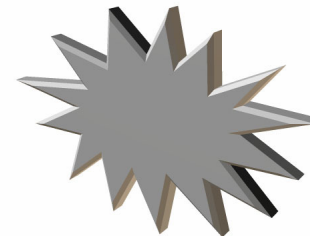
starburst1.ai



sign_traffic2.ai



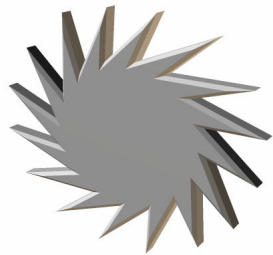
snowflake2.ai



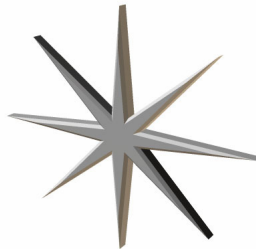
starburst2.ai

Example Vector Files

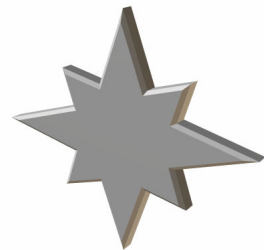
The Illustrator files can be found in the Vector Examples folder.



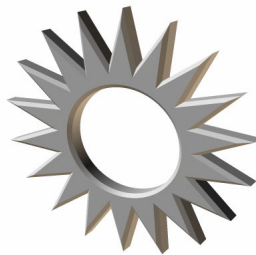
starburst3.ai



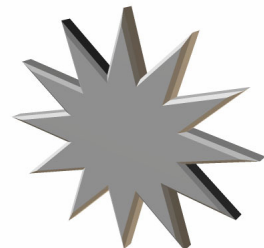
starburst6.ai



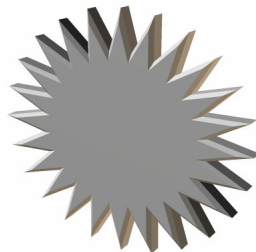
starburst4.ai



starburst7.ai



starburst5.ai



starburst8.ai