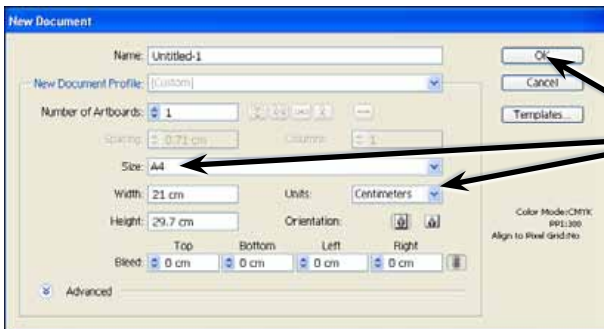# Creating 3D Shapes

The EFFECT menu can be used to create 3D shapes. In this chapter you will create a cylinder, a box, a bowling ball shape and a sphere.

Starting a New Document

1   Load Adobe Illustrator CS5 or close the current document.

2   Display the FILE menu and select NEW to start a new document.

3 Set the SIZE to A4 (or the paper size your printer uses), the UNITS to CENTIMETRES and select OK.

Creating a Cylinder from a Circle

A   Setting the Colours

When creating a cylinder the FILL will be the top and the STROKE will be extruded (or stretched) to become the body of the cylinder, so you need to set the colours for the FILL and STROKE to match the cylinder you want.
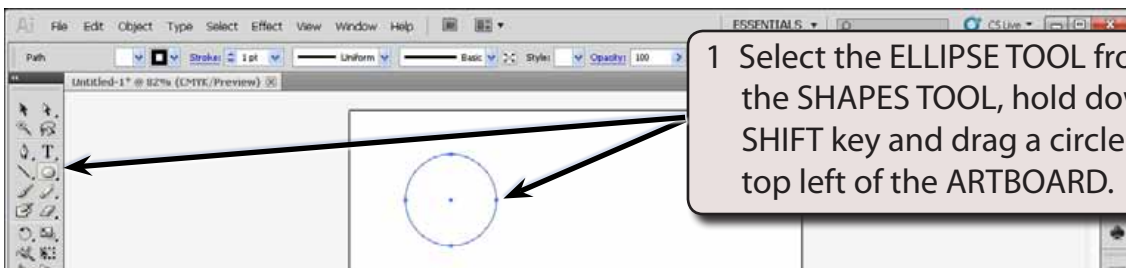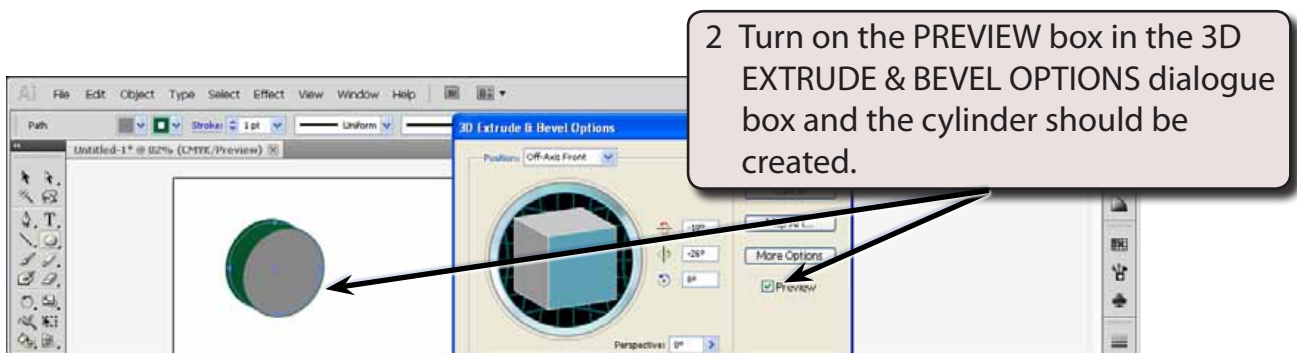
1 Select the ELLIPSE TOOL from within the SHAPES TOOL, hold down the SHIFT key and drag a circle near the top left of the ARTBOARD.
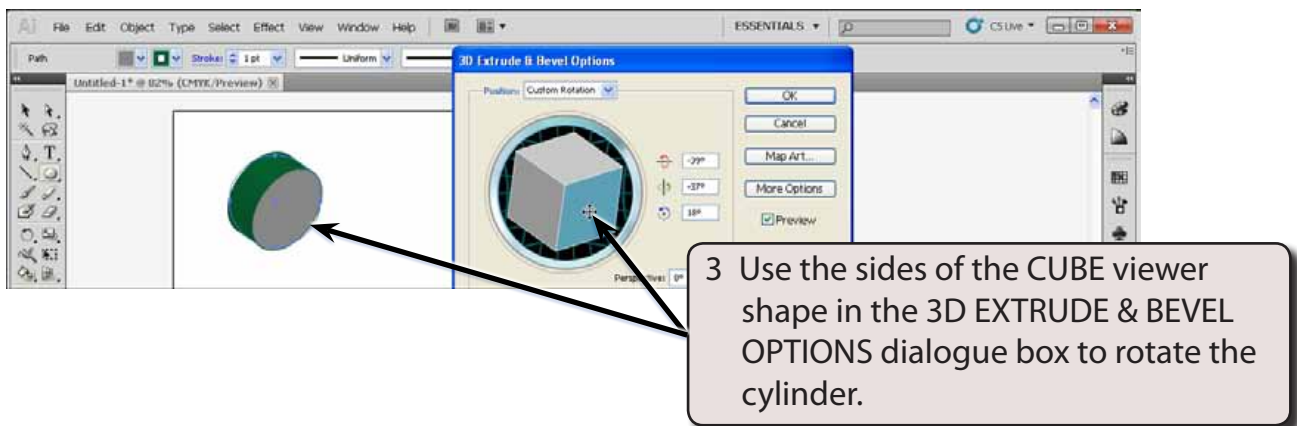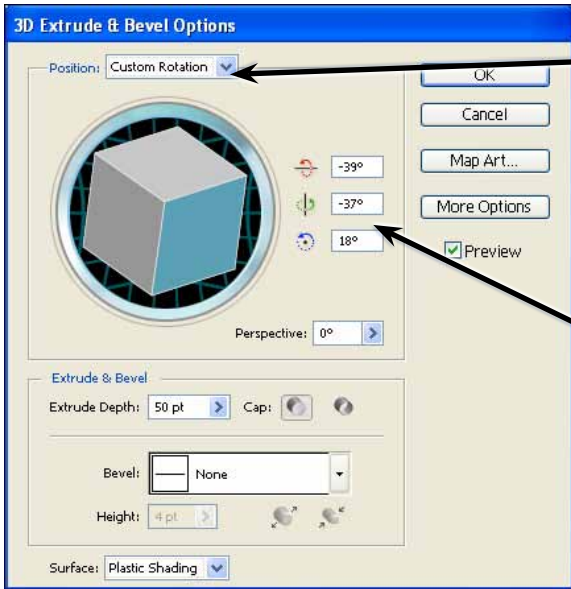
2 In the CONTROL panel, set the FILL COLOUR to GREY and the STROKE COLOUR to DARK GREEN.
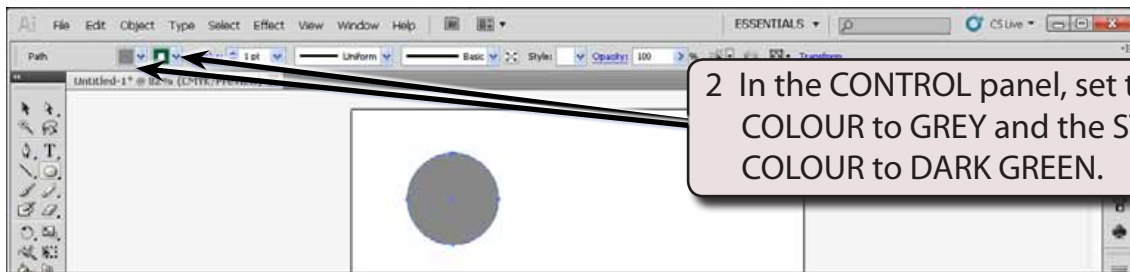
B Creating the 3D Shape

1 Display the EFFECT menu, highlight 3D and select EXTRUDE & BEVEL.

2 Turn on the PREVIEW box in the 3D EXTRUDE & BEVEL OPTIONS dialogue box and the cylinder should be created.

NOTE: Notice that the top (or cap) of the cylinder is the fill colour (grey) and the body (or depth) is the stroke colour (green).

3 Use the sides of the CUBE viewer shape in the 3D EXTRUDE & BEVEL OPTIONS dialogue box to rotate the cylinder.
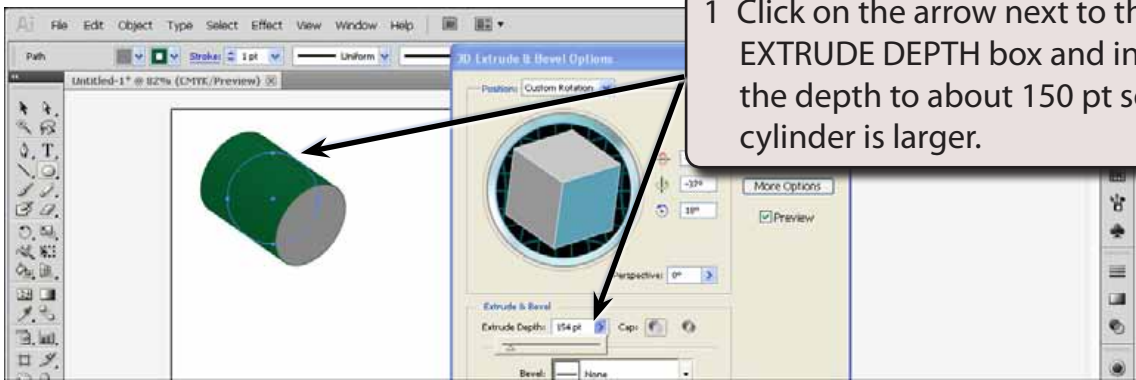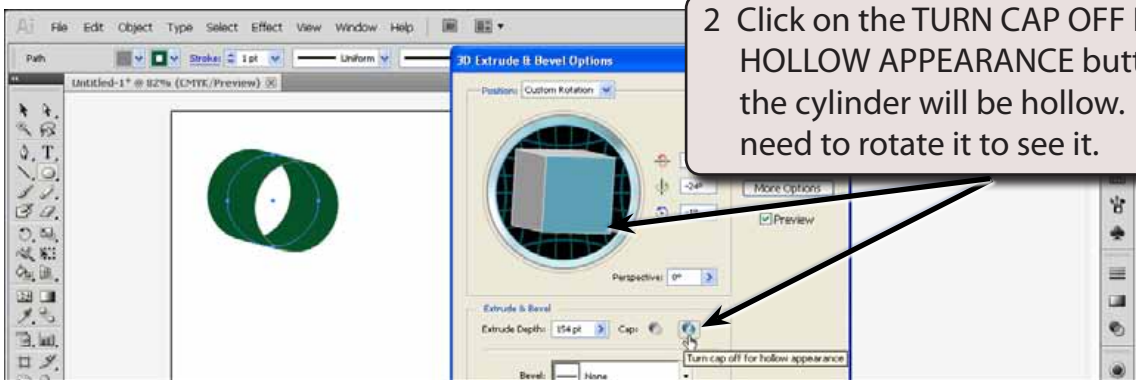
4 You can use the POSITION box at the top of the 3D EXTRUDE & BEVEL OPTIONS dialogue box to select from preset positions

5 You can also use the POSITION VALUE boxes to set the position of the shape.

C   Increasing the Size of the Cylinder

1 Click on the arrow next to the EXTRUDE DEPTH box and increase the depth to about 150 pt so that the cylinder is larger.


2 Click on the TURN CAP OFF FOR HOLLOW APPEARANCE button and the cylinder will be hollow. You may need to rotate it to see it.

3 Click on the TURN CAP ON FOR SOLID APPEARANCE button and rotate the cylinder so that you can see more of it.
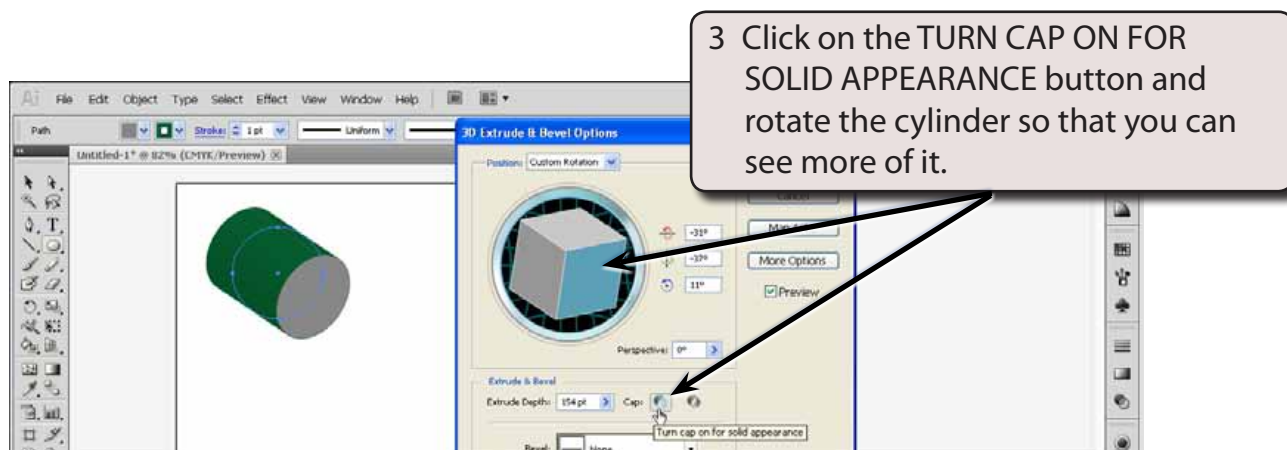
D Changing the Surface Type

The default surface type for the shape is PLASTIC SHADING which provides slight lighting effects. The surface type can be changed.

1 Click on the SURFACE box at the base of the 3D EXTRUDE & BEVEL OPTIONS dialogue box and select WIREFRAME.
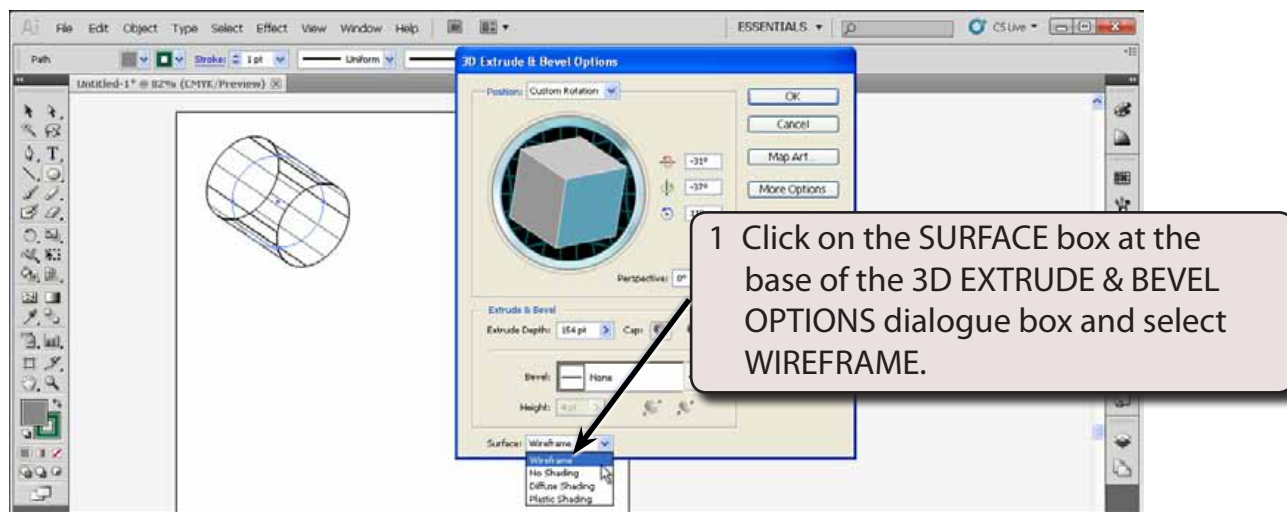
2 The shape is changed to an outline of the 3D shape.

3 Try the other surfaces then set the SURFACE back to PLASTIC SHADING.