**Extrusion** -The extrusion of a shape consists in giving it thickness, depth by extruding it according to a third axis (z) perpendicular to the first (x and y).

**Revolution**- The revolution is creating a 3D volume from a 2D shape not by giving it thickness, but rather by extending a path by rotating the shape on the y axis.

Step by step process-

In the Extrusion and Bevel Options window that appears, you

can rotate the object on its three axes using adjustments. You

can also work more intuitively by moving the volume in the

circular window.

**Perspective:**

Allows you to create perspective distortions.

Extrusion depth:

Allows you to define the thickness of the volume.

**Aspect :**

Allows you to create a full or empty volume.

Bevel (and height):

Allows you to create a bevel of a desired width.

**Area :**

Allows you to define the type of surface as well as the position

and intensity of the light source as well as the intensity of the

ambient light.

**Surface/texture:**

Allows you to apply a graphic symbol to surfaces.

To create a 3D volume in revolution, first draw half of an object, then choose in the menu EFFECTS / 3D / REVOLUTION.

In the Revolve Options window, in the Revolve section, choose

left edge or right edge, depending on the path you produced.

**Angle:**

Allows you to create a volume from a partial or complete

revolution.

**Offset :**

Allows you to increase the diameter of the volume.

**Surface :**

Allows you to define the type of surface, the light intensity

of the directional source and ambient light, the intensity and

size of highlights, gradation steps, shade color, etc.

**Texture:**

Allows a symbol to be applied to the surfaces of the volume.

**Rotation:**

To simulate the rotation of a 2D object, choose in the menu

EFFECTS / 3D / ROTATION. and adjust the angle settings

as if it were a 3D volume.