

Assignment 3.

Write short notes on extrusion and revolution, explain how you will perform them step by step in detail.

The extrusion of a shape involves providing its thickness and depth by extruding it along a third axis (z) perpendicular to the first (x and y). Still, the revolution involves producing a 3D volume from a 2D shape by extending a path by rotating the form on the y axis rather than giving it thickness.

To carry out the process of extrusion.

Step 1: On the work plane, select the element.

Step 2: Select Extrusion and Bevel from the Effect / 3D / Extrusion and Bevel menu.

Extruding an object

Select the object.

Click Effect > 3D (Classic) > Extrude & Bevel (Classic).

Click More Options to view the complete list of options or Fewer Options to hide the extra options.

Select Preview to preview the effect in the document window.

Specify options:

Position

Sets how the object is rotated and the perspective from which you view it. (See Set 3D rotation position options.)

Extrude & Bevel

Determines the object's depth and the extent of any bevel added to or cut from it. (See Extrude & Bevel options.)

Surface

Creates a wide variety of surfaces, from dull and unshaded matte surfaces to glossy and highlighted surfaces that look like plastic. (See Surface shading options.)

Lighting

Adds one or more lights, vary the light intensity, change the object's shading colour, and move lights around the thing for dramatic effects. (See Lighting options.)

Map

Maps artwork onto the surfaces of a 3D object. (See Map artwork to a 3D object.)

Click OK.

You may rotate the item on its three-axis using modifications in the Extrusion and Bevel Options window that displays. Moving the volume in the circular window can also help you work more intuitively.

To create 3d volume in revolution.

Step 1: First, draw half of an object.

Step 2: then, choose EFFECTS / 3D / REVOLUTION in the menu.

Revolving an object

Select the object.

Click Effect > 3D (Classic) > Revolve (Classic).

Select Preview to preview the effect in the document window.

Click More Options to view the complete list of options or Fewer Options to hide the extra options.

Position

Sets how the object is rotated and the perspective from which you view it. (See Set 3D rotation position options.)

Revolve

Determines how to sweep the path around the object to turn it into three dimensions. (See Revolve options.)

Surface

Creates a wide variety of surfaces, from dull and unshaded matte surfaces to glossy and highlighted surfaces that look like plastic. (See Surface shading options.)

Lighting

Adds one or more lights, vary the light intensity, change the object's shading colour, and move lights around the thing for dramatic effects. (See Lighting options.)

Map

Maps artwork onto the surfaces of a 3D object. (See Map artwork to a 3D object.)

Click OK.

Choose left edge or right edge in the Revolve portion of the Revolve Options window, depending on your created path.