ASSIGNMENT-3

extrusion and revolution.

Extrusion is a process that uses a die in order to get a material with a constant cross-sectional cut. The die is what the material is pushed through in order to get the desired shape. Each product has a specific die that will create that shape and characteristics. Extrusion is used with materials such as plastic, aluminum, and dough. These products are either too brittle or too soft to be formed using bending or hammering. So in order to form the desired shapes extrusion is necessary.

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. After creating the volume, it is possible to vary the angles as is the case with extruded volumes.
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.

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.