**Assignment 3**

Extrusion- extrusion is term used in the 3D objects ,which is a process of extruding the shape of element by its z axis and giving the thickness to the shape .The z axis is perpendicular axis to the x and y axis.

Steps:

* First select the element .
* Open in work place .
* Go to effects.
* Select 3d/extrusion and bevel.

The window of extrusion and bevel open in which you can adjust the element according to need ,you can rotate it on any axis and you can move the volume of element to work more clearly. You have several option to do more activity to the element like to create perspective distortions you have option like perspective. For the thickness of element you have extrusion, depth and aspects allows you to create empty or full volume. Bevel and height allow you to create a bevel of a desired a width. Area is the option ,which define the type of surface as well as the position and intensity of the light sources as well as the intensity of the ambient light .Surface/texture allows you to apply a graphic symbol to surface.

Revolution- The revolution is a process ,which is creating 3D shape inspired by 2D shape. In this process ,extending the path of shape. not the thickness of shape.

Steps:

* First draw half of shape.
* Click on effects.
* Select 3D/revolution.
* The revolution window open it.

We have several option in the window . Angle allows to create a Volume from a partial or complete revolution. To increase the diameter of the volume used offset. The symbols/texture is also available for surface. Rotation ,rotation option is in the Effect/3D/rotation menu and you can rotate the shape and set the angle. Surface ,allow to define the type of the surface and intensity of the directional source and ambient light.