## Lesson 14: How to Create 3D Text

3D text not only looks cool, but it is great to use for stationary, like birthday cards, anniversaries, and special events. We've used this effect in our client's professional advertising campaigns. It just adds something more special to a text that people seem to like.

We'll again be using the wonderful Adobe color wheel website because we want to use a Square Color Harmony pattern with our 3D text. Here is the website where you can see the below screenshot:

https://color.adobe.com/create/color-wheel

When you open the website, *click* on the **circle button** for the **Square** color harmony selection (see the below image for where this is). Here's a screenshot of the colors we chose with their RGB Hex codes at the bottom. We'll be using the four colors found in the letters B thru E. You should write down these Hex codes on a separate piece of paper as we'll be using them in a bit.
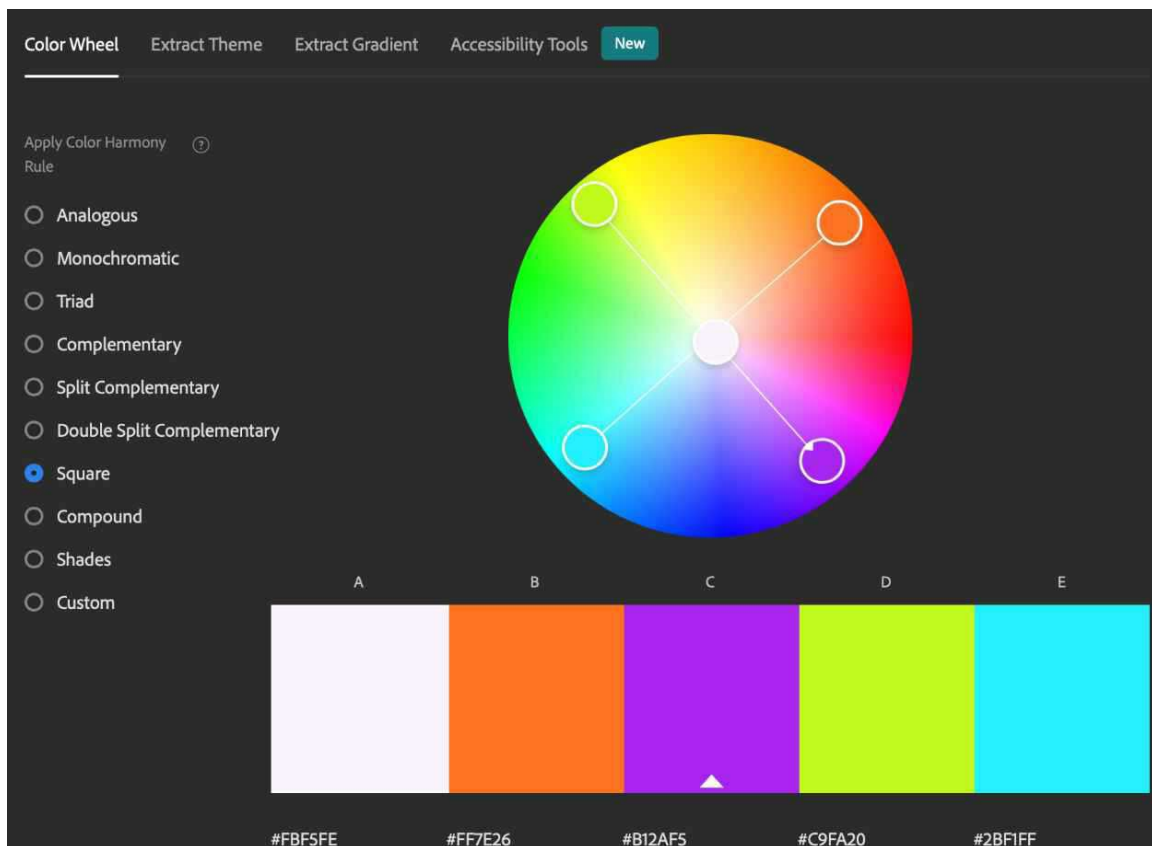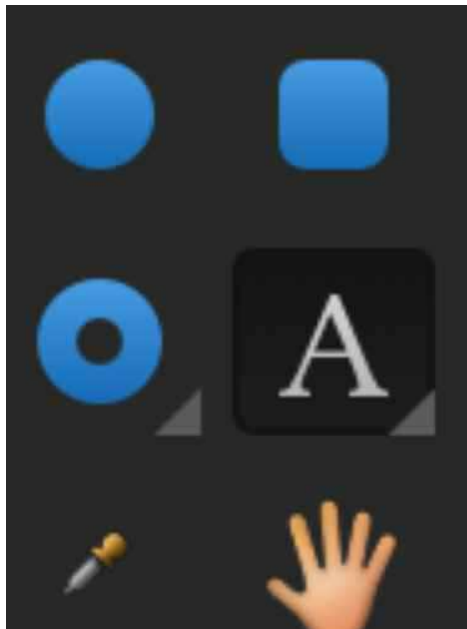
Let's now start our work in Designer...

Create a **New Document** to these specifics:

- **Web** - **CD Digital Release**
- **Page Height**: **1080**
- **Transparent background** (*unchecked*)

Click on the **Text Tool** so it's activated. We'll be typing the word "Designer" onto the middle of our document.


Click & *drag* the **size of the first letter** on the left-middle part of the document. Remember the whole word needs to fit inside the middle portion of the white space so don't make the first letter to big. We made ours **144 pt**.

Double-click **inside the text box** to *select* the entire word (it will be highlighted).

Go to the left side of the **Contextual Toolbar** to where the font's drop-down menu is and *select* **Queen of Heaven** from the list. Remember, to use this font it first needs to be downloaded from the website Dafont.com. If you use it commercially, it is a font you'll need to pay for.
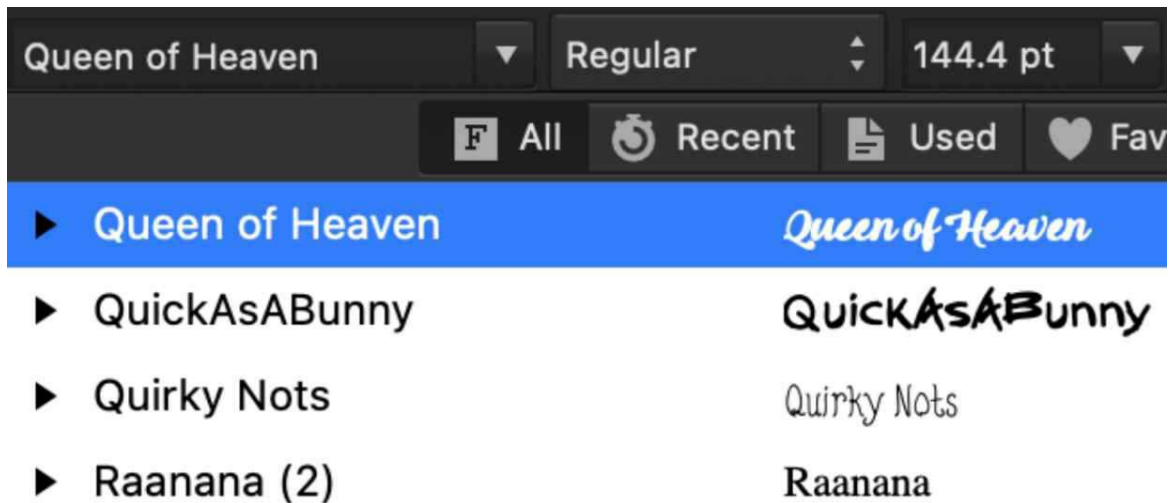
Double-click on the **canvas** (area outside the document) to quickly ***activate*** the Move Tool (or *press* **V**). **Re-center** the *text* to the center of the document (see this image below). Notice how the crosshairs appear. If the crosshairs don't appear on your screen, then just try to center your text as best you can.
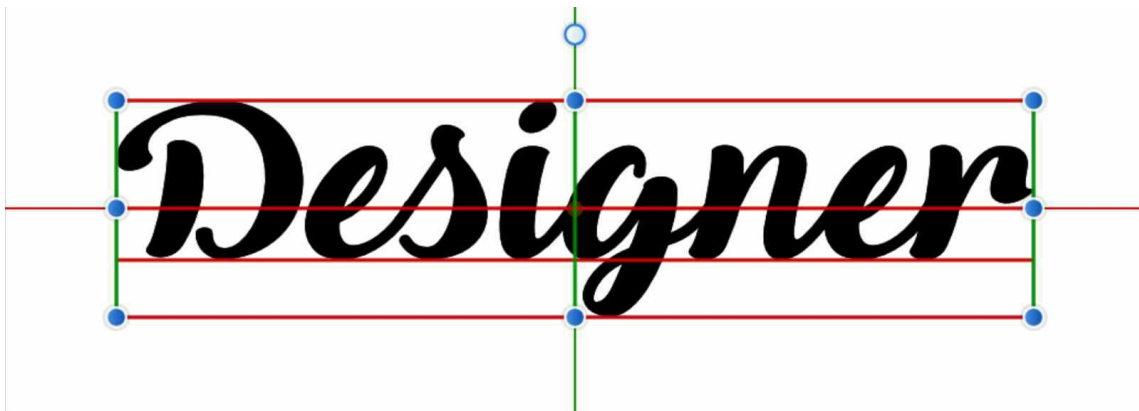

Press **Ctrl/Cmd+J** twice to ***duplicate*** this layer two times. We know the layer is active because the text is selected and has the blue nodes surrounding it.

**Note**: Make sure you just duplicated it twice and not once.
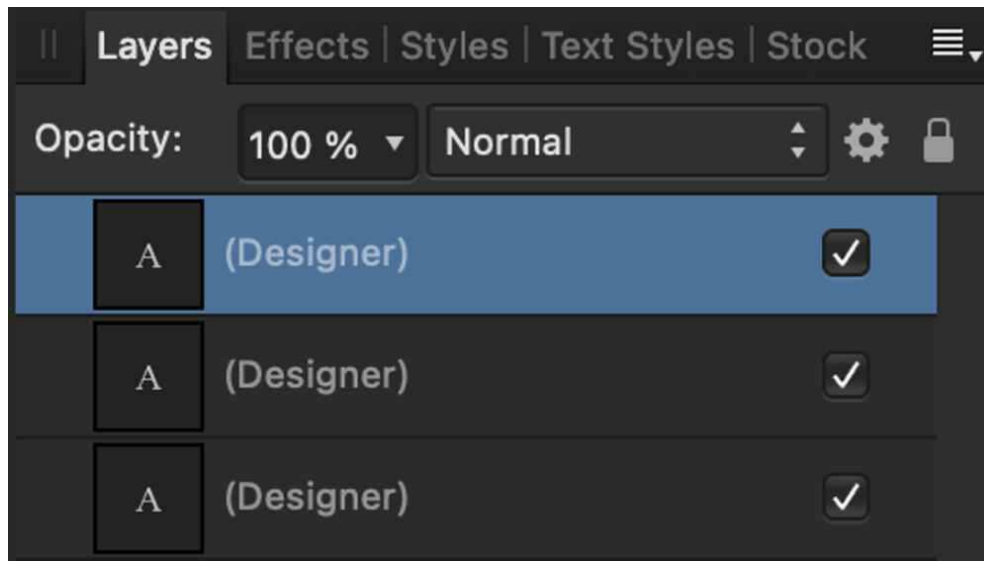
   Click on the **bottom layer** so it's activated. We're going to work with this one first by adjusting its stroke. This movement of its stroke will give our text its outside 3D effect. After we change this outside effect, we'll work on the middle layer.
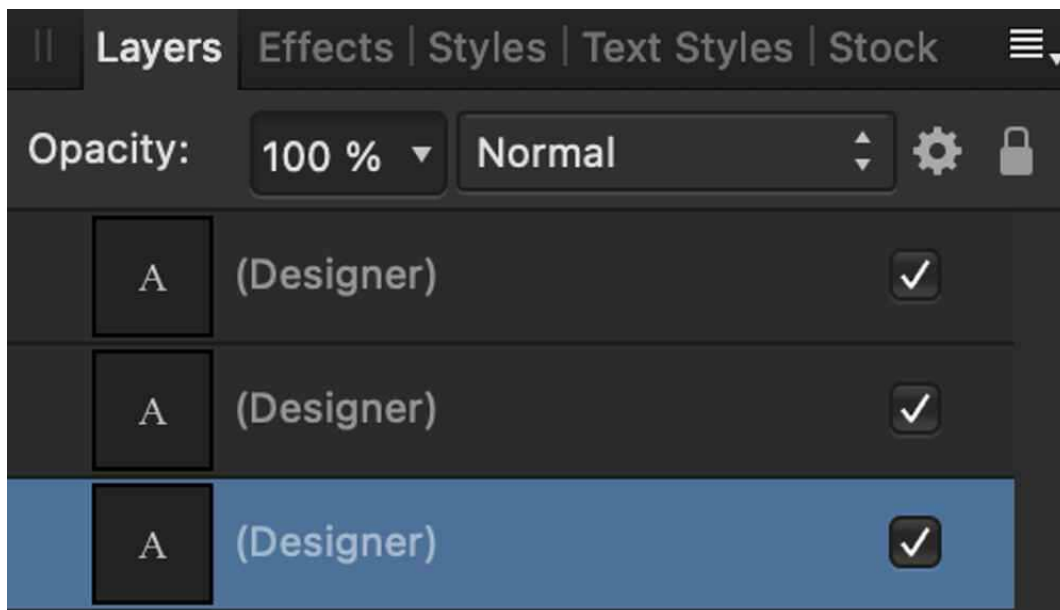
   Go to the **Color Panel** and *click* on the **Stroke doughnut**, which is behind the Fill circle. The stroke circle looks like a donut when in front of the Fill circle. When you click on it, it'll come to the foreground in front of the Fill circle.

A second option to switch these positions is to click on the double-sided

arrow above-and-to-the-right of the two circles (see the yellow square).
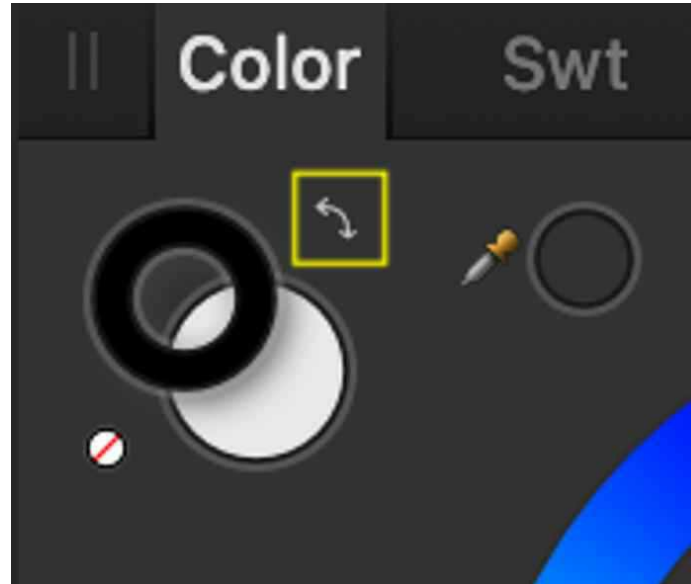
Next, we are going to change the color of the stroke. When we do this, you'll not notice its change by looking at the document, but you'll see the difference in color when you look at the Stroke doughnut (currently, it's black, but it'll soon be purple). We could change its color by clicking on the outside ring of the Color Wheel and finding a color, but we want to be careful to use the color harmonious colors we chose at the beginning of this lesson.

  Click on the Color Panel's **burger icon** (its menu) and *choose* **Sliders** from the pop-out window.

  Change the **Color Space** to **RGB Hex** and *type* in the **code** for the purple color **#B12AF5** (see the yellow rectangle in the below image). Now you can see that the Stroke color is purple.
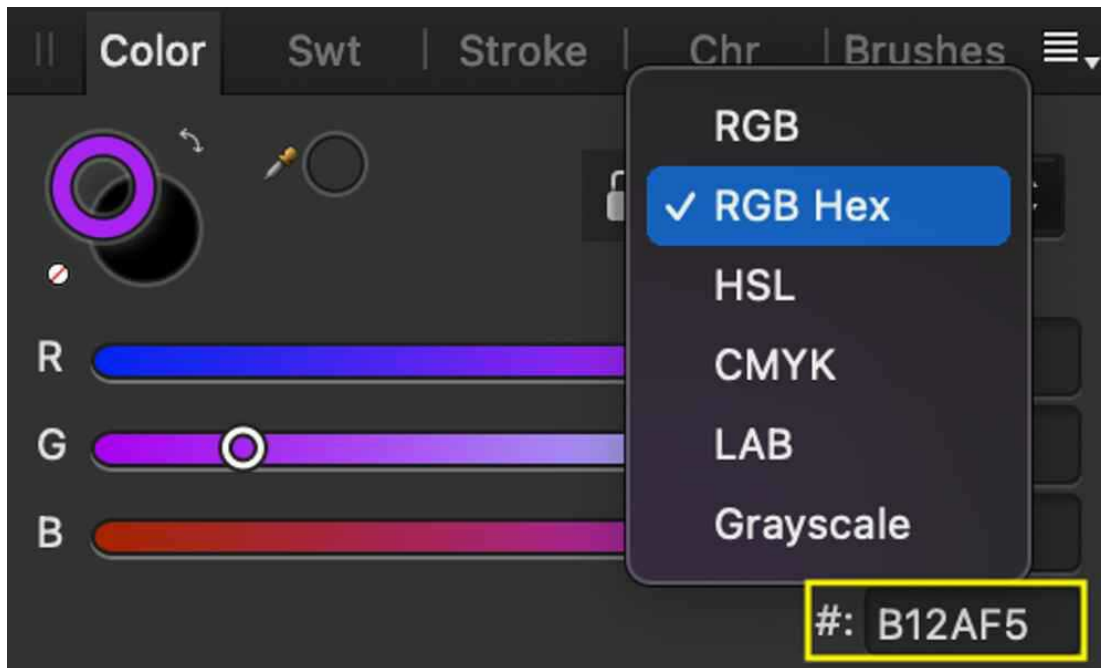
The next steps are where we're going to make a change to the stroke so that it's positioned outside down-and-to-the-right of the text. Like we stated above, this stroke will the outer-most effect to this 3D Text effect. You'll understand what we mean as we progress.

Because the lower layer is already selected, we can go to the Stroke Panel and make some changes. Do you remember where this panel is located?

  Click on the **Stroke panel** located to the right of the Color Panel tab (see yellow rectangle).
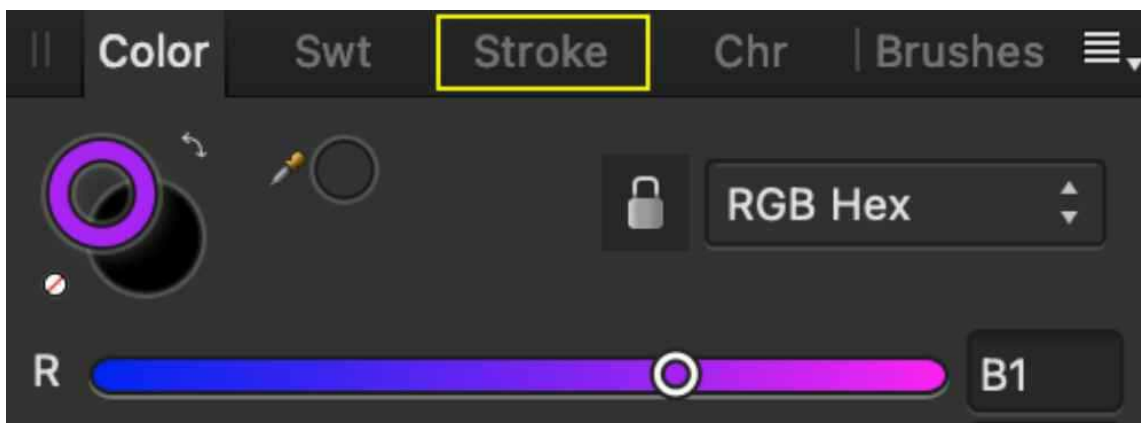

  Double-click on the **Width value box** (see yellow rectangle) & *type* **10** (you can also use the slider to its left if you prefer). When you do this, the change

to the text will be obvious.
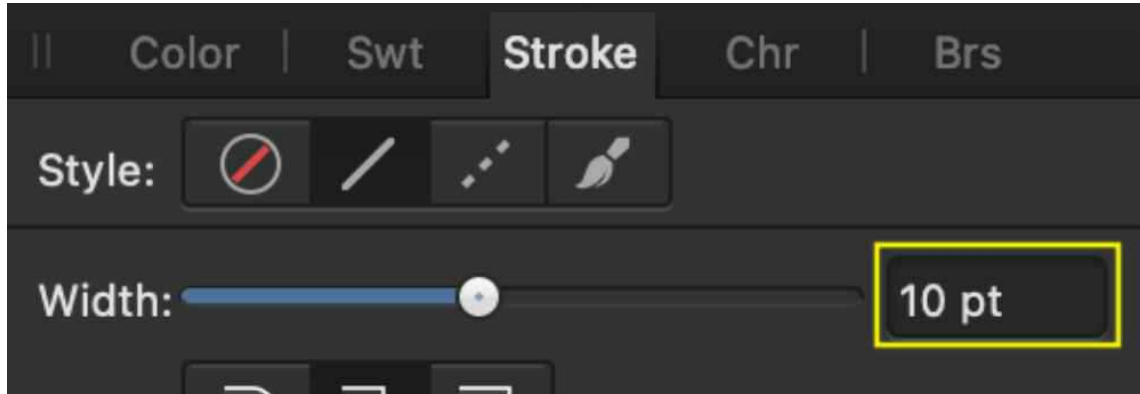
Next, we're going to convert this layer's content(s) to curves. Doing this will separate the fill from the stroke. We don't want the fill, so this is a method we can use to delete it and only have the stroke remaining. If we didn't convert to curves, then there wouldn't be a distinction between the text's fill and its stroke. This is a confusing concept, but we think you'll understand what we mean by the end of this lesson.

 Go to the right side of the **Contextual Toolbar** and *click* on the **Convert to Curves** button. When you do this, the bottom text layer will turn into a grouped layer. Remember how to tell which layer is a group? By looking to see if it has a small triangle in a dark circle on its left side.
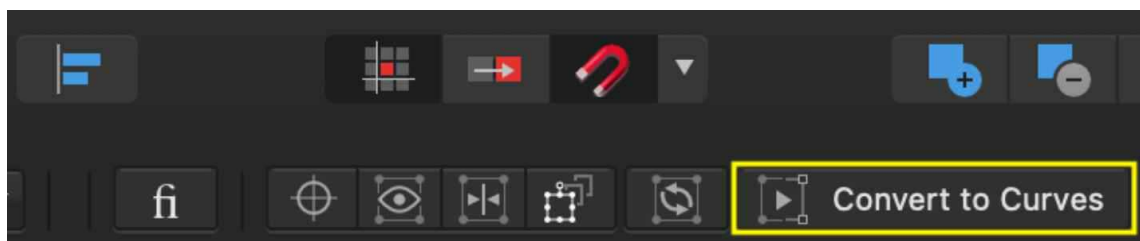

This is what the Layers Panel looks like after this action:
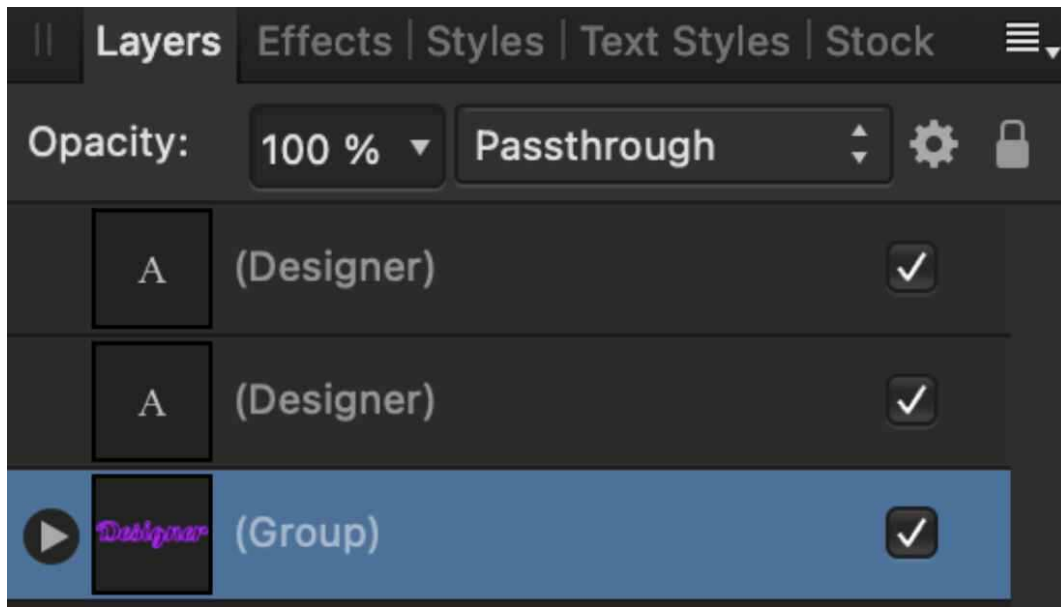
Now that this layer is now a curves layer, we need to ungroup it so that each letter will become its own layer.

Go to the **Contextual Toolbar** and *click* on the **Ungroup** button (see the yellow rectangle in the below image). You can also do this action by *right-clicking* on the actual **layer** and then *choosing* **Ungroup** from the drop-down menu.
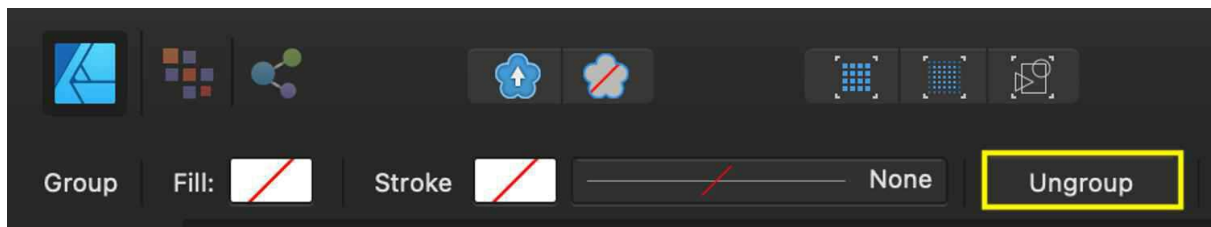
Next, we need to highlight all of these individual letter layers and separate their Stroke from their Fill. Do you remember how to select multiple items by holding-down the Shift key? If so, great, your knowledge is coming along nicely.

Hold-down the **Shift key** and *click once* on the **top r** (**Curve**) **layer** and once on the **bottom D (Curve) layer**. This will highlight all of the layers we want selected.

This is what your Layers Panel should look like after you do this:

...and now we'll separate the Stroke from the Fill...

 Go to the **Menu bar** - **Layer** - **Expand Stroke**. Yes, Expand Stroke is near the bottom of this drop-down menu. We cheated a bit here to reduce this screenshot's image to fit the book better.
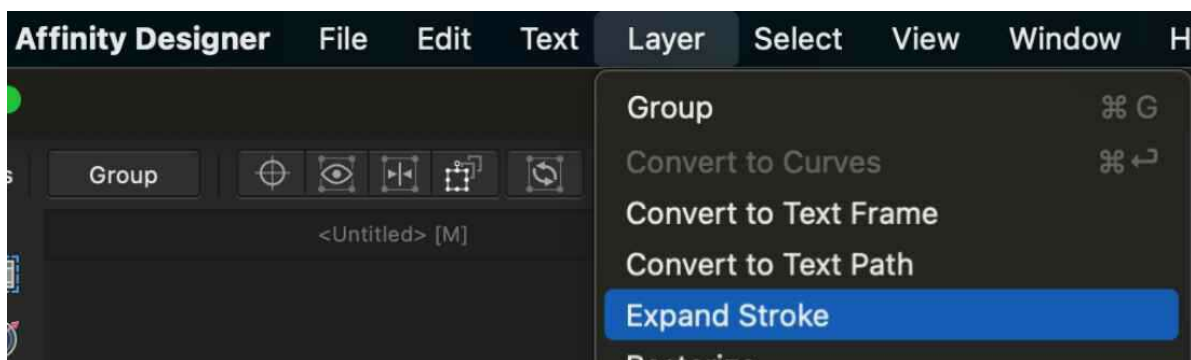

You can now see that inside the Layers Panel each letters' Stroke & Fill have their own layers. Currently, all of the Stroke layers are highlighted in blue. Since we're going to delete the Fill layers, we need to first group these Stroke layers. Remember how to do this?

Hint: There are four ways to group layers the image below only shows you #3):

1. *Go* to the **Contextual Toolbar** and *click* on the **Group** button.
2. *Right-click* on **one** of the **highlighted layers** and *select* **Group** from the pop-out window.
3. *Go* the the **Menu bar** - **Layer** - **Group** (see image below).
4. *Press* **Ctrl**/**Cmd**+**G** (to group).

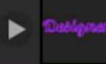We'll use the easiest method and *go* to the **Menu bar** - **Layer** - and *click* on **Group** (see this image).
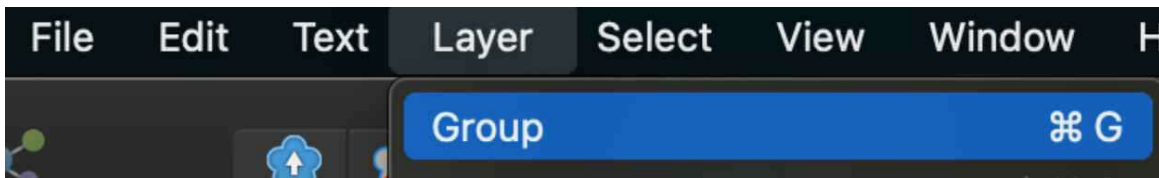
Note: You can tell the difference between the Stroke layers and the Fill layers by noticing the purple color we game the Stroke. In the next step, we're going to delete the Fill layers - the black-colored letters.

Our newly Grouped layer of purple letters now has its own Layer with its Group icon showing that this layer is closed.

The remaining lettered layers are the fill layers we need to delete (see the blue highlighted layers in the below image). There are two ways we can delete them by...

1. *Clicking* on **each Fill layer** and then *clicking* on the **Trashcan** icon located in the lower right-hand corner of the screen.

2. *Clicking* on the **top Fill layer** and while *holding-down* the **Shift** key *click* on the **lowest Fill layer**. Then *click* on the **Trashcan icon** or *press* the **Delete key**.

Note: Before we continue, we want to address something that happened when we were working on the above steps. Immediately after we grouped the Stroke layers, the lowest Fill layer (the **D**) was below the newly grouped layer. If this happens to you, like it did to us, the fix is simple: All you have to do is *click* & *drag* the **Grouped layer** above the fill layers (as you see in the above image) so that it's in the proper layer order.

This is what our Layers Panel looks like now.
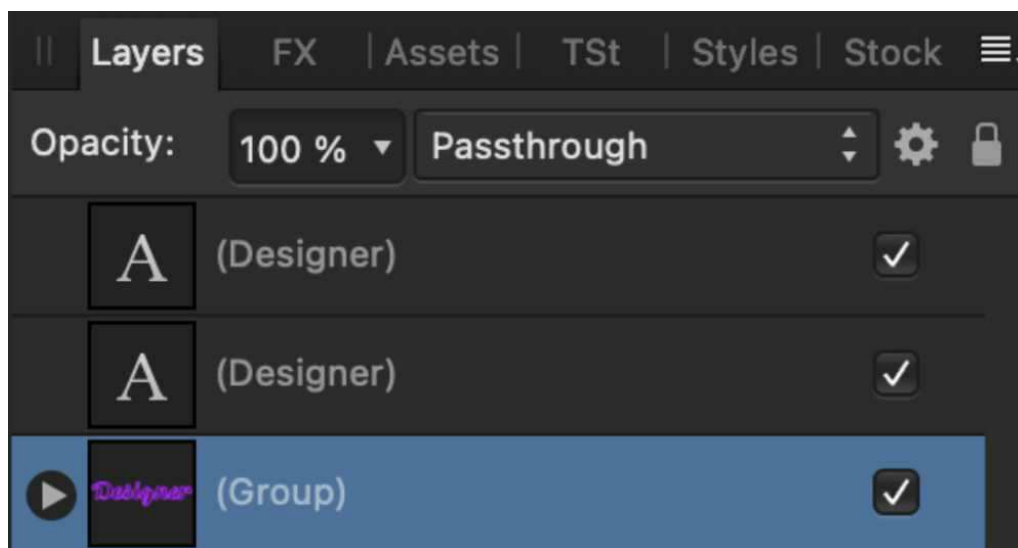
Now, it's time to create the 3D text effect. Do this this, we're going to make the purple stroke letters move down-and-to-the-right of the word "Designer" on our document. There's a technique we'll use that you may not be familiar with.
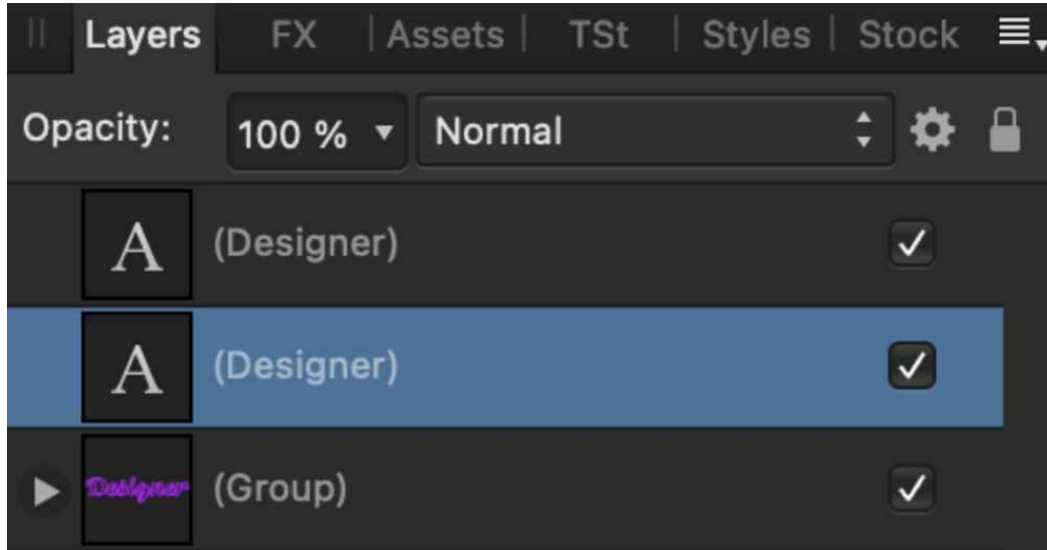
Hold-down the **Shift key** and *press* the **downward-pointing arrow key** on your keyboard two times and then do the same thing with the **right-pointing arrow key**. This action will cause our purple stroke letters/layers to move down-and-to-the-right.

Note: When you do this action there will be a small white space between the black text and the purple stroke. Don't worry because this white area will be filled in the next steps.
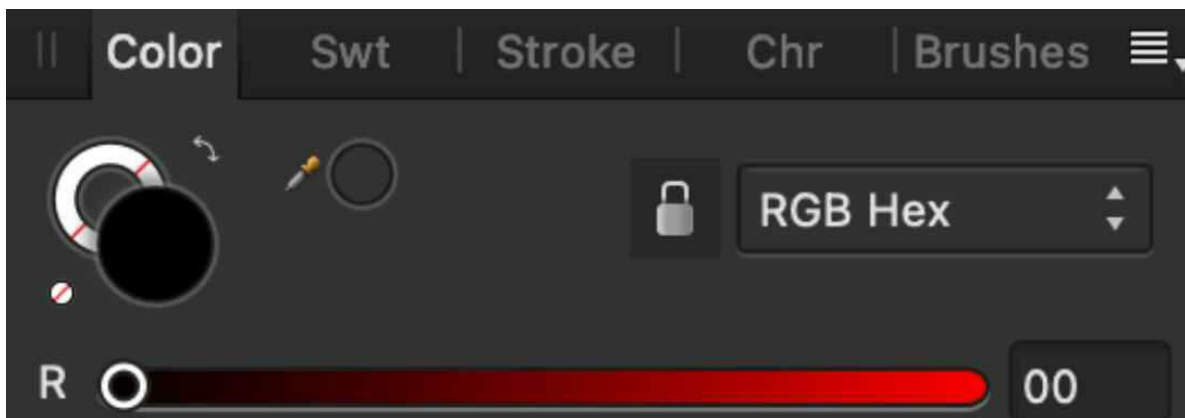

Next, we're going to work on the middle layer.

Click on the **middle layer** so it's highlighted in blue (see this image).
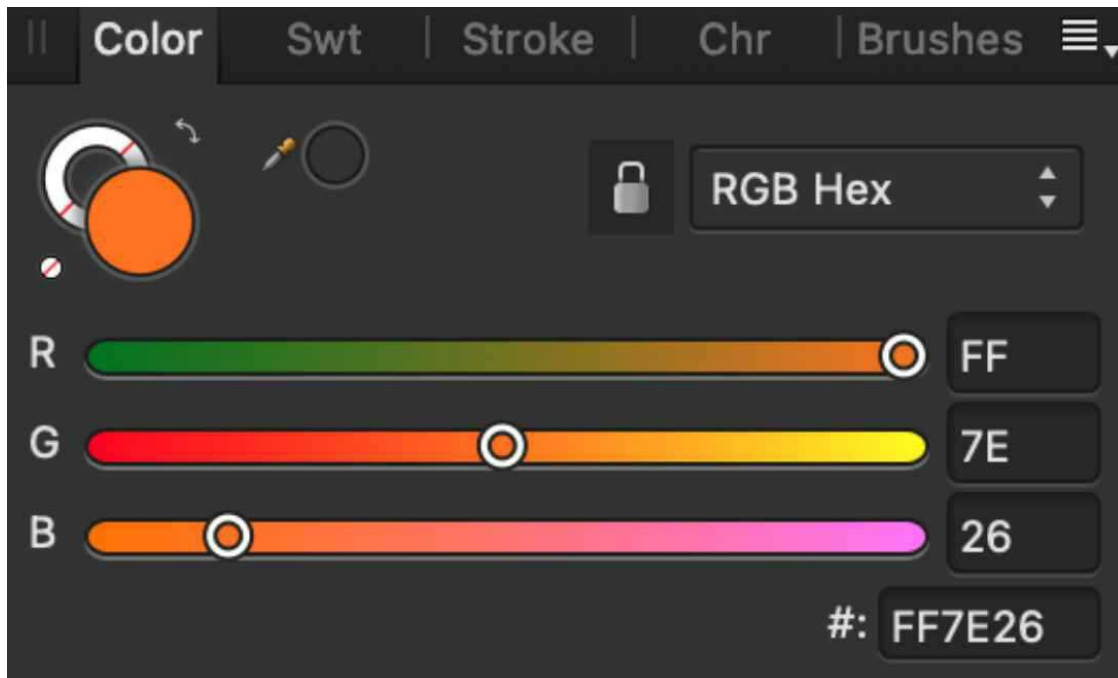

For this layer, we won't do any work on its Stroke, but just its Fill.

Click on the **Color Panel** and then *click* on the **Fill circle** so it's in front of the Stroke.

Click in the **RGB Hex code's value** box and *type* **FF7E26**. This is the orange color. This is what your Color Panel should look like now:

Just like before when we used the arrow keys to move the purple stroke below-and-to-the-right, let's do that now with the orange middle layer.

Hold-down the **Shift key** and *press* the **downward-pointing arrow key** on your keyboard one time and then do the same thing with the **right-pointing arrow key**. This action will cause our orange stroke letters/layers to move down-and-to-the-right. This orange color will fill in the white areas left over from when we repositioned the purple stroke color.
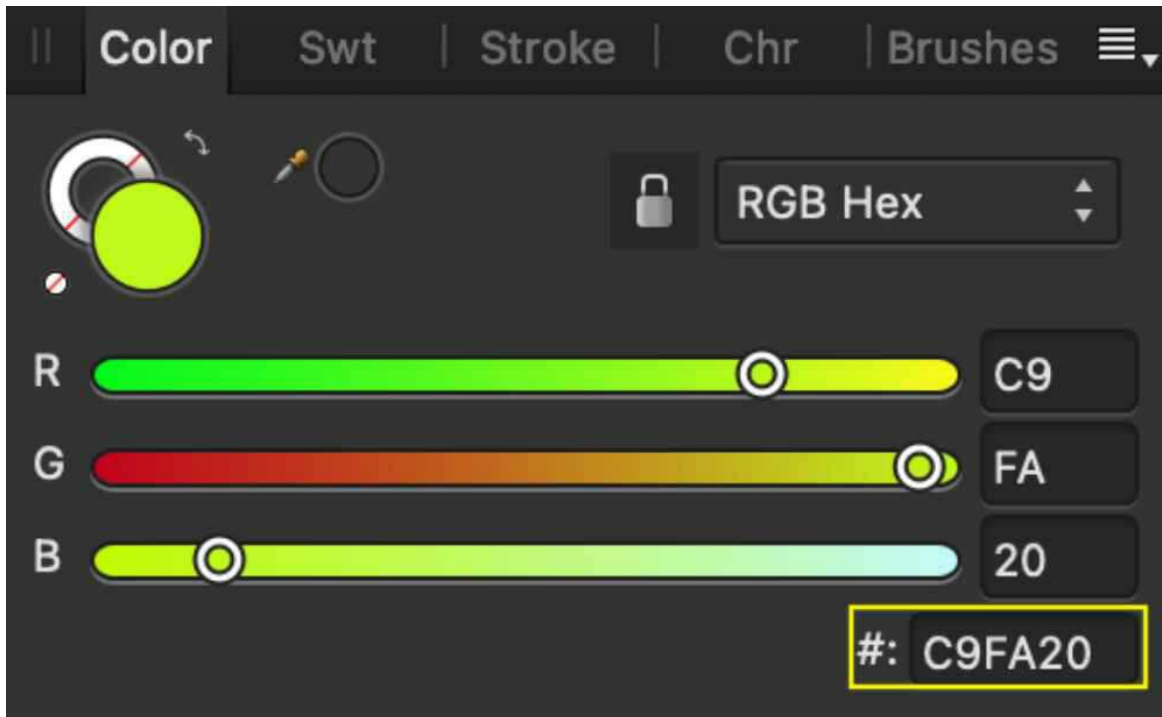
This is what our document looks like now:

Next, we're going to change the Fill color of the top layer to a yellow.

Click on the **top layer** so it's highlighted in blue.

Go to the **Color Panel** and *type* **C9FA20** into the RGB Hex code's value box (see yellow rectangle).

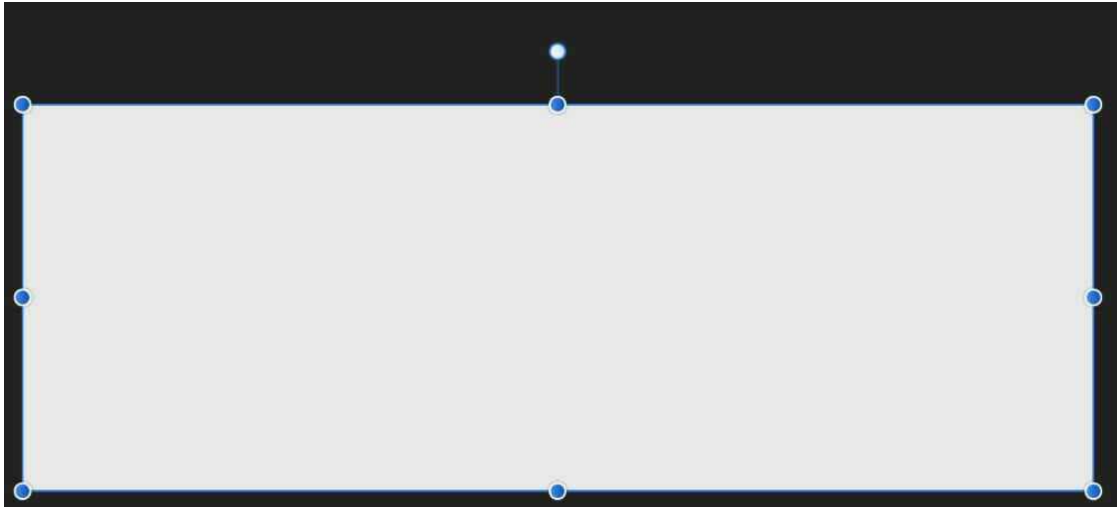*Press* the **Return key** to change the Fill color to a nice yellow color.

This is what our text looks like now after we've changed its color.

We are almost done. Now, we only have to change its background color to the last color we chose from the very beginning.

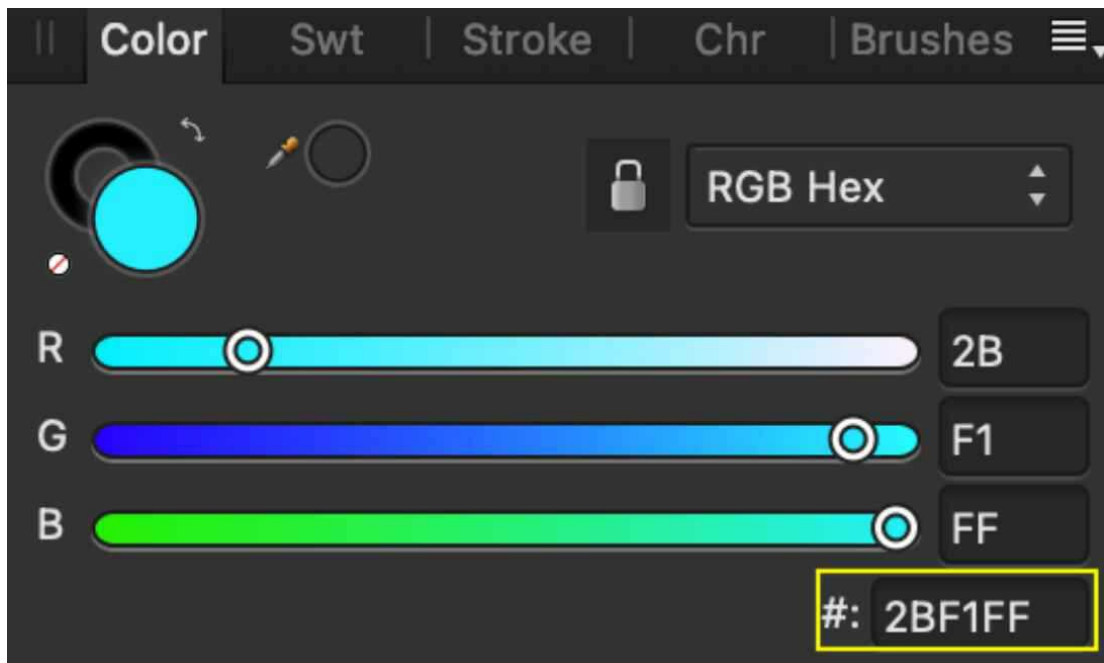To do this...

Click on the **Rectangle Tool** and *click* & *drag* it **over the entire document**.
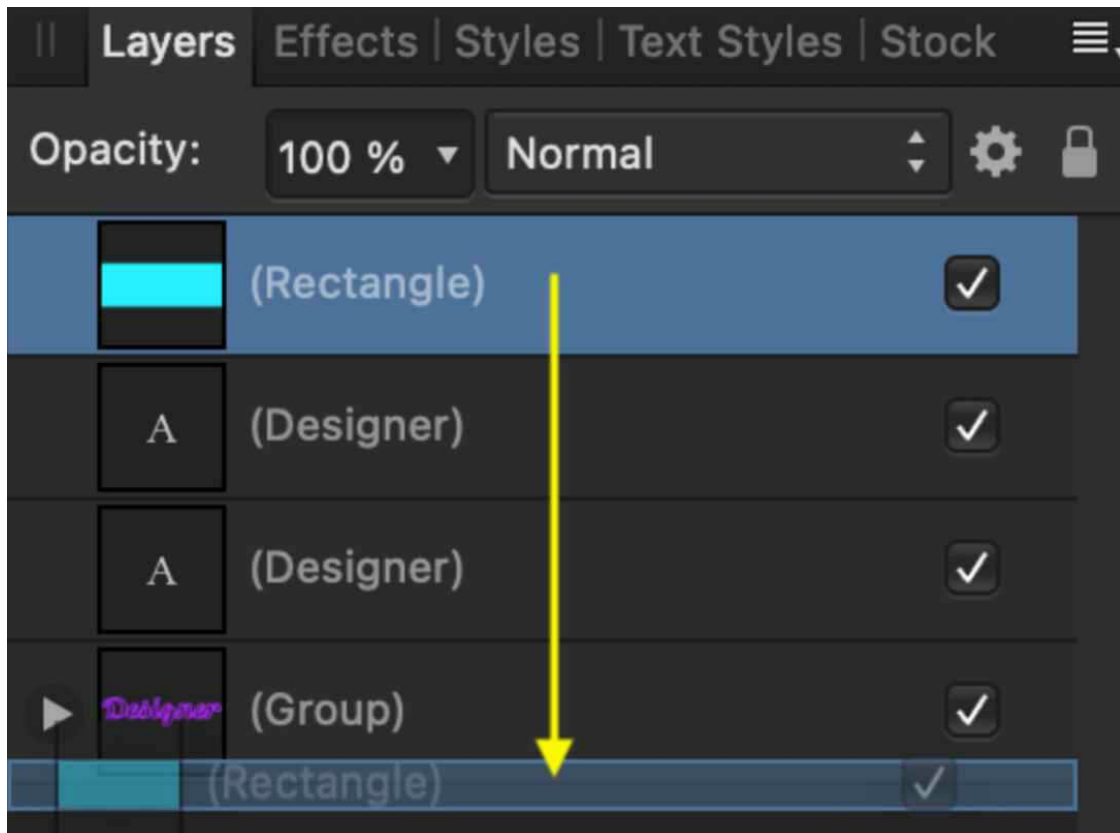
   Go to the **Color Panel** and *type* **2BF1FF** into the RGB Hex code's value (see yellow rectangle).

   Press the **Return key** to change the Fill color to a nice light cyan color.

Lastly, all we have to do is move the top Rectangle layer beneath the bottom layer in the Layers Panel to change our 3D text's background (see yellow arrow for this action).

Hint: Another way of moving top layers to the bottom of the Layers Stack is to use the shortcut button found in the Toolbar. This button (see yellow rectangle) is called Front to back. Either method brings you to the same result. The button is probably faster.
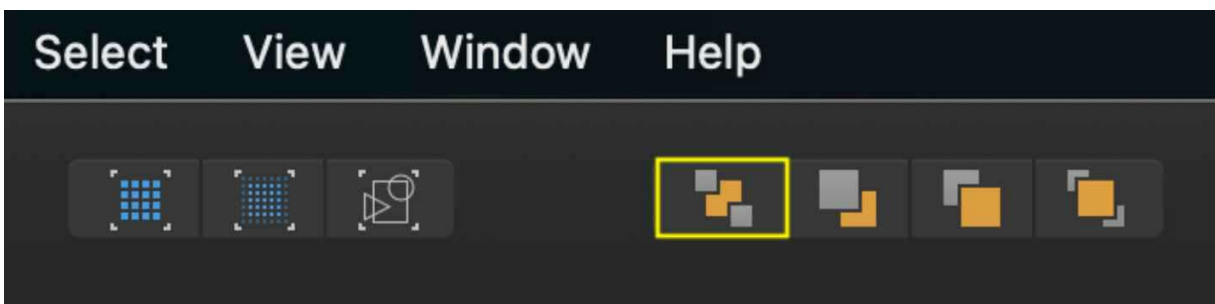
Done. This is our final image.

Finished. This ends this tutorial.

Lesson 15: How to Create a Flat Design Character with Shading

Creating characters in Designer is fun and simple once you get a hang of all the different actions needed to perform this action. We like creating new faces, people, and animals because they are the main characters in the stories we like to create. In this lesson, we'll walk you through how to make a character's face with some shading around his face and hair. We hope you like this lesson.

Ready to begin?

Create a **New Document** to these specifics:

- **Web - CD Digital Release**
- **Transparent background** (*unchecked*)

Click on the **Rounded Rectangle Tool** so it's activated. This shape will be the man's head.

Click & drag out a **vertically shaped rectangle** (see the image below for reference).

Click on the **red node** (see black square) and *drag* it **inwards** to give the corner a more rounded appearance.