

**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).

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.

## **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.

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.