**ASSIGNMENT 3**

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**COMPUTER ILLUSTRATION**

**SHORT NOTES ON EXTRUSION AND REVOLUTION**

Illustrator helps in transforming our 2D images to 3D images with the help of extrusion and revolution.

**EXTRUSION:**

Extrusion is mainly used for giving thickness and depth to any shape. Extruding extends a 2D object along the object’s Z axis in any X-Y plane to add depth to the object. For example, if you extrude a 2D ellipse, it becomes a cylinder. We can do this by using the extrude tool in illustrator.

Below are the step-by-step process of using Extrusion:

1. To begin with, open Adobe Illustrator and create a new project with any size you want.

A screenshot of a computer

Description automatically generated with medium confidence

1. Write the text you want to extrude by selecting the toolbar on the left side.

Graphical user interface, application

Description automatically generated

1. Text Tool is used to write the text on the workspace, once selected write the text that you want to extrude. For example, I am writing my name Princepreet Singh to extrude.

Graphical user interface, application

Description automatically generated

1. Select the appropriate text font, color, and size.

A screenshot of a computer

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1. For extruding, we need to convert our text to shape that can be done by using the selection tool, then selecting the type and after that create outlines.

A screenshot of a computer

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1. After doing step 5, an outline will be created around the text that means your text will be converted to shape.
2. A screenshot of a computer

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3. For attaining the 3D effect, select the text then click on Effects> 3D> Extrude and Bevel.

A screenshot of a computer

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1. This will open a dialog box with the options to edit the extrusion. The options are to extrude depth, bevel, position, surface, lightening, map. Click on the depth and assign values accordingly.

Graphical user interface

Description automatically generated

1. After this, extrusion will be applied on your text, and you can view it.

A screenshot of a computer

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**REVOLUTION:**

Revolve, as the name suggests, revolves the selected shape/path in a specified degree to create 3d objects. There are lots of options available regarding lighting, shading, and mapping through which you can set up lights and map your artwork on to your object. Revolve tool is used mostly in cylindrical and hollow objects.

Below are the step-by-step process of using Extrusion:

1. To begin with, open Adobe Illustrator and create a new project with any size you want.

A screenshot of a computer

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1. Create the shape that you want to use to revolve. For that, select the pen tool and draw the half image.

A picture containing lamp, lawn mower

Description automatically generated

1. After this, select the axis of rotation. Select the plane and edge to be revolved. We can do this by clicking on the selection tool.

Icon

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1. After creating the shape, select Effects> 3D> Revolve. A dialog box will be opened with the options to revolve. The options are Revolve, Position, Surface, Lightening, Map. We change the values accordingly.

Graphical user interface

Description automatically generated

1. The final revolve image will be shown on the screen by selecting the preview button.

A picture containing fruit drink

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