PHOTOREALISTIC 3D LAYER STYLE 1

by

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Contents

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1. Overview

First of all, thank you for purchasing the PHOTOREALISTIC 3D LAYER STYLE 1. You've just bought an elegant action that will enhance your project to make it further visually appealing.
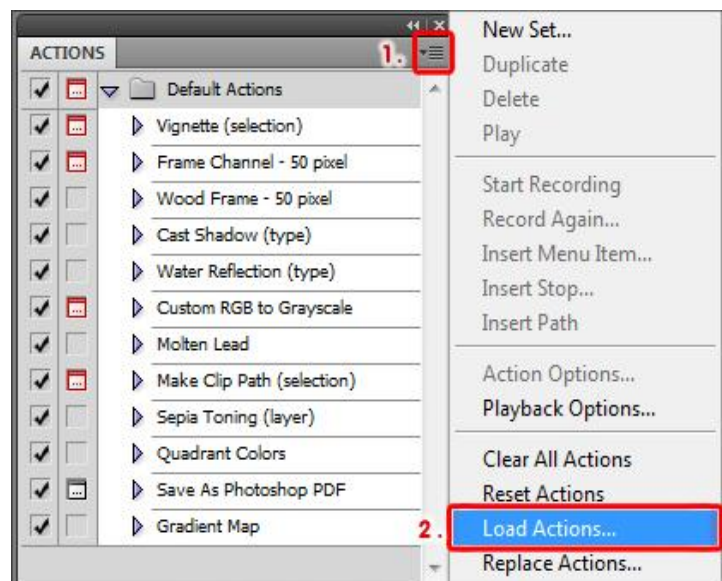
The action provided pack is very easy to use and customize (once the action is completed) alike. You can use the action to turn anything from text to shapes into a 3D object. This instruction file will walk you through the implementation of the action and customization after the action has been applied to suit your preferences.

2. Loading the action

2.1 Method 1

Method 1 shows you a way to load action in your workspace. Follow the steps below:

i)   Open Actions Palette (Window>Actions) from your workspace.

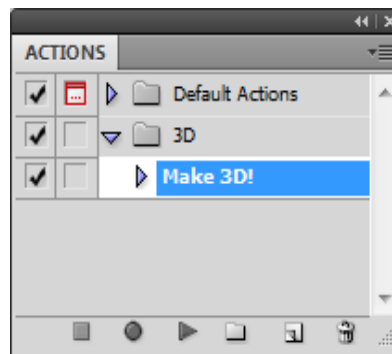ii) Once the action palette is opened, choose load styles from the palette menu as shown in the figure below.

iii) Locate the provided (*MAKE_3D.ATN*) file and load.

iv) Once loaded, you can see the **'3D'** action set on your actions palette. Expand the action set and you should see an action called **'Make 3D!'**

v)   The action is now loaded and ready to use. Move on to section 3 for details on how to use the action.

2.2 Method 2

The second method shows an easier way, a common approach that probably everyone would prefer. Follow the steps below:

i) Locate the provided (*MAKE_3D.ATN*) file and load.

ii) Once located, double click the file. This will open your photoshop.

iii) Open Actions Palette (Window>Actions) and you will see that **'3D'** action set has been loaded on your actions palette. Expand the action set and you should see an action called **'Make 3D!'**

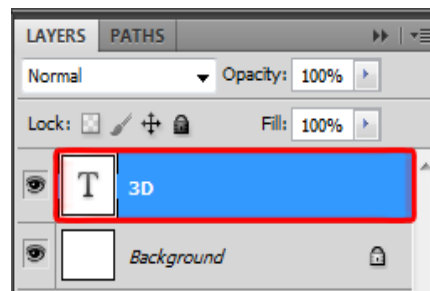iv) The action is now loaded and ready to use. Move on to section 3 for details on how to use the action.

3. Using the action

Once the action has been loaded you are just two clicks away from getting your result. Follow the steps given below:

i) Create a new document with any dimension of your preference.

> **N.B.:** *The action is designed to work in a file with only one layer i.e. **'3D'** layer that you intend to apply the action on. You can include the background (locked) layer but you **CANNOT** include any other layer. This is done for efficiency of the action.*

ii) Place any object i.e. text, custom shape, vector etc. into a layer and name the layer **'3D'**. Please ensure that you name the layer exactly as the action is case-sensitive with layer name and won't work if you name it *3d* or anything else.
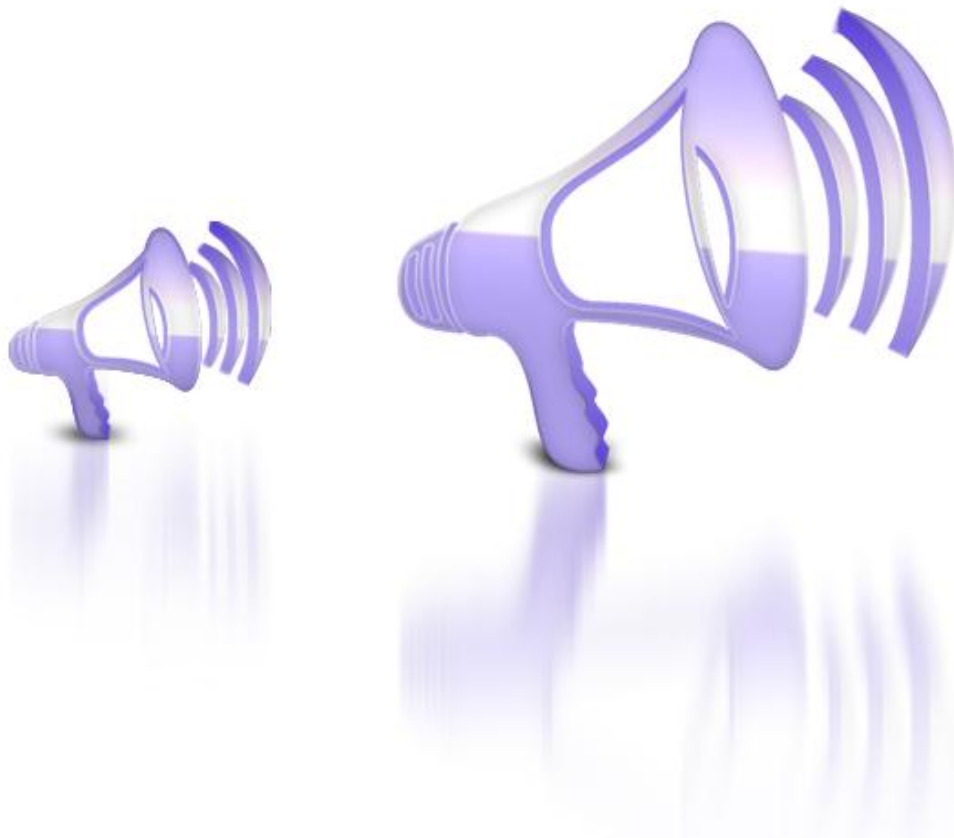

iii) Once you have a layer called **'3D'**, just play the loaded action **Make_3D!**

iv) That's it! The rest of the job is done by the action and you are presented with an elegant 3D object out of your layer!

v) For more details on how to customize the 3D object that has been created, move on to the next section.

4. Tips

As conclusion, I want to add some tips and best practices for the best result. I have also provided the example below:

Tip 1: Bigger content yield better result.

As you can see, smaller content may result in unwanted distortion in the result. If you encounter any of those distortions, reapplying the action to a bigger version of the same content will solve the problem. Remember, bigger the content, the better result.

Tip 2: Use uniform baseline for better reflection and shadow.

In the example above, word **'good'** has small *g* which raises the base of remaining letters. Hence, the action with consider the base of *g* as the overall base. This resulted in other letters not getting shadows at all and reflection isn't very good either.

Whereas, with the other word **'BEST'**, all the letters share the same base and hence the uniform reflection and shadows on all the letters.

While this is just an example, you may want this effect in some cases. For e.g., if you look at the example below, the uneven shadow is quite intentional and desirable.
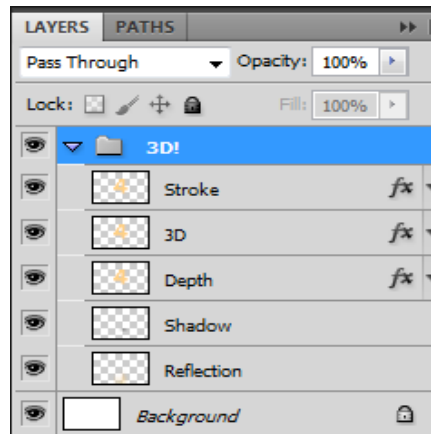

Tip 3: You can always tweak the layer styles applied.

The action was designed to generalize the 3D effect on any colour. Hence the styles used are the ones that stand out best amongst majority

of colours. You can always tweak the applied layer styles to suit your preferences.

Once the action has completed its job, it produces a neat and organized set of named layers. If you expand the final result i.e. the folder **'3D!'**, you will see 5 different layers.

The first 3 layers have styles applied to them which you can alter to your needs. The layer '**3D'** is the main face layer which determines most of the appearance. You can change the layer styles like inner shadow and gradient *(angle, blend mode etc.)* to customize the final effect.

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That's it!! I hope you enjoyed using the PHOTOREALISTIC 3D LAYER STYLE 1.

Thank you!!

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