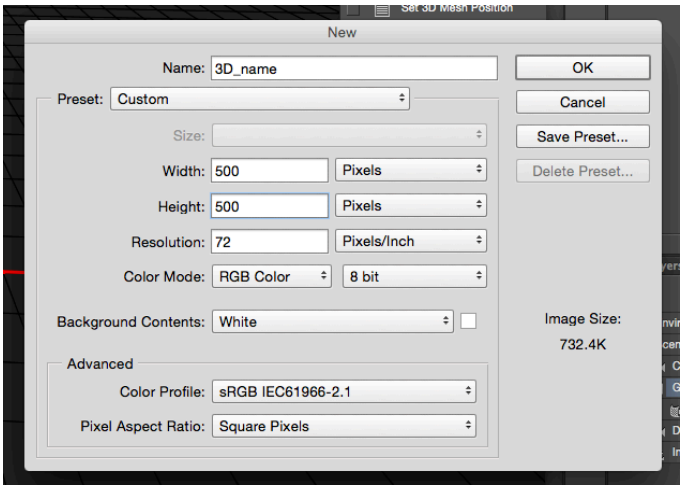
3D Name Workshop

Before you begin: *Practice manipulating a 3D object in Photoshop. Be sure that you have a firm grasp on the following before starting this workshop:*

- *Scaling, moving, and rotating an object around the X, Y, and Z axis.*
- *Orbiting, panning, rolling, sliding, and zooming the 3D camera on an object.*
- *Manipulating the Coordinates option in the Properties Palette.*

Setting up the Document



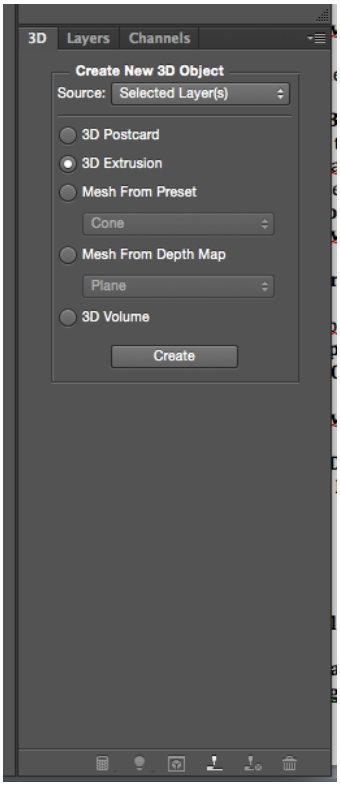
1. Launch Adobe Photoshop.
2. Under the menu bar select **File→ New (Command+N)**.
3. Create a new document called **3D_name.** Enter **500 pixels** for the **Width** and **Height**.
4. Enter **72 Pixels/Inch** for the **Resolution**.
5. Click **OK** when done.
6. Under the menu bar select **Window → Workspace → 3D** to bring up the 3D workspace.

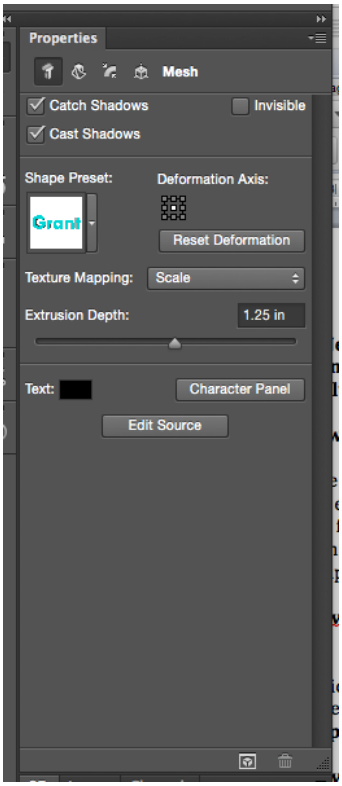
Adding 2D type to the Workspace

1. Select your **Type Tool *(T)*** from the **Toolbar**.
2. Click on the Artboard and type out either your first or your last name.
3. Use the **Type Tool Options Bar** to format your text. Your text must be almost big enough to fill the Artboard. Select a font that is thick and heavy.
4. Once you have formatted the text appropriately, click the **Check Mark** icon  the **Type Tool Options Bar** to **Commit any current edits**.
5. Under the menu bar go to **File→Save (Command+S).** Save this document as **3D_name.psd**.

Creating the Text 3D Extrusion

1. Select the **3D palette**.
2. Select the **3D Extrusion** radio option and then click the **Create** button.
3. With the **3D Mesh option** selection in the **Properties Palette**, set the **Extrusion Depth** to **1.25 in**.
4. Under the menu bar go to **File→Save (Command+S).** Save this document as **3D_name.psd**.

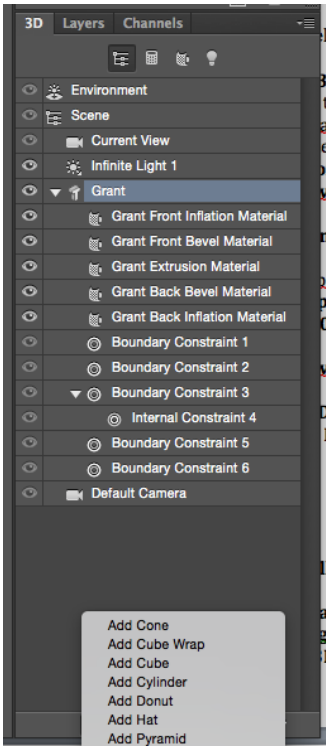


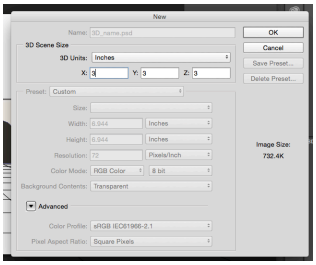


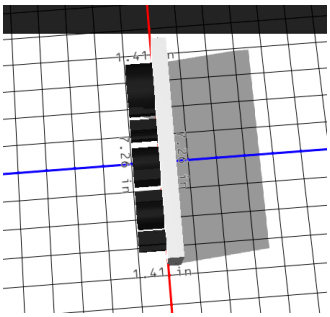
Adding a rectangular base

1. At the bottom of the **3D Palette**, Select the Icon for **Add new object to Scene**. Select **Add Cube Wrap** from the menu.

2. For the **3D Scene Size** change the **3D units** to **Inches.** Change **X, Y,** and **Z** to **3.** Then click **OK.**
3. Activate your **Move Tool (V)** from the tool bar.
4. Select the Cube object on the artboard that you have created. Use the **Scale** and **Move** controls to maneuver the type behind the 3D text. The Cube should be a thinner and rectangular when finished. **Make sure that no part of the text extends through the rectangular cube.**
5. Under the menu bar go to **File→Save (Command+S).**

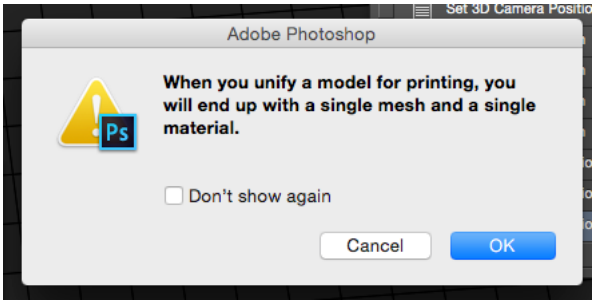




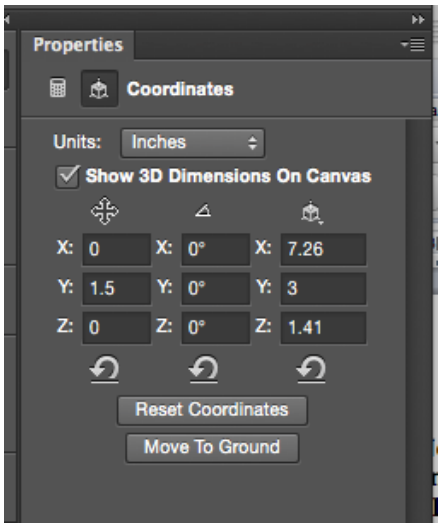


Unifying the Scene for 3D Printing

1. Under the menu bar select **3D → Unify Scene for 3D Printing.**
2. Click **OK** to the following message.



3. Select the unified object on the artboard.
4. Select **3D Coordinates** on the **Properties Palette.**
5. Change the **X** angle of rotation to **90 degrees**.
6. Click the **Move to Ground** button.
7. Under the menu bar go to **File→Save (Command+S).**



Exporting an STL file for 3D Printing

1. Under the menu bar select **3D → 3D Print Settings.**
2. In the **Properties Palette** with **3D Print Settings** selected change the settings to match as follows:
   Print to: Local
   Printer: Export STL
   Printer Volume: Inches
   Detail Level: High
   Scene Volume: X: 4.5 (Y and Z will change to preserve proportion. Each of these three values do not exceed 4.5)
3. At the bottom of the **Properties Palette** with **3D Print Settings** selected click **Start Print.**

4. In the **Photoshop 3D Print Settings** dialog box, click **Export**.
5. Under **Save As** call the document **3D_print_file.**
6. Click **Save.**
7. Close Adobe Photoshop and take the STL file to the 3D printer station for printing.