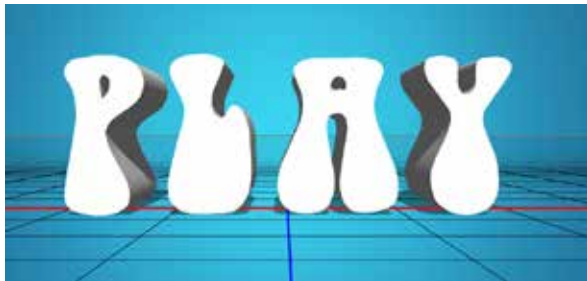




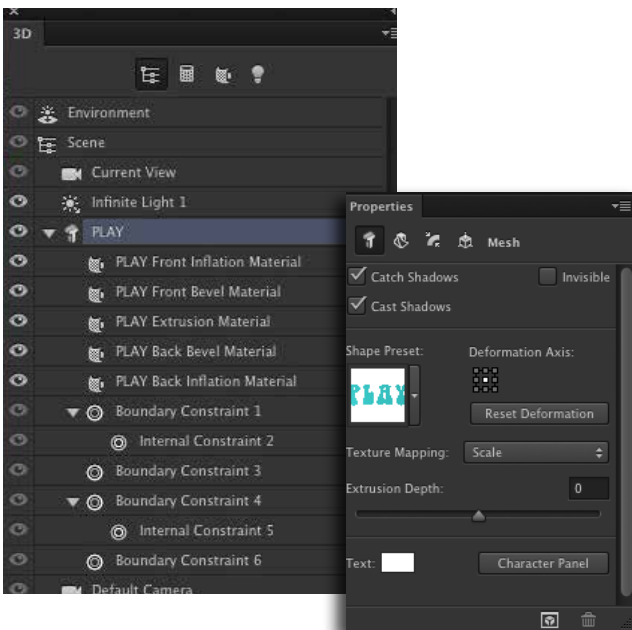
STEP 1:

Start by opening the provided file or simply create a new document and follow along with your own text. Either way you need to use a font that has rounded edges and corners that will help add to the rounded shapes of the finished 3D text. Here I used a font called Bell Bottom and input the word PLAY.



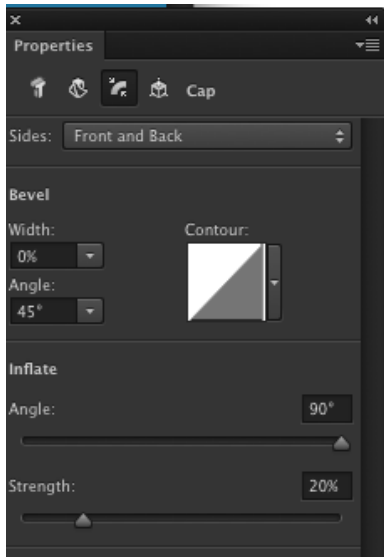
STEP 2:

Now once the text is set we can go ahead and convert the text into a 3D object. With the text layer or the shape layer selected, go under the 3D menu and choose New 3D Extrusion from Selected Layer. This will immediately extrude the text and make the wire mesh ground plane visible.



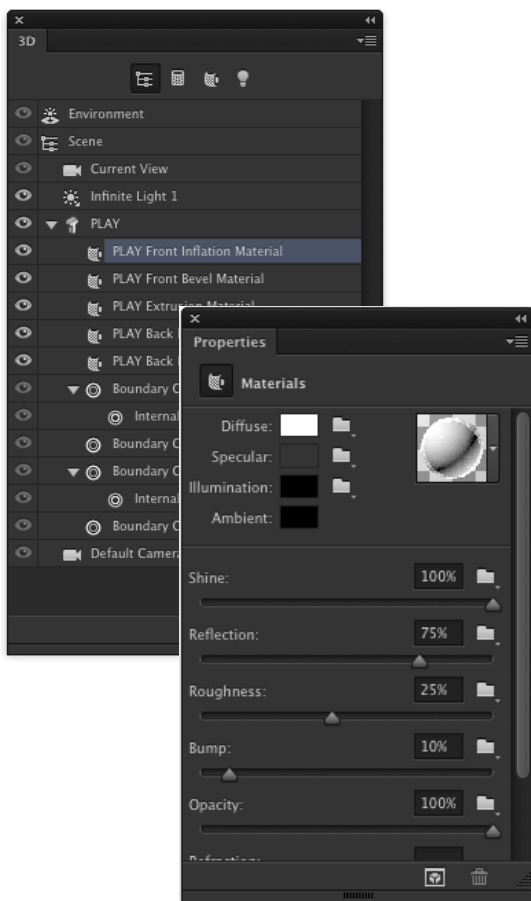
STEP 3:

Open the 3D panel Window>3D and then locate the 3D text item in the list and click on the name. Then open the Properties panel and Window>Properties and adjust the Extrusion Depth to 0. We don't need the sides just the front and back face.



STEP 4:

Click on the Cap tab at the top of the Properties panel, the third one over. This is where you can modify the bevel and inflation settings. First click on the menu at the top and set the Sides to Front and Back. Then go down to the Inflate section and set the Angle to 90 and then increase the Strength to about 20%. This will give that inflated look we are after.



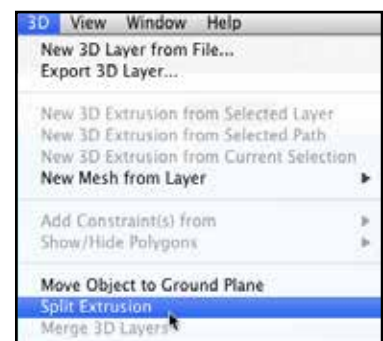
STEP 5:

Before we split the letters up lets set up the surface properties for the text elements. Go back into the 3D panel and highlight the Front Inflation Material for the text. Then jump over to the Properties panel and you will see the various surface features. Set the Shine to 100%, the Reflection to 75%, and the Roughness to around 25.

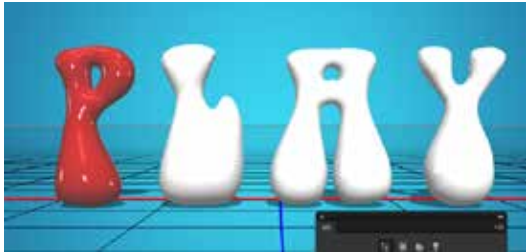
Apply these same settings to the Back Inflation Material as well.

STEP 6:

Now go under the 3D menu and choose Split Extrusion. This will allow you to manipulate each letter individually while keeping all the letters within the same 3D layer. Notice when I click in the



first letter after splitting, it puts a 3D box around just that letter. I can use the 3D tools and widgets to change the position and scale of this letter in relation to the others.

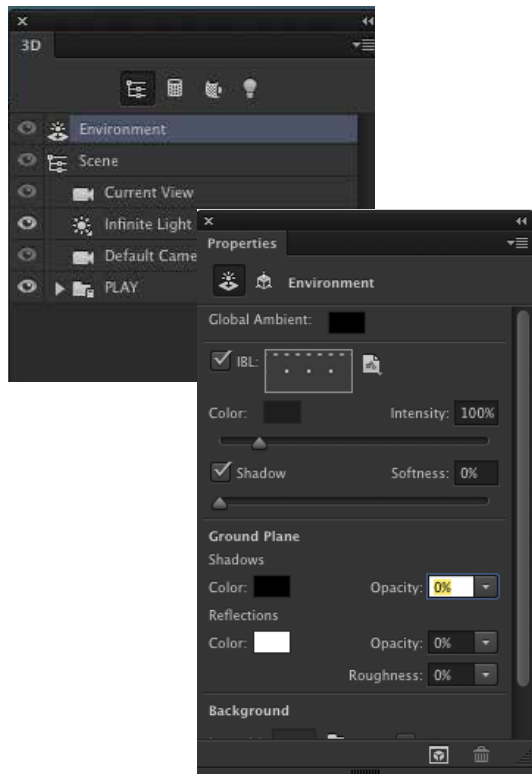


STEP 7:

Lets now give each letter a different color. Starting with that first one selected, open the properties panel and go to the Diffuse setting at the top. Click on the color swatch next to it and choose a red color in the color picker. Click OK when done.



Do the same thing to each of the remaining letters giving each one a different color. You will notice that the reflection properties all stay the same even if the color changes.

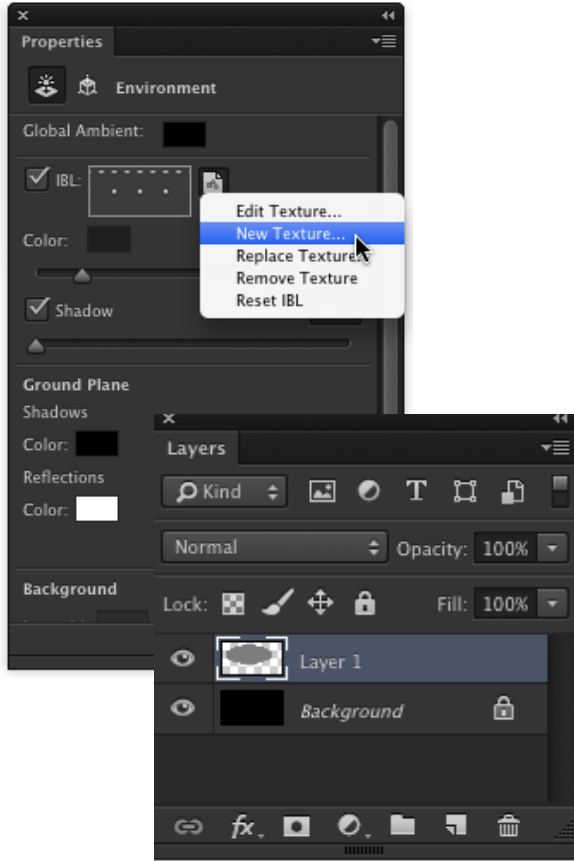


STEP 8:

Now you will see some specular dots all over the text. This is being created by the default Image Based Light that has been applied to the text. It simulates the reflection of an environment the 3D object is sitting in. In this case it looks like ceiling lights reflected on the surface but I want to use something different.

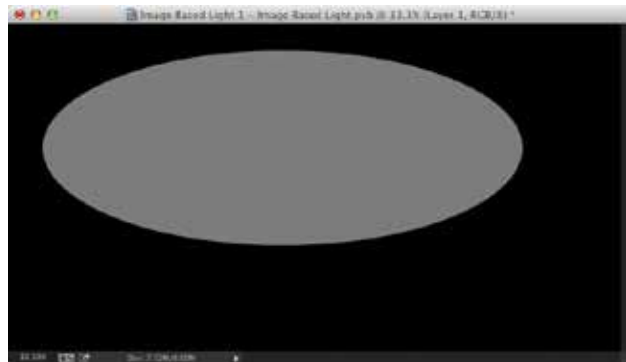
STEP 9:

In the 3D panel you will see the word Environment at the very top of the list. Click on this and then jump over to the Properties panel. At the top just under Global Ambient you will see the IBL(Image Based Light). Click on the icon to the right of the preview thumbnail and choose New Texture. Go ahead and use the same dimensions of the main file for this new one.



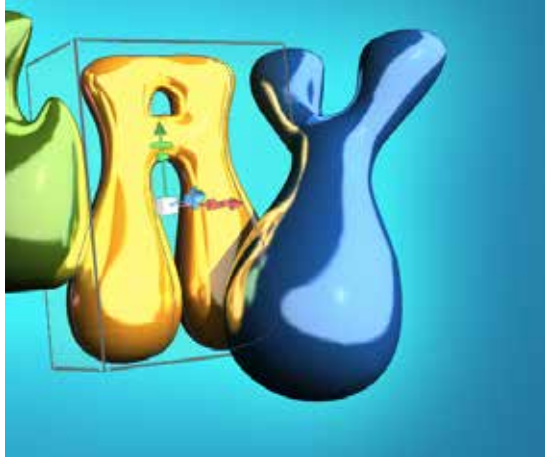
STEP 10:

Once the new file is created go back to the menu and choose Edit Texture. Once the file opens press Command-I (PC:Ctrl-I) to invert the white background to black. Then create a new layer and use the elliptical marquee tool to create a large oval selection inside the canvas. Then fill that selection with 50% gray by pressing Shift-Delete (PC:Shift-Backspace) and choose 50% gray from the use menu. Click OK.



STEP 11:

Now this will change the appearance of the light and reflected elements on the text. With the Environment property still selected you can use the 3D tools to rotate around the IBL to change the way it appears on the text. You are essentially moving the reflection around the surface of the object.



STEP 12:

Now once that is done we can now go and select each letter and reposition and scale them So they will interact with each other by reflecting not just the image based light but also reflecting each other once the whole 3D object is rendered. Remember even though you can go in and manipulate each letter, they all still remain one a single 3D layer. The only drawback is that once you split the extrusion the text will no longer be editable. So be sure to check your spelling before you proceed!

