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He is 23, freelancer and at this current point in writing. He is also engaged in his own Evangelion project named *Project Eva* to dedicate to the best anime ever made [In his personal opinion]. www.bracer.com



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Sri Ram Chandra

He is Character Artist from Hyderabad, India. The article he wrote will briefly introduce you to the wonderful world of Digital Sculpting and will roughly take you through the process of creating a character from concept to final render.



Borys Nikituk

He's been in the Ad Game for about 27 years and when asked, "Would you do it all over again?" he replied without hesitation, "In a heartbeat." For the past 15 years he's held the position of Creative Director for various agencies in North America.



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He is 2D artist independent, lives in Paris. Started out as graphic artist at Quorum (Lyon) - Studying publicity in High school, then going to Emile Cohl (Lyon) for tradition art. He dreams to become a concept designer for a film studio. Currently working as a graphic illustrator and also a graphic designer.



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He is fresh out of graduate school where he just received his Master's Degree in Information Technology. His interests include concepts in web usability, user interfaces, graphic design, and database technologies. Currently, Bill is developing projects freelance for clients in addition to working on his personal projects. He will begin his career this fall in New York City working for an IT recruiting company.



Robert Anselmi

Robert Anselmi is a Photoshop Trainer and Web Developer who runs www.ChainStyle.com, a Photoshop resource center with a full catalogue of Photoshop add-ons, tutorials and downloads. In his spare time he enjoys pushing pixels to their creative limits, and helping others with their Photoshop needs. To this end, he remains a highly caffeinated individual.

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Adobe CS3 3D

Tips and Tricks

With the advent of CS3, Adobe CS3 Extended users have the capability to manipulate 3D objects. While you can't create a 3D object in Photoshop, you can certainly open yourself up to a world of possibilities by importing 3D models into Photoshop, and doing some basic manipulations. Following are a few helpful tips to get your feet wet.

Don't work with 3D? You don't have to

If you've never worked with 3D files before, don't worry. Photoshop CS3 Extended ships with several rudimentary 3D objects located in the Goodies folder on your Photoshop DVD. Load the disk into your DVD-Rom Drive and copy the Goodies folder onto your hard drive. Then look under the Adobe Photoshop CS3 Extended\3D models folder to find some ready-made 3D objects. Here, we have a 3D DVD cover that we opened up.

Manipulate your 3D objects

When you open up a 3D object, you'll find that it has the 3D icon attached to the Layer Palette's Image icon, much like the Smart Layers icon. It works in a similar way as well. To manipulate the 3D object, double-click on this 3D icon and all the 3D transformation tools open up in the options bar at the top of the screen. From here you can perform some rudimentary 3D manipulations: such as rotate, scale and move the 3D object in 3-dimensional space, change lighting effects and even create a cross section of the 3D object itself (see tip below). Once you change your object to create the proper size, position, lighting effect, etc. Press the checkmark at the right side of the options bar. This accepts any transformations you've made.

Changing Surface artwork

Some objects also have a texture applied to the Layer. This is very similar to the Smart Filters. Click once to show or hide a 3D texture. In addition, you can change the cover art for your object. Notice on our DVD cover, we have a texture called DVD_cover. Double-click this texture and the cover art opens on-screen. Change the contents of this document with anything you like. Here, I have inserted my ChainStyle logo and side title. You could also change the color or manipulate these textures using any of Photoshop's native editing tools. When you save the texture, it is automatically applied to the 3D object. If you edit the textures in a non-native photoshop format, right-click on the 3D layer and select Replace Textures in order to have the texture update. Note: you cannot edit the textures while the 3D object is being transformed. You must first apply or cancel your transformations.



Figure 1. DVD Cover.

To edit the Object or the Camera

When transforming your 3D object, you can choose whether to manipulate the object itself (I would recommend this if you are used to transforming within Photoshop) or you can click the second icon from the left on the options bar and manipulate the camera position (familiar to 3D artists). Essentially, these two options perform the exact same tasks, just in reverse of one another. Manipulating the object works by transforming the object itself (from its point of view), while manipulating the camera works by transforming the scene from the point of view of the camera. Choose whichever mode makes you feel more comfortable.

Cross-Sections

This is definitely the one feature that has the cool factor associated with it. Not only can you edit the 3D object, but you can create a cross section of the object, and change where the cross section occurs (or rather, how deep the

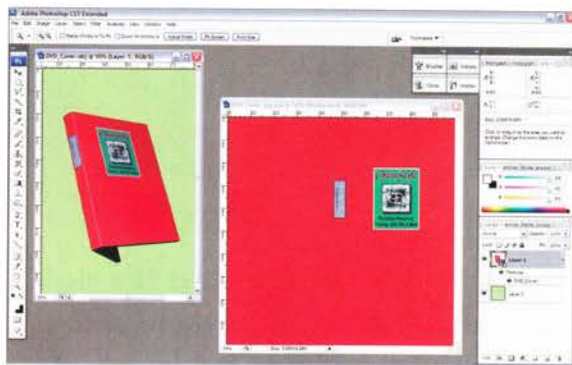


Figure 2. Changing surface artwork.

cross section becomes). To check out this feature, let's turn to our Robot friend. Click on the *Cross Section Settings* button located close to the right side of the options bar. A drop-down dialog opens.

Click the *Enable Cross-Section* checkbox. The Robot is sliced in half horizontally along the Z axis. Change this by clicking the Y-axis Radio button. The Robot is now sliced in half vertically from left to right. Select the X-axis to slice the robot vertically from back to front. Finally, change the depth of the cross-section by manipulating the offset sliders. This is one of the best new features of Photoshop's 3D capability, and I can see a lot of people who work with CAD or 3D object schematics getting some good use out of this new cross-section feature.

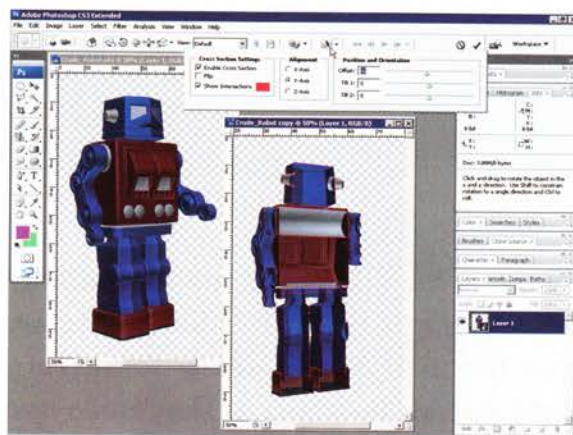


Figure 3. Cross sections.

Saving Files

While you can import 3D objects into Photoshop and manipulate them inside the program, you cannot currently save them to a native 3D format. But, if you save your 3D objects as PSD, PSB, TIFF, or PDF format, all the 3D layer properties are saved with the file. This means your 3D transformations are safe. Let's be hopeful that the next version of Photoshop expands on these 3D capabilities even further. <<

by Robert Anselmi

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