



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



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## Extrude



### Creating Realistic Objects Using the Extrude Tool

Discover how easy it is to create realistic looking images in just a few steps. These images could be used alone or combined with existing images to create complex designs.

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In the following exercise we will create a wheel and tire combination using the Extrude Tool but the same steps could be used to create all kinds of interesting objects.

### Step 1

#### Drawing the Object

First we need to create the object that we will extrude. Using the AutoCurve Tool in your Toolbox, create a line similar to the example on the right



Make sure you are using a light stroke and no ink fill.

**Tip:** Working with a large object yields better results.

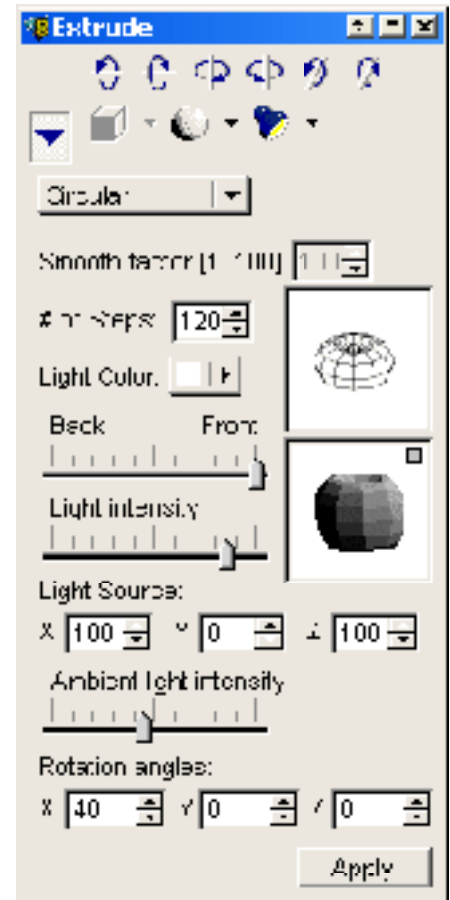
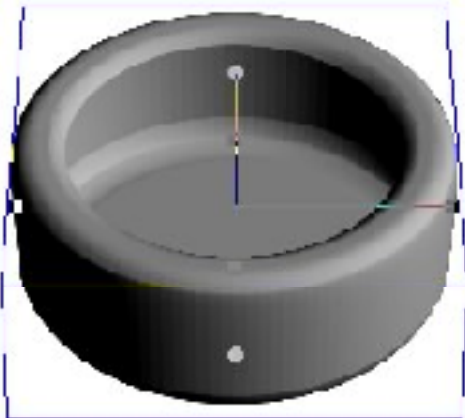


## Extrude (Continued)

### Step 2

#### Extruding the Object

Now, with the object selected open the Extrude palette (Effect > Extrude). Select Circular as the extrude type. Give it the maximum number of steps, 120, for smoothness. Adjust the Light Source and Ambient Light Intensity. Adjust the Rotation Angles. In this example, we set the X Rotation Angle to 40 to give it a forward tilt. When you are done adjusting the setting, press Apply. Now, change the Ink Fill to black. Your extruded tire should look like the example below.

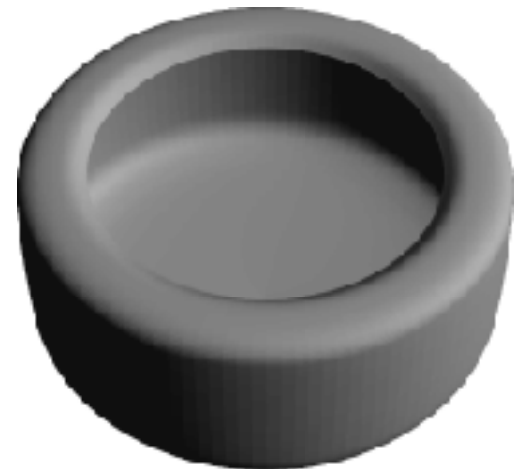
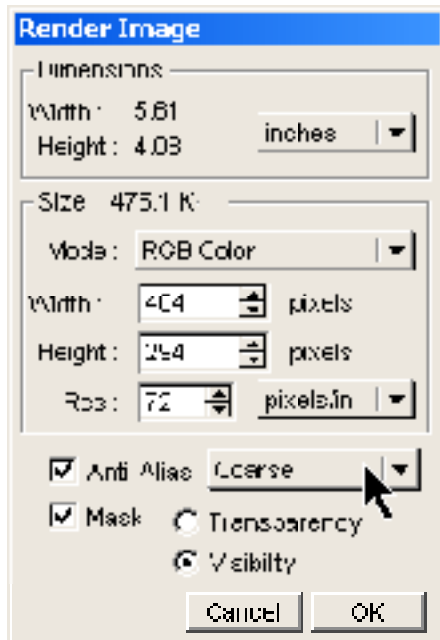


### Step 3

#### Rendering the Object

Next, render the tire object you just created (Image > Area > Render). Make sure you add a visibility mask to give the tire a transparent background.

**Tip:** Using the rendered tire instead of the extruded tire will require much less processing power and help speed things up.

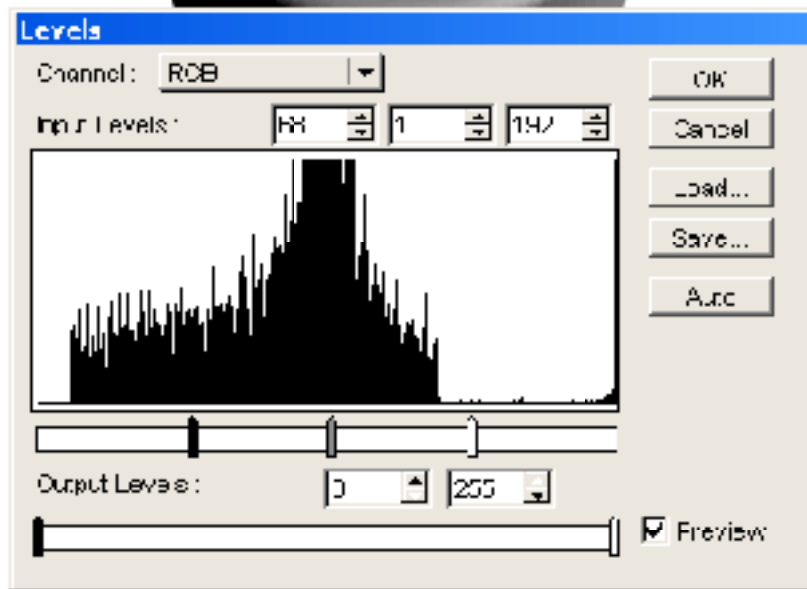


## Extrude (Continued)

### Step 4

#### Adjusting the Levels

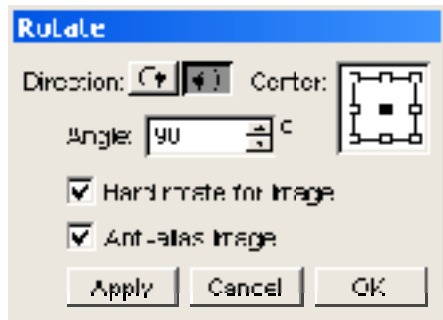
Open the Levels palette (Image > Adjust > Levels) and drag the Input Level toward the center to add contrast to your tire and give it a shiny appearance (see the example on the right).



### Step 5

#### Rotating the Image

Finally, select Effect > Rotate Left > 90° to rotate the tire to an upright position.

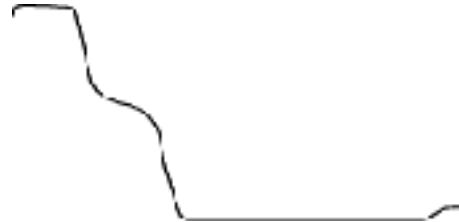


## Extrude (Continued)

In this next section, we will create the wheel to go inside the tire we just created.

### Step 1

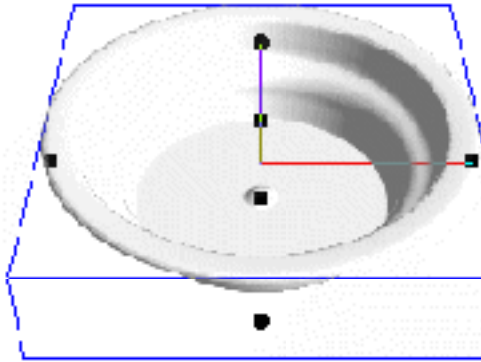
To create the wheel we use the AutoCurve tool just like we did with the tire. Using the AutoCurve tool design a object like the one on the right.



### Step 2

#### Extruding the Object

Now, with the object selected open the Extrude palette (Effect > Extrude). Select Circular as the extrude type. Give it the maximum number of steps, 120, for smoothness. Adjust the Light Source and Ambient Light Intensity. In this example we set the X Rotation Angle to 40 to give it a forward tilt. When you are done adjusting the setting press Apply. Now, change the Ink Fill to white. Your extruded wheels should look like the example below.

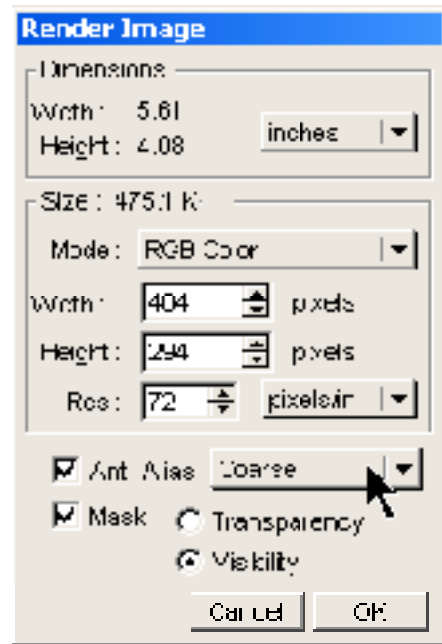


## Extrude (Continued)

### Step 3

#### Rendering the Object

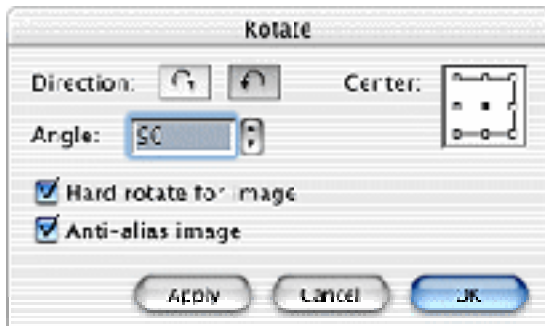
Next, render the wheel object you just created (Image > Area > Render). Put the extruded wheels aside. Make sure you add a visibility mask to give the wheels a transparent background.



### Step 4

#### Rotating the Image

Finally, select Effect > Rotate Left > 90° to rotate the wheel to an upright position.

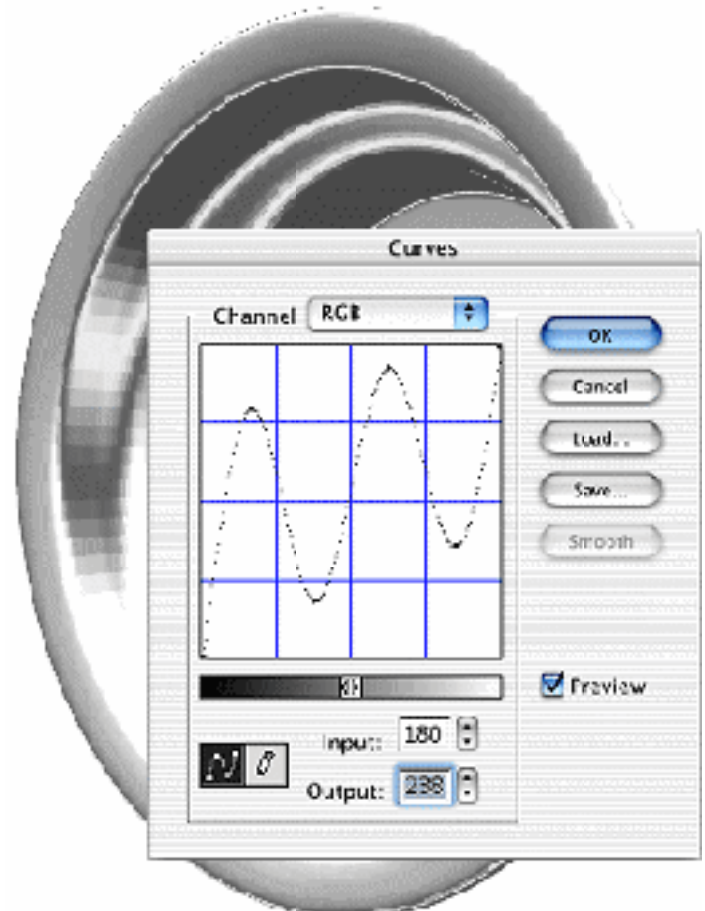


### Step 5

#### Making Chrome

To give the wheel a chrome appearance open the Curves palette (Image > Adjust > Curves) with the wheel selected and choose the RGB channel. Now, click on the curve and drag the mouse to create points to form a wavy curve like the example on the right. The resulting effect should be a simulated chrome effect.

**Note:** Make sure Preview is checked so you could visually track the effects of your curve changes.



## Extrude (Continued)

Your resulting image will be a realistic looking chrome wheel like the example on the right.



To complete this exercise, simply place the wheel you just created over the tire and you are done.



On the right is the wheels/tire we just created combined with an image of an automobile to give it a fresh new look.

This is just one of the many things that could be done with the Extrude tool and should be used as a springboard to get your creative juices flowing.

