



Corporate Flow



Illustration



Image Editing



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Text Effects

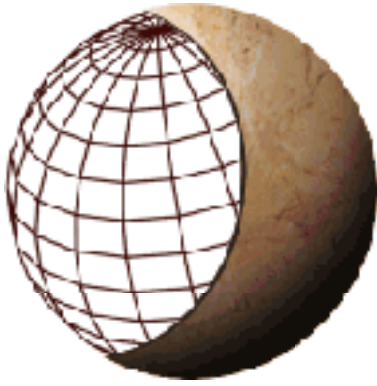
Canvas Tips and Techniques



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Creating Wireframe Extrusions



In this tutorial, you will learn how to create elaborate wireframe designs in just a few steps using the Extrude tool. These wireframe designs could be used on their own or could be used in combination with other images to give your creation a high-tech look.

In this first example we will create a wireframe disk.

Step 1

Creating the Object

We start this exercise by selecting the Oval Tool from the Toolbox.

Note: You could use a multitude of different shapes; however, for this tutorial we will use an oval.



Next, Drag the Oval Tool to create an oval like the one on the right.



Creating Wireframe Extrusions (Continued)

Step 2

Extruding

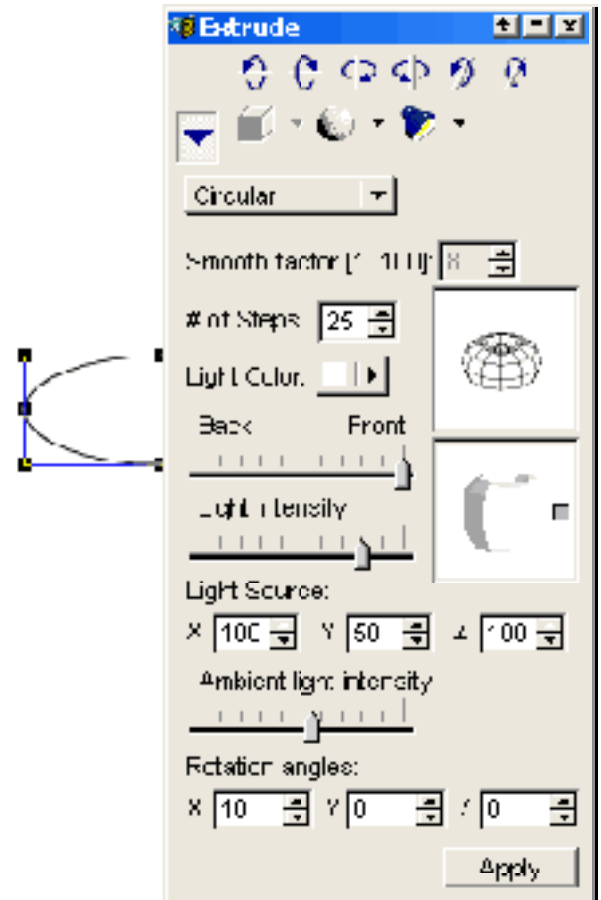
Now, select the oval and open the Extrude palette (Effect>Extrude...) from the menu bar and select Circular as the extrude type. Give it a smooth factor of 8 and enter 25 and the number of steps.

We want our disk to have a slight forward tilt to give it a realistic three dimensional appearance. To achieve this effect, we use Rotation Angles. Make X=10 and set Y and Z to 0.

Don't worry about the Light Color or Light Source settings at this time.

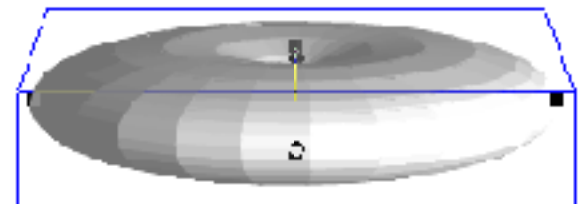
When you are done press Apply to extrude your disk.

Note: Adding additional smoothing or steps will add more lines to your final wireframe object.

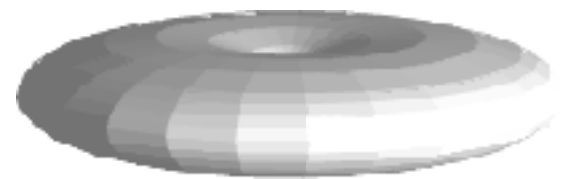


Your extruded disk should look like the example on the right.

To get your extruded disk out of extrusion edit mode press the Escape key.



Disk in extrusion edit mode

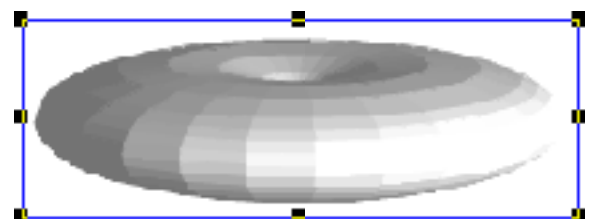


Extruded disk

Step 3

Converting to Paths

Before we make our disk into a wireframe we must first convert it into a path. To do this, first you must select the extruded disk you just created in the previous step. Then select Object>Path>Convert to Paths from the menu bar.



Creating Wireframe Extrusions (Continued)

Step 4

Revealing the Wireframe



The final step is to reveal the wireframes by changing or removing the fill and pen ink.

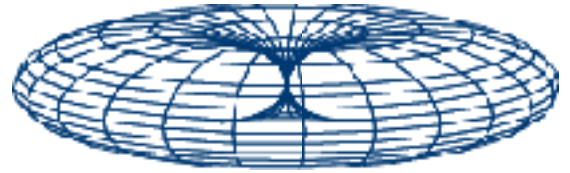
Changing the fill ink to white or any other color will give your wireframe a solid appearance. See example 1.

Removing the fill ink will give your wireframe a transparent look as in example 2.

Finally, select a pen ink that will contrast strongly with the background, we choose dark blue for our example.



Example 1. Wireframe disk with a white fill



Example 2. Wireframe disk with no fill

It was that easy. The following pages have more examples of these extrusion techniques using different shapes and settings.

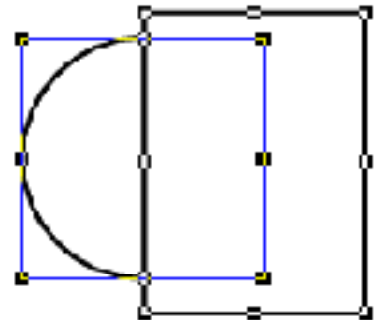
In this next example we will use the same techniques from the previous exercise to create a wireframe globe.

Step 1

Converting to Paths

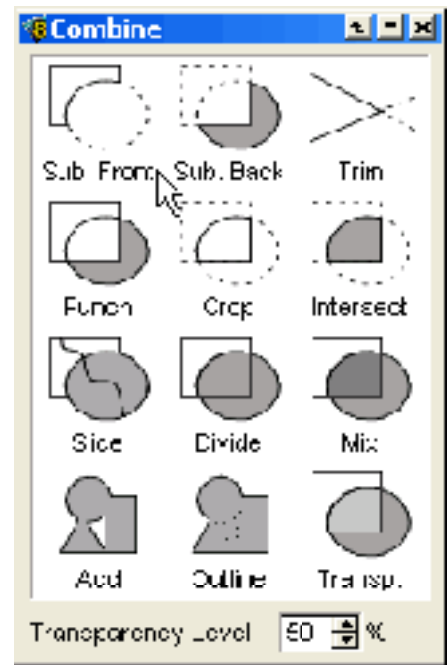


Our first step is to create a half circle to use in our extrusion. The easiest way to do this is to create a circle and a rectangle using the Oval and Rectangle tools from the Toolbox. Place the rectangle in front of the circle covering exactly half of it (see example on the right) and select them both.



Creating Wireframe Extrusions (Continued)

Now open the Combine palette (Effects>Combine) and choose Subtract Front. You will be left with a perfect half circle like the one below:



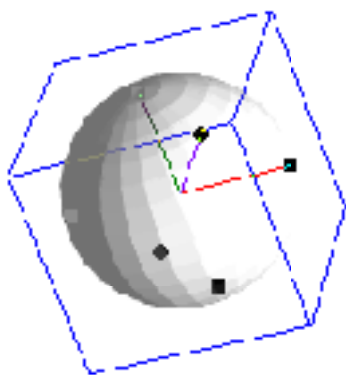
Step 2

Extruding

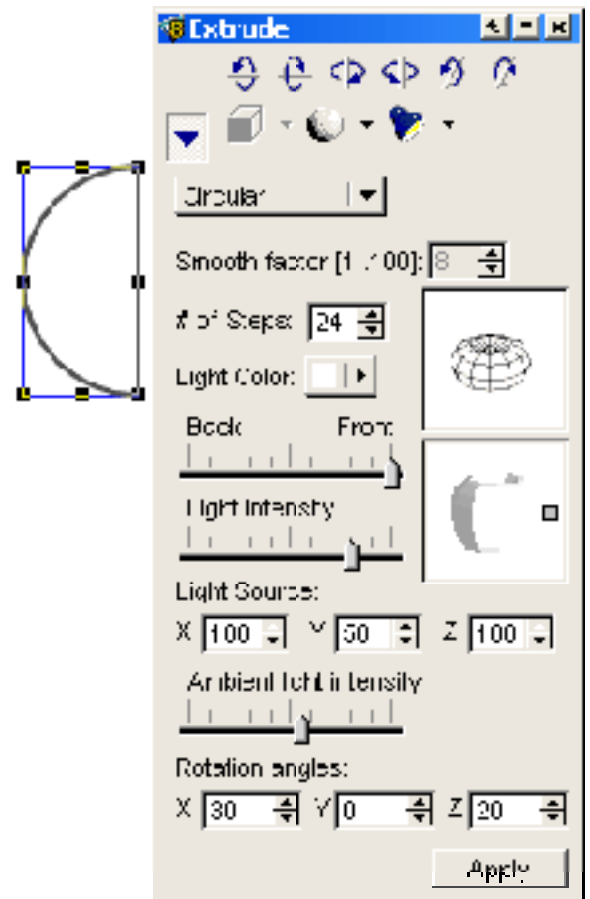
Now with the half circle still selected, open the Extrude palette and adjust the setting. Again we will use a circular extrusion with a smoothing factor of 8 and 25 step.

Set the rotation angles to your liking. We set X to 30 to give it a forward tilt and Z to 20 so that it also leans to the left.

When you have made the adjustment, press Apply.



Your extruded globe will look like this.

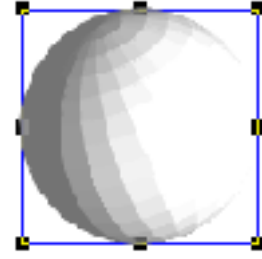


Creating Wireframe Extrusions (Continued)

Step 3

Converting to Paths

Now to make our globe into a wireframe, we must convert it into a path. Select the extruded globe you just created. Then, go to Object>Path>Convert to Paths in the menu bar.



Step 4

Revealing the Wireframe



The final step is to reveal the wireframes by changing or removing the fill and pen inks.

Changing the fill ink to white or any other color will give your wireframe a solid appearance.

Removing the fill ink will give your wireframe a transparent look.

Next, select a pen ink that will contrast strongly with the background. Then, you are done.



The completed wireframe globe

Creating Wireframe Extrusions (Continued)

In our final example, we will create a wireframe vortex using the extrude tool.

Step 1

Create a Path

First create a simple path using the Curve or Auto Curve Tool similar to the one on the right.



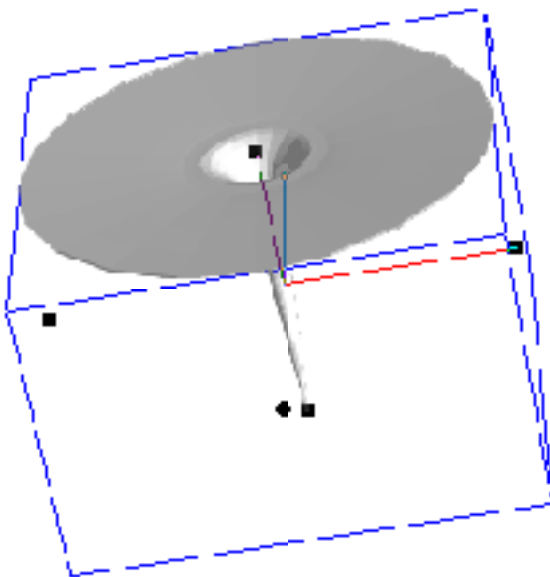
Step 2

Extruding

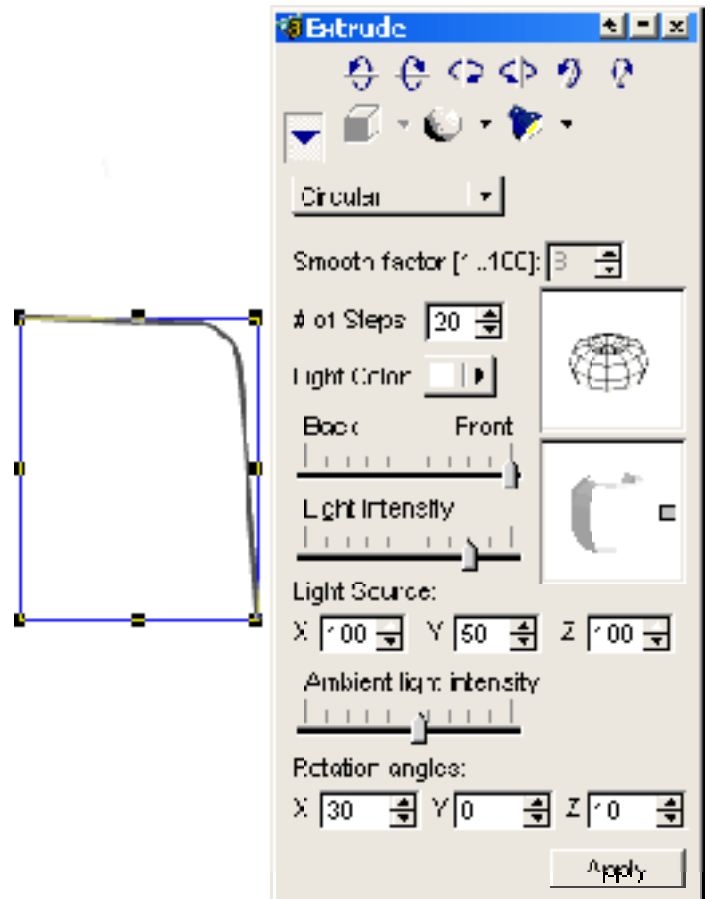
Next, open the Extrude palette and adjust the setting. We will use a circular extrusion with a smoothing factor of 8 and 20 step.

Set the rotation angles to your liking. We set X to 30 to give it a forward tilt and Z to 10 so that it also leans to the left.

When you have made the adjustment, press Apply.



Your extruded vortex will look like this

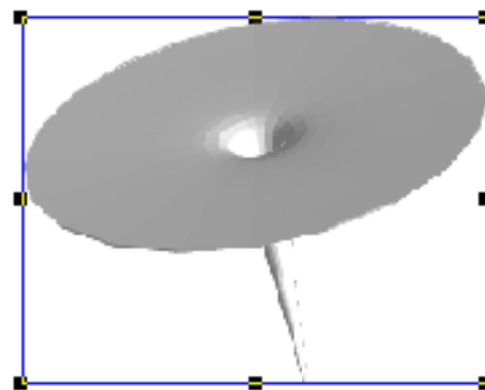


Creating Wireframe Extrusions (Continued)

Step 3

Converting to Paths

Now to make our vortex into a wireframe we must convert it into a path. Select the extruded object you just created. Then, go to Object>Path>Convert to Paths in the menu bar.



Step 4

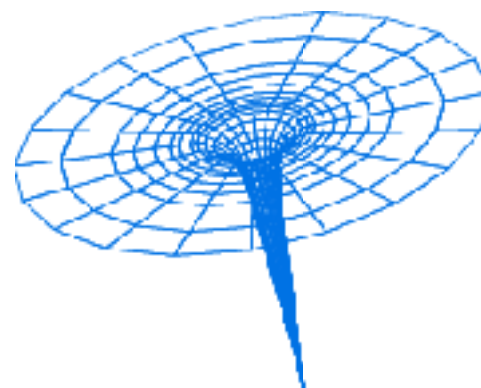
Revealing the Wireframe



The final step is to reveal the wireframes by changing or removing the fill and pen inks.

Remove the fill ink to give your wireframe a transparent appearance.

Finally select a pen ink that will contrast strongly with the background and you are done.



Final extruded wireframe vortex

There are many more possible designs and combinations using these techniques. We invite you to experiment with different inks, shapes, and extrusion settings.