



INTRODUCTION TO GRAPHICS

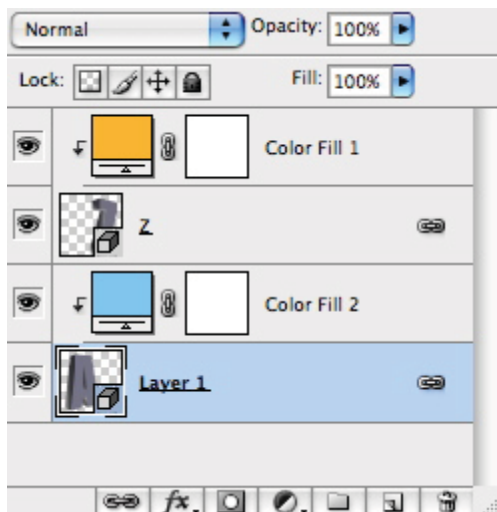
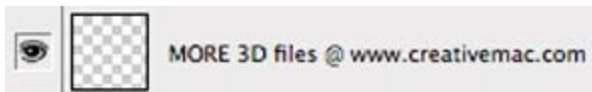
A to Z in Photoshop CS3e

Information Sheet No. PS601

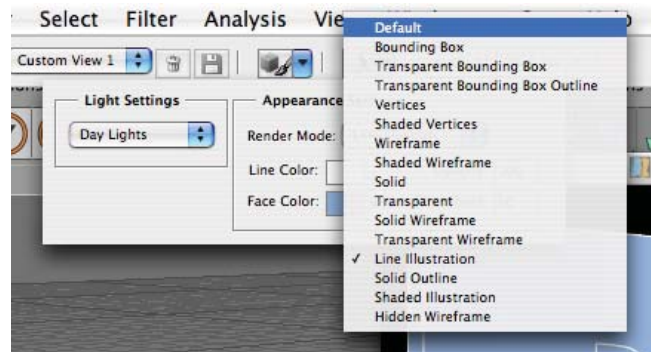
By Ko Maruyama

In Adobe's Photoshop CS3 Extended, you can now import several different kinds of 3D geometry. However, there are some things that 3D veterans will find are still missing in the CS3 extended software. On the other hand, 2D designers will be pleased to see many features.

The one thing that you might be excited to see when you open up Adobe's Photoshop CS3 extended is that you can now import several flavors of 3D models. What are these strange files? Well, for many 2D Photoshop users, the file formats are completely foreign. But there are many new opportunities for 2D design. For the 3D users who are already familiar with the 3D file types, Photoshop isn't a replacement for their software.

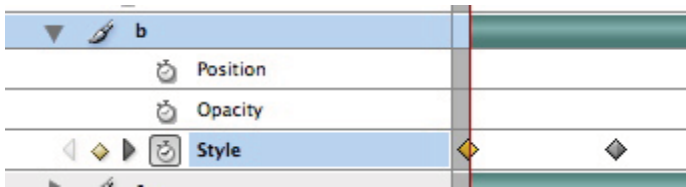


1. You can manipulate both the rotation, scale, and relationship to the camera camera for each 3D layer, but
2. Linked layers do not obey the same camera movement, but
3. Moving the cameras and objects around (3D Transformations) is really easy.





4. Unfortunately, you can't animate the 3D transformation properties of the 3D layers, but
5. You can animate other properties of the layers in Photoshop CS3 extended, including style properties.



You probably want a file to play around with, so you can experiment with the different 3D features.