

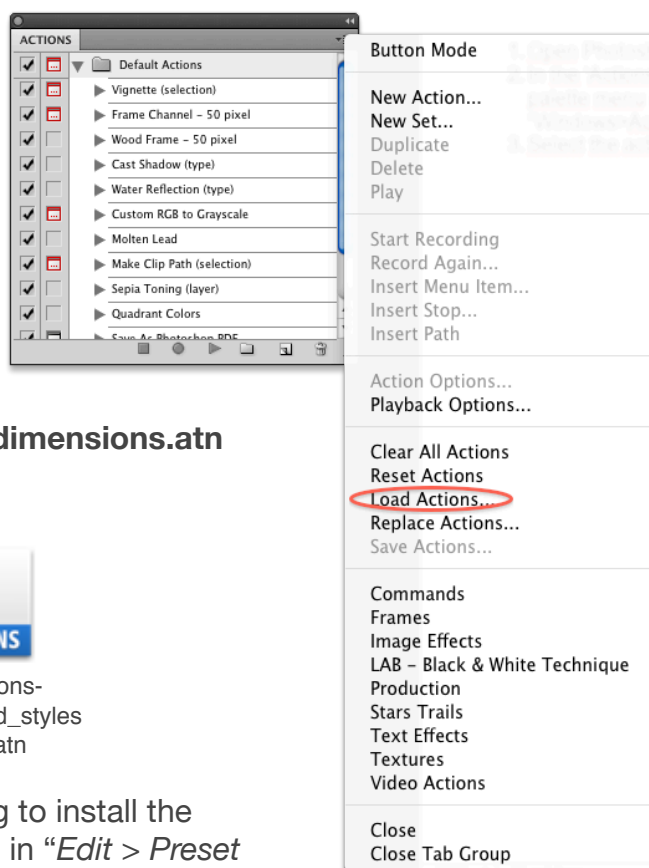
PREMIUM 3D STYLES

VOL 1

This a documentation for Dimensions, the photoshop action that makes everything become 3D. Thank you for buying this action.

Instalation

1. Open Photoshop
2. In the 'Actions' window of photoshop select "Load Actions..." from the Actions palette menu as shown below. **Note: If the action window isn't open select "Windows > Actions" from the menu bar.**



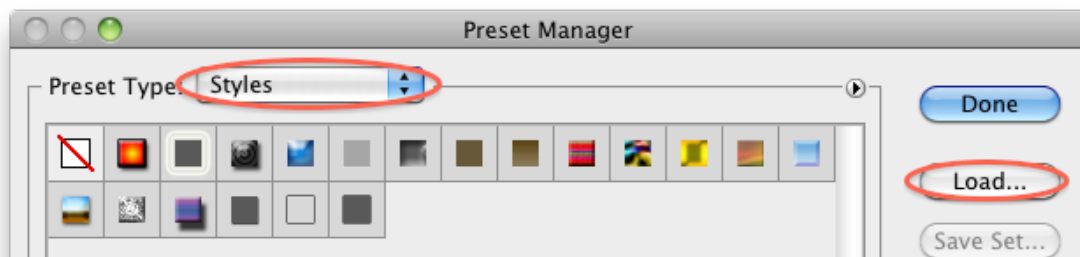
3. Select the action **dimensions.atn**



dimensions-
premium_3d_styles
_vol1.atn

4. Now we are going to install the styles. To do this go in "Edit > Preset Manager" and after select "Style" from the preset type.

5. Click on "Load..." and select the style **dimensions-basic-style.asl** and **dimensions-shadows.asl**



dimensions-
shadows.asl



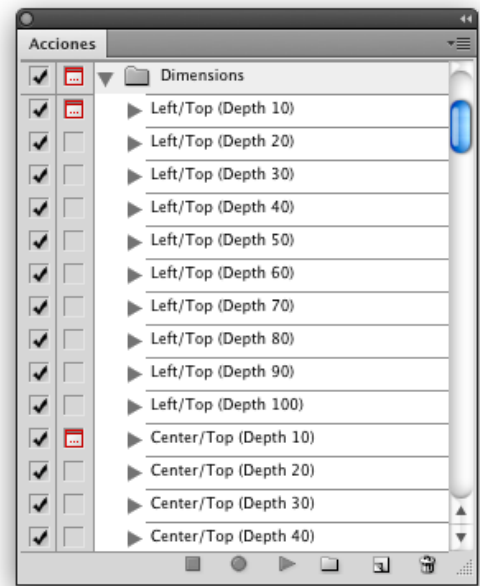
styles-
premium_3d_sty
les_vol1.asl

Usage

Each action that indicates a direction will generate a 3D object in each selected layer in the chosen direction. For example, *Left/Top* will generate a 3D object with the vanishing point above and to the left.




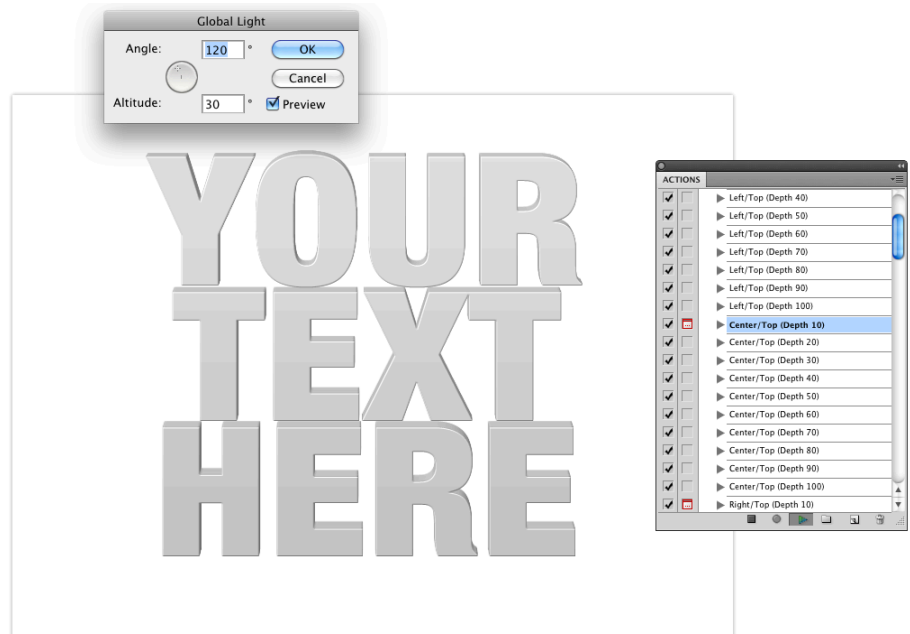
Each action which indicates a depth will generate a 3D object in each selected layer in the depth selected. For example, *Left/Center (Depth 50)* will generate a 3D object with the vanishing point in the center and to the left, with a depth of 50pt.



It's advisable to use *Dimensions* in a new document with at least 1 background layer. This will avoid problems in the working of the action.

Let's see a basic example:

1. Create a new document in Photoshop that's 800x600 at 72dpi.
2. Select *Type tools* , create a square on the art board, write a text and accept it.
3. From the action panel, select the direction and depth wanted. Then double click on the chosen action. In the example I have used **Center/Top (Depth 30)**
4. A few seconds after generating the 3D object, the window *Global Light* will appear. Choose the desired light and accept.



Note: If you want to make changes, this can be done in *Smart Object*. To do this double click on the "front" layer and modify the contents.

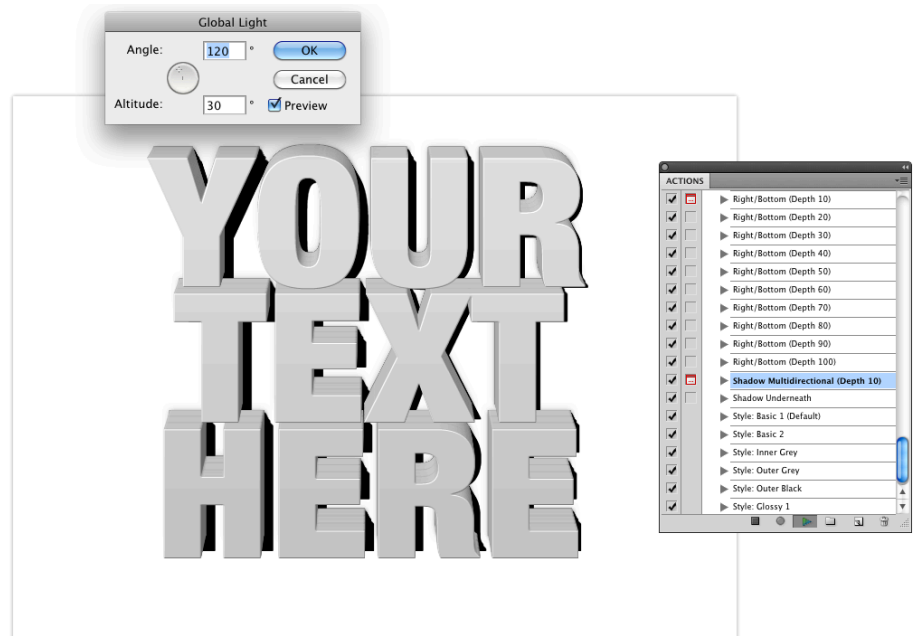
Note 2: If a depth of more than 10pt is chosen the action will continue generating the 3D object for a few seconds afterwards.

Now let's see how to apply shadow.

You can choose between Multidirectional Shadow or Underneath Shadow. Multidirectional Shadow adapts to the changes that you make in Smart Object. The Underneath Shadow doesn't allow for the changes made in *Smart Object*. Because of this, it's advisable to apply these shadows at the end of the process.

An example of Multidirectional Shadow use.

1. Once the 3D object is generated, double click on the action **Shadow: Multidirectional (Depth 20)**.
2. The window *Global Light* will appear. Choose the desired light and accept.



An example of Underneath Shadow use.

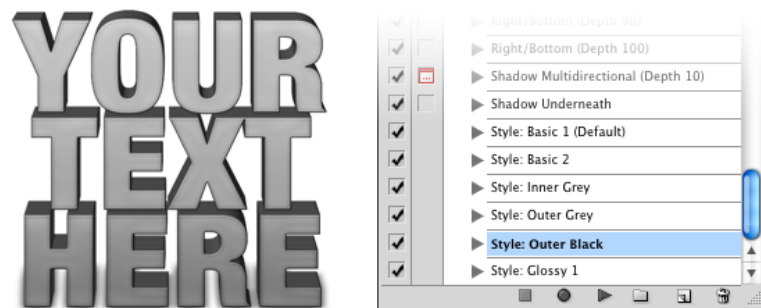
1. Once the 3D object is generated, double click on the action "Shadow: Underneath"



Dimensions includes some basic styles for any design which are easy to apply.

An example of how to apply different styles.

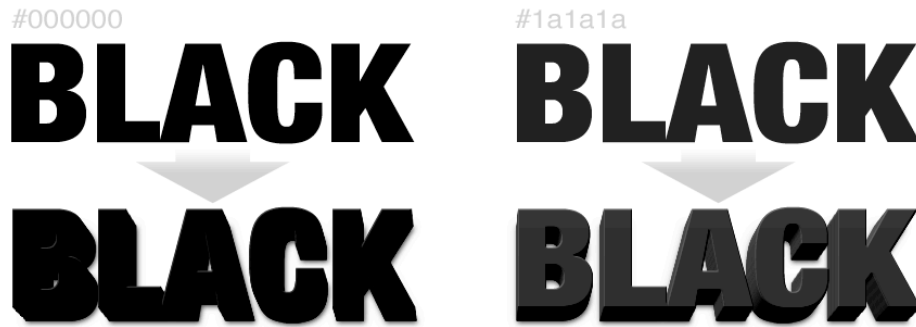
1. Once the 3D object is generated, select the style desired. In the example, I have used **Style: Inner Grey**
2. And that's that! If you want to change the style again, you simply just choose another style!



FAQ

Q: When I use the color white (#FFFFFF) or black (#000000) why can't the 3D image be seen clearly?

R: Black and white are absolute colors. This means that when *Dimensions* applies light and shadow nothing can be seen. To fix this it's better to use a medium tone, for example instead of white, use a very light gray (#e5e5e5) and instead of black use a dark gray (#1a1a1a)



Q: When I create a 3D image, the result is disastrous, the layers are all out of order. Why?

If you are using *Dimensions* in a document with other layers, this will cause problems with *Dimensions*. The best thing to do is use the action in a new document and later duplicate the object in the desired document.