

3D Photoshop: Imagine, Model, Create



3D Photoshop: Imagine. Model. Create. by Steve Caplin

★★★★☆ 4.4 out of 5

Language : English

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Enhanced typesetting : Enabled

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Screen Reader : Supported



The Ultimate Guide to 3D Design in Photoshop

Chapter 1: to 3D in Photoshop

In this chapter, you'll learn the basics of 3D in Photoshop. You'll learn how to create and edit 3D objects, scenes, and animations. You'll also learn about the different types of 3D files and how to import and export them into Photoshop.



1. Creating a new 3D document
2. Importing 3D models
3. Editing 3D objects
4. Creating 3D scenes
5. Animating 3D objects
6. Exporting 3D files

Chapter 2: Modeling in Photoshop

In this chapter, you'll learn how to create and edit 3D models in Photoshop. You'll learn how to use the different modeling tools to create complex shapes and objects. You'll also learn how to texture and paint your models to give them a realistic appearance.



Figure 2: A 3D model of a human head created in Photoshop

- The different types of modeling tools
- How to create and edit 3D shapes
- How to texture and paint 3D models

- How to create realistic materials
- How to optimize 3D models for 3D printing

Chapter 3: Creating 3D Scenes

In this chapter, you'll learn how to create and edit 3D scenes in Photoshop. You'll learn how to add lights, cameras, and other objects to your scene. You'll also learn how to create and animate 3D effects.



- The different types of lights
- How to create and edit lights
- The different types of cameras
- How to create and edit cameras

How to add other objects to your scene

How to create and animate 3D effects

How to render your scene

Chapter 4: Animating in Photoshop

In this chapter, you'll learn how to animate 3D objects in Photoshop. You'll learn how to create timelines, keyframes, and animations. You'll also learn how to use Photoshop's animation tools to create complex animations.



Figure 4: A 3D animation of a car driving created in Photoshop

The different types of animations

- Timeline animations
- Keyframe animations
- Motion path animations

- Puppet animations

How to create and edit animations

- Creating timelines
- Adding keyframes
- Creating and editing motion paths
- Using puppet animations

How to export animations

- Exporting to video
- Exporting to GIF
- Exporting to HTML5

In this book, you've learned the basics of 3D design in Photoshop. You've learned how to create and edit 3D objects, scenes, and animations. You've also learned about the different types of 3D files and how to import and export them into Photoshop.

Now that you've finished this book, you have the skills you need to create your own 3D designs. So go forth and create something amazing!

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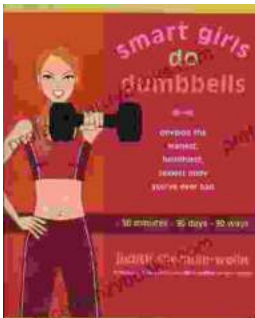
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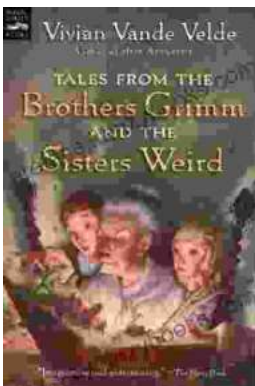


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