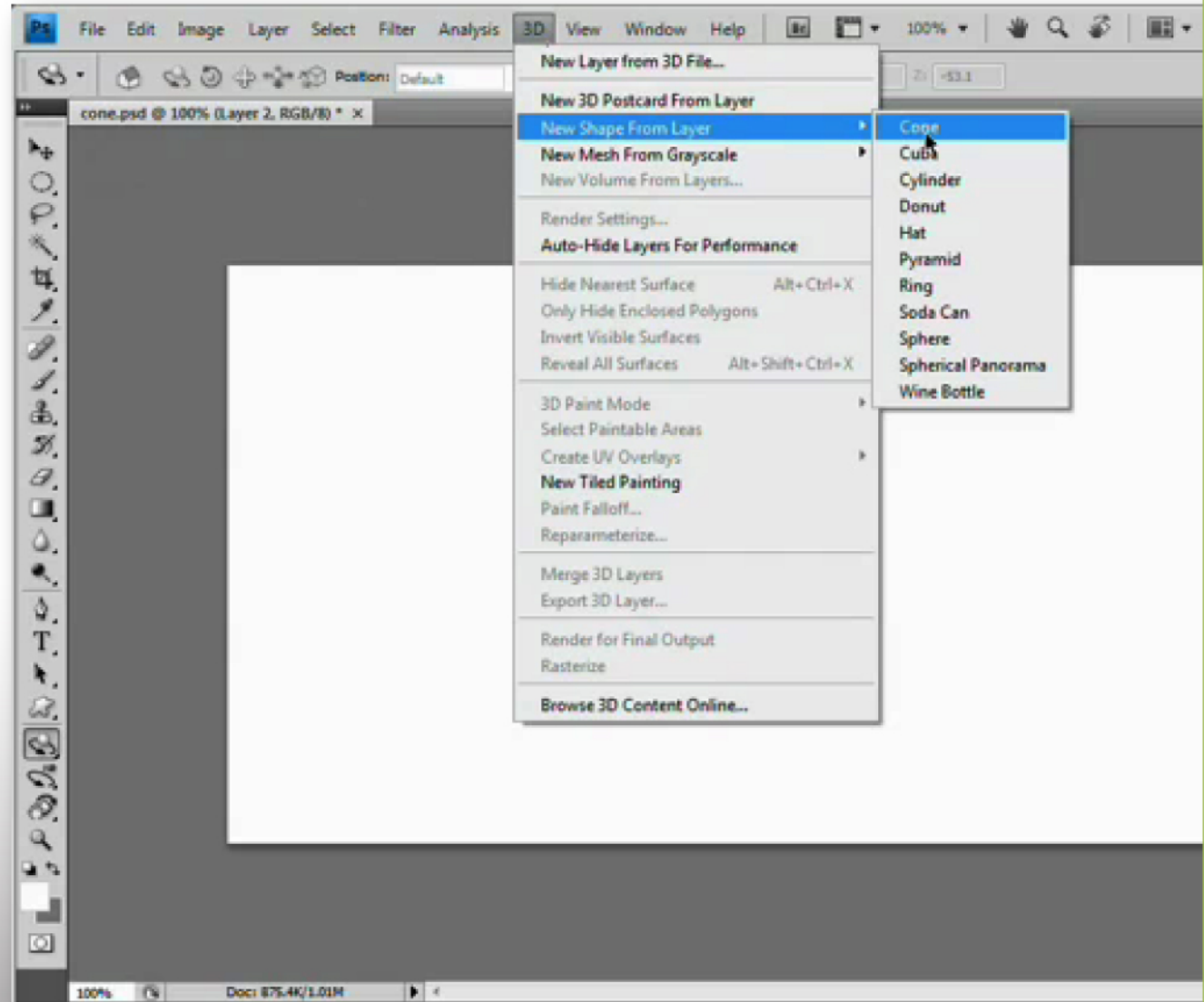# Creating a 3D object

Start by opening a new document with a white background.

Select 3D ➔ New Shape From Layer ➔Cone

Note the other 3D shapes available in the "New Shape From Layer" Menu.

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The shape uses the artwork on the layer to produce the 3D object. In this case the white background is applied as the skin of the cone.
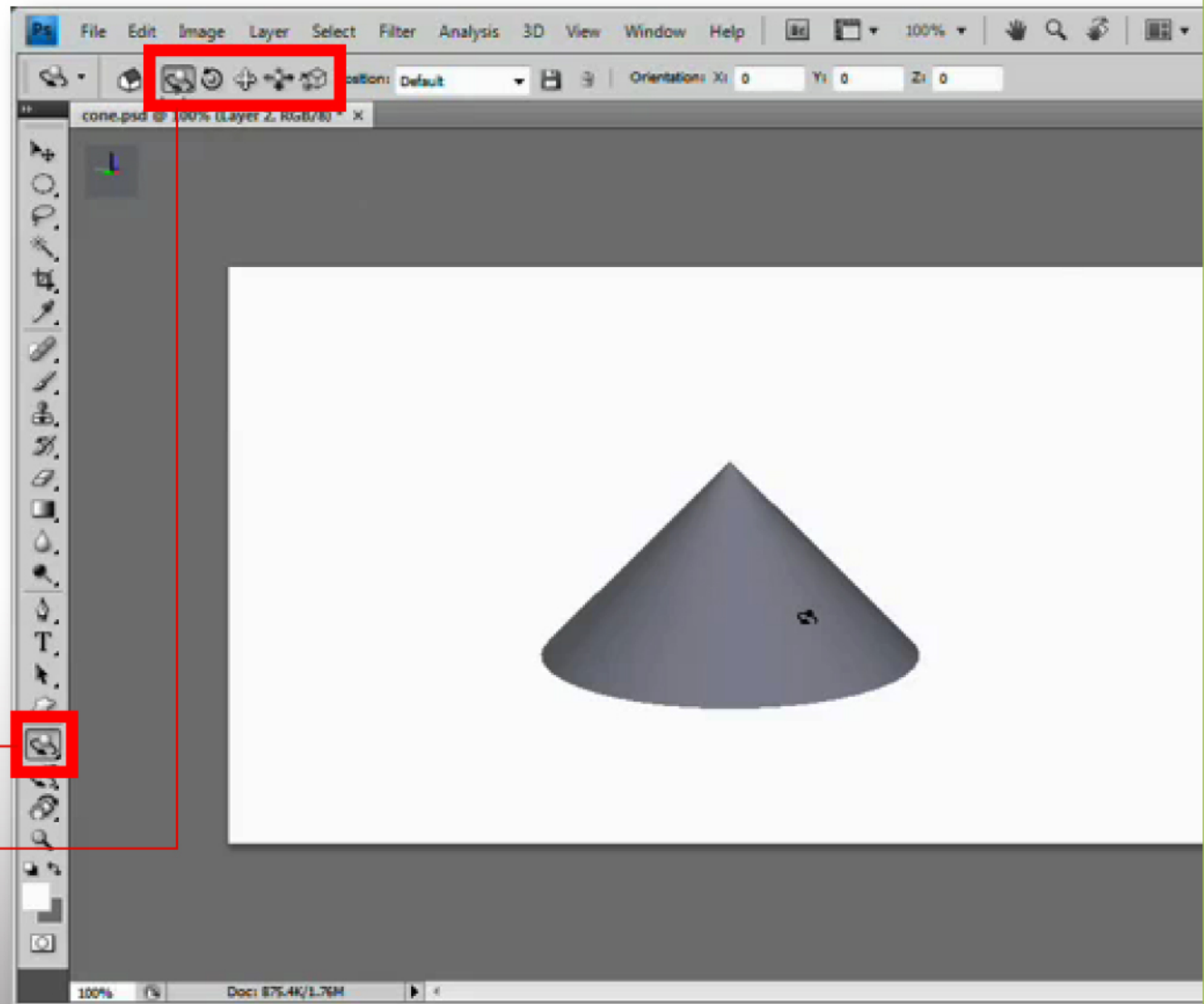
To manipulate the cone.

Select

This will bring up a sub-menu

Select one of these options to rotate, stretch, size, and position the object.

Click a drag over 3D object.
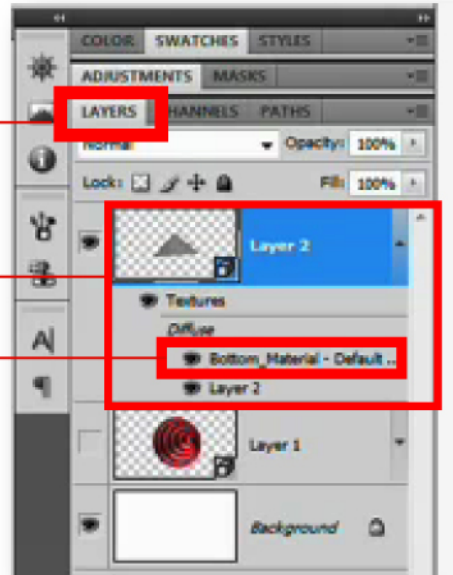
prepared by Ryan Hanser for T. Purdy

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To apply graphics/textures to the surface of the cone.

Select the Layers palette on the right side of the workspace.

Locate the Layer with the cone and its sublayers. The sub-layers represent the bottom and top surface of the cone
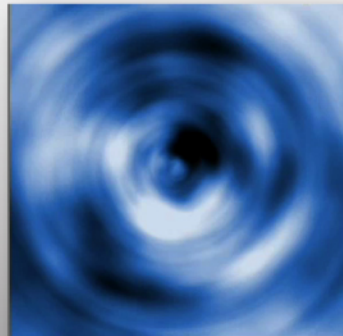
Double Click
Bottom_Material - Default Texture

A blank window will pop-up in a new tab. Cut/paste or create the graphic you want apply to the bottom surface of the cone in the new window
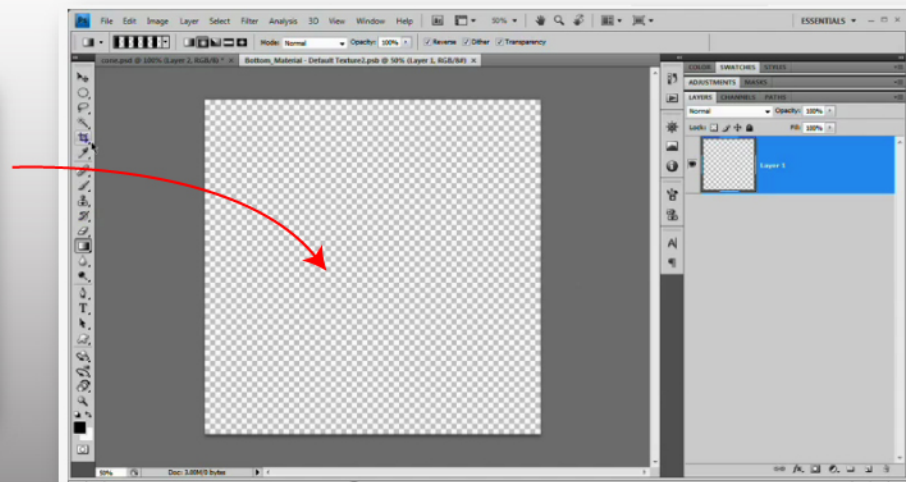
Ctl-S to save

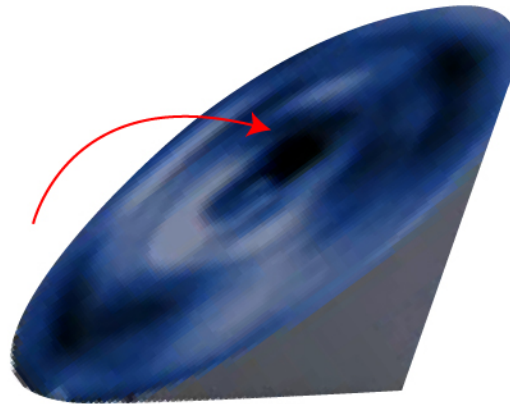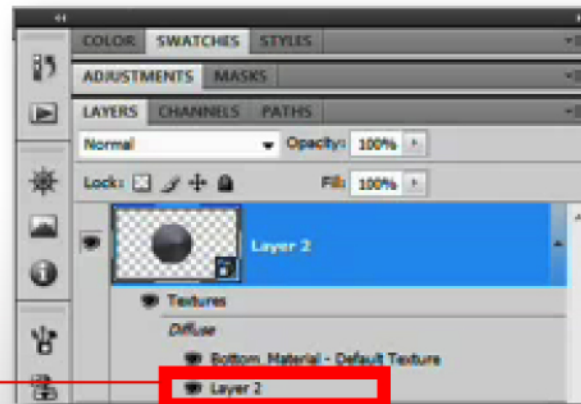Ctl-W to close the window.

Sample texture

Your original shape will have
the graphic applied to the
bottom surface

Rotate the cone to view.

To apply a texture to the
upper surface of the cone
access the layer palette and
double click the second
Sub layer.

Follow the same steps you
used to apply the graphic to
the bottom of the cone.

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