File Edit Image Layer Type Select Filter 3D View Window Help

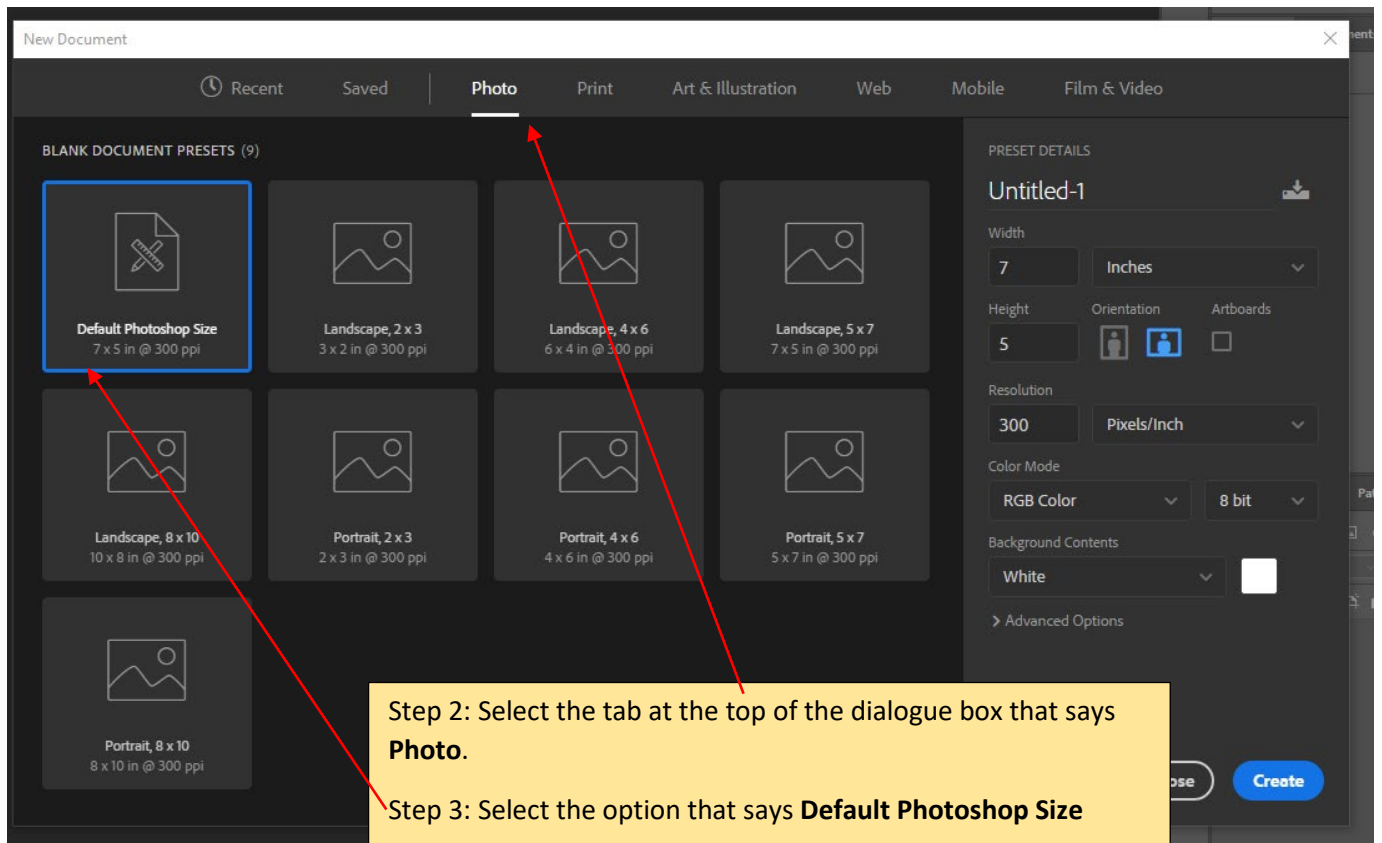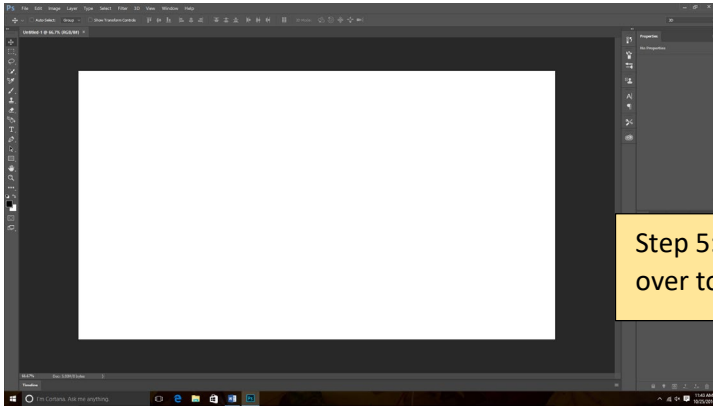| New... | Ctrl+N |
Open...	Ctrl+O
Browse in Bridge...	Alt+Ctrl+O
Open As...	Alt+Shift+Ctrl+O
Open as Smart Object...	
Open Recent	▶
Close	Ctrl+W
Close All	Alt+Ctrl+W
Close and Go to Bridge...	Shift+Ctrl+W
Save	
Save As...	

Step 1: Open a NEW DOCUMENT in Photoshop.

*Note: **DO NOT** open your Illustrator in Photoshop. We will be **PLACING** it in the next step.*

New Document

Recent   Saved | **Photo**   Print   Art & Illustration   Web   Mobile   Film & Video

BLANK DOCUMENT PRESETS (9)

Default Photoshop Size
7 x 5 in @ 300 ppi

Landscape, 2 x 3
3 x 2 in @ 300 ppi

Landscape, 4 x 6
6 x 4 in @ 300 ppi

Landscape, 5 x 7
7 x 5 in @ 300 ppi

Landscape, 8 x 10
10 x 8 in @ 300 ppi

Portrait, 2 x 3
2 x 3 in @ 300 ppi

Portrait, 4 x 6
4 x 6 in @ 300 ppi

Portrait, 5 x 7
5 x 7 in @ 300 ppi

Portrait, 8 x 10
8 x 10 in @ 300 ppi

PRESET DETAILS

Untitled-1

Width
7   Inches

Height   Orientation   Artboards
5

Resolution
300   Pixels/Inch

Color Mode
RGB Color   8 bit

Background Contents
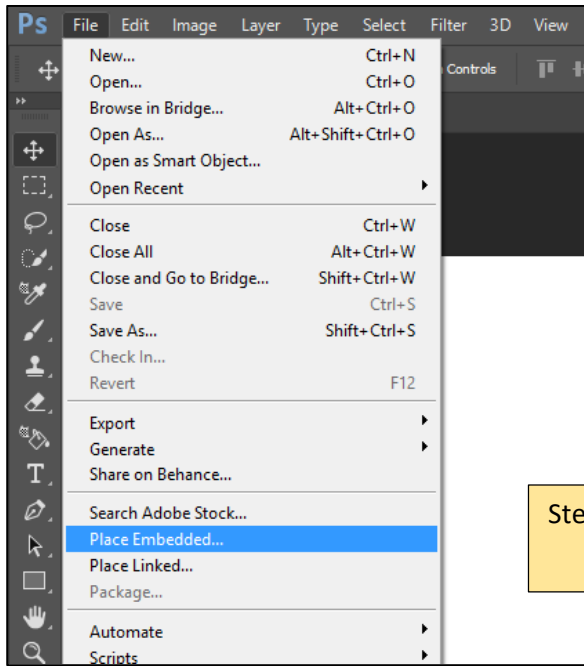White

> Advanced Options

Step 2: Select the tab at the top of the dialogue box that says **Photo**.

Step 3: Select the option that says **Default Photoshop Size**

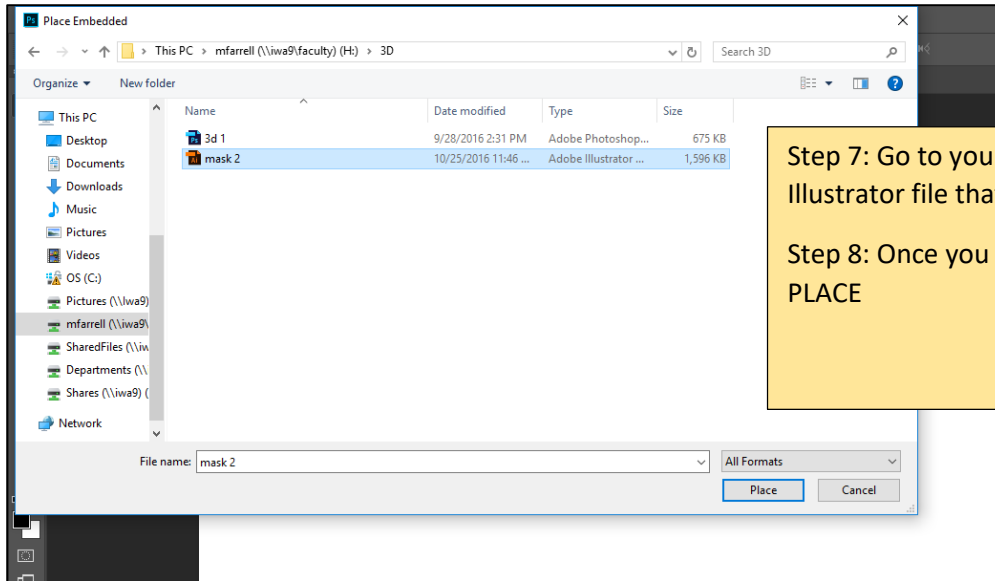Step 4: Name your document and then select **Create**

Step 5: Once you see a blank document, hover over to FILE

Ps	File	Edit	Image	Layer	Type	Select	Filter	3D	View

New...	Ctrl+N	
Open...	Ctrl+O	
Browse in Bridge...	Alt+Ctrl+O	
Open As...	Alt+Shift+Ctrl+O	
Open as Smart Object...		
Open Recent	▶	
Close	Ctrl+W	
Close All	Alt+Ctrl+W	
Close and Go to Bridge...	Shift+Ctrl+W	
Save	Ctrl+S	
Save As...	Shift+Ctrl+S	
Check In...		
Revert	F12	
Export	▶	
Generate	▶	
Share on Behance...		
Search Adobe Stock...		
Place Embedded...		
Place Linked...		
Package...		
Automate	▶	
Scripts	▶	

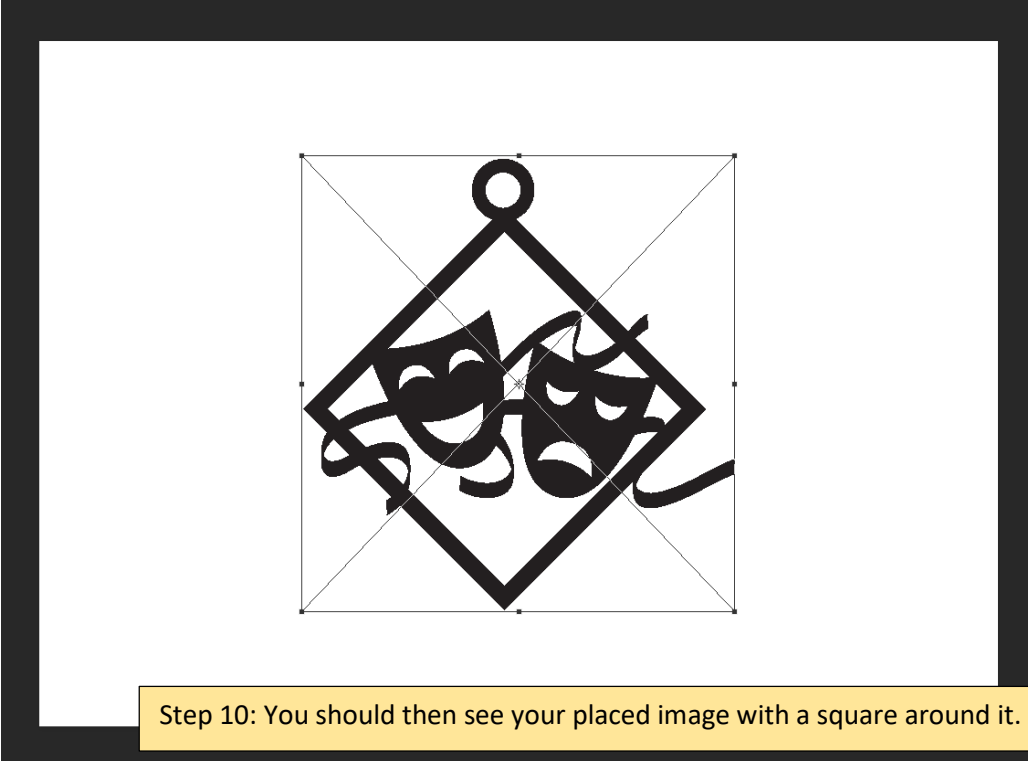Step 6: Click PLACE EMBEDDED

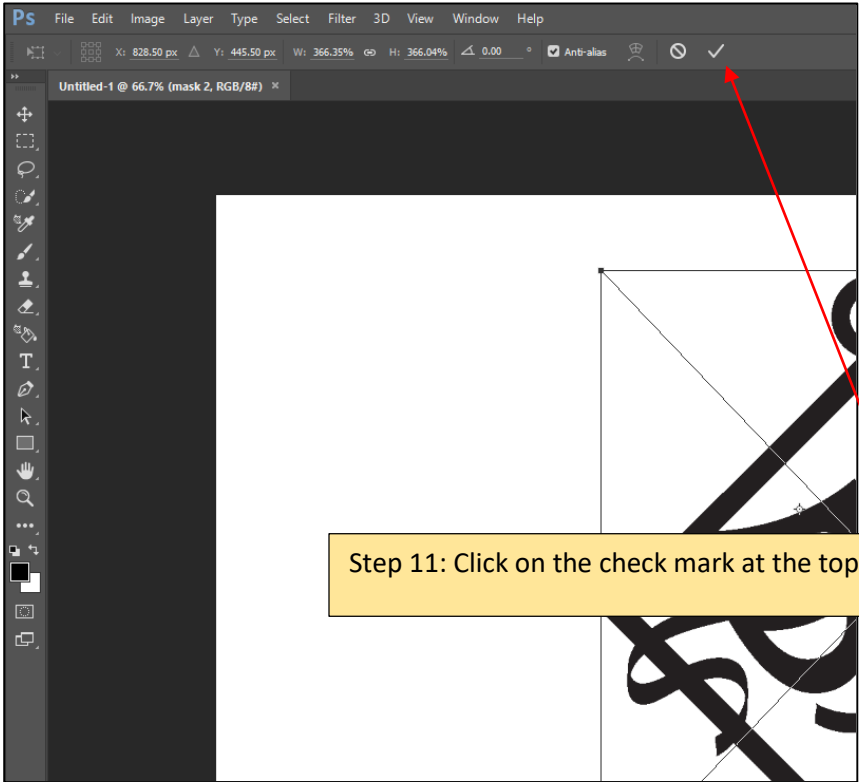**Step 7:** Go to your H Drive and find the Illustrator file that you created.

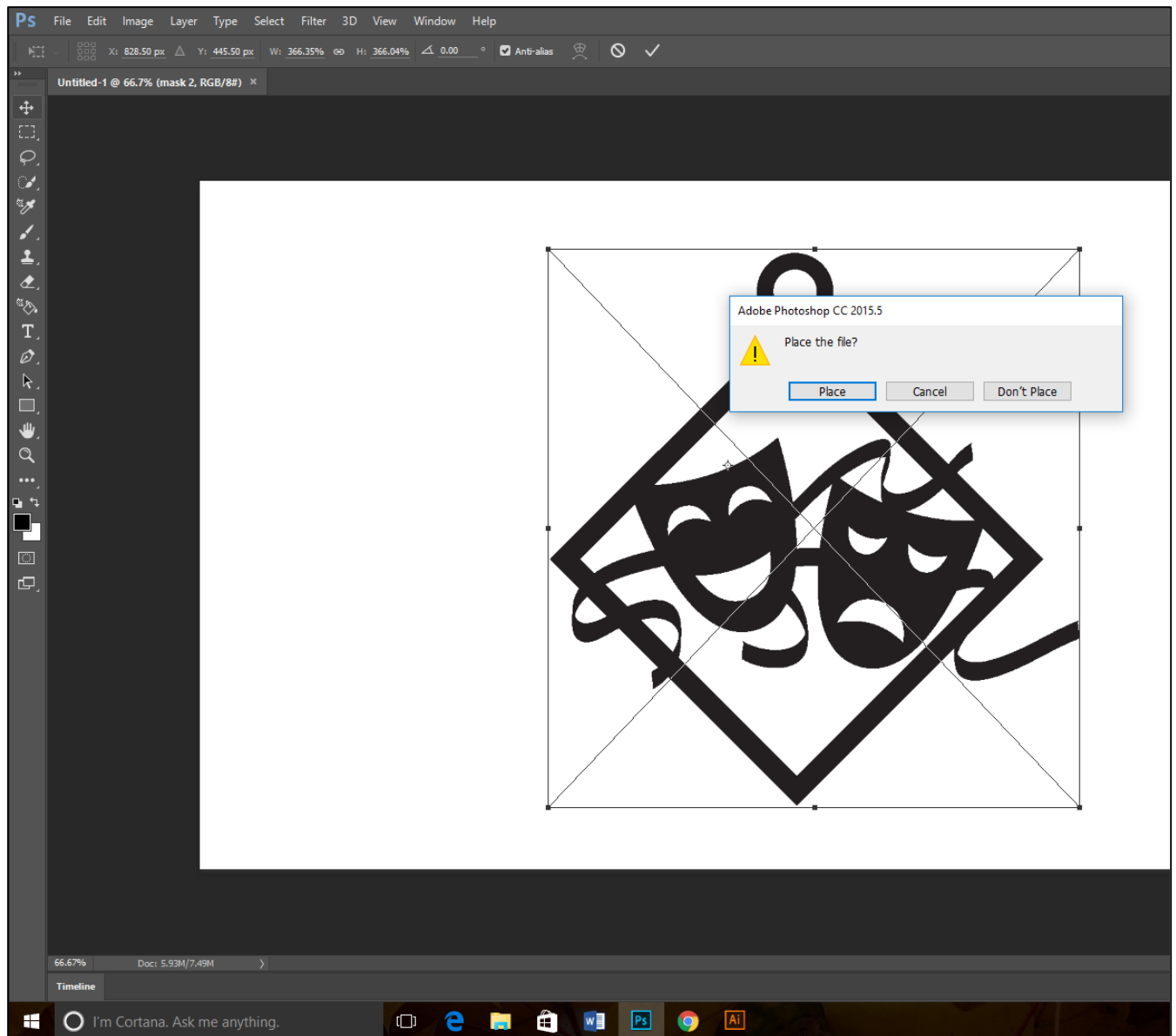**Step 8:** Once you find it, select it then click PLACE
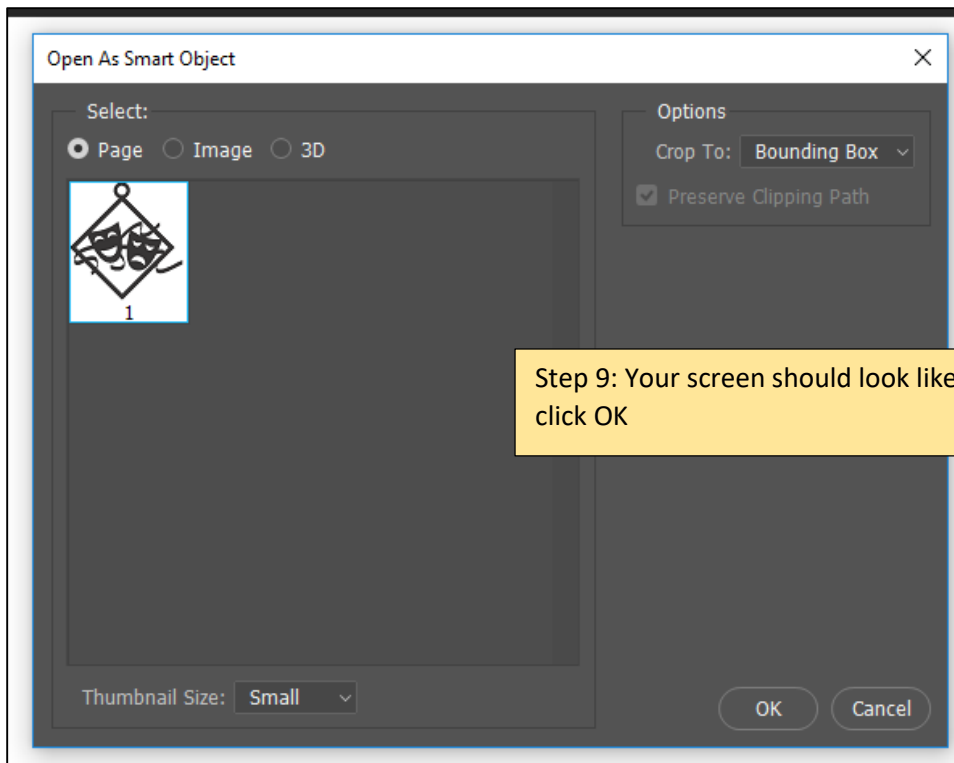
Step 9: Your screen should look like this. If so, click OK

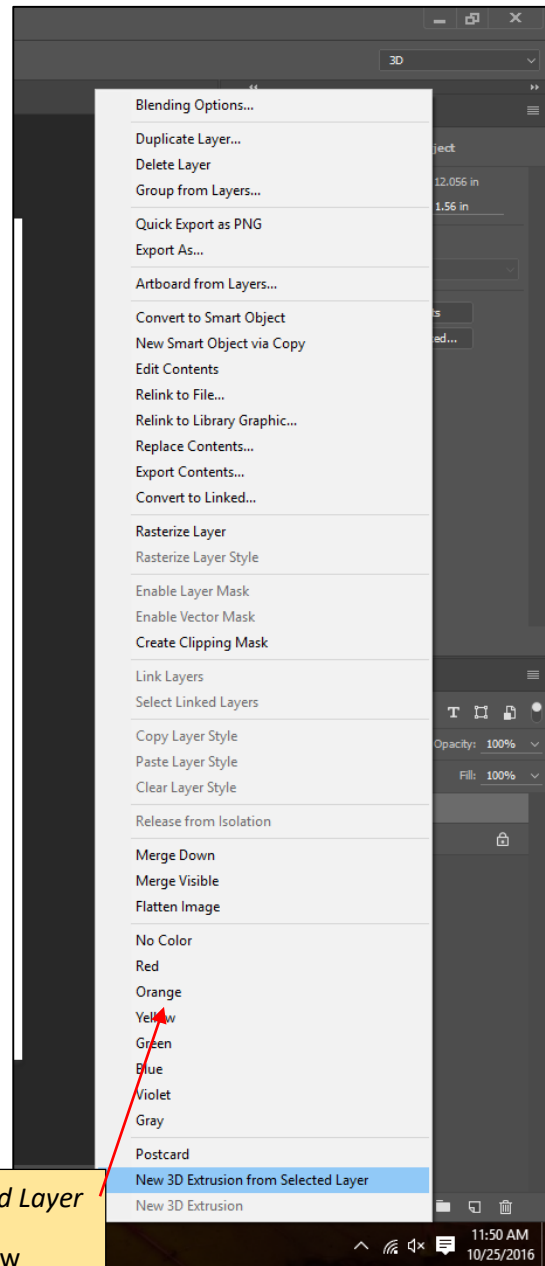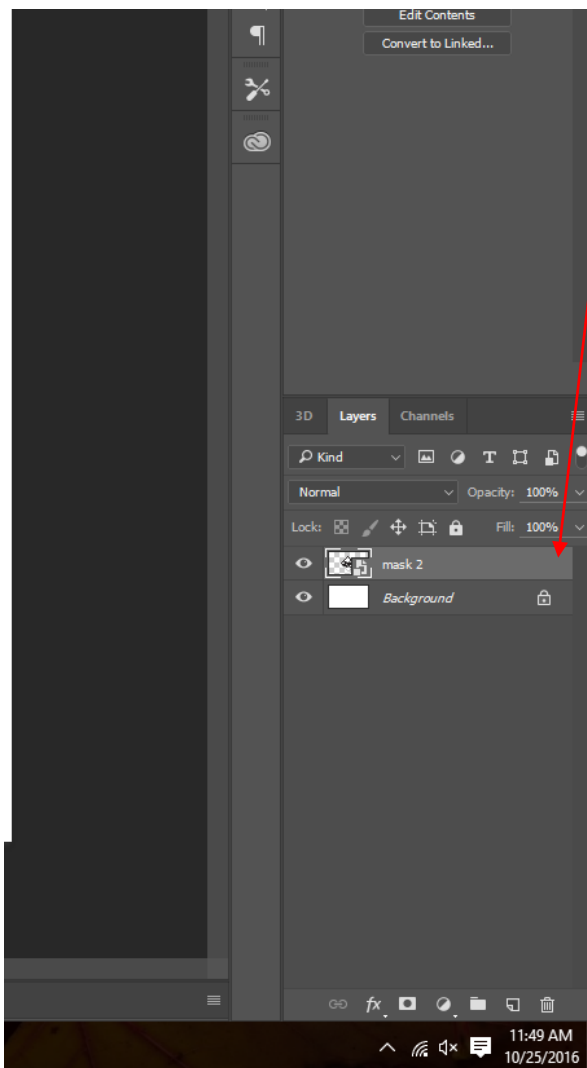Step 10: You should then see your placed image with a square around it.

Step 11: Click on the check mark at the top.

Step 12: Your screen should look like this. If so, click PLACE

Step 13: Hover over to the layers panel on the right, make sure it is selected.
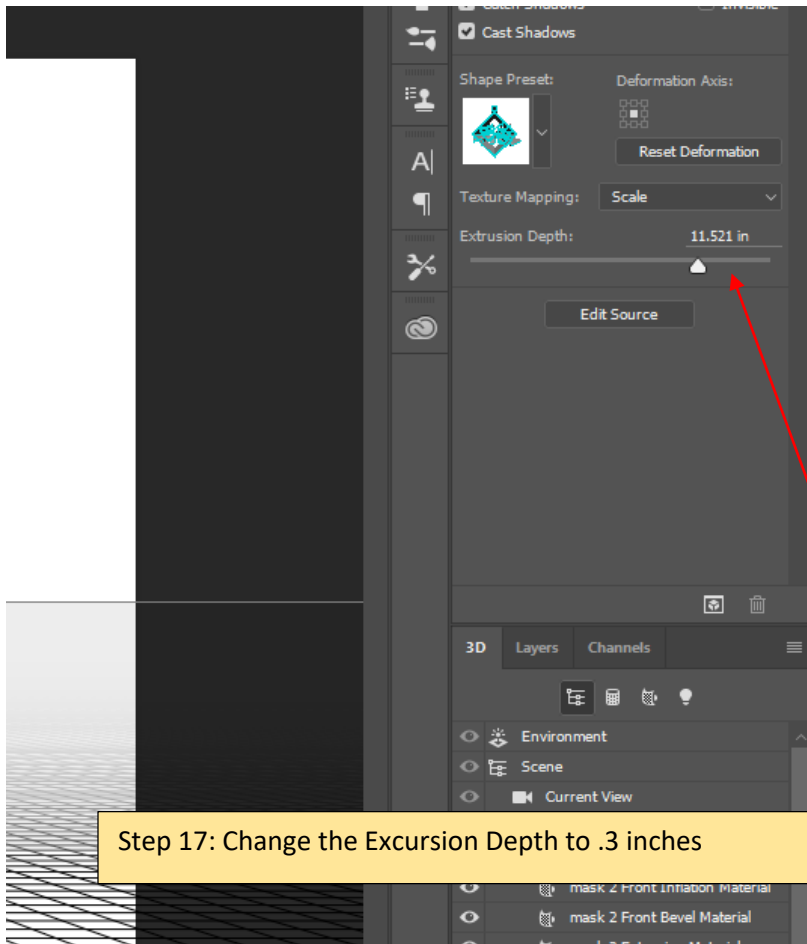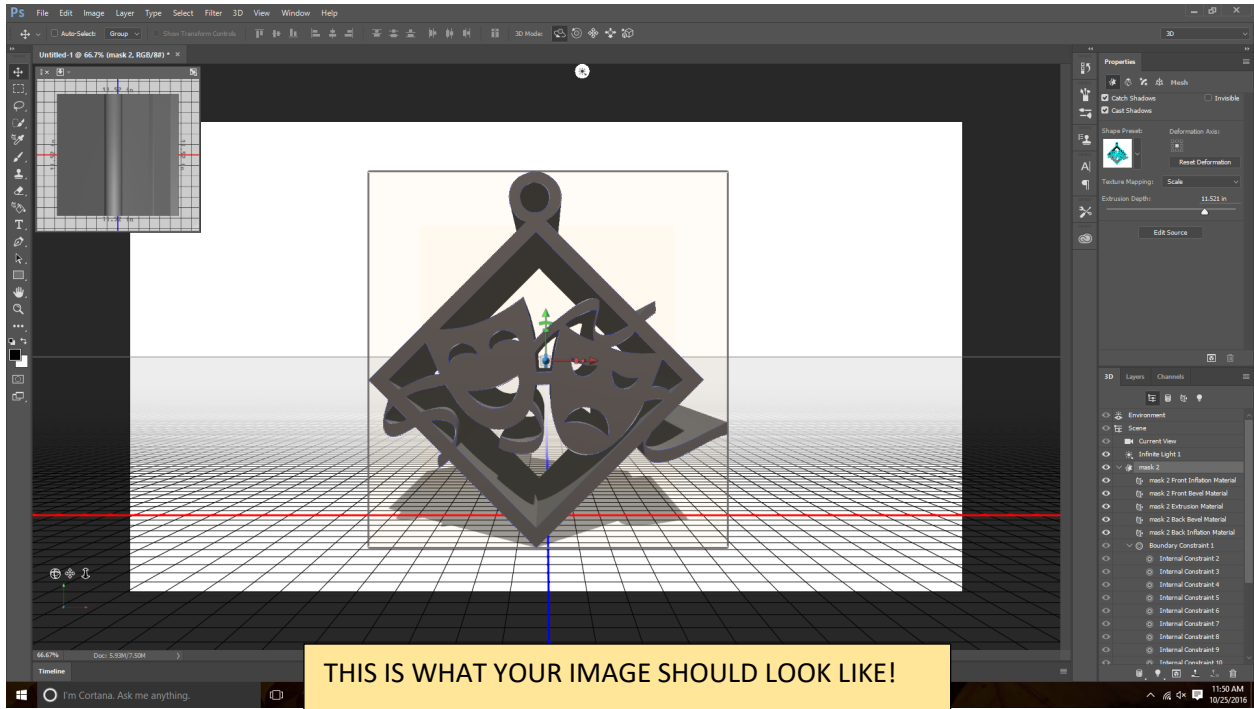
Step 14: Right click on the panel that your image is in (mine is highlighted in the grey right now)

Step 15: Select *New 3D Extrusion from Selected Layer*

Step 16: It may ask you if you would like to view image in 3D Layer, if it asks you this, select YES

(If it automatically creates a 3D Layer, go to step 17)

THIS IS WHAT YOUR IMAGE SHOULD LOOK LIKE!

Cast Shadows

Shape Preset: Deformation Axis:

Reset Deformation

Texture Mapping: Scale

Extrusion Depth: 11.521 in

Edit Source

3D   Layers   Channels

Environment
Scene
Current View

mask 2 Front Inflation Material
mask 2 Front Bevel Material
mask 2 Extrusion Material

Step 17: Change the Excursion Depth to .3 inches

Properties

Coordinates

Units: Inch[es]

☐ Show 3D Dimensions On Canvas

	X:	0	X:	0°	X:	11.52
	Y:	6.02	Y:	0°	Y:	12.04
	Z:	5.41	Z:	0°	Z:	0.5

Reset Coordinates

Move To Ground

Step 18: Click on the Coordinates tab

3D   Layers   Channels

Properties

Coordinates

Units: Inches

☐ Show 3D Dimensions On Canvas

	X:	0	X:	90	X:	11.52
	Y:	6.02	Y:	0°	X Rotation Angle	
	Z:	5.41	Z:	0°	Z:	0.5

Reset Coordinates

Move To Ground

Step 19: Change the X rotation angle from 0 degrees to 90 degrees

This will rotate the image so that we will eventually lay it flat before printing.

Step 20: Next, click on the "Scene" tab
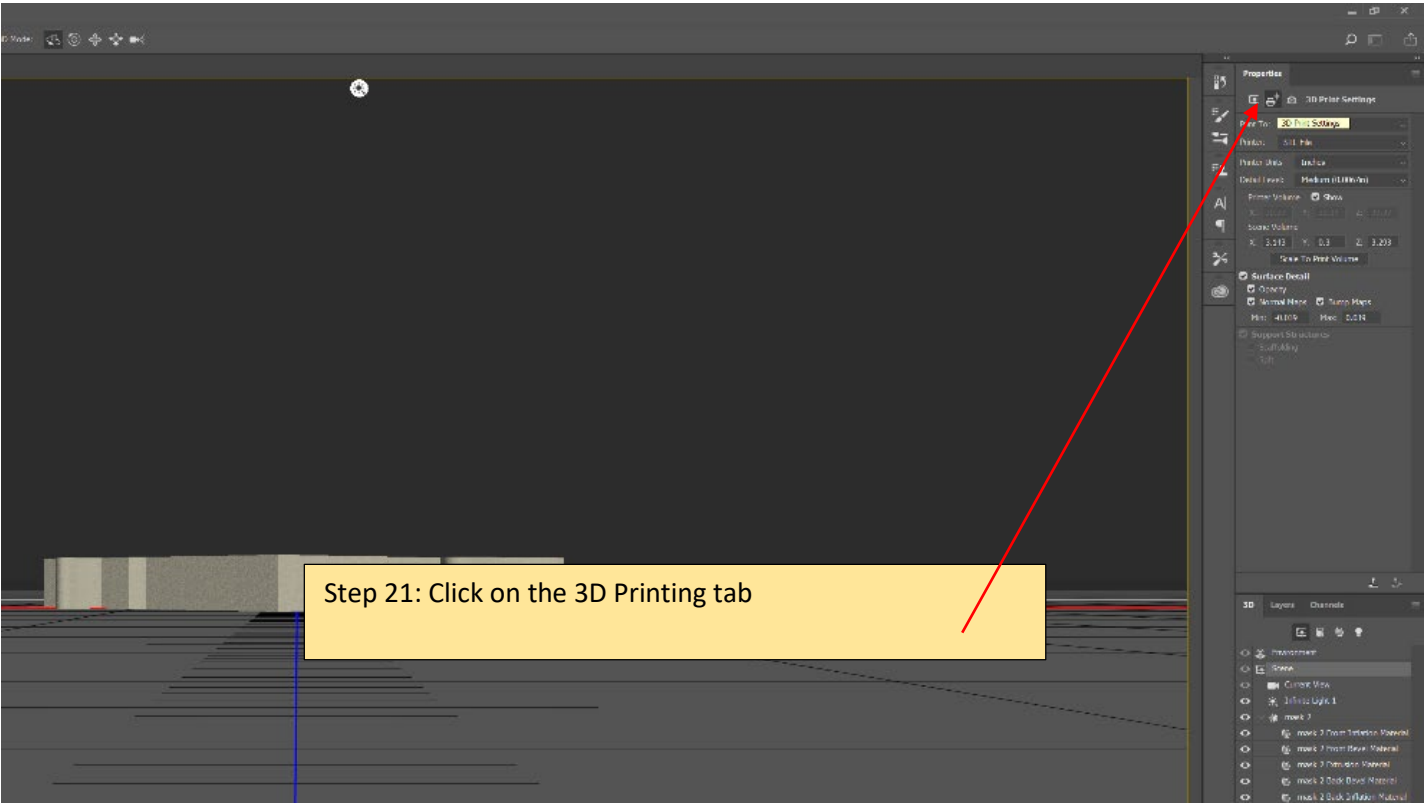
Step 21: Click on the 3D Printing tab

YOUR IMAGE SHOULD LOOK LIKE THIS!

Step 22: Click on the 3D tab on the top

Step 23: Select *3D Print*

This step could take up to 3 times to complete

Step 22: When you get to this image, click EXPORT

Step 23: You should be directed to a **Save As** page. Save this document with your LAST NAME and a one-word description of your 3D object. Also, make sure that it is a .stl file

Example: Farrell Mask

Step 24: Click **SAVE**