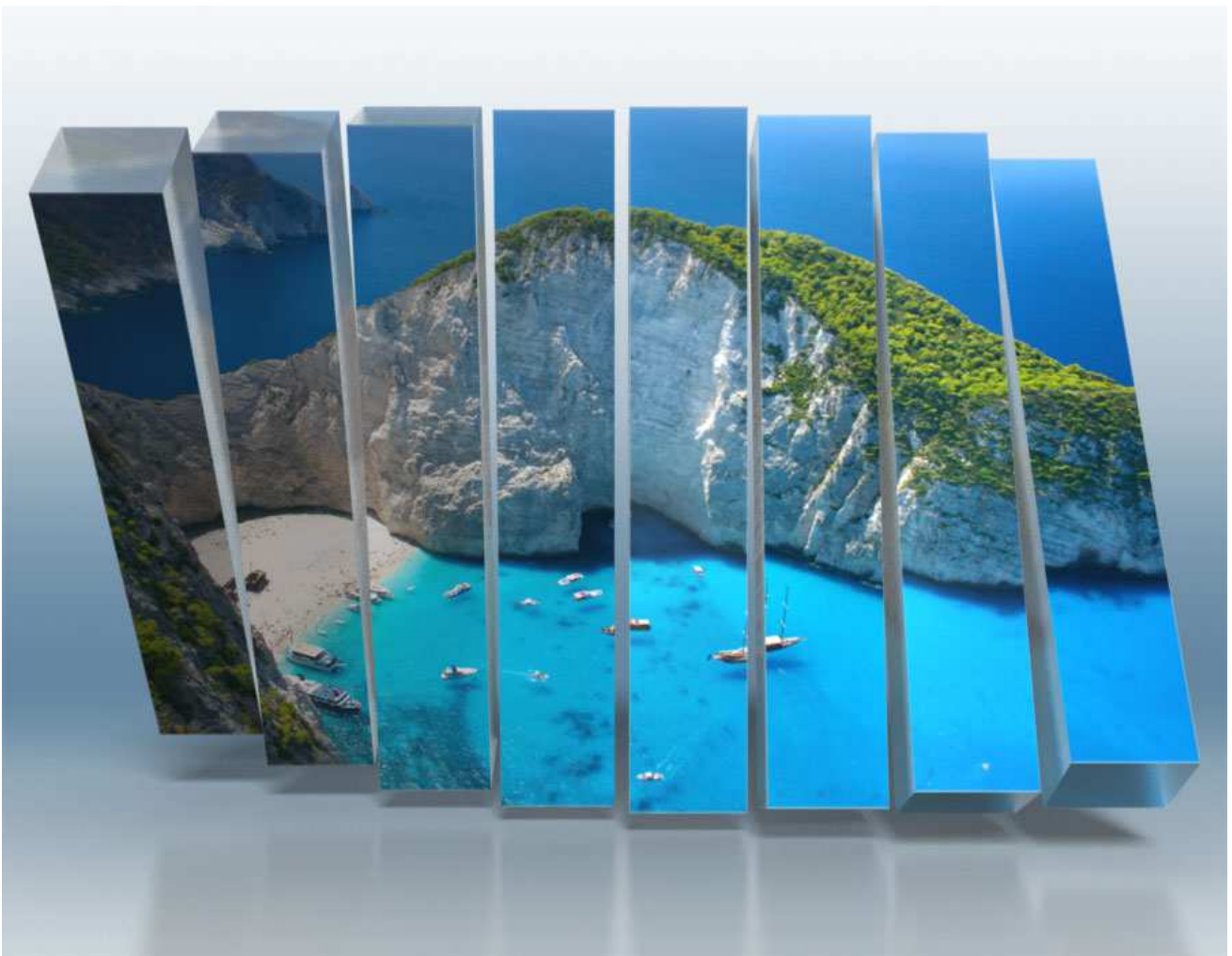


Using the '3D bars' Photoshop actions

For Adobe® Photoshop® CC, CS6, CS5, CS4, CS3
and Photoshop® Elements 15 or newer



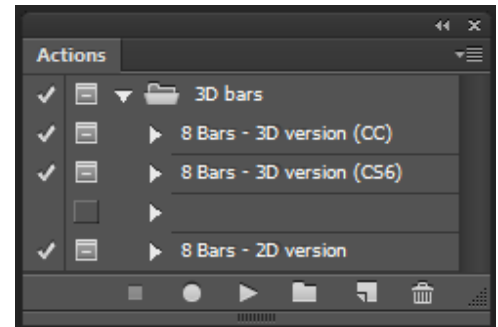
1. The action sets

The Photoshop set contains both a 3D and a 2D version of the effect.

There are two 3D actions, for Photoshop CC and CS6 Extended respectively. You can use the 3D tools to manipulate the final 3D scene to your liking.

There is also a 2D version of the action, to be used with older Photoshop versions. This version produces a static image.

The PS Elements set contains only the 2D version (3D is not available in Elements).



2. The vector shape (3D & 2D versions)

Load an image and run one action.

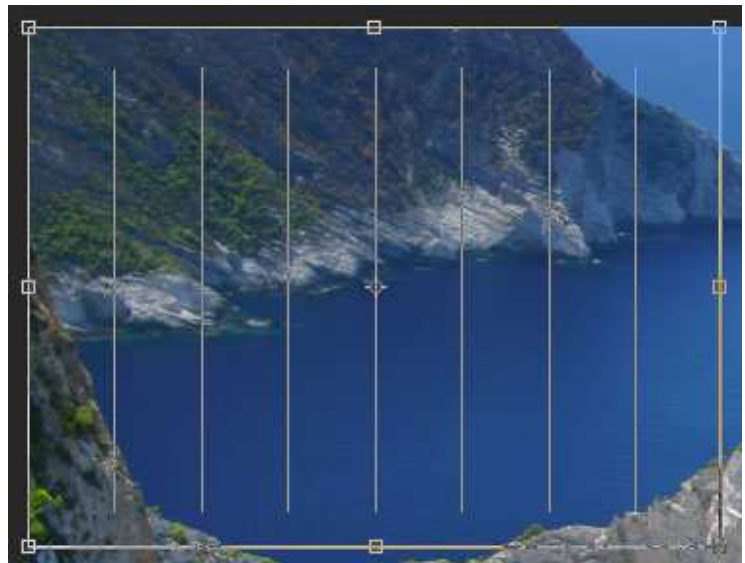
All actions begin with presenting you a vector shape, which represents the area of the final image. The shape contains 7 vertical lines which divide the image into 8 equal segments. These lines are visual aids, showing you the areas that will become the 3D bars:

You may:

- Drag a **corner** handle **diagonally** inwards or outwards to resize the shape **evenly**.
- Move the entire shape
- Rotate the shape to preference

While re-arranging, make sure the entire shape lies always within the image. Don't include any areas outside the image.

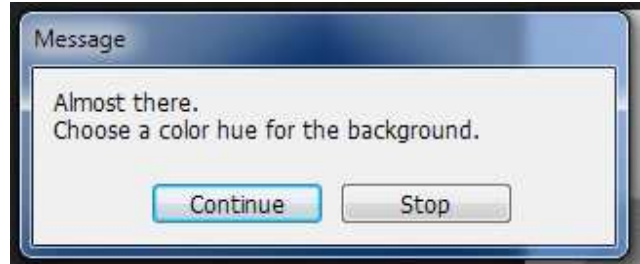
When finished, double click to confirm your changes and move on.



3. The 3D version

The 3D action creates a 3D scene made up from eight different meshes (the 3D bars).

The action creates all meshes automatically. When it finishes, you are prompted to change the background hue to preference. Drag the sliders in the Hue / Saturation window and hit OK to confirm.



The 3D scene is ready.

The last part of the action runs in the English Photoshop version only. It will add a reflection effect and apply a glassy 3D material to the extruded sides of the bars. If you have a non-English Photoshop version you may switch to the English locale prior to running the actions.

Here's a quick tip to switch easily to the English Photoshop version. Close Photoshop and navigate inside the 'Support Files' folder within the main Photoshop installation folder. In Windows the default path to this folder is:

`C:\Program Files\Adobe\Adobe Photoshop CC (or CS6)\Locales\ (your locale) \Support Files`

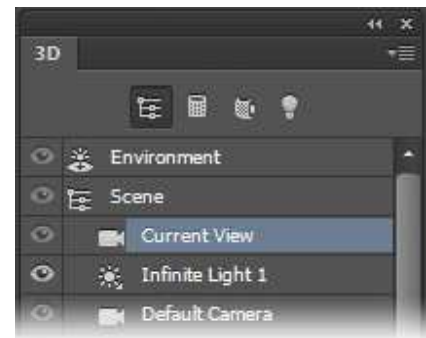
In Mac OS the path to the 'Support Files' folder is:

`(Hard disk) \Applications\Adobe Photoshop CC (or CS6)\Locales\ (your locale) \Support Files`

Open the folder. Find and select the file **tw10428.DAT** and rename it to anything else, e.g. **tw10428a.DAT**

Restart Photoshop. The Photoshop locale has been switched to English. To revert the original language simply rename the file **tw10428a.DAT** to **tw10428.DAT**

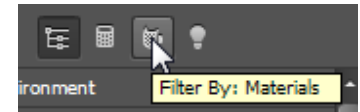
When the action finishes, you can manipulate the 3D scene further: with the "2D bars" layer selected, got to the 3D panel (**Window > 3D**) and click on "Current View":



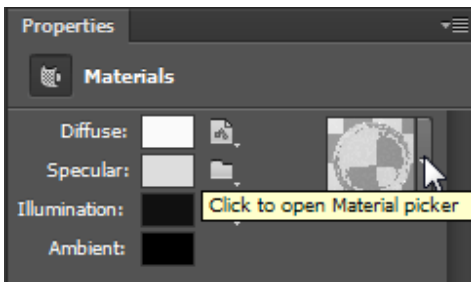
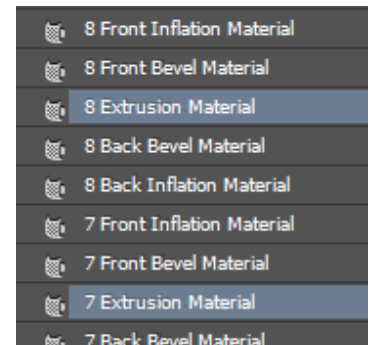
Press **V** and use the 3D tools to manipulate the scene.

By default the action applies a glassy material to the extruded sides of the 3D bars. The glassy materials are more impressive but it takes more time to render the scene.

Here's how to change the materials: Go to the **3D panel** and click the third icon '**Filter by Materials**':



Hold down the **Ctrl** key (PC) or the **cmd** key (Mac) and click on each of the 8 extrusion materials ('8 Extrusion Material', '7 Extrusion Material', '6 Extrusion Material', '5 Extrusion Material', '4 Extrusion Material', '3 Extrusion Material', '2 Extrusion Material', and '1 Extrusion Material'). All extrusion materials should be selected now.



Go to the **Properties** panel (**Window > Properties**). Click on the Material picker (on the upper right corner of the panel) and select a different material.

Having finished editing the 3D scene you may proceed to **rendering** the scene: Press **Ctrl-Alt-Shif-R** (PC) or the **cmd-opt-Shift-R** (Mac) and wait. Rendering takes some time to complete. You may reduce the image size before rendering by pressing **Ctrl-Alt-I** (PC) or the **cmd-opt-I** (Mac).

4. The 2D version

The 2D action replicates the look of the 3D effect. The action produces a static image, hence you can't use any of the 3D tools in this case. You will still get a very impressive image though!

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