

*How to do Cool Things in Infini-D 4*

# Create 3D Logos from an EPS file

1) Launch Infini-D and open a new scene. With the Camera Window selected, go to the Command Tabs window Display Tab (monitor icon) (Window>

Command Tabs> Display). Turn off "Grid Plane" and turn on "Underground."

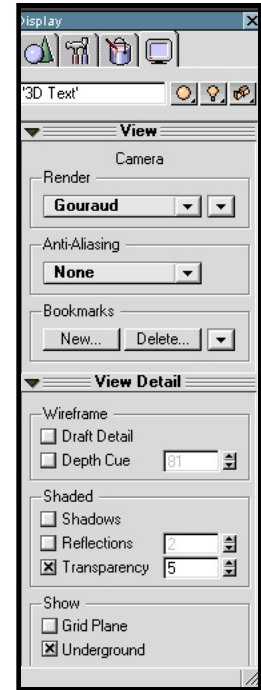
2) Navigate to File> Import> EPS to open any Adobe Illustrator® logo (make sure the EPS is line art/ vector-based drawing).

3) Adjust the size of the selected items with the Uniform Scale Tool.

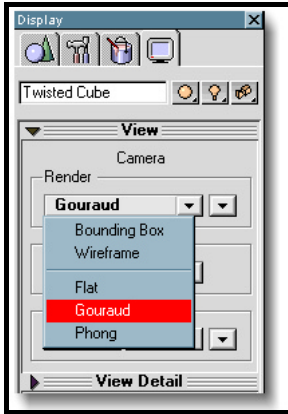
4) Change the color of the text by clicking on the Paint Can tab on the on the Command Tabs palette. Click on and drag any surface color onto the 3D object.



Surfaces Palette



Display Tab



### *Change Display Mode*

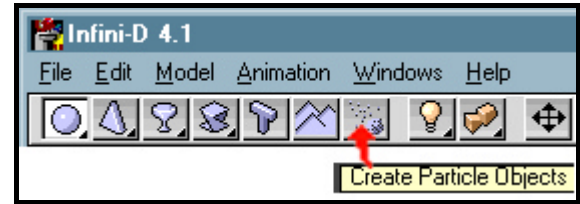
5) To change the view of the 3D object from wireframe to a visible surface click back on the Display Monitor on the Command Tabs palette. Navigate to the Camera View Render mode, click and drag from Wireframe mode to Gouraud or Phong mode. The object's surface and chosen color will become visible.

OPTION: Using the V-plane move tool, double-click on the text to enter the spline workshop to edit the points.

## Make Fireworks and make them Sparkle!

- 1) Launch Infini-D and open a new scene (File>New)
- 2) Click on the Create Particle Objects button.
- 3) Click once on the ground plane grid in the Camera view window to place a Particle Emitter.
- 4) Click on the Object Command Tab and change the Presets from Custom to Firework.
- 5) Click on the Edit button below the Firework choice just made.
- 6) Hit Run to view the firework. Change the "Death" color to a bright color, like yellow. Click on the Run button to test variations

OPTION: Change the middle color to another light color like bright blue.

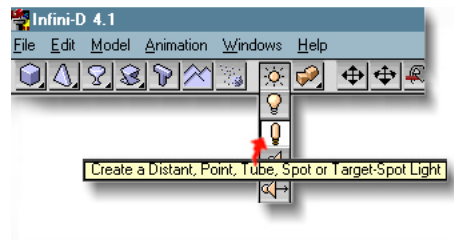
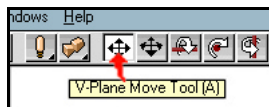


*Particle system edit button*

## How to make a Neon Tube and Visible Light Beams

- 1) Open a new scene and activate the Camera view window by clicking in it.
- 2) Prepare to place a Tube Light by choosing it with the Create Light Button.
- 3) Click and drag on the window to create the base of the light (from the click) to the end (at the end of the drag).
- 4) Select the base of the light by clicking on it with V-Plane Move Tool.
- 5) Go to the Command Tabs palette, change the inner color to a light green and the outer color to a darker green.
- 6) Under “Light Effects” choose “Visible Glow: Visible Beam” and adjust the glow radius to 0.25.
- 7) Change the view of the 3D object from wireframe to a visible surface click back on the Display Monitor on the Command Tabs palette. Navigate to the Camera View Render mode, click and drag from Wireframe mode to Gourard or Phong mode. The light beam will become visible.

OPTION: Experiment with different light options and colors to see the effects when paths of light cross!



Visible Light Beam