

Map Art to a 3D Object



Illustrator CS6

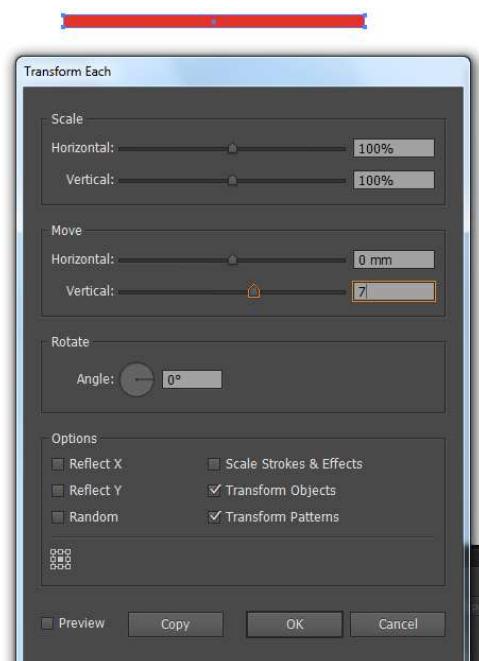
1. Draw a long, thin rectangle using the rectangle shape from the toolbar. Just for information, mine is 4mm x 100 mm.

2. Go to:

Object>Transform>Each

(Ctrl-Alt-Shift-D)

Mine are offset by 9mm (this allows for 4mm rectangle and a clearance of 5 mm between the original rectangle and the copy we're about to make).



Select Copy to make one copy. Use Ctrl-D to then create a number of duplicates.

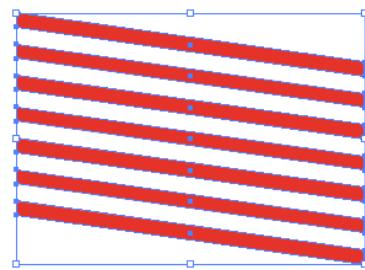
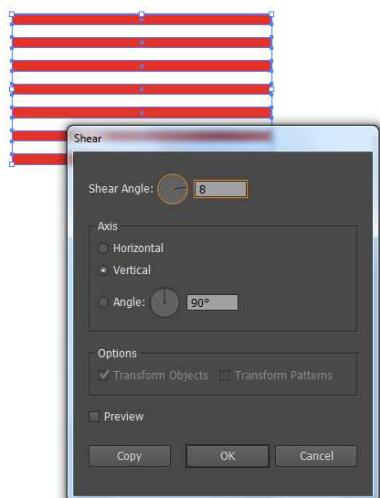
I've created 7, one original and 6 duplicates; how many you make is up to you.



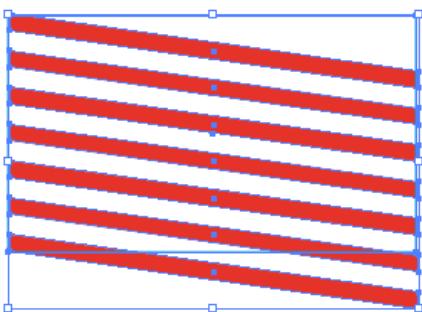
3. Select all of the rectangles and go to:

Object>Transform>Shear

Select the angle to 8 degrees and click on Vertical Axis:

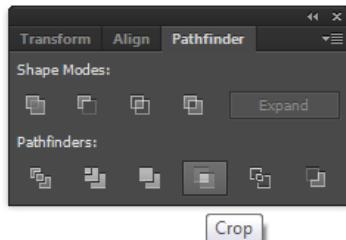
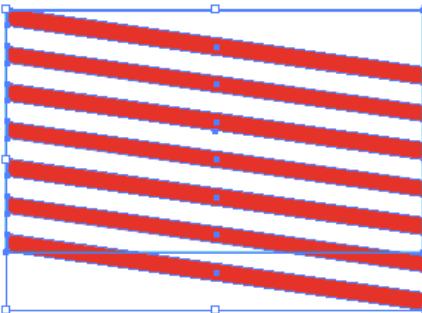


4. Draw a rectangle from the top to the bottom of the sheared rectangles - easier to see what I mean from the picture below than explain in words:



Then select all of the elements - the sheared red rectangles and the blue surrounding rectangle.

Then Crop the sheared rectangles using [Pathfinder>Crop](#).



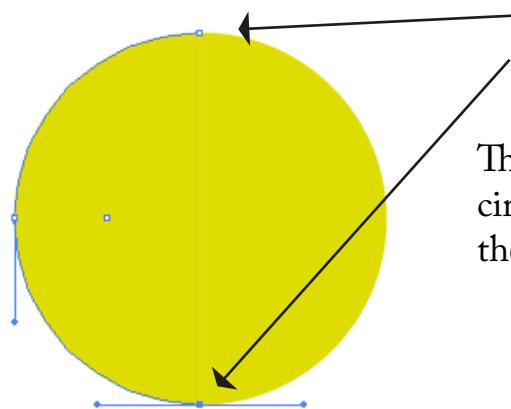
5. Go to [Window>Symbols](#) to open the Symbols palette. Drag the cropped, sheared rectangles onto the Symbols. Name it and Save it.

6. Now create a circle using the Ellipse tool from the Tools menu. Make it so that it is about the same height or just under that of the cropped rectangles:



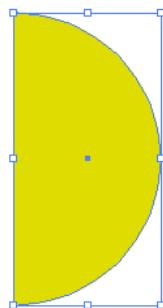
You can then delete the sheared rectangles.

7. Select the circle and using the Scissors (C) from the Tools bar (it lives with the Eraser and the Knife), cut the middle top and bottom nodes:

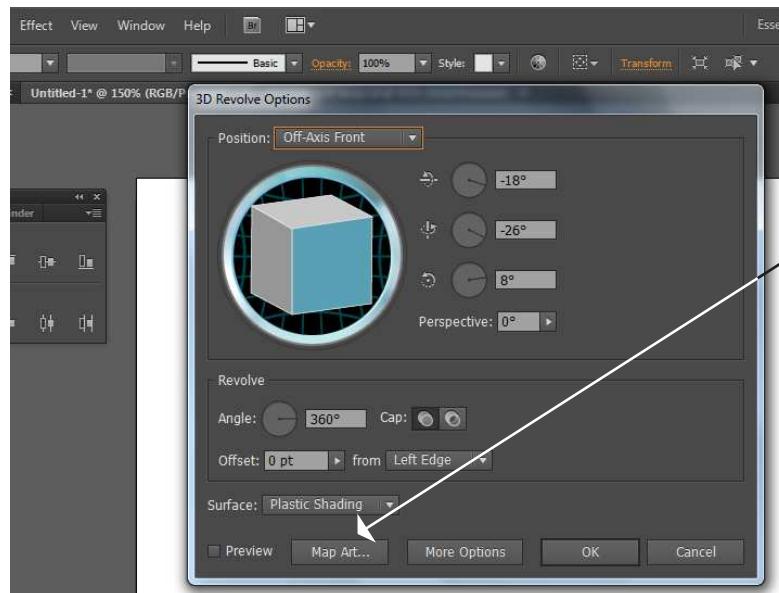


Use Scissors to cut these nodes

Then press Delete to remove the left-hand side of the circle. (Don't worry about putting a colour on the circle - the 3D effect will remove it).

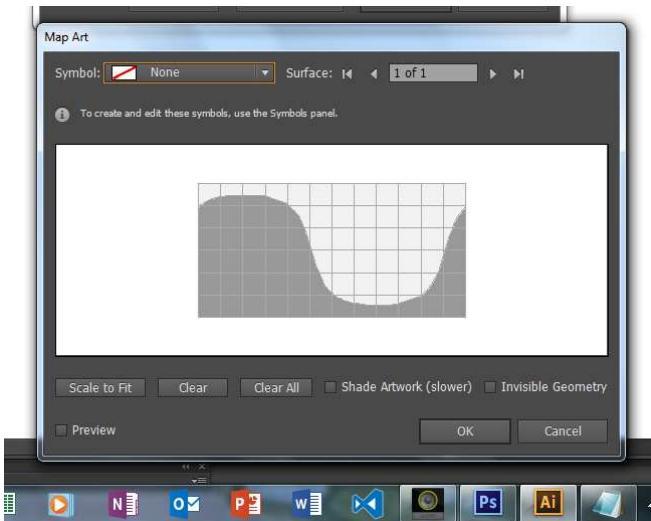


8. Select the semi-circle and go to [Effect>3D>Revolve](#).

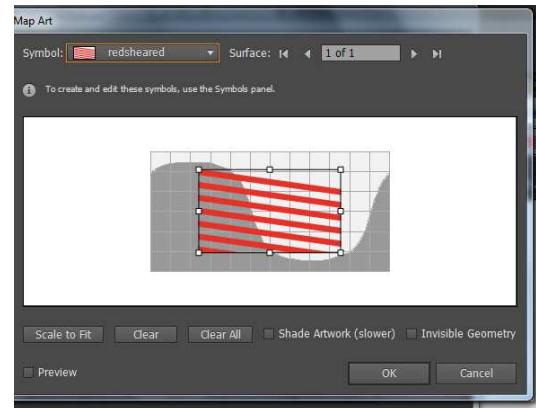


Click on Map Art

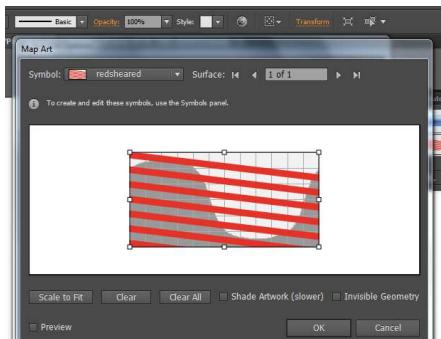
The following dialogue box displays:



Select Symbol and from the drop-down list that displays and select your sheared rectangles.



9. Click on the next three buttons: Scale To Fit, Shade Artwork and Invisible Geometry.



10. Click Okay (this closes the dialogue box) and Okay again in the next screen.

You should have a cool 3D 'sliced' orb.



Now try experimenting with spirals and other shapes. The principles are the same.
I hope you enjoy this little technique - nifty and cool, eh?