Photoshop 3D

PHOTOSHOP 3D TRAINING COURSE SYNOPSIS

In this class you will gain an understanding of what can be accomplished using 3D tools in Photoshop. Working with real 3D objects allows you to easily change your mind about position, lighting, perspective, or even the actual shape of the object.

PREREQUISITES FOR THIS PHOTOSHOP 3D TRAINING COURSE

Please call us at (877) 819-2665 or e-mail us at sales@ledet.com for course prerequisite details.

PHOTOSHOP 3D TRAINING COURSE LENGTH AND TIME

This class is 2 days long. Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

ENROLLMENT IN PHOTOSHOP 3D TRAINING COURSE

Please see our Enrollment Page (http://www.ledet.com/enroll) for our enrollment form. Please contact our Client Care Department at (877) 819-2665 for additional savings on our bootcamp classes or other specials.

PHOTOSHOP 3D TRAINING COURSE LOCATIONS

We have training centers in Atlanta, Chicago, Denver, San Diego and Washington DC. We also offer classes at a network of rental facilities. We offer private onsite training and instructor-led, live online training. If coming to a rental facility, please double-check the location of your class with our office to make sure you get to the right location.

GOALS FOR PHOTOSHOP 3D TRAINING COURSE

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (877) 819-2665 if you have any special questions or e-mail us at sales@ledet.com.

DISCLAIMER

Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. This outline does not guarantee that all the topics listed will be covered in the time allowed. The amount of material covered is based on the skill level of the student audience. We may change or alter course topics to best suit the classroom situation.

Photoshop 3D

LESSON 1 - MAKING AND MOVING A 3D OBJECT

Turning the text into 3D
The Secondary View
Moving the 3D world
Moving 3D objects around
Rotating 3D objects
Moving using the 3D axis

LESSON 2 - SHAPING AND EDITING A 3D OBJECT

Tapering, bending and twisting
Distorting in combination
Distortion with numerical accuracy
If the cap fits...
Turning on the bevel
Editing the source
Editing the contents

LESSON 3 - REVOLVING A 3D OBJECT

Turning the extrusion into a revolve
Using the Pen tool for more control
Reshaping revolved shapes
Refining the shape

LESSON 4 - INFLATING OBJECTS FROM PHOTOGRAPHS

Save a preset
Applying the preset
Double-sided inflation
Completing the effect
Fixing the texture on the model
Correcting highlights
3D inflation from scratch
Objects you can't inflate

LESSON 5 - 3D POSTCARDS

Manipulating the postcard
Editing the Smart Object

LESSON 6 - 3D PRESETS

Basic primitives
Complex presets
Not-so-primitive bottle
Wrapping textures around cubes
Adding textures around other presets

LESSON 7 - OTHER CREATION TOOLS

The Depth Map mesh
Smoothing the mesh
Cylinders from depth maps
Texture and color
Build your own planet
Adjusting the contrast
Spherical panoramas
3D from Vanishing Point
The problem with 3D volume

LESSON 8 - IMPORTING 3D OBJECTS

NASA comes to town
Google 3D Warehouse
Daz Studio
Daz Studio issues
The multiple object problem
The benefit of multiple objects
Models with insides
Correcting mismatch errors
When models go bad

LESSON 9 - RENDERING

The render process
Three kinds of shadow
Render modes
Depth of field
Partial renders

LESSON 10 - LIGHTING

Basic lighting controls
Working with multiple lights
A splash of color
Lighting presets
Point lights
Spot lights
Shadows
Special effects with shadows

LESSON 11 - PLACING MATERIALS

Coloring 3D objects
Creating a material from scratch
Painting on 3D objects
Applying a photographic material
Applying preset materials
Material presets
Material surface properties
Material limitations
Applying multiple textures
Editing materials in placed objects
Editing materials in created objects
Painting materials from scratch
3D painting methods
Painting bump textures
Painting transparency
Painting on material windows
Painting on complex surfaces
Other painting modes

LESSON 12 - MULTIPLE OBJECTS

Creating and combining
Manipulating objects in a scene
Duplicating objects
Instancing objects
De-instancing objects

LESSON 13 - REFRACTION, REFLECTION AND TRANSPARENCY

Creating transparency
Refraction by shape and number
Reflections on the ground
Reflection between objects
Image-Based Lighting
Painting Image-Based Lights

LESSON 14 - COMBINING MODELS WITH PHOTOGRAPHS

Interaction: moving the model back
Interaction with Layer Masks
Interaction with cross sections
Offsetting cross sections
Integrating models into the scene
3D alignment with Vanishing Point
Refracting the background

LESSON 15 - MORE TECHNIQUES

Making it move
Book building
Dancing the twist
Filling a wine glass
Complex material matching
Simulating multiple objects
Divide and rule