



Adobe Illustrator CS

3D Plug-in Bevels.ai file



Instructions

The symbols in this file define the bevels that appear in the Bevel menu in the 3D Extrude & Bevel Options dialog box of Adobe Illustrator CS.

To add your own custom bevels to the Bevel menu do the following:



1) Create a single open path in the Bevels.ai file.

2) Choose Window > Symbols, and do one of the following to make the path a symbol:

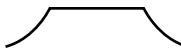


- Drag the path to the Symbols palette.

- With the path selected, click the New Symbol button in the Symbols palette or choose New Symbol from the palette menu.



3) To rename the symbol, double-click the symbol in the Symbols palette, enter a name in the Symbol Options dialog box, and click OK.



4) Choose File > Save.

5) Quit Illustrator and then relaunch Illustrator.

The Bevel menu in the 3D Extrude & Bevel Options dialog box lists the bevel.

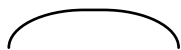


To apply the custom bevel, do one of the following:

- To apply the bevel to an extruded 3D object, select the 3D object, and then double-click the 3D Extrude & Bevel effect in the Appearance palette. In the 3D Extrude & Bevel Options dialog box, choose the bevel from the Bevel menu.



-To apply the custom bevel to 2D artwork, select the 2D object, and then choose Effect > 3D > Extrude & Bevel. In the the 3D Extrude & Bevel Options dialog box, choose the custom bevel from the Bevel menu.



For more information on extruding and beveling objects, see " Reshaping Objects > Creating 3D objects > Extruding and beveling objects " in Adobe Illustrator online Help.

