

Illustrator

How can I transfer or place isometric projections from Adobe Illustrator into Strata Design 3D so that it can make an object?

You won't be able to transfer your Illustrator isometric projects directly into Strata Design 3D CX. All Strata reads from Illustrator files is the path's Stroke and Fill data and it sees each as a separate object. For this reason you should use one or the other but not both in Illustrator documents you are preparing for use in Strata.

Once you have the Illustrator file brought into Strata there are tools you can use to create a 3D object from the 2D paths - Lathe, Extrude, Extrude Along Path, etc.

You can also Convert the paths into a polygon mesh object then use the polygon editing tools to do further modeling, to create 3D objects from them. Once you have them in a 3D form then they can be viewed in Isometric view mode.

The first chapter of the User Guide has a good tutorial which demonstrates using an AI file to create a 3D object - in this case an apple.

You'll start with a 2D profile created in Illustrator, lathe it into a 3D apple shape in Design 3D, and then apply a texture to it. Finally, you'll add some lighting and render a finished image.

The User Guide is available directly through the program's Help menu.

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