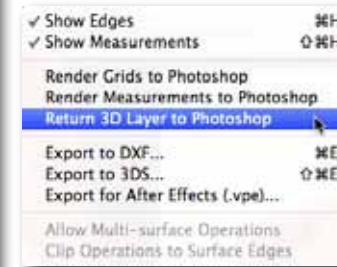


3D layers with Vanishing Point



WE LOOKED AT VANISHING POINT earlier in this book, and we saw how it could be used to clone and paste artwork in perspective within a scene.

But there's another side to Vanishing Point, and that's its ability to create a 3D model using the grid we define. The system isn't perfect, and it certainly works best with rectangular, boxy objects: but it's fun to play around with, and could have some serious uses.

In this example we'll use this photograph of an old leather-bound book, above, and turn it into a model.

1 Use **⌘+V** **ctrl+alt+V** to enter the Vanishing Point dialog. Begin by clicking the four corners of the front cover of the book, as this is the clearest rectangle in the photograph.

2 Click and drag on the center right handle to 'tear off' a new plane. Drag until this fills the tall cut page side of the book. You may need to adjust the corners to fit perfectly.

3 Tear off another plane by dragging on the top center handle of this new side, to match the top of the book. Drag until it meets the corner at the back of the book.

4 From the tiny pop-up menu at the top left of the dialog window, choose Return 3D Layer to Photoshop. Now hit OK to leave the Vanishing Point dialog.

5 The result is a new layer that looks almost exactly like the photograph of the book we started with. When we switch to the 3D Tool **K**, we can see it's really a 3D object.

HOT TIP

Even though this book is basically a rectangular box, its irregularities still mean it doesn't make a perfect 3D model. The best images to work with are of true, squared-up boxes, such as software boxes and other packaging: try it with a photograph of a carton of washing powder, for instance, and you'll be impressed by the results.



6 We can rotate the book by dragging with the 3D Tool, moving it into just about any position that shows the three faces – the cover and the two cut paper sides – that were present in the original photograph. As long as we make relatively minor changes from the original viewpoint, the book will rotate smoothly and will still look like a real book.

7 When we place the book onto a background, though, we can see the first problem: because the edges of the original weren't perfectly squared-up, some of the white background has been included in the model. The only way to get rid of this is to rasterize the model after it has been rotated to the angle we want it, then select the white and delete it.

8 When we turn the book around, we can see what a sham it really is. Like a stage prop, all we have is the three sides we started with: inside, it's just hollow.