

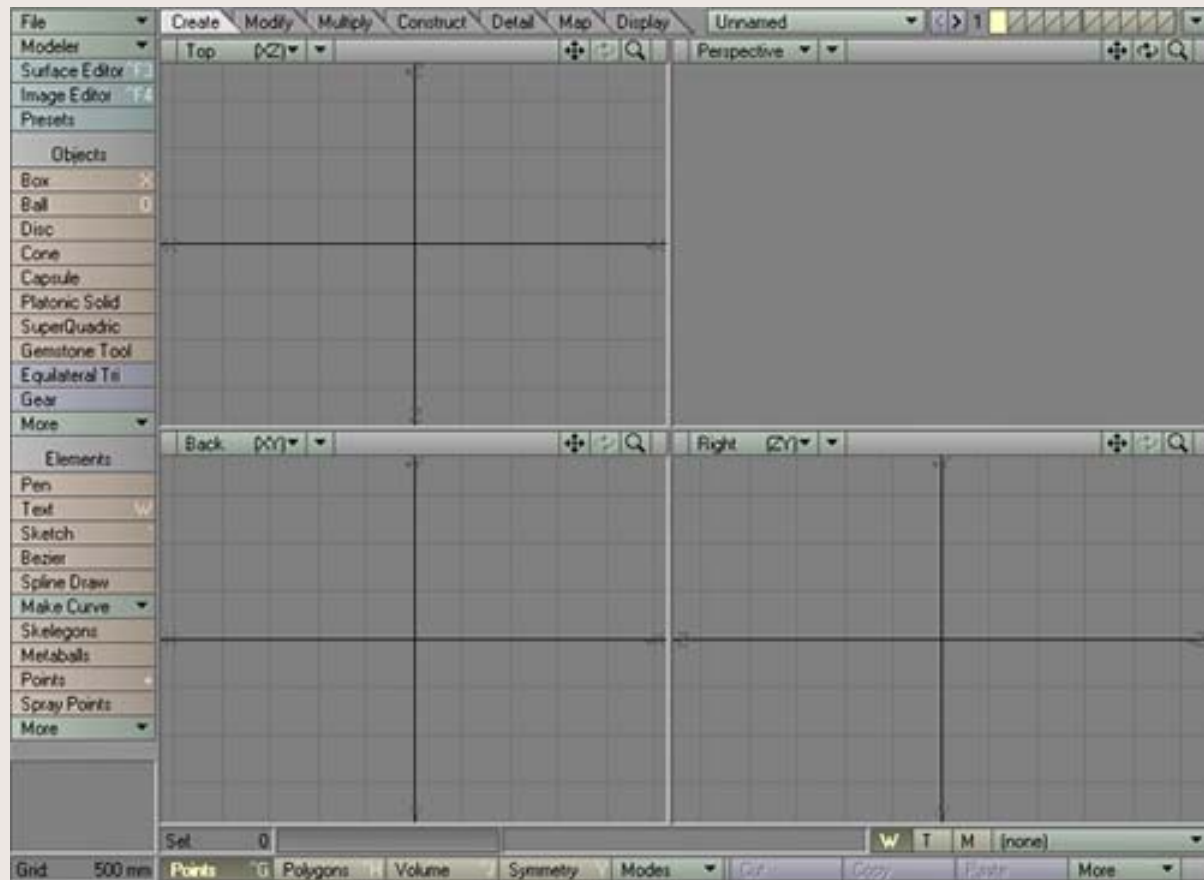
Creating Logos/Signs

CSCI 140

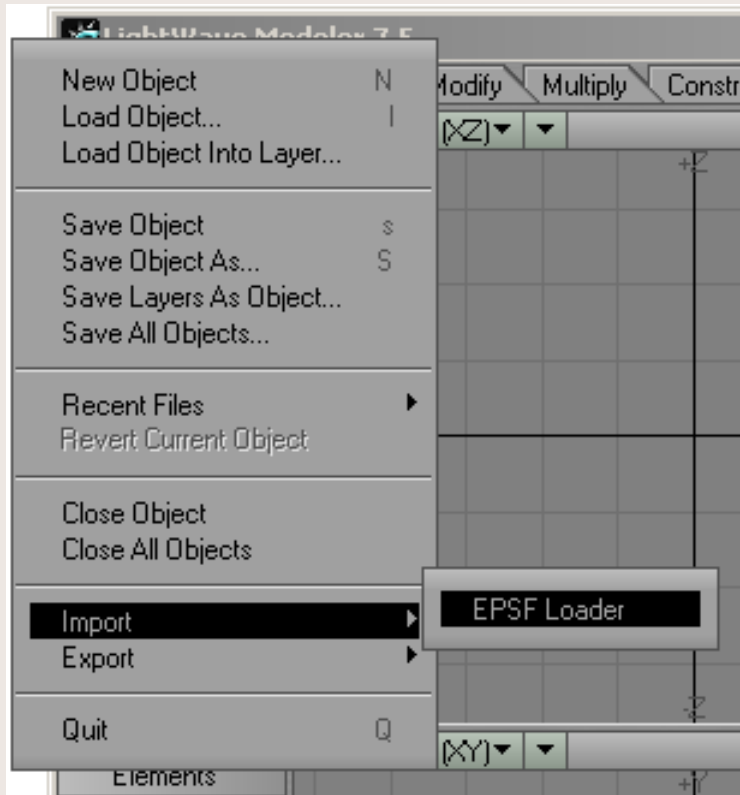
3D Modeling

By: Susan Cooper

Load modeler



Import vector file EPSF loader

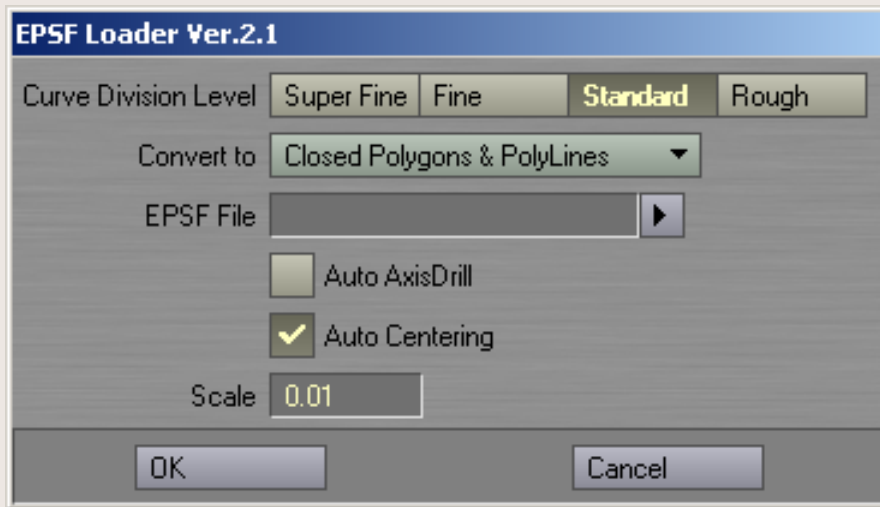


File
└─> Import
 └─> EPSF Loader

**Note: May need to reload the plug-in!*

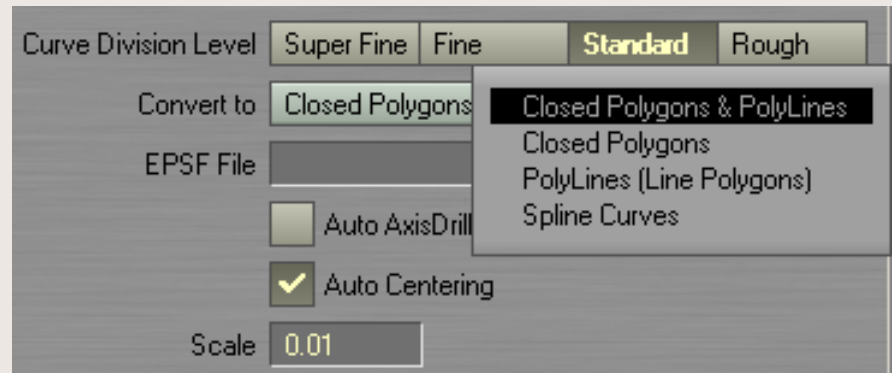
Modeler
└─> Plug-ins
 └─> Add plug-ins option
 └─> Lightwave/plugin/model
 └─> Open EPSF file

EPSF Loader Window

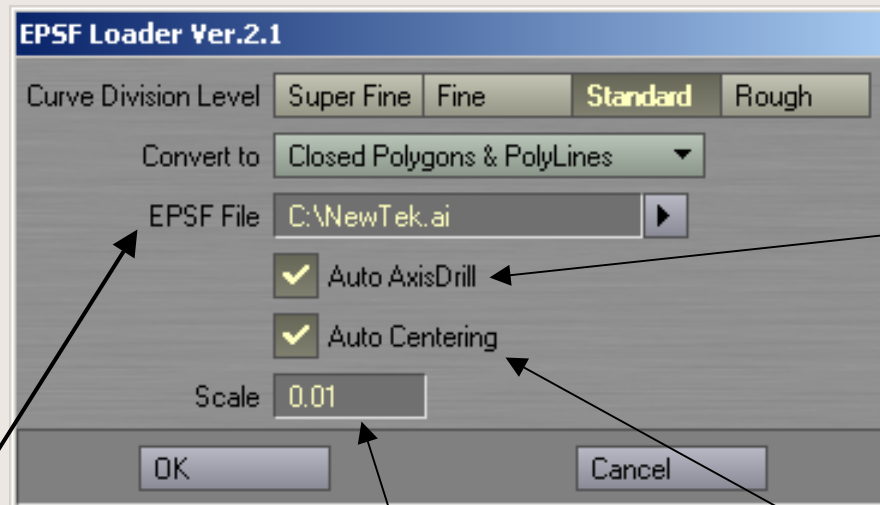


← Use default
Curve Division
Level: “Standard”

Use default →
Convert to: “Closed
Polygons & PolyLines”



EPSF Loader Window



Select file you want to import

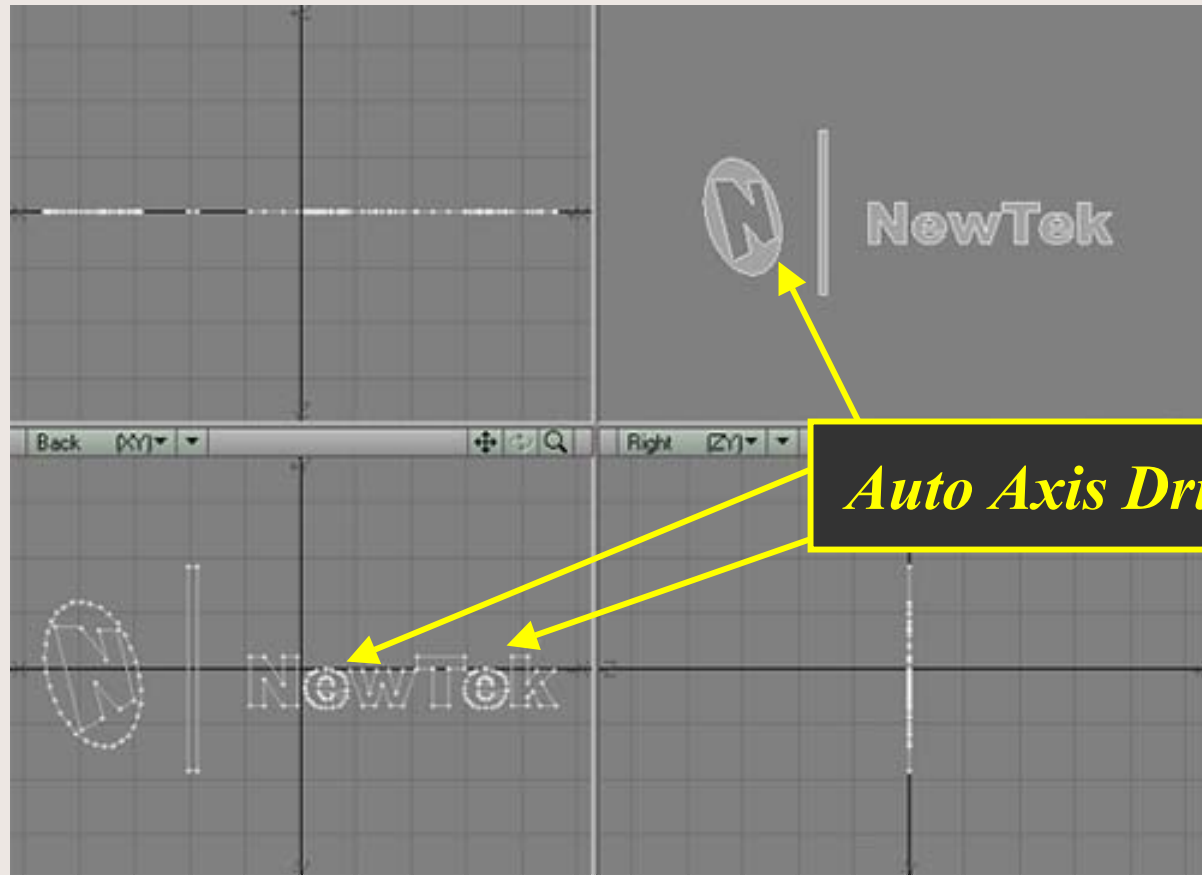
Select so it automatically drills holes in logo.

Centers object

Use default scale: 0.01
This will allow you to scale object before it is created

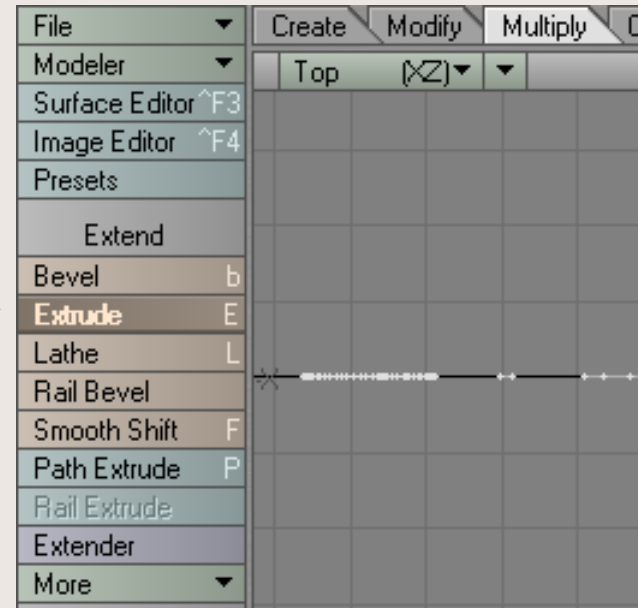
*Click
OK*

Your Logo/Sign Here

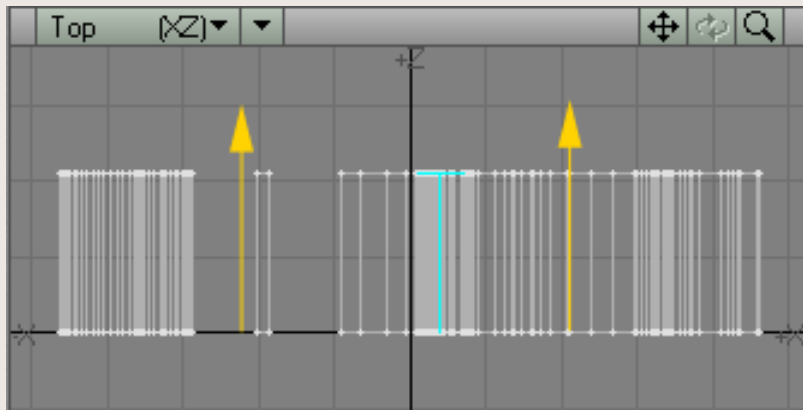


Make it 3D

Use *Extrude* tool to
make it 3D

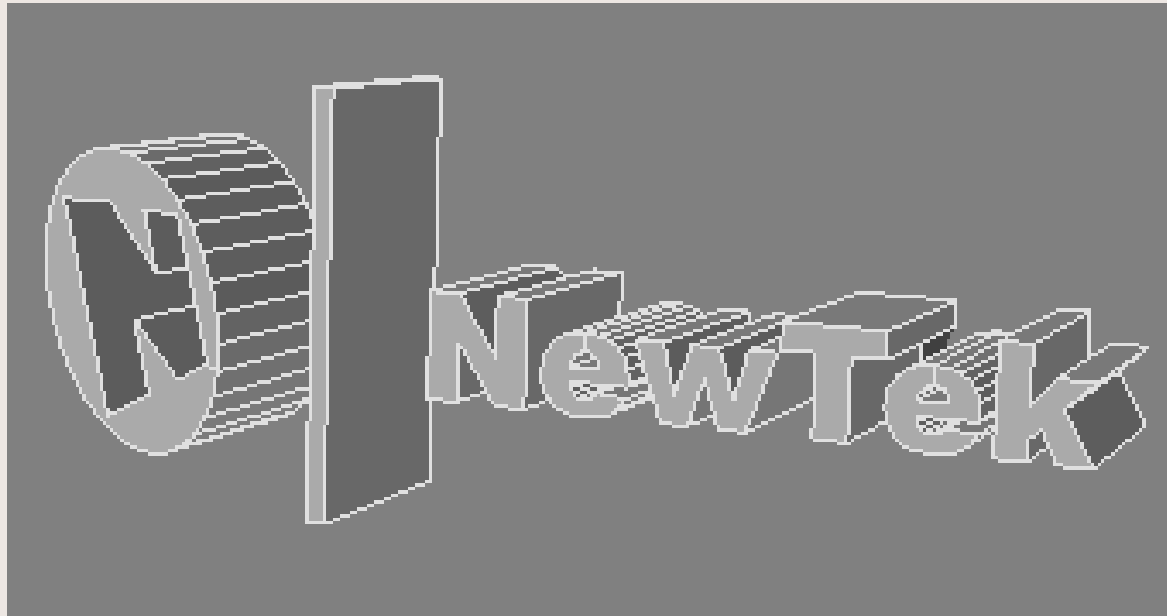


In *Top* view:



Left Click and drag
cursor up

Your 3D Logo/Sign

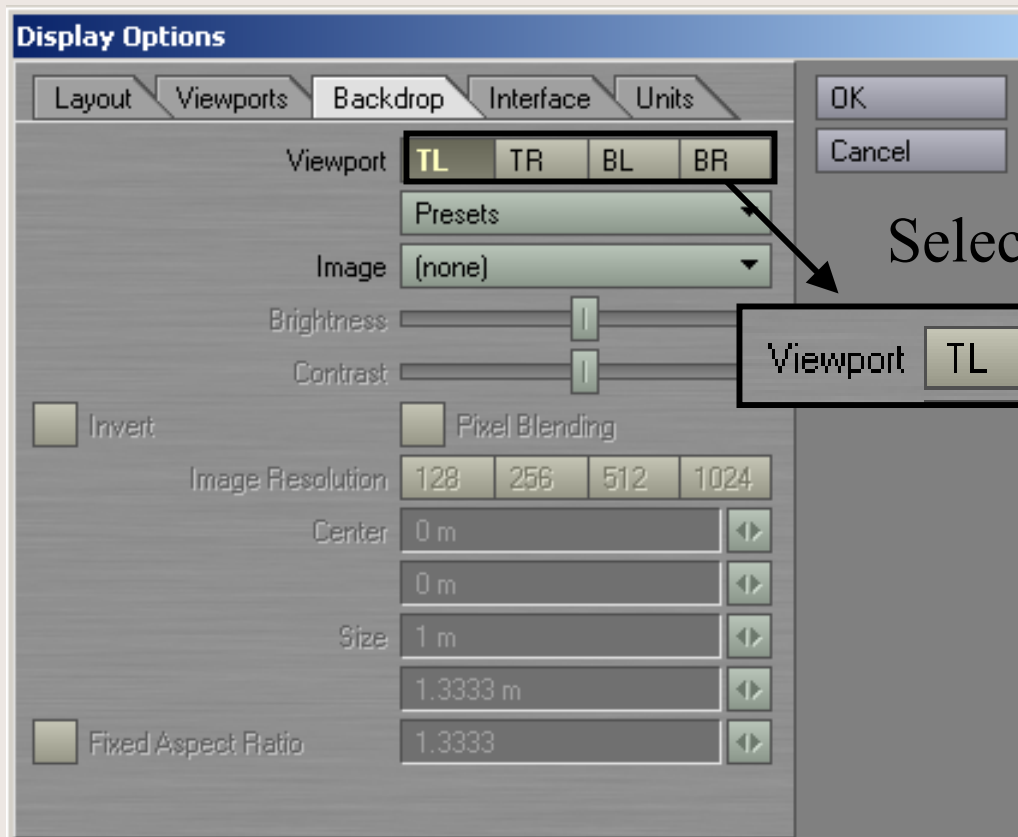


A spiral-bound notebook with a light beige, textured cover. The metal spiral binding is visible on the left side. The text is centered on the cover in a black serif font.

Creating Logo from an image

Creating Logo from an image

Display Option box: Backdrop

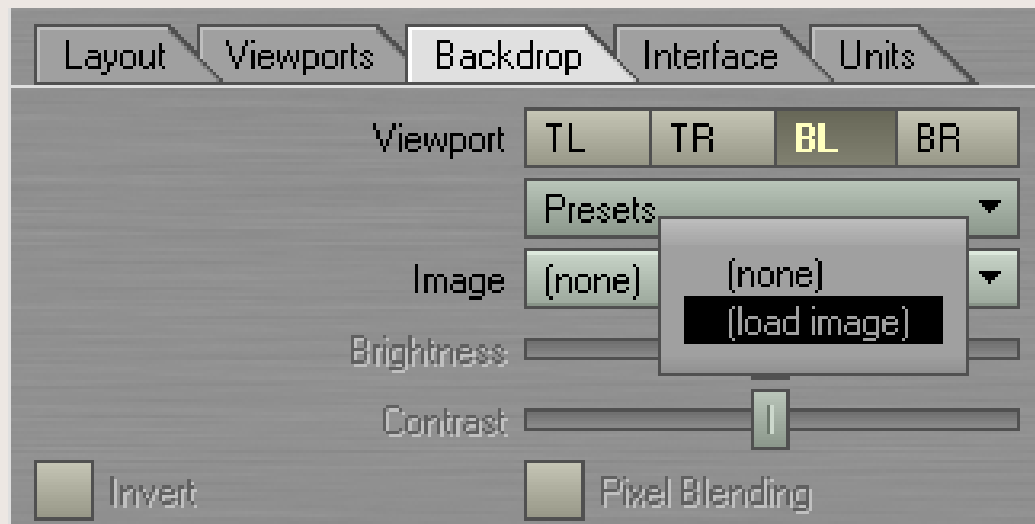


Select **BL** viewport

Viewport TL TR **BL** BR

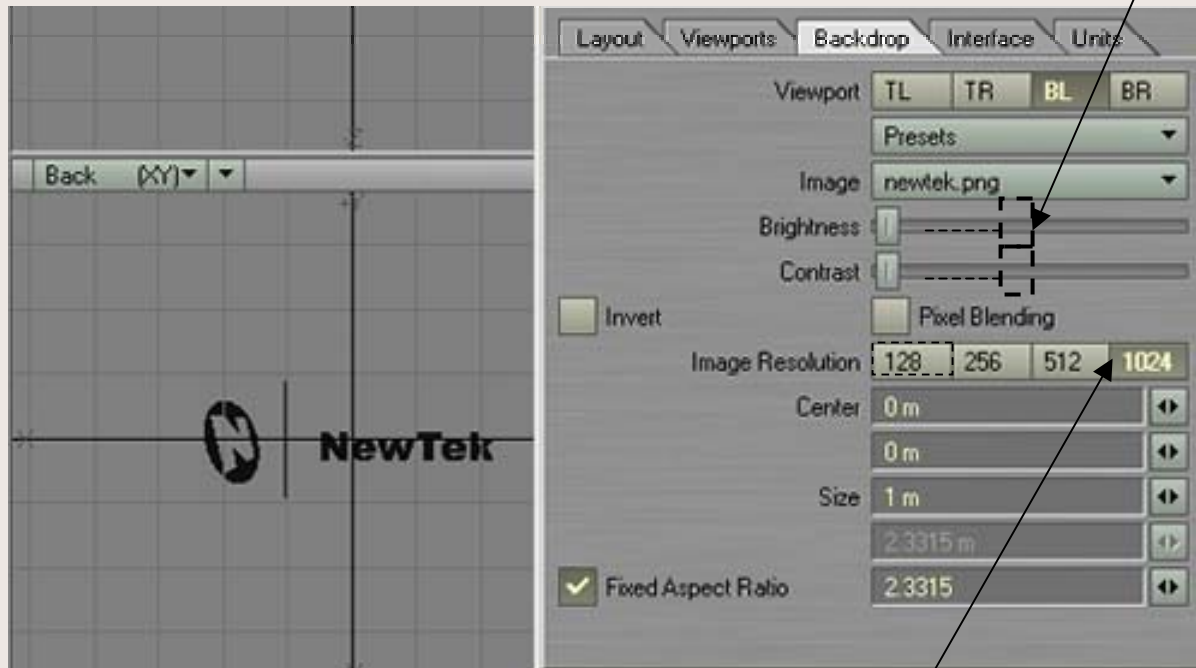
Creating Logo from an image

Choose “*load image*” from Image pop-up menu



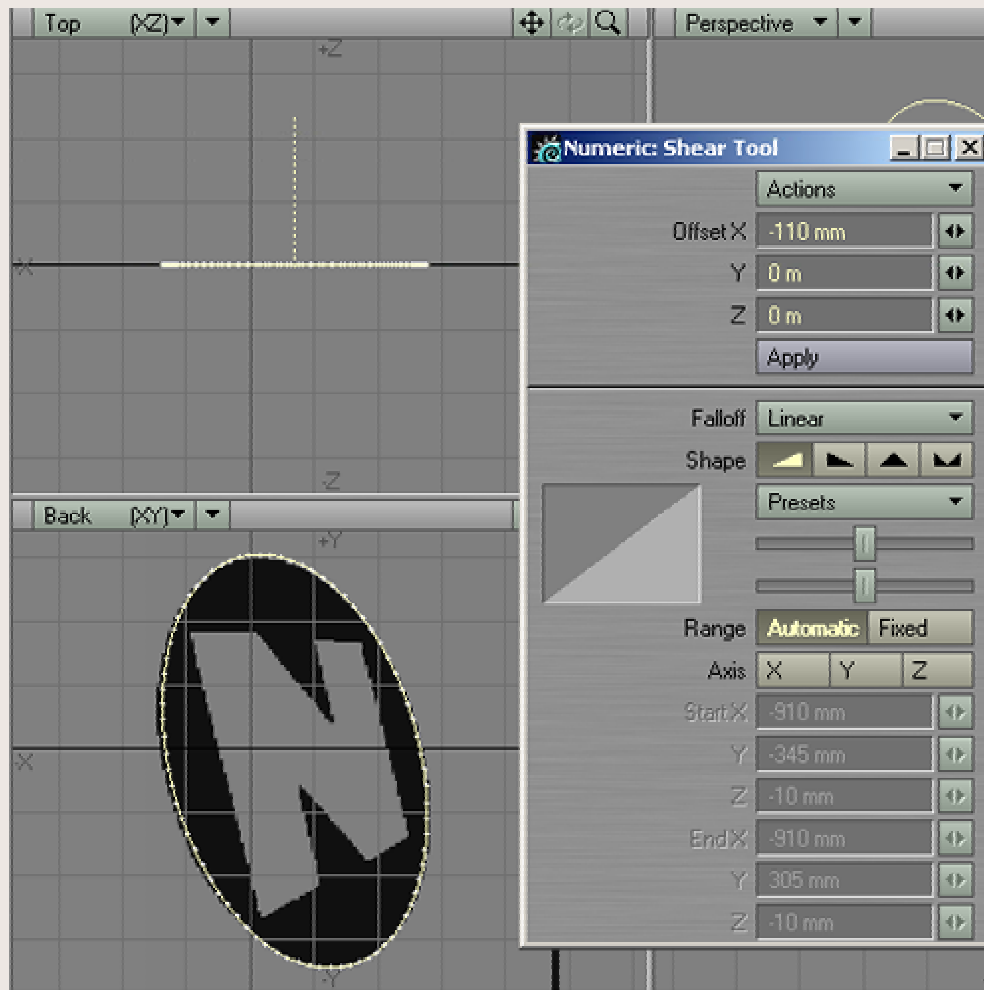
Creating Logo from an image

Adjust *Brightness & Contrast*



Increase resolution

Model and reconstruct Logo

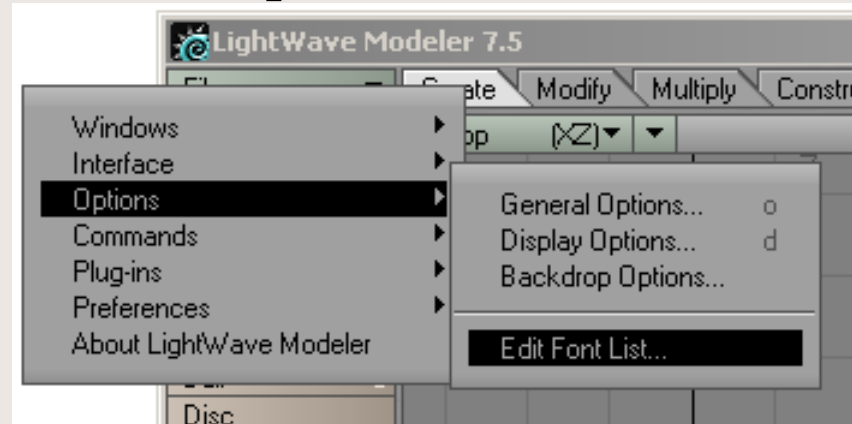


Model and
construct the
image using:

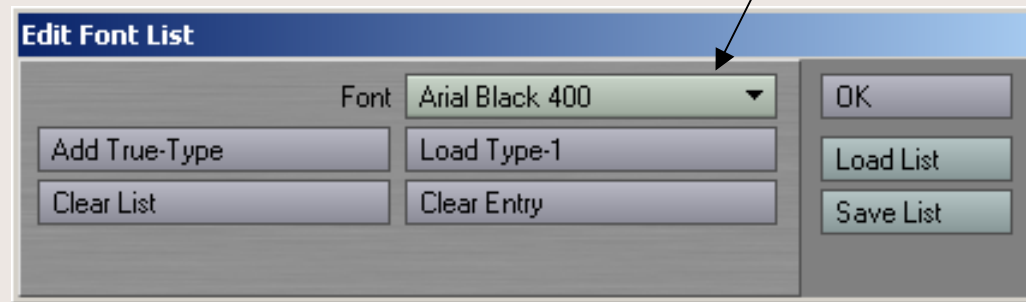
- Disc tool
- Shear tool
- Pen tool

Logo Text

Modeler → Options → Edit Font List...

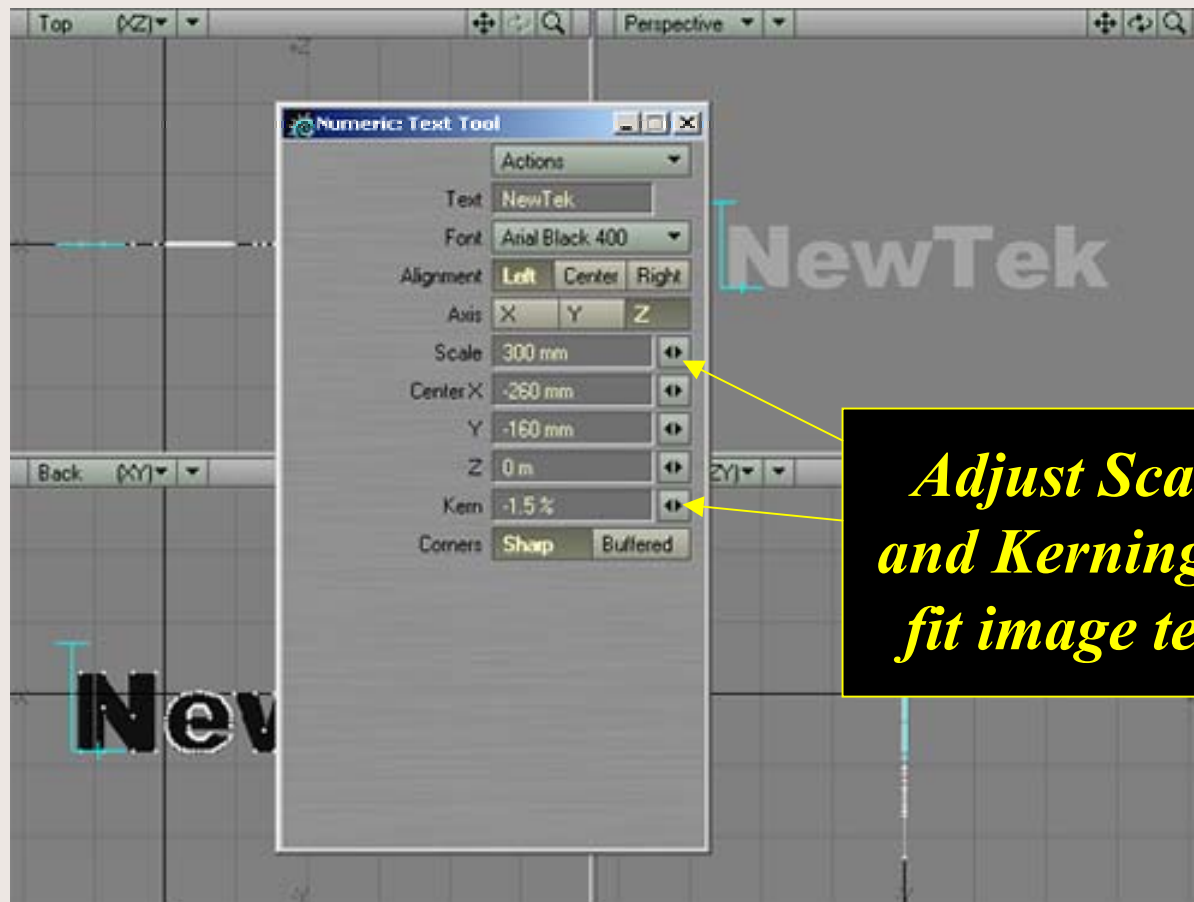


Select font that best fits Logo font from image



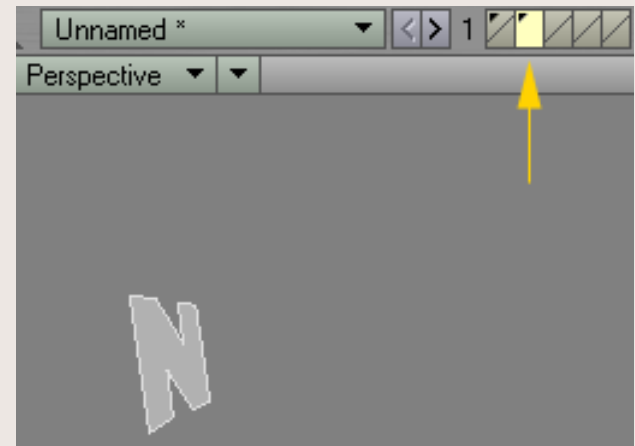
Logo Text

Select the *Text* tool from *Create/Elements: Text*



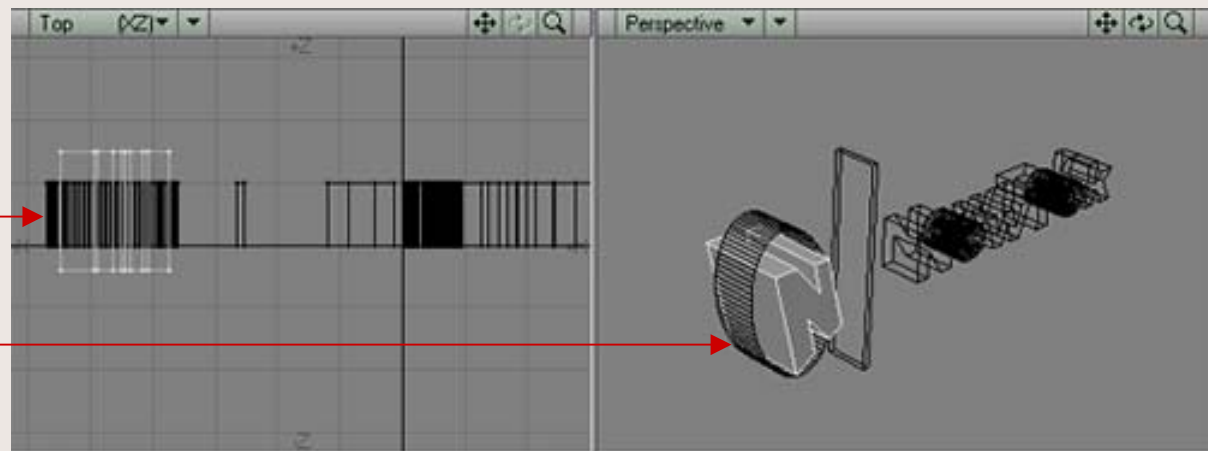
Make Logo 3D

Select the 'N' polygon & →
Cut and Paste to another layer

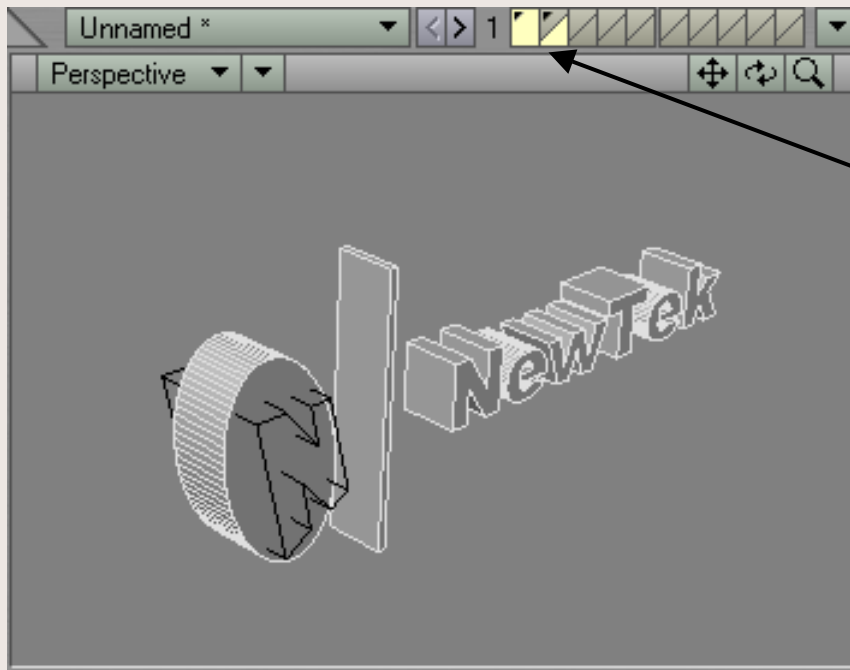


Extrude both layers as shown earlier

*Make sure
'N' extrude
is longer
than the
rest of logo*

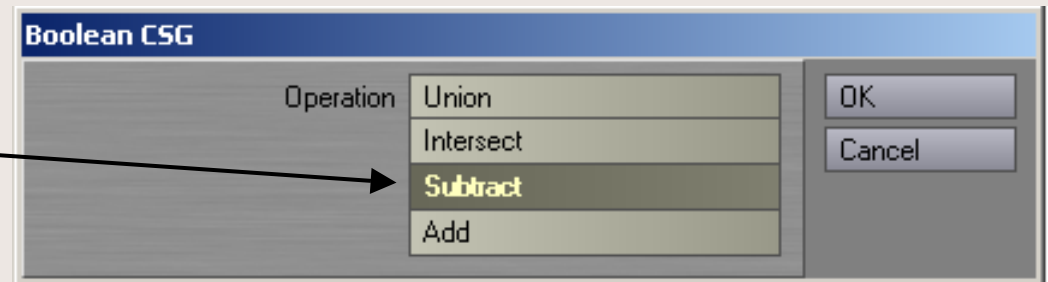


Finish constructing Logo



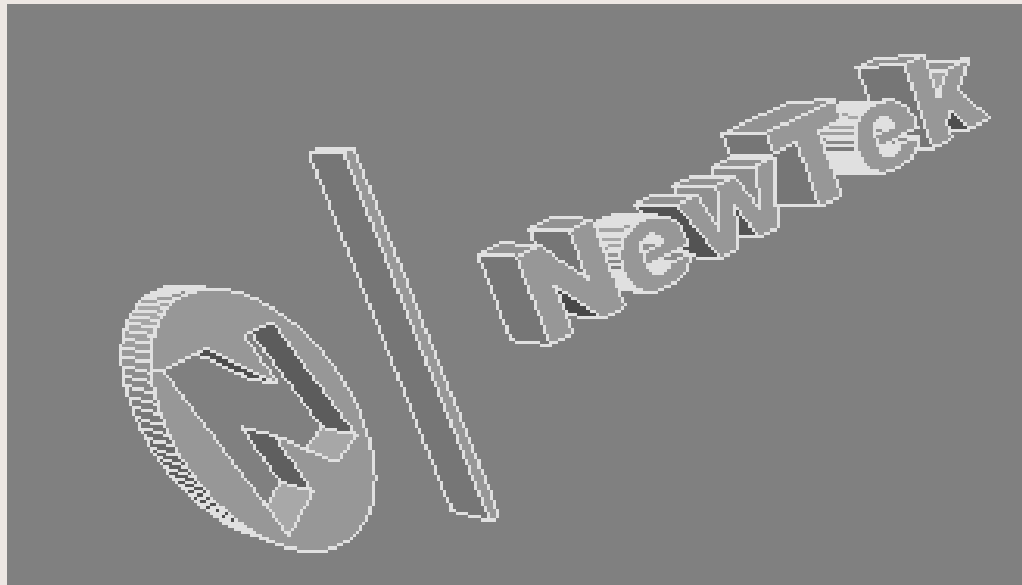
Swap layers so the 'N' is in the background and the rest of the logo is in the foreground

Use the *Boolean Subtract* tool to create the 'N' hole

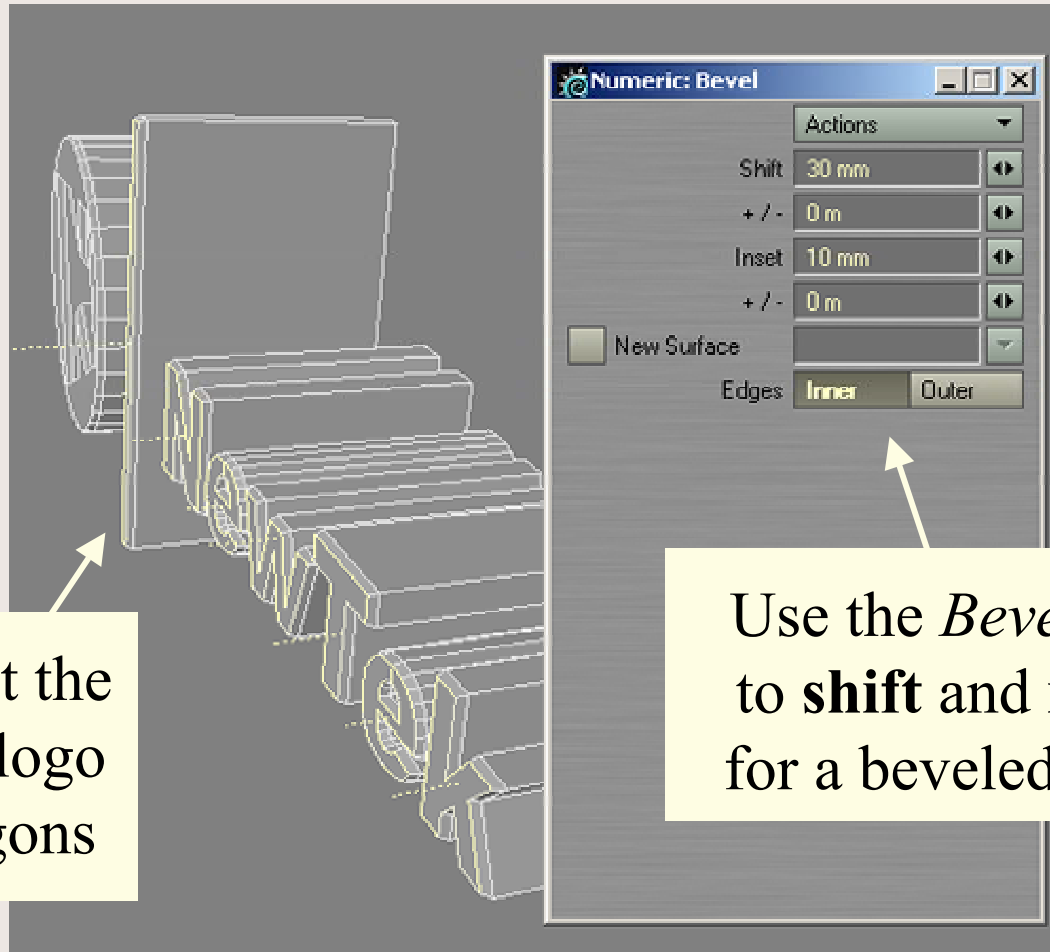


Merge It

Now just merge it and your are DONE!!!



Final Touches



Select the front logo polygons

Use the *Bevel* tool to **shift** and **inset** for a beveled look

Last minute detail

Add color and texture to enhance your logo!



Any Questions??

Thank You



Reference: *NewTek*

<http://www.newtek.com/products/lightwave/tutorials/animation/video/>