

# 3D CHROME

PAINTER

by Cher Threinen-Pendarvis

Cher Threinen-Pendarvis is a designer, fine artist, author, and educator based in San Diego, Calif. She's the author of "The Painter 8 WOW! Book" and the principal of Cher Threinen Design. She has worked with both traditional and electronic tools for nearly 30 years, and her digital fine art and design has been exhibited worldwide.

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**T** Use this technique with a bold, simple shape, or a thick bold letterform without serifs.

With art created in Illustrator or Freehand, it's best not to import a file that includes groups within groups.

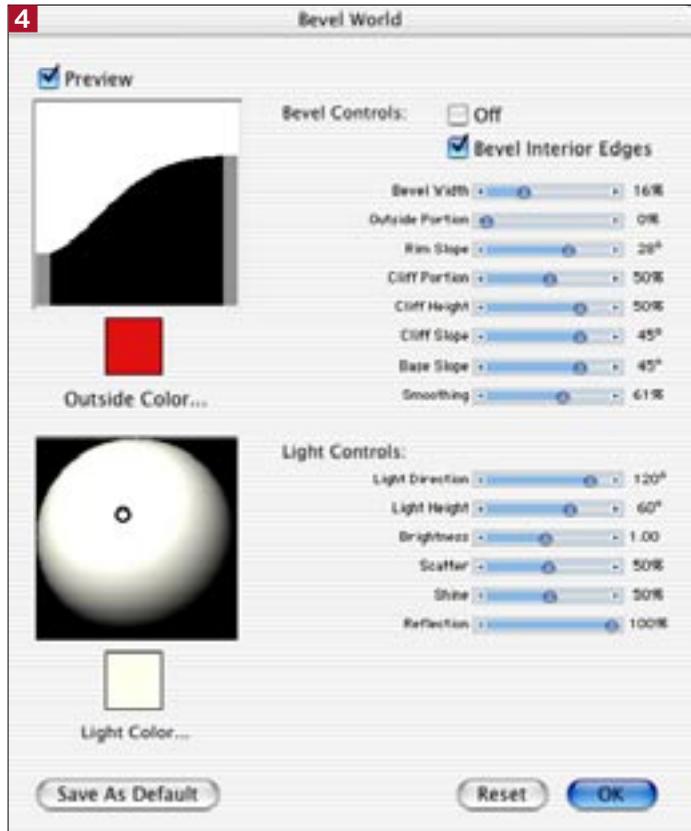
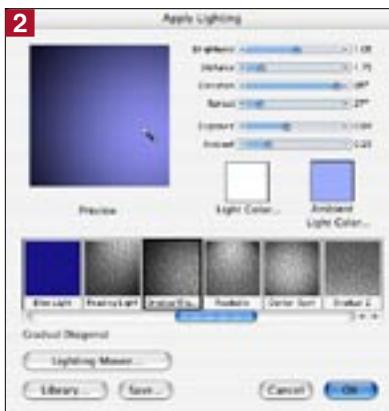
Painter's Bevel World dynamic layer allows you to try an endless variety of custom bevels on a selected layer quickly, without masks and channels. For this three-dimensional chrome graphic, I applied effects that included custom lighting, a rounded bevel with a reflection map, and a shadow.

When Cher Threinen-Pendarvis' client wanted to add a shiny metal look to a futuristic logo, Corel Painter's Bevel World dynamic layer was the ideal solution.



**1** I imported art from Illustrator (File > Import Adobe Illustrator File). My file appeared in Painter containing a vector-based shape in a layer group above the Canvas in the Layers palette. I resized the file for offset printing, then used the Layer Adjuster tool to scale down the vector-based shape and position it about center.

**2** I added a light violet background using Effects > Fill. To add background depth, I applied soft diagonal lighting that would complement the bright, shiny chrome to come. To do this, choose Effects > Surface Control > Apply Lighting, then check Gradual Diagonal. I clicked the Ambient light thumbnail and chose a rich blue from the Color Picker. Once you're satisfied with the settings, click Save and name it.



**3** Select the group in the Layers palette and choose Ungroup from the palette menu. Keep the layer selected, click the Dynamic Plugins icon at the bottom of the Layers palette, and choose Bevel World. Commit the shape to an image layer and adjust the Bevel Controls (shown in step 4). Here, the Bevel Width setting gives the image narrower sides and a broader top, Rim Slope forms a rounder top, Cliff Height reduces the height of the sides, Base Slope leaves the angle of the outermost portion at its default, and Smoothing adds roundness to the base, cliff, and rim of the bevel and makes ridges smoother. (Cliff Portion is the vertical distance between the base and rim, and Cliff Slope is the angle for the middle of the bevel.)

**4** The secret to achieving the effect was choosing an environment map of shiny metal. In the Pattern Selector, choose Reflection Map. Then adjust the Light Controls in the Bevel World dialog box. Here, I moved the Reflection slider to 100%. Your shape will magically change to bright, shiny chrome! The Bevel World effect is now “live,” which means you can double-click the layer to make changes.

**5** To increase depth, select the beveled layer and choose Effects > Objects > Create Drop Shadow, then click Commit. I set the X and Y Offsets to 50 and the Opacity to 65%. For a softer shadow, I set the Radius at 20 pixels, left the Angle at 114.6° to cast the shadow down and to the lower right, and the Thinness at the default. (A low Thinness setting creates a streaked look similar to a motion blur.)