3D Mapping in Adobe Illustrator

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3D Mapping in Adobe Illustrator: 3D design doesn't require much effort. However, most 3D workflows are a bit complicated and can cause computer performance to slow down. Additionally, it's nearly impossible to sustain artistic inspiration when you're navigating menus of dropdowns and traversing unfamiliar interfaces. However, 3D is trending, and excellent new tools and effects are hitting our feeds daily. It's just not an event we've been officially invited to.

This is your official invitation to join the 3D Party. Not because I've devised a genius way to simplify complicated systems. (It's amusing, but I cannot handle Blender.) This course will teach a fundamental 3D tool within Adobe Illustrator, focusing on modifying your objects using a mapping technique.

Results will astonish the viewer. Just because the software we'll be using is essential doesn't mean it's not essential. I'll demonstrate how to create endless styles with our base object and make your mark through 3D space. 3D space without the need to master specialized software or a powerful computer.

This course is all about experimentation as well as having amusement. 3D design is an art form that allows you to express your thoughts and creativity. Do not be afraid to try new things and to make mistakes. You can always undo, redo, or delete your actions. The more you try and experiment, the more you develop and enhance your abilities. Consider this class as a launch for your journey to greater heights. Take a seat!

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