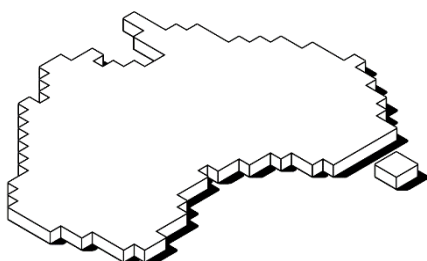# 3d Isometric Shape Creator by Roncq

Thank you for purchasing my 3d Isometric Shape Creator. This action works by initially applying a mosaic filter to your shape or text which will give it the 'pixelated' look so that it can be rendered as isometric voxels. The best way to understand how the action works is by testing different objects. The action is extensive and may take a while to complete but be patient. Since the action uses square size of 50x50px to create the cubes, if you want to get a higher resolution of cubes you can increase the size of your design. See the picture below to understand how the size of the original shape affects the cube resolution.

Original Shape: 1500x1500px   Original Shape: 600x600px
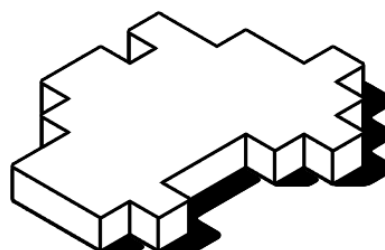
ACTION SET UP

To install the action into Photoshop, double click on the **.atn** file in your file browser or open it via the "Load Actions" option in the action panel. It is essential to install the required patterns and styles into Photoshop. To do this, double click the **.pat** file and the **.asl** file which will load them into Photoshop.

ACTION PANEL
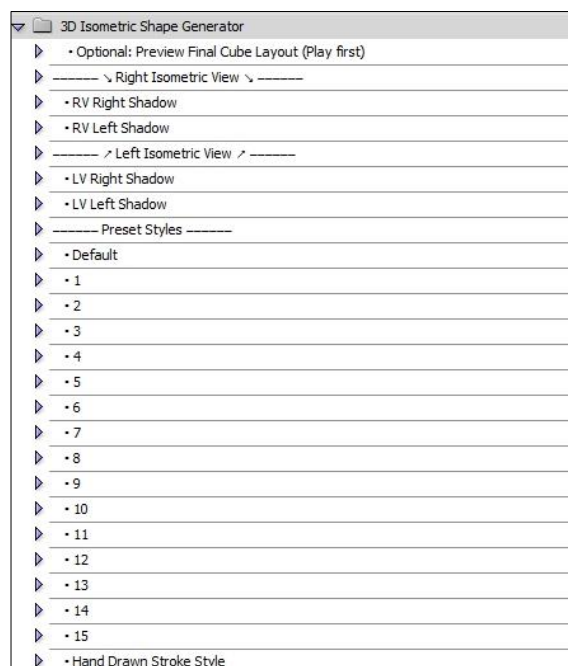
This is what the action looks like in the action panel in Photoshop CS5. The first action is an optional preview action that will show you how your final shape will be displayed as voxels. This is useful to check if your shape is ideal for the results you want. The main actions are categorised by the Right Isometric View and Left Isometric View indicators. These indicators which look like "——————↘ Right Isometric View ↘ ——————" are placeholders and not actions. All the playable actions have bullet points at the beginning of their title. The little arrows are a reminder of the direction which the final shape will be oriented in. Each of the numbers represents one of the pre-set styles.

INSTRUCTIONS

Open a new document of any size. For shapes, I recommend around 1000x1000px or more. **Ensure that the Resolution is set to 72 DPI for the action to work properly.**
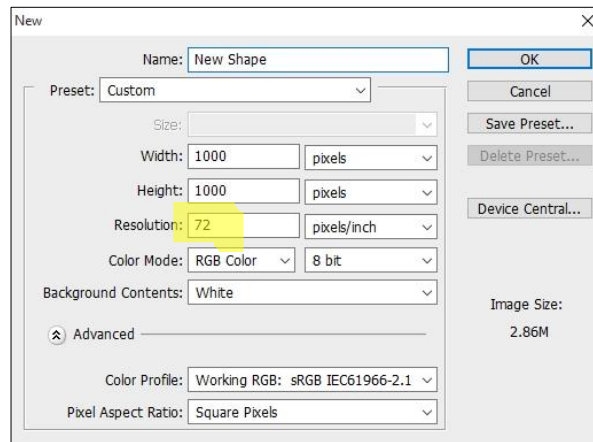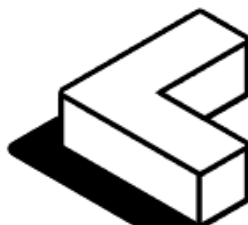

Load your shape or design into the document. Your design **must be transparent** so the 3D shape can be rendered. After your design (which can be a raster, smart object, type layer or group) is in the document, you just have to choose which action you want to apply. Below are the four different actions applied to the letter "L".

Right Isometric View   **Left Isometric View**
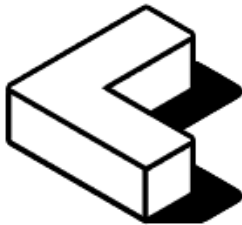
RV Right Shadow   RV Left Shadow   LV Right Shadow   LV Left Shadow


Just click on one of the actions from the panel according to the names above and press play. When the action is finished you can customise the colours, transparency and visibility of the sides, stroke and shadow. There are 15 pre-set styles actions which you can play directly after you have played the rendering action. The style actions are non-destructive, for example you can play action "1" and see the result and then play directly after action "2" and see the result.

TEXT/TYPE INSTRUCTIONS

Since the action creates voxels or cubes from your shape, in order to get perfect type creation it is best to use pixel fonts. Regular fonts will work but you might get unideal results when the cubes are created. Six **.psd** text templates are included to create your own isometric type. To use, open one of the psd templates in Photoshop and replace the text using the Type tool. Once your text is replaced, you can begin the desired action. If you wish to use other pixel fonts the square size must be 50x50px and the distance between each character must be 50px. The image below displays these requirements.
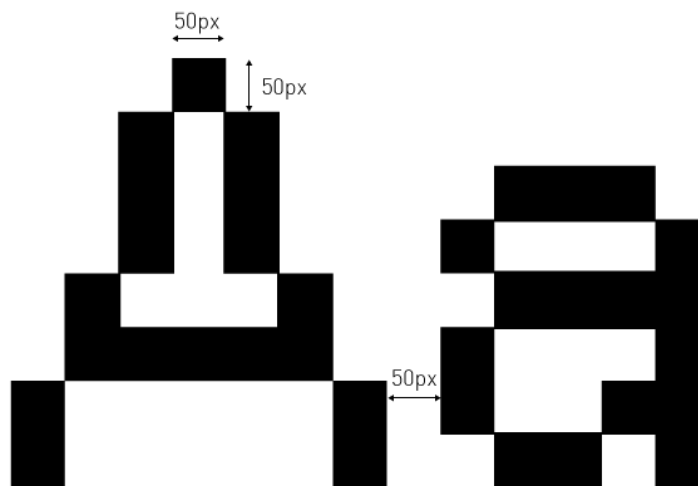

If you would like to check if a font is suitable, create a new type layer with your font and text and play the " ▪ Optional: Preview Final Cube Layout (Play first)" action

CUSTOMISATION TIPS

To change the colour of the top face, double click on the thumbnail of the "Top Face Color" layer that is attached to the layer "Top" by clipping mask. The icon is highlighted below.
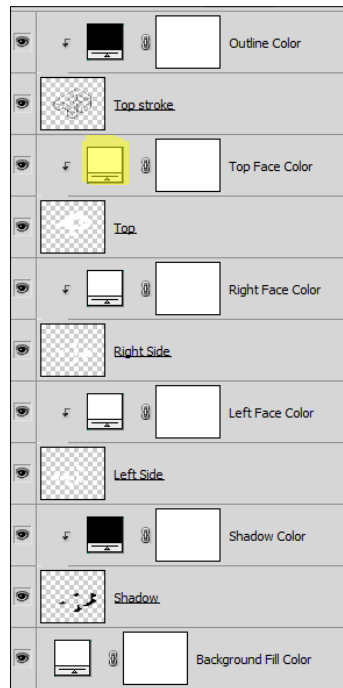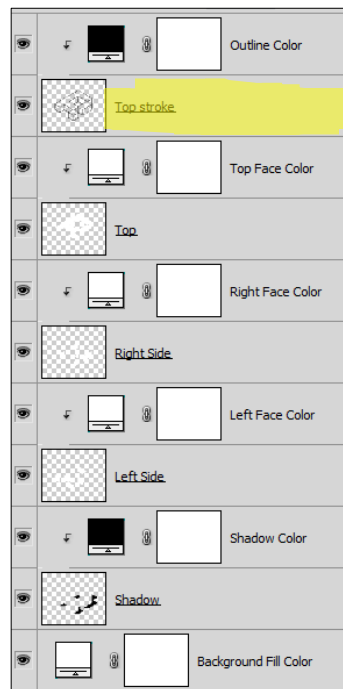

A colour selection menu "Pick Solid Color" will open up. Pick a colour and then click ok.
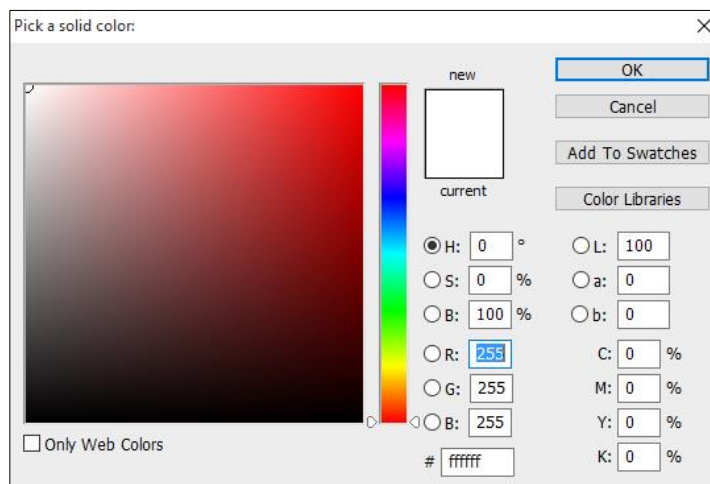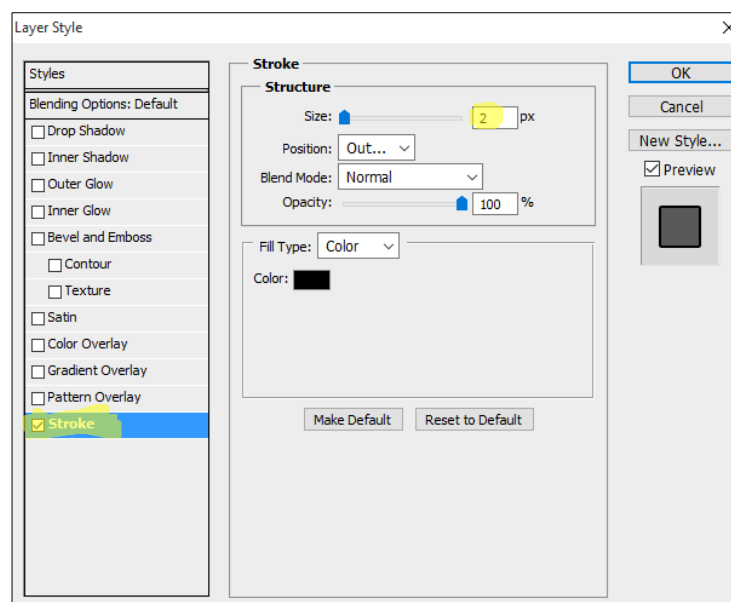

To change the colour of the other faces and the outline colour, the same process is required.

If you wish to increase the size of the outline stroke. Double click on the Top Stroke Layer.

Turn on the Stroke Layer Style and adjust the Size setting. You can also change the colour so that it matches the stroke fill colour.

To hide the outline stroke or any of the faces, turn off the visibility of the relevant layer by clicking on the following icons. When hiding the stroke from the 3d shape. It might be necessary to adjust the shadow position to the right spot.
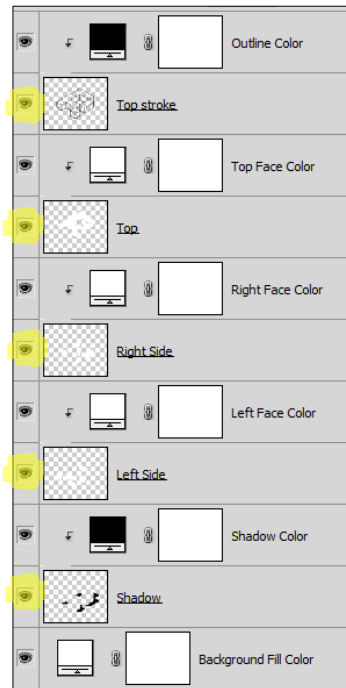
You are not limited to solid colours for the faces or stroke. Experiment with gradient fills and pattern fills to achieve realistic effects. You can try blurring the shadow layer using the Motion Blur and Gaussian Blur Filters. You can also apply the action to different objects and then combine them all into one design.

Please contact me if you would like further support.