

# 3D files in Photoshop (Photoshop Extended)

The three-dimensional (3D) file support in Photoshop allows you to open and work with 3D files (.u3d, .3ds, .obj, .kmz, and Collada file formats) created by programs like Adobe® Acrobat® 3D Version 8, 3D Studio Max, Alias, Maya, and Google Earth.

Photoshop places 3D models on a separate 3D layer. You can use the 3D tools to move or scale a 3D model, change the lighting, or change render modes—for example, from solid to wireframe mode.

**Note:** To edit the 3D model itself, you must use a 3D authoring program.

You can add multiple 3D layers to an image, combine a 3D layer with two-dimensional (2D) layers to create a backdrop for your 3D content, or convert a 3D layer into a 2D layer or a Smart Object.

If the 3D file contains textures, they are opened with the file and appear as separate layers in the Layers palette. You can edit the textures using any of the Photoshop painting or adjustment tools, and then reapply the textures to the model and view the results.

**Note:** You cannot create new textures in Photoshop, or change how they are mapped to areas of the model.

# Place 3D objects in an image (Photoshop Extended)

You can place a 3D model against a background image and change its position or viewing angle to match the background.

For a video on mapping 2D images onto 3D models, see [www.adobe.com/go/vid0020](http://www.adobe.com/go/vid0020).

Open the file you want to serve as the backdrop.

Open the 3D file.

Drag the 3D layer from the 3D file from its Layers palette into the background image window to add the 3D layer to the background file.

Choose Layer > 3D Layers > Transform 3D Model or double-click the 3D layer in the Layers palette and use a 3D Tool to position or scale the 3D model against the background.

# Opening 3D files (Photoshop Extended)

You can open a 3D file or add it to an existing Photoshop file as a 3D layer. When opening a 3D file, you will need to set a height and width for the file. (3D models can be scaled to any dimension.) When adding a file as a 3D layer, the layer will use the dimensions of the existing file. A 3D layer contains the 3D model and a transparent background.

Do one of the following:

Choose File > Open.

With a document open, choose Layer > 3D Layers > New Layer From 3D File.

Choose from the several 3D model templates available.

If opening a 3D file outside an existing image, set image file height and width and click OK.

Like vector art, 3D models can be scaled up or down without losing detail or quality. Setting larger or smaller image dimensions will scale the model up or down proportionately to fill the image frame.

**Note:** A 3D layer does not preserve any background or alpha information from the original 3D file.

# Save 3D files (Photoshop Extended)

You can save Photoshop files containing 3D layers in PSD, PSB, TIFF, or PDF format. The 3D model position, lighting, render mode, and cross-sections are maintained when the file is saved.

Choose File > Save or File > Save As, and select Photoshop (PSD), Photoshop PDF, or TIFF format and click OK.