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Level: Beginner

Download: None

Version: 1.6

EASY CUBE

In this tutorial, you will learn how to make a cube using the **Shear** tool and how to make adjustments using the Transform panel. This is a very basic tutorial designed to allow you to become acquainted with this not-so-obvious tool.



LET'S GET STARTED

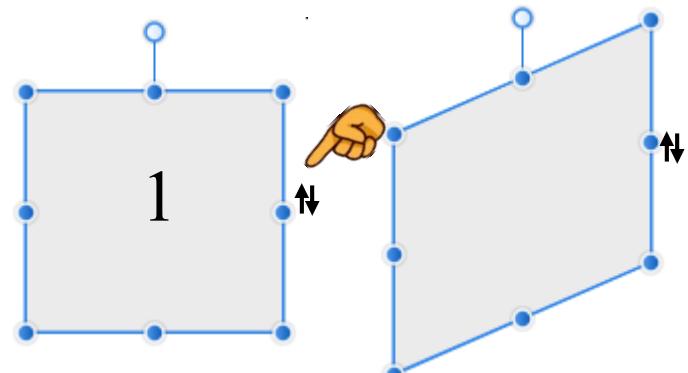
Open a new document in a size of your choice (800 x 800 px is good).

If the **Transform** panel is not visible, select **View\Studio\Transform** to open the panel.

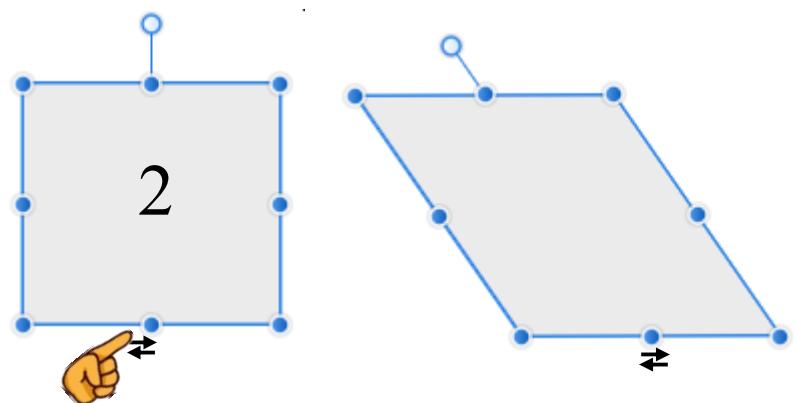
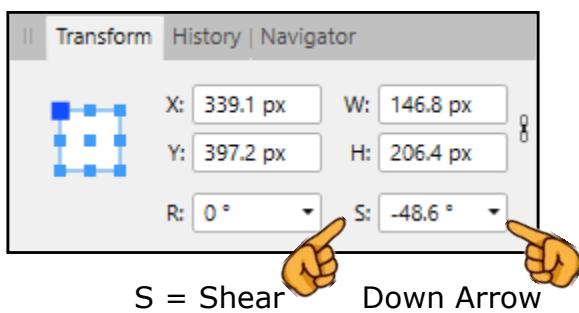
USING THE SHEER OPTIONS

Select the **Rectangle** tool from the left toolbar and drag out a rectangle. Size doesn't matter. Make sure your rectangle is selected, then using the **Move** tool , hover your mouse over the center node on the right side as in **image 1** until you see two tiny arrows. Click and drag the arrows either up or down to shear the right side of the rectangle. You can shear the left side in the same way. Try it so you get a feel for using this tool.

To shear the top and bottom of your rectangle, hover your mouse over the bottom or top center node as shown in **image 2**. Drag the arrows either left or right. Again, try this a few times for practice.



You can also use the **Transform** panel to type in the desired values or click the down arrow and use the slider to set the shearing. The ability to type in an exact value can be useful when you want the exact same shear on multiple objects.



MAKING A CUBE

Now that you know how to sheer an object, let's create a simple cube. Delete all of your practice rectangles or open a new document.

On the main menu, select the **Outline** view mode.



Select the **Diamond** tool from the left toolbar popup menu and draw an elongated diamond. The one we are using here is 240 x 73.

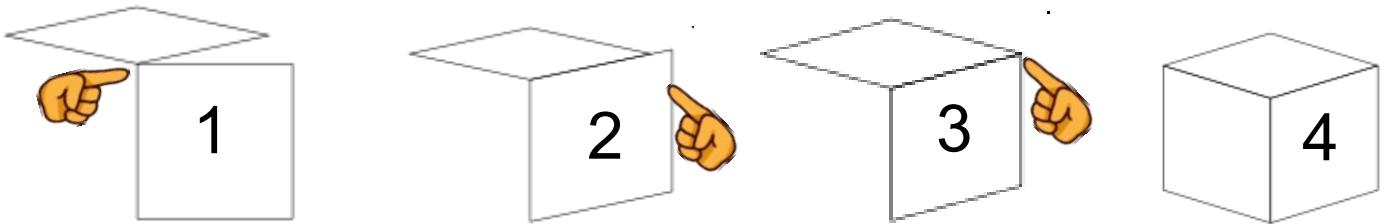
Select the **Rectangle** tool and while holding down the **Shift** key, draw a rectangle approximately 150 x 150 px.

Magnify your window to about 4000%. Move the rectangle so the **left** corner intersects with the bottom of the diamond (**1**).

Bring the magnification down to about 500% and shear the right side of the rectangle upward until the top line intersects with the diamond. It will be too wide but that's okay (**2**).

Drag the right side of the rectangle to the left so it meets the top of the diamond (**3**).

Select your rectangle, Right-click\Copy, Right-click\Paste. **Flip Horizontal** and move the copy into place on the left side of the diamond to complete your cube (**4**).



As a final step, you might want to magnify your cube to around 4000 again to make sure your lines are perfectly matched. If not, you can tweak them as needed.

Now you can return to the **Pixel** view mode.



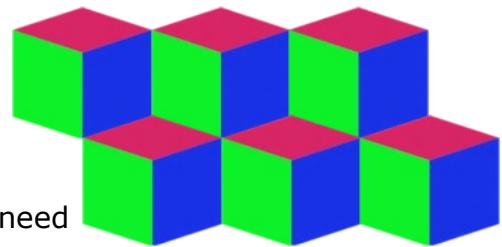
This would be a good time to save your work so you can use your cube many times over.

Another good choice would be to **Select All**, then **Group** and save in the **Assets** panel so you always have a cube right at your fingertips.

USING THE CUBE

Let's explore a few ways you can use what you have learned.

You can create an interesting background using colors and or gradients by doing a simple copy and paste.



You might want to put some letters on your cubes. They will need to be in the proper perspective.

Letters are put into perspective in the same way as the rectangle. You can see on the far right the letter as it was first typed, then as the perspective was applied.

Don't forget to add shadows and other effects to give your artwork more drama.



You can also make some fun photo cubes! After you've created your cube, shear your photos to the same perspective (Transform panel is good to get same perspective). Then, clip the photo into one of the cube sides. Once clipped, you can still adjust your photo to get the best fit.

Another idea is to leave the top off the cube, then duplicate the two side panels so you now have 4 panels and put a different photo into each panel. The bottom line is to have fun with this! Enjoy!



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