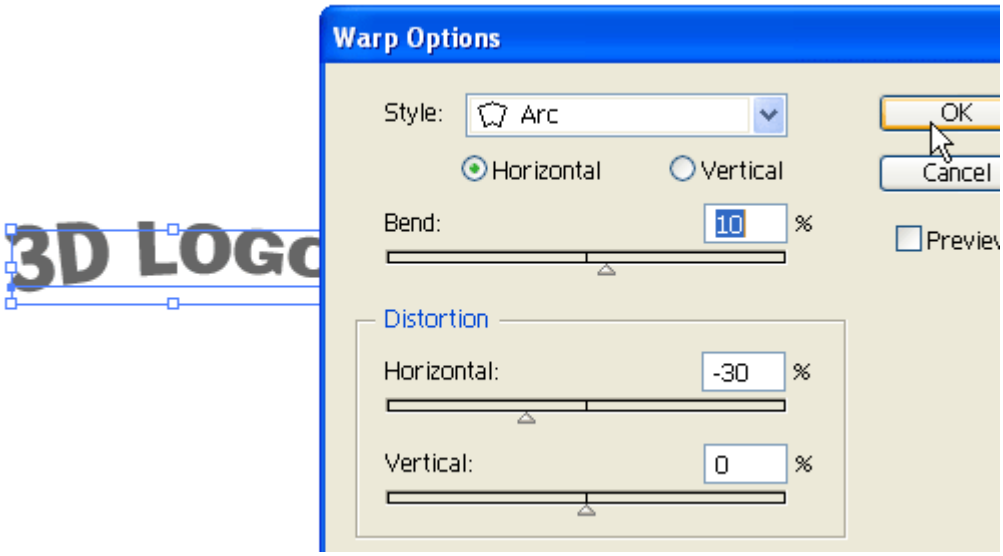
3D Logo

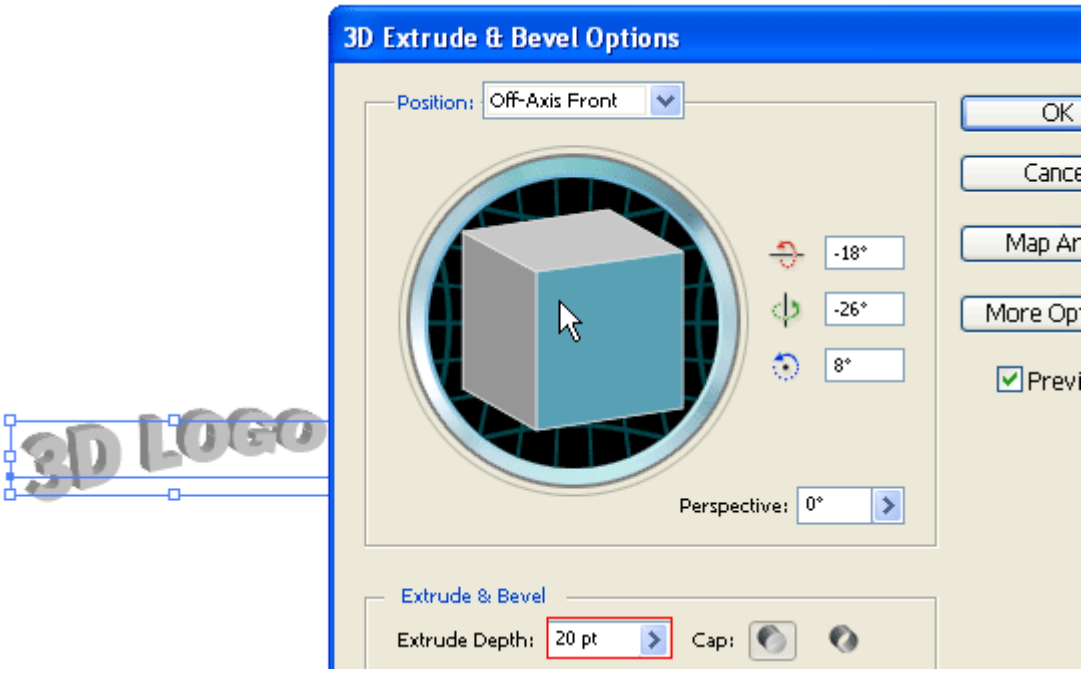
1. 3D Text

Use the **Type** tool, type in “3D Logo”. Go to **Effect >Warp > Arc** and apply the following settings:



2. 3D Extrude & Bevel

Then go to **Effect > 3D > Extrude & Bevel** and apply the setting as shown in the image below. You can drag around the cube to set the **X,Y,Z** rotation values. Set the **Extrude Depth** to 20pt.

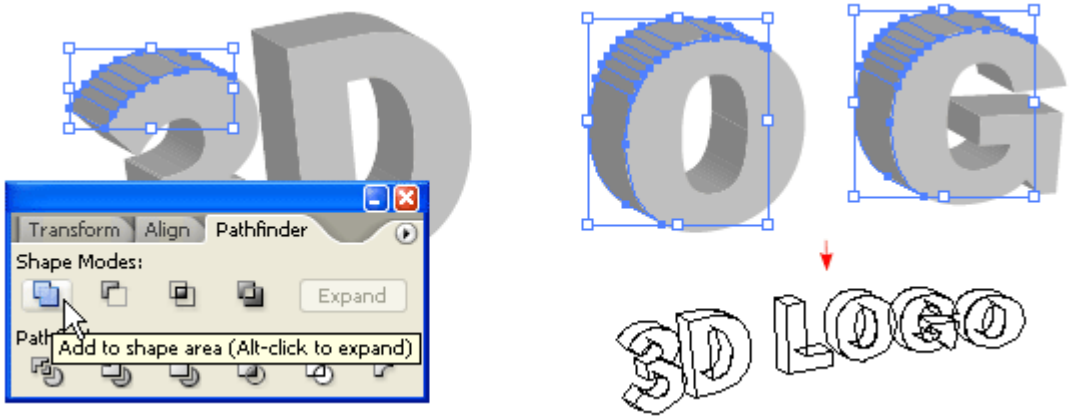


3. Expand Appearance

Now go to **Object > Expand Appearance** to remove all effects and convert to paths. After the text object is expanded, **Ungrounp** the object by **Object > Ungroup** or press **Ctrl+Shift+G**. You probably need to do **Ungroup** 4-5 times in order to break the object apart.

4. Merge Paths

Select the round corner paths and merge them together by using the **Pathfinder** tool. Hold down **Alt** key, click on the **Add to shape area** to merge the selected paths. Repeat this step to clean up all round corner paths.



5. Apply Gradient

Select the top level paths and apply a yellow-green color gradient.

6. Eyedropper

Select the back(depth) paths, use the **Eyedropper** tool and click on the front paths. This will copy the gradient fill.

7. Darken

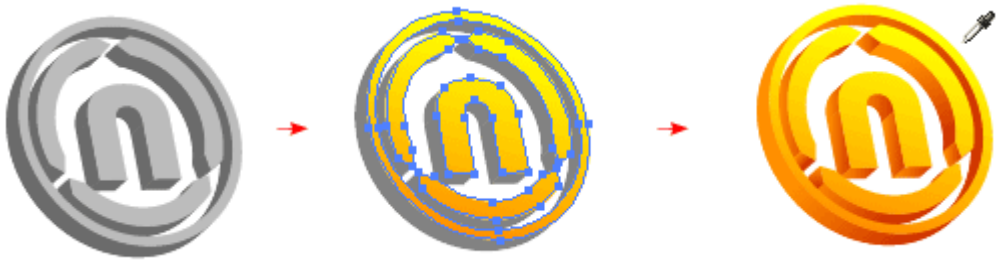
Keep the back paths selected, go to **Gradient** palette and adjust the gradient colors to a darker tone.

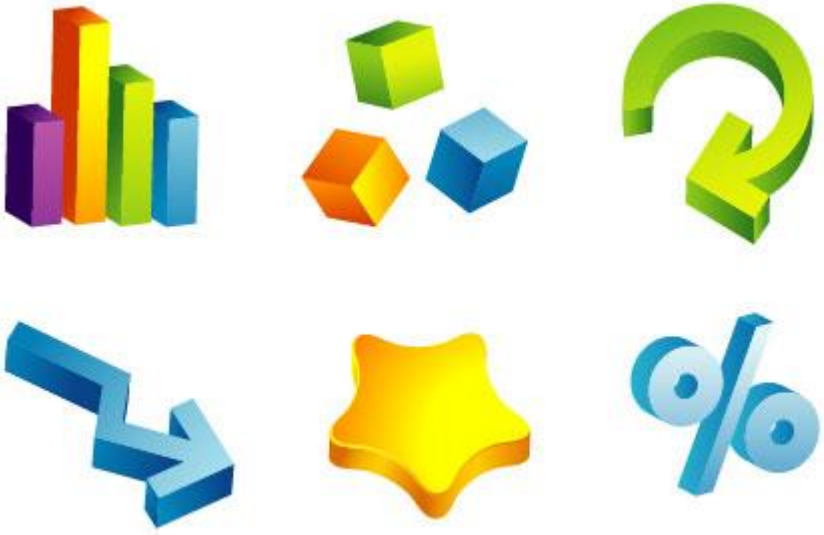
8. 3D Logo

You can use this technique to make 3D objects from any shape, text, etc.

Here are the steps:

1. Apply **3D Extrude & Bevel** effect
2. **Expand** object
3. **Ungroup** object
4. Apply **gradient**
5. **Eyedropper** gradient fill



More…

Here are more samples I made using the same technique.