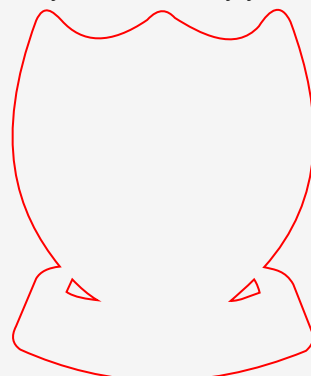# How to make a logo spin

There are two distinct operations in making a logo spin. Firstly, you will need to draw your logo.
Secondly you will want to make your logo into a 3D object that will spin.

For the first operation you will need a drawing program such as Xara Xtreme, Adobe Illustrator, CorelDraw or other drawing
program that will allow you to produce vector shapes. This is because the program you will need to make the logo
3D and spin is Xara 3D, which works with vectors.

Let's assume that you want to make a logo of the football team you support. For this tutorial, I shall use Xara Xtreme,
but the principles for Illustrator or Corel are similar, but the tools may differ slightly in the way they operate,
and in their names.
Xara Xtreme is for me the program which is the quickest to learn. It is also the fastest vector program there is, and not least,
by far the cheapest.

My choice of logo is Portsmouth Football Club. I have chosen it because it is the team I support, and it is also a straightforward design that is pretty
easy to hand trace. Below on the left is a bitmap of the logo. If you look closely you may see that the edges are jagged and the quality is a bit blocky.

The logo in the centre is a vector image, that I hand traced using the Shape Editor Tool

STEP 1: We will draw around the whole shape. Select the shape editor tool and click anywhere on the outline of the logo. I made my first click at the bottom of the red line and then
clicked again at the top of the red line. This will produce a straight line, not a curve With the line still selected. and the shape editor also selected, move your mouse cursor over the
middle of the line, and the cursor will change to an arrowhead. Click on the line, and holding down the mouse, push the line out to the left and it will produce a curve that should
follow the outline of the logo. My line is red for the purposes of this tutorial, yours will probably be black. The colour doesn't matter because the line will be removed at the end of Step 1.
Next, click on the line where you made your end of the curve and the click again on the other side of the first point on the top left of the logo.
This is only a short distance, but what you are doing is tracing one curve at a time. Now you can hold the mouse cursor over this second segment of line and click and push upward to
match the outline. keep on doing this, one curve at a time until you are back to the point where you started. When you make your the final click the mouse cursor will change to a
larger black cross, and your shape will fill with black. Click your mouse on the 4th. icon from the bottom left that looks like a portion of chickenwire fence, and the fill will disappear
leaving you with just the ouline you made, and you'll see the original bitmap beneath. Now we need to draw 2 more simple shapes. Using the same procedure, draw around the white
areas between the base of the shield and the top of the banner. Once you have made the 2 small triangular shapes, you can press the escape key, which will deselect everything you
have drawn. Now holding down the shift key, click on the outline you made first and one of the triangular shapes, (the shift key allows you to select more than one object at a time) now
click on the Arrange Menu at the top of the screen and select Combine Shapes, now choose Subtract Shapes. You now select your outline again, and the triangular shape you did not
select the first time and repeat the Arrange Menu>Combine Shapes>Subtract Shapes procedure. You should now have your original bitmap and the red outline shape as shown above.
With the red outlined shape selected, click on a very light grey square from the colour line at the bottom of the screen and your shape will turn grey with a red outline.
Now with the opposite mouse button (usually the right one) click on the chickenwire icon again, at the bottom of the screen, 4th from the left. Bingo the outline has gone.
Select the grey shape and copy it to the clipboard. If the bitmap you have is of poor quality, you may want to hand trace all the elements of the logo as I have done (2nd graphic from
the left above). Congratulations, you have successfully finished Step 1 of this tutorial.