How to make a logo spin Part 2

Now you need to open Xara 3D. Click on the Text Options (the top icon on the left hand side, which looks like this: **Aa**)
A dialogue box will open displaying X3D Version 6 or whatever version you have inside an ellipse. Select all the text and delete it.

You are left with the ellipse. Now select the text tool 9th icon down on the left, a blue **X** and the ellipse disappears also.
If the grey outline from your Xara Xtreme tracing is still in the clipboard (if not, open it and copy to clipboard), click on the Edit Menu
and select Paste (Control V).
You should now see a graphic resembling the one shown below (Fig 1):

Fig 1

Fig 2
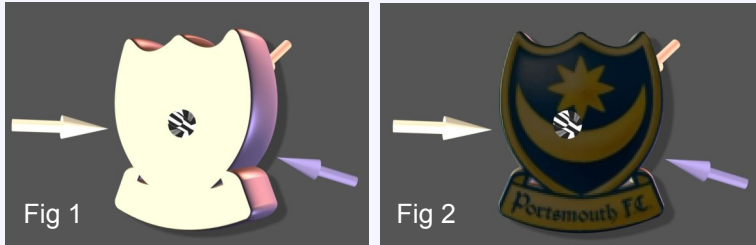
Now you need to go to the toolbar on the right of your screen and select the Texture Options button. Then click the Load texture button.
This opens the Load texture dialogue box which allows you to navigate to your original bitmap of your logo. Click the Open button and you should see
this (Fig 2) above.
Still inX3D, go to the Shadow Options on the right hand toolbar and uncheck the Shadow Tickbox.
Now go to the Extrusion Options on the right hand toolbar and reduce the Depth slider to 1.
Now go to the Colo(u)r Options on the right hand toolbar and choose the colour you want for your background
by clicking the dropdown menu at the top which will say "Text", and choose "Background". If you want a transparent background you can choose this
when you export your animation at a later stage.
The 3 different coloured light arrows in Fig 2 above can be adjusted by double clicking to change the light colours. Clicking and dragging the light
arrows will adjust their position. Experiment until you are happy with the results. It all happens in real time, no complicated dialogues to deal with.
now comes the exciting part, the reason why you are all here:

Animating Your Logo:

Click on the Animation Options Button on the right hand toolbar and select the options as shown in Fig 3.
The frames per cycle and frames per second values will impact upon the file size. The ones you see were
chosen for my avatar, and will give a very small file size and poor quality. The 10th. icon along from the left that looks like a
filmstrip with a right facing green triangle at the top of the screen toggles the animation that you have chosen.
Now you are nearly finished. The final step is;

Export The Animation:

Go to the file menu, select Export Animation...and from the dialogue box that opens you may choose from several file types.
If you enter a file name and choose .gif, the "Export As" dialogue box opens (Fig 4).
The settings shown refer to my avatar on the forum and again will impact on the file size,
in this case very small = poor quality.
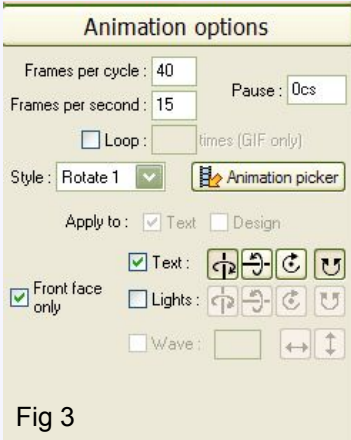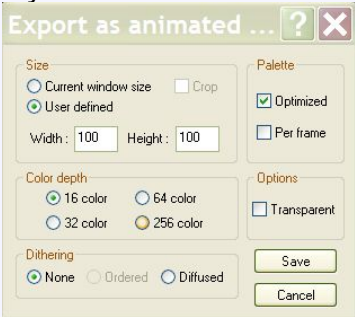Good luck with this tutorial.
Bob Taylor.

Fig 3

Fig 4