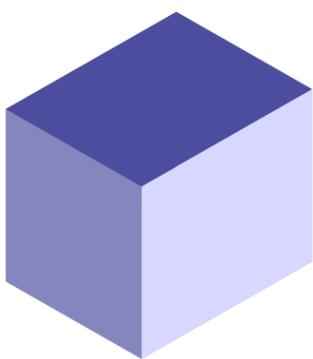


3D BOX WITH LOGO

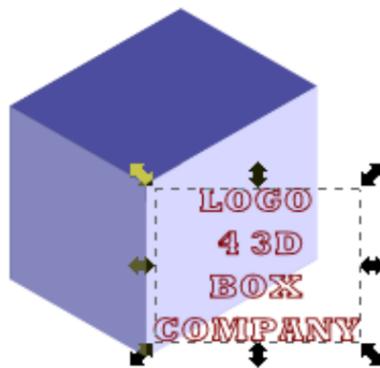


LOGO
4 3D
BOX
COMPANY

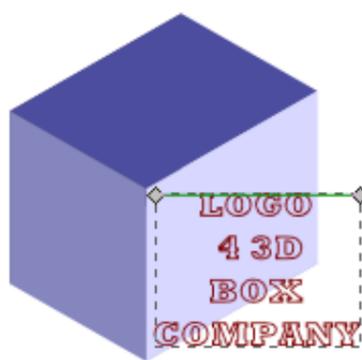


1 -- The logo needs to be a single or combined path.

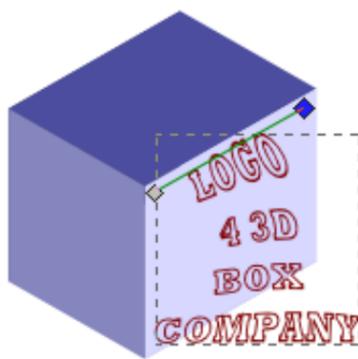
2 -- Select the logo, and move it over the face of the box onto which you want the logo to be. In my example below, the vertical edge of the logo's bounding box needs to be aligned with the vertical edge of the box face. Actually, because of the way the LPE works, this isn't really necessary. But it may be helpful for learning, and to see how it works.



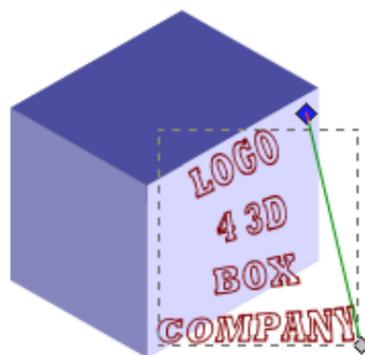
3 -- Path menu > Path Effect Editor. With logo selected, choose Envelope Deformation from dropdown and click Add. You will see now, quite a number of new options. For our purpose at the moment, click the node tool icon, just to the right of "Top bend path". And you will see something like below.



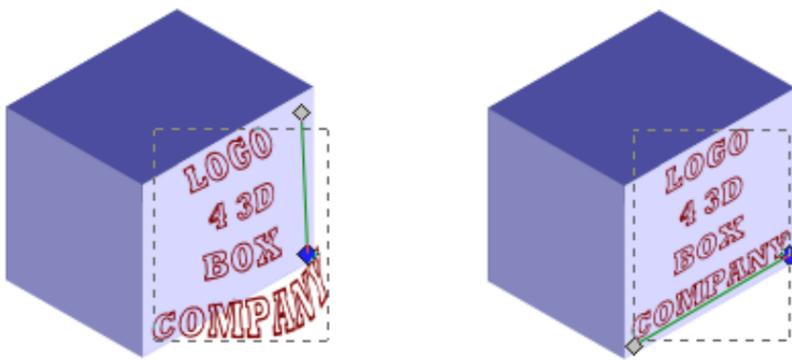
4 -- The green path is editable just like a real path, and adjusts that side of the bounding box, live onscreen, as you edit. So grab the node on the right side, and drag it to the corner of the box, right where you want that corner to be when finished. Like so:



5 -- Don't worry that the logo is distorted right now. It will be perfect when we finish. Next, click the node tool icon next to "Right bend path". Move the top node into position directly over the place where you positioned the node in step 4. (At the end of these instructions, I'll add a tip for making the logo precisely adjusted for perspective. But for now, we're just "eyeballing it" :-).)



6 -- With the Right bend path still active, move the bottom node into the bottom right corner of the box face, as in below right illustration. Still no worries about distortion :-). Continuing, now click the node tool icon beside "Bottom bend path", to reveal the green path along the bottom, as below right.



7 -- So now we have a really close approximation of perspective for the logo. But since we were just "eyeballing it", some people might want or need extreme accuracy. If so, you can create a trapezoid using the box face, and use Snapping for precision. Here are the steps:

- Before opening the LPE Editor, use the Node tool, and select the box face that you will be using.
- Duplicate.
- Remove fill, add stroke.
- Path menu > Inset. You can use this path to imagine sort of a frame for the logo, so you may want to do Inset more than once (whatever works best for you).
- Switch to Selection tool, and move this path behind the box (in z-order)
- Now, when you do the node editing with the LPE Editor, be sure to enable Snapping, Snap nodes or handles, and Snap to Cusp nodes. This will cause the nodes of the LPE paths to snap to the nodes of the hidden trapezoid, which will create the technically perfect perspective.

8 -- And here is our finished product!

