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**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**

**SCHOOL OF COMPUTER SCIENCE**

***Department of Cybernetics***

**GRAPHICS AND ANIMATIONS TOOLS**

LAB FILE

SESSION (2020-21)

Course: BTech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

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**Experiment-5**

**AIM-** Design 3D-Text (Name) using Blender.

[Link to the Experiment](https://drive.google.com/file/d/1OvNQGvtL9yPjwjuY37SpKg4-Gn6pI3wW/view?usp=sharing)

Steps to be followed or designing 3D-Text:

**Step 1:** Shift A and Add text. Click “Shift + A” from the keyboard a list opens on the screen select “Text” option from there. Type the text which must be appeared as required.

**Step 2**: After filling the required text in the area click TAB the text mode changes to object mode.

**Step 3:** Select text and click “Tab” to get text mode on. Type text needed and remove unwanted words or letters as to how we do in the windows word file.

**Step 4:** 3D text excludes can be done. Select exclude and give the required value of excluding height required to the text.

**Step 5:** Rotate Text- Till now our text was flat with on the grid now let’s make the text visible from the front view.

**Step 6:** Adding resolution adds curviness and a smooth radius to the corner of the text.

**Step 7:** Convert from text to mesh object. ALT +C from the keyboard is a hotkey to change the content to mesh. Once the Text becomes mesh it applies with multiple points, lines, and face. If we change the mode from object to edit mode

**Step 8:** It’s easy to add texture to the text Click on Lambert Symbol on the left pane.

**Step 9:** Click on render option on the top right corner of the application screen to have a rendered view of the text. Adding and positioning Camera and lighting also play a key role to show the view of the text made and its shadow details.

**Step 10:** Add black to the background, and metallic texture as well. Also, add bloom and screen space reflection.

**Step 11:** Add color Blue to the text and set the strength to 100.

**Step 12:** Now save the .blend file to your local memory and render the file.

**OUTPUTS:**

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