Experiment – 5

* **Design of 3D Text using Blender:**

**Step 1 )** Open Blender and delete cube,now add test and rewrite ‘text’ as ‘RAVI’.

**Step 2 )**Go to the object data properties and alignment Horizontal is center and

Vertical is also center.

**Step3 )**Extrude text in z-axis now text is in 3D views

**Step 4 )** Add circle and then press s and in large the circle so that text is in the circle.

**Step 5)**Add point light and go to the object constrain properties then follow path and in the target select Bezier curve.

**Step6 )** Select frame is equal to 120 and go toobject constrain properties and then offset insert key frame is 100.

**Step7 )** Now go to word properties and make the colour black.

**Step8 )** Add light and and re position the light above the text point toward text.

**Step9 )** Select light, go to the object data properties and change the colour blue

**Step10)**Now Select text and then select shading and now principal BSDF is visible

**Step11)**now go to the add section and add color-ramp, Noise Texture,Mapping,Texture coordinate,Bump,Emission,Mix Shader and material output

**Step12)** Now color in color ramp connect to roughness inprincipal BSDF,colour in Noise texture add to face in color-ramp,vector in mapping add to vector in Noise texture,BSDF in principal BSDF add to shader in mix shader,emission add to shader and shader add to material output.

**Step13)** Now to go to the output properties file format FFmpeg video container is MPEG-4 chose location.

**Step14 )** Now go to the render and then render animation.

**Step15)** your animation is created.