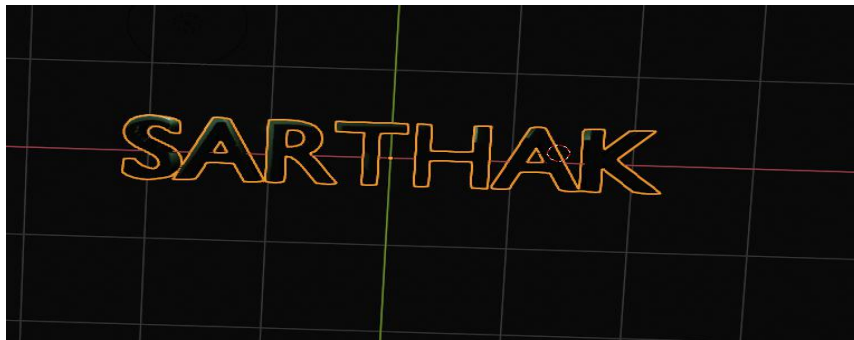


## Experiment No. 5

Aim :- Design of 3D Text using Blender.

1. First we will add a text.
2. Then we will adjust the text to make it 3d using extrude tool and setting its depth and centering it to the origin.
3. After making changes in the text we will add the Bezier circle and adjust the Bezier circle around the text in such a manner that it surrounds the text.
4. After that we will set the camera on the boundary of beizer circle and add lighting and coloring to it.
5. Then we will add some shading to text along with metallic effect to the text.
6. At last we will render the animation.



Drive Link:

[https://drive.google.com/drive/folders/1wPpsOrMlGhACEcnxKt1QR-GMHhucN\\_hR?usp=sharing](https://drive.google.com/drive/folders/1wPpsOrMlGhACEcnxKt1QR-GMHhucN_hR?usp=sharing)