

EXPERIMENT – 5

Objective: Design of 3D text using blender

Steps:

1. Open Blender, and create a new File
2. Add some text, example: "HELLO"
3. Use extrude tool and set the text depth to give it a 3D look.
4. Center the text at origin of grid
5. Add a Bezier curve , adjust the curve to wrap it around the text
6. Place camera at top view and add light
7. Set the light power and change background color to black
8. Set light color and add metallic texture to the text
9. Finally, render the animation
10. Finish

Drive link: <https://drive.google.com/file/d/1B4YW3-NjDBAFu--aXuRDFQOSxmtgXkx/view?usp=sharing>