**EXPERIMENT 5**

**Design of 3-D Text in Blender**

**Steps-**

Step 1- Open Blender, and clear everything already in the workspace.

Step 2- Create a new file -> right click to find Mesh -> click on the text option -> edit it using the TAB key -> add the required text.

Step 3- Select the alignment tool -> align the text to the center -> Under geometry -> extrude option for extruding so that light catches the curve of the text -> use the bevel option -> set it to at least 0.001.

Step 4- Place the camera to the center -> for the lights to go around the text add a circle at the center of the text.

Step 5- Add the lights -> select constraints to add the follow path i.e Circle -> use the TAB button-> align the circle close to the text.

Step 6- To render it as an animation -> add frame rate of 120fps -> change the render engine to eevee.

Step 7- Add black to the background -> metallic texture.

Step 8- Now save the .blend file to your local memory and render the file.

**Drive Link-**

[DRIVE LINK](https://drive.google.com/drive/folders/1HHmhW8S4dYisMYGFoaJuAPxXlKh6NDTe?usp=sharing)

**Output-**



