

**University of Petroleum and Energy Studies**

School of Computer Science

Department of Cybernetics



**GRAPHICS AND ANIMATION TOOLS**  
**LAB FILE**

*(Session: 2020-2021)*

Course: B. Tech.

Batch: 2017-2021

Submitted To-  
Dr. Durgansh Sharma  
Assistant Professor  
Department of Cybernetics

Submitted By-  
Anshul Khattar  
Roll No. -13  
SAP ID -500063399

### **Experiment 5: Design 3D text using Blender.**

In this experiment we need to create 3D text of our choice using Blender. Steps to create a 3D text -

Step 1: Open Blender and create a new project. Remove the cube present by default in a new project.

Step 2: Go to mesh, click on text and edit it using TAB key and write whatever you want to write.

Step 3: Go to the alignment and make the text at the centre. Go to geometry and extrude the text a little bit. Also, bevel at least 0.001 for the lights to catch the curve of your text.

Step 4: We want the lights to go around the text and hit the edges of text, so add a camera at the centre. To make the lights going around the text add a circle at the centre of the text.

Step 5: Add light, and go to constraint and add follow path (Circle). Now, hit the tab button and resize the circle as close to the path, so that they are very close to the text.

Step 6: Now add colour of your choice in the text and also make its strength 100.

Step 7: Now save the blender project at your preferable location.

Google Drive link

[https://drive.google.com/drive/folders/1cQdmrX4\\_aaWvVLW5Dk9flVoyZRRaFJX8?usp=sharing](https://drive.google.com/drive/folders/1cQdmrX4_aaWvVLW5Dk9flVoyZRRaFJX8?usp=sharing)

## Output

