

Experiment No. 5

Design of 3D Text using Blender

1. First we will add a text.
2. Use the extrude tool and set its depth. Also center it on the origin.
3. Now make changes to the text by adding Bézier curve circle. Adjust the Bézier curve circle around the text such that it surrounds the text.
4. Now place the camera on the boundary of the Bézier curve circle and add light and color effects to it.
5. Now add shading to the text along with metallic effect.
6. Finally, render the animation.
7. Finish

Drive Link:

https://drive.google.com/file/d/1vJFLk5PHM2wq2XR_G6pIyPNYnqnqtabW/view?usp=sharing