



UPES

Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards

Sem VII

PRACTICAL WORK FILE

EXPERIMENT 5

[\[LINK TO OUTPUT FILES\]](#)

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EXPERIMENT 5 : 3D Text Using Blender.

Objective:

To design a 3D Text using Blender

Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

Steps to create a 3D Text

1. Shift A and Add text. Click “Shift + A” from the keyboard and a list opens on the screen select “Add Text” option from there.
2. After filling the required text in the area click TAB the text mode changes to object mode.
3. Specify the desired Width and Height for the Image.
4. Select text and click “Tab” to get text mode on.
5. Once after typing the word apiaries on the screen and click “Tab” to make it object then move it to the center of the grid
6. Select extrude and give the required value of extruding height required to the text.
7. From the left pane, we can maximize and select the “F” icon to get all Text and Front related attributions for our text selected.
8. Go to the Fronts layer in the left panel for all text-related attributions on the pane.
Front -> click on Load a file (Folder symbol)
9. Convert from text to mesh object
10. By changing the text to mesh few duplicate vectors (vertices or points) will be created to delete them keep the screen on Edit mode and select the text and click W key from the options select Remove Doubles
Edit Mode -> A select text -> W -> Remove Doubles
11. Add texture to the text Click on Lambert Symbol on the left pane.

Steps to Render

1. Add a plane object and set it child (with keep transform checked to the 3d Text Object)
2. Add light and place it in a suitable position
3. Add camera, Press CTRL+ALT+0 (Num) to position it along the view port
4. Click render on top left
5. Save the output image as PNG.

SNAPSHOTS





