

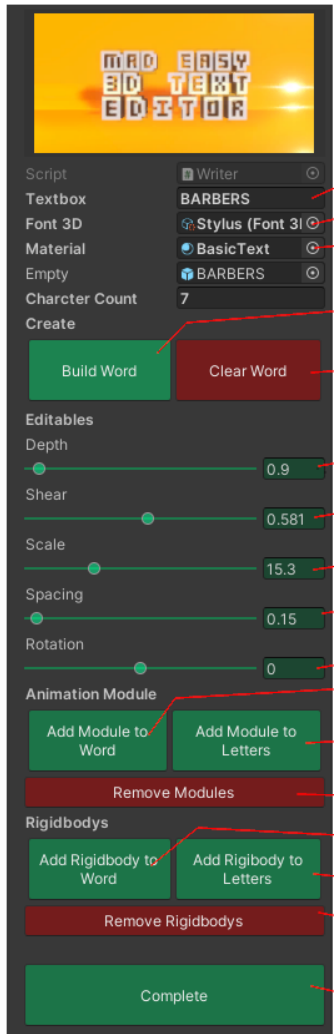


MAD EASY 3D TEXT EDITOR

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Using the 3D Text Editor

1. Find the 'Writer' Prefab in 3DText > Prefabs > Writer
2. Drag the Writer Prefab into your Scene
3. Click on the writer prefab that's in your scene and modify the following properties in the inspector:



The image shows a screenshot of the '3D Text Editor' interface. The interface is divided into several sections: a top header with the title 'MAD EASY 3D TEXT EDITOR', a left sidebar with a list of properties, and a main area with various controls and sliders. Red arrows point from text labels on the right to specific elements in the interface.

Annotations and their corresponding interface elements:

- Your Text (points to the text 'BARBERS' in the main area)
- Select Font Here (points to the 'Font 3D' dropdown menu)
- Choose a material (any will work) (points to the 'Material' dropdown menu)
- Creates the Text Model (points to the 'Create' button)
- Deletes Current Text Model (points to the 'Clear Word' button)
- Depth of the Model (points to the 'Depth' slider)
- Width of each letter (points to the 'Shear' slider)
- Letter Scale (points to the 'Scale' slider)
- Letter Spacing (points to the 'Spacing' slider)
- Letter Rotation (points to the 'Rotation' slider)
- Add animation script to the word (points to the 'Add Module to Word' button)
- Add animation script to each letter (These can be modified in each create letter) (points to the 'Add Module to Letters' button)
- Remove all current animation modules (points to the 'Remove Modules' button)
- Add rigidbody to word (points to the 'Add Rigidbody to Word' button)
- Add rigidbody to each individual letter (points to the 'Add Rigidbody to Letters' button)
- Remove All current Rigidbodies (points to the 'Remove Rigidbodies' button)
- Complete Removes the 'Writer' script from the current mode this will stop any accidental changes to the current model. (points to the 'Complete' button)

Saving Space

If you're looking to save space in your game simply delete the font you don't need from the 3DText > Fonts folder.

This will not affect anything else in the plugin.

Technical Details

Model Details:

Minimum polygon count: 12

Maximum polygon count: ~500

Current Number of meshes: 846

Current Number of Fonts: 9

Each font has 94 built in characters

UV mapped

Custom Materials/Shaders (currently URP only):

Neon

Neon Flicker

Stencil

Gradient

Textured

Hologram

Custom Scripts:

Add realtime effects to words or individual letters with just a click:

bobbing

spinning

Features:

Create Text in Editor/ Realtime using 1 simple Prefab

Unlimited Characters

Pick from premade fonts or easily make your own with the font maker scriptable object.

Pick from our custom materials or make your own

Edit Thickness, Scale, LineSpacing, Rotation

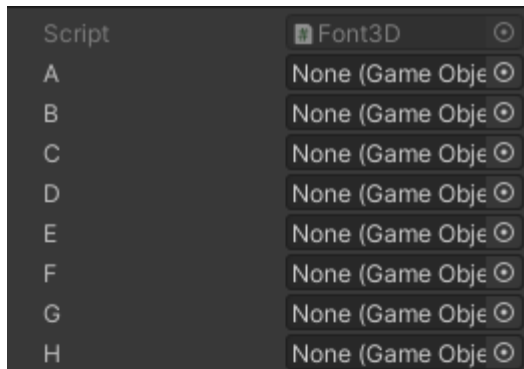
Current Restrictions:

Only English Models

Custom Shaders (URP)

I want to make my own font

1. In 3D Text create a new folder for your font.
2. Store the models you want to use for your font here too.
3. Right click in the project folder create > 3D Fonts > 3D Font
4. Rename the scriptable object to your font name
5. Add your meshes/prefabs to the correlating gameobject in the inspector the first set of A-Z are for capital letters, the second are for lowercase.



6. You don't need to fill all spaces but be aware that this means this character will be ignored when you create your 3D Text.

I want to add my own material

All built in materials are made in shadergraph and can be edited however you like, however i would suggest making a copy.

You can however use any materials by changing the material in the writer prefab.