

Graphics and Animation Tools

LAB

Experiment – 5 Design of 3D Text using Blender . .

Step-1

Go to File → New → General and create a new project with blank interface.

Step-2

Click Shift + A and add a new text. Click on TAB button to edit the text and write and desired text.

Step-3

Focus on text and go to Object Data Properties → Geometry and extrude the text a little bit and bevel the text so that light catches the curve of the text. Also, go to Alignment and bring the text to the center.

Step-4

Click Shift + A and add a camera at the centre of the text.

Step-5

Click Shift + A and go to Curve and add a circle at the centre so that light follows the circular path and hit the edges of the text.

Step-6

Add a light and go to Object Constraint Properties → Add Object Constraint → Follow Path (circle). Click on TAB button and bring the path close to the text.

Step-7

Change the frame rate to 120 fps to create an animation and go to Render Properties and change the Render Engine as Eevee.

Step-8

Go to World Properties add black as background color.

Step-9

Click on text and go to Material Properties and add Metallic texture to the text. Also, go to Eevee settings and turn on Bloom and Screen Space Reflections.

Step-10

Click on Point, go to Object Data Properties and increase the power (brightness) of light.

Google Drive Link-

<https://drive.google.com/drive/folders/1luZ35wcTCbE2lkt42IhmVQJmpszp20zk?usp=sharing>

Output-

