

University of Petroleum and Energy Studies

School of Computer Science
Department of Cybernetics

Graphics & Animation Tools

LAB FILE

(Session: 2020-2021)

Course: B.Tech with Specialization in Open Source and Open Standards

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

Submitted By-
Nilesh
SAP ID -500061922
Roll No. -R100217044

Experiment-5

Design of 3D Text using Blender.

In this experiment we need to create a 3D Text of our choice with the help of blender.

Steps to follow to create a 3D design using Blender

1. Open Blender, and clear everything from the interface which is already there.
2. Create a new file and go to mesh, click on text and edit it using TAB key and write whatever you want to write.
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.
4. We want the lights to go around the text and hitting 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.
5. Add light, and go to the constraint and follow the 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.
6. We want this as animation, so add frame rate (120fps). Change the render engine to eevee.
7. Now go to the world and add black as background. And add metallic texture as well. Add bloom and screen space reflection.
8. Now add blue colour in the text and also make its strength 100.
9. Now save the blender project at your preferable location and also render the files.

Link for the experiments:

[Google Drive](#)