Graphics and Animation Tools Lab

Experiment-5: Design of 3D Text using Blender.

**Steps to design a 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 at least 0.01 m 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.

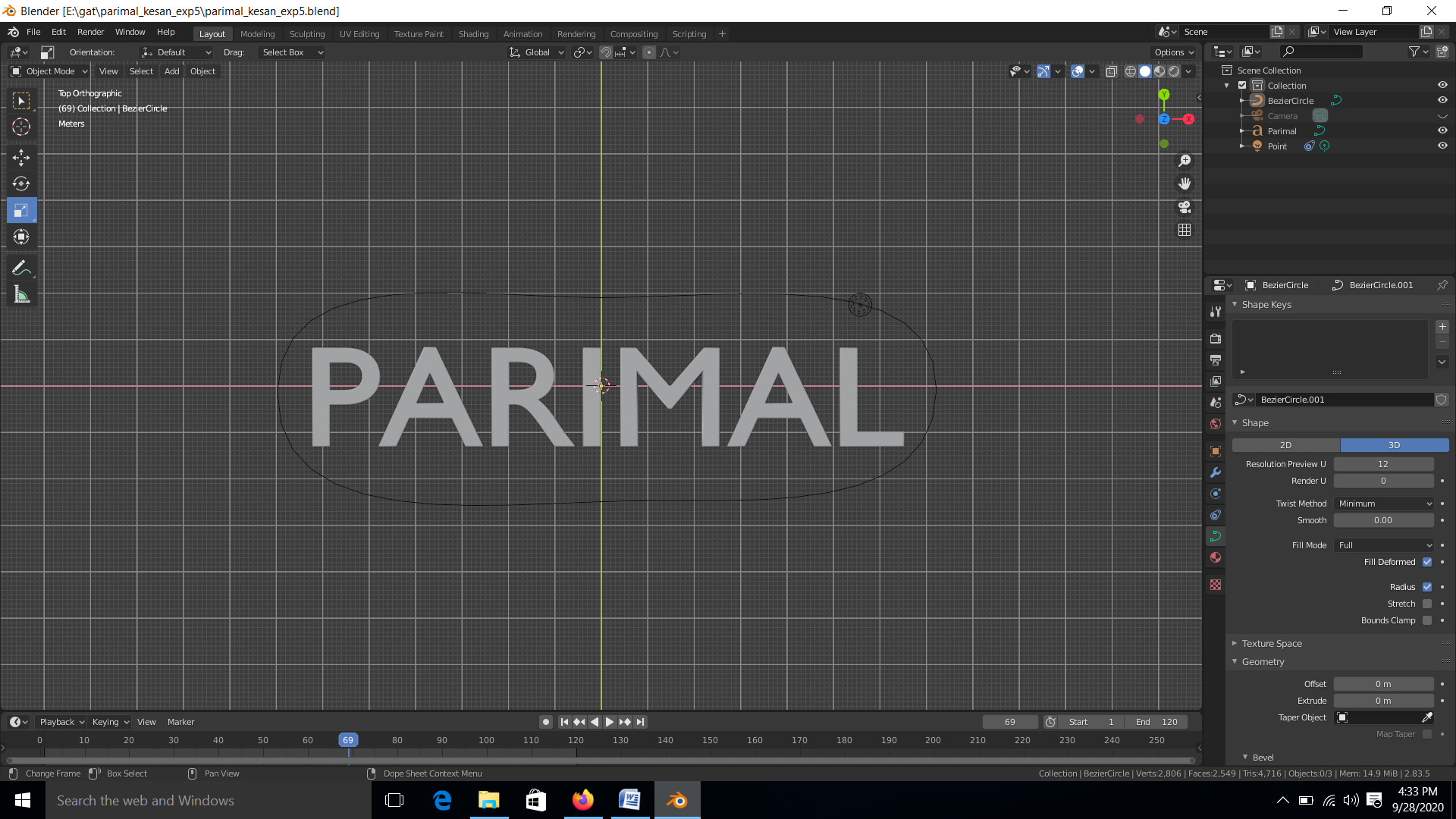
Step.9. Click on text and go to Material Properties and add Metallic texture to the text. Also, go to Eevee settings and turn on Bloom and Screen Space Reflections.

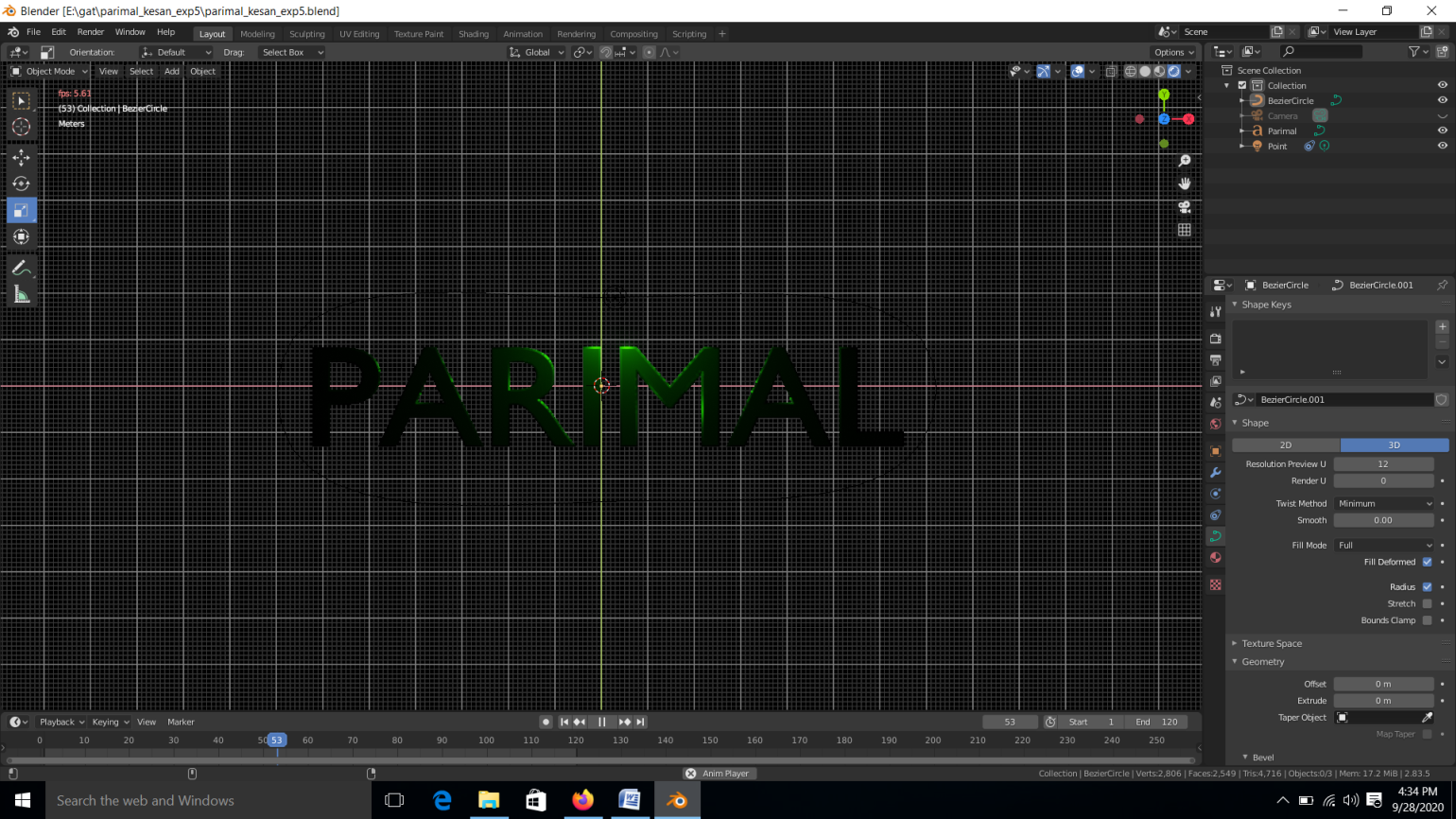
Step.10. Click on Point, go to Object Data Properties and increase the power (brightness) of light.

Step.11.Add the green color to the point and increase its power to 100 W.

The 3D text is completed now.

**Output-**

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