**EXPERIMENT-5**

**DESIGN OF 3-D TEXT IN BLENDER**

**Step – 1:** Open Blender -> Clear everything.

**Step – 2:** Create a new file -> right click to find Mesh -> click on the text option -> edit it using the TAB key -> add the required text.

**Step – 3:** Select the alignment tool and use it to align the text to the centre. Under geometry, use the extrude option. Use the bevel option and set it to at least **0.001 so** that light catches the curve of the text.

**Step – 4:** In order for the lights to go around the text and hit the edges -> place the camera to the centre, In order to add the lights around the text, a circle needs to be inserted at the centre of the text.

**Step – 5:** Add the lights -> select constraints to add the follow path -> select Tab button -> Align the circle that is close to the text.

**Step – 6:** In order to render the text as an animation -> add frame rate of 120fps -> change the render engine to eevee.

**Step – 7:** Add black to the background, and metallic texture to the text.

**Step – 8:** Save the .blend file to your local memory and render the file.

[**Drive Link**](https://drive.google.com/drive/folders/1P7LLvzHcF9f5_pZtxFMgVZJHebJOQP8E?usp=sharing)

**OUTPUT:**



