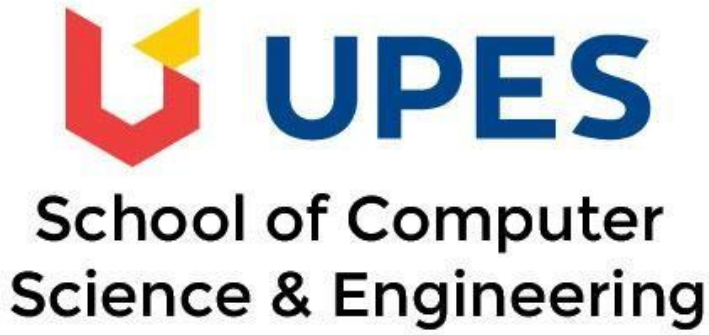


# LAB – FILE

# Graphics and Animation Tool

# CSGG4101

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Course – B. Tech. CS-OSOS
Batch – 2
Semester – 7

Submitted To – Dr. Durgansh Sharma

# EXPERIMENT – 5

## Objective :- Design of 3D Text using Blender.

This experiment is to design a 3D-Text on the Blender Platform.

Steps to be followed or designing 3D-Text:

1. Open Blender, and we need to clear everything already on the interface, start with a clean slate.

2. Create a new file, and right click to find Mesh, click on the ADD Text option and edit it using the TAB key, and add the required text.

3. Select the alignment tool and use it to align the text to the center. Use the extrude option under Geometry. For the light to catch the curve of the text, use the bevel option and set it to at least **0.001.**

4. As we want the lights to go around the text and hit the edges, so we need to place the camera to the center, and to add the lights to go around the text, a circle needs to be inserted at the center of the text.

5. Add a light source and add it to the circle path drawn around the Text.

6. Add the lights, and select constraints to add the follow path i.e. Circle. Now using the TAB button, align the circle close to the text so it is close to the path.

7. To render it as an animation we need to add frame, as required I have added 120 frames to my animation and change the render engine to evee.

8. Add black to the background, and metallic texture as well. Also, add bloom and screen space reflection.

9. Add color Blue to the Text.

10. Make the power of the light source to be 200W.

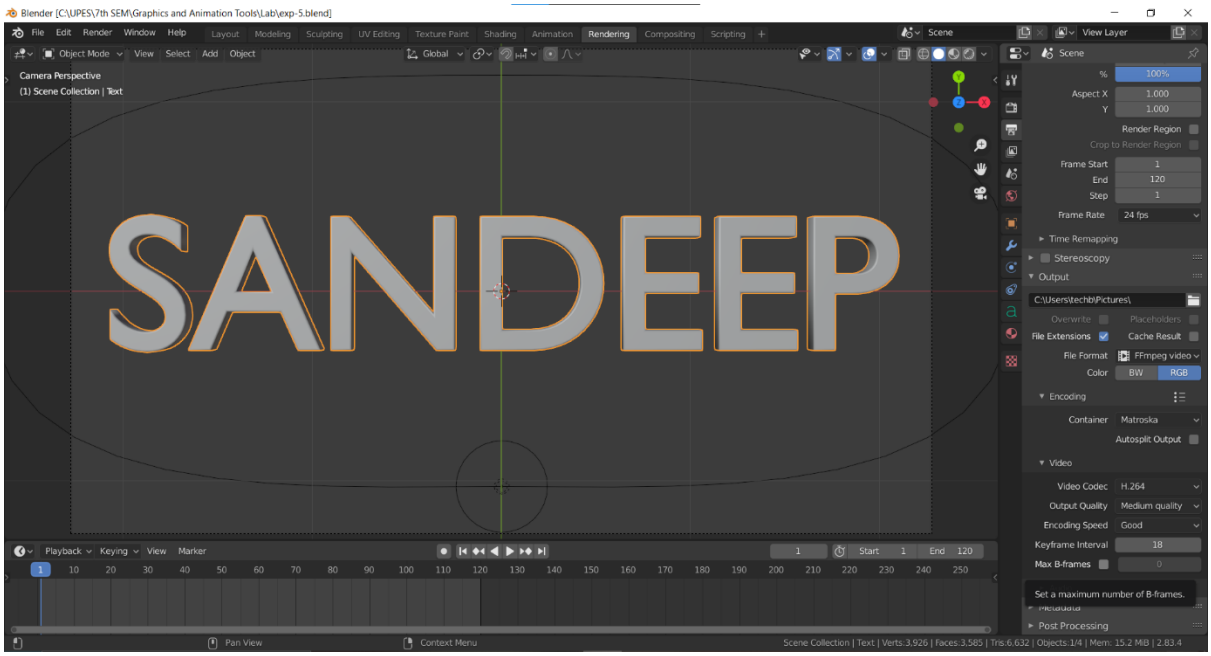
11. Add some shading to the Text so that the metallic texture shines as the light source passes around the text. And the Red burn effect to the Text.

12. Now save the .blend file to your local memory and render the file in Render Animation tab and create a short movie of the file.

**DRIVE Link -**
https://drive.google.com/drive/folders/1SdRhlX3OiOWHqVEno_G1L01H5NTtecDR?usp=sharing

# OUTPUT:

1. Solid Mode




2. Material Preview Mode

3. Rendered Mode