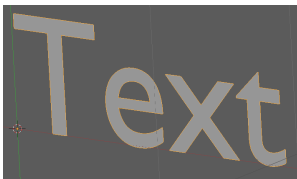


Chapter 10- Adding 3D Text

We've discussed creating a lot of objects so far, but 3D text can be considered a very important element to add. There are 2 ways to create text for Blender scenes. One way is to use the built-in text generator. The other method is to use an external program to generate the text and import it into Blender. Each method has its benefits and disadvantages. Text made in Blender can be easily changes by entering edit mode ("Tab" key) and 3D features can be changed by making adjustments in the edit buttons. Text made in an external program like **Elefont** may give you additional options and different fonts.

Blender 3D Text Settings

To create text in Blender, select the location of your text with the 3D cursor, then press "**Shift-A**" to "**Add**". Select "**Text**". The word "**Text**" appears on the screen in Object mode as a flat, 2D object. To change the text, enter Edit mode ("**Tab**" key). Go to the **Font Settings**. Text can easily be changed by entering edit mode again. Some text settings are similar to many text programs while many are not. Here are your basic options:



Shape Panel:

Set the resolution quality and 3D filling options.

Geometry Panel:

Most common setting- Offset will make the text appear more bold; Extrude gives thickness (depth), bevel angles the edges of the extruded text. You can use a curve object to effect taper and bevel shape.

Font Panel:

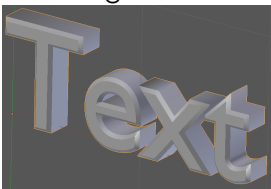
This is where you set the font style you wish to use. Blender's font is the default, but can be changed to any True-Type font. If using a Windows PC, you can typically find a font folder in the C:Windows folder. Shear will take the place of the Italic setting. Text on Curve can be used to shape text.

Paragraph Panel:

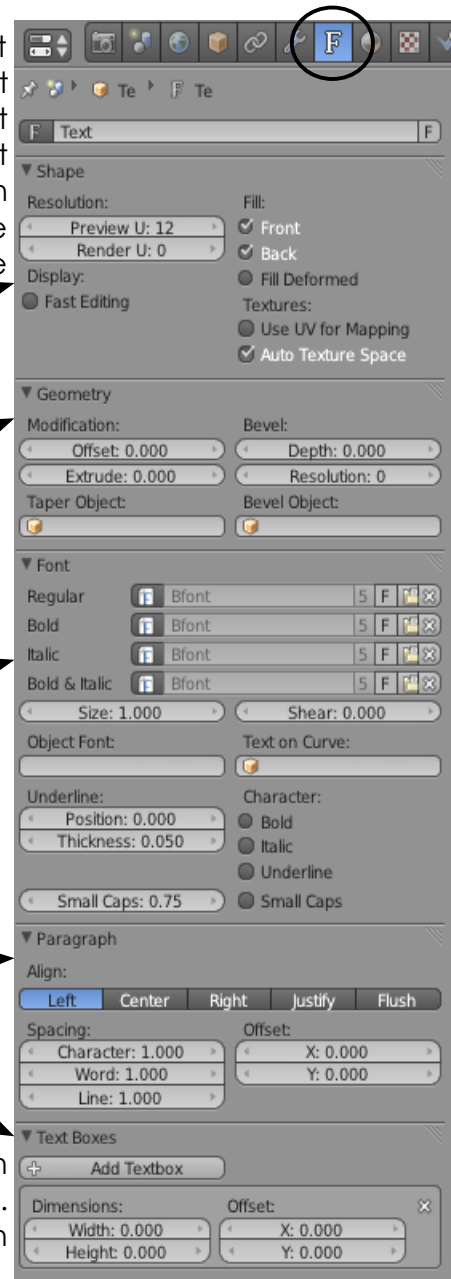
Typical justification setting and spacing options.

Text Boxes Panel:

By default, text can run on as long as you wish, but you can assign a box to keep text contained.



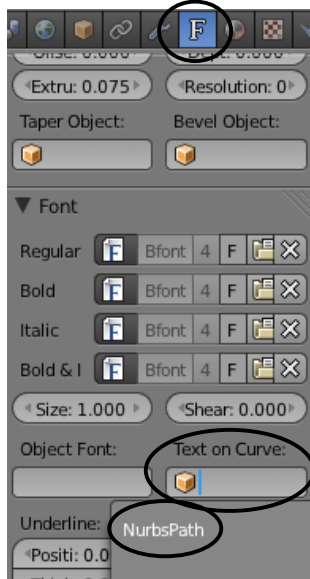
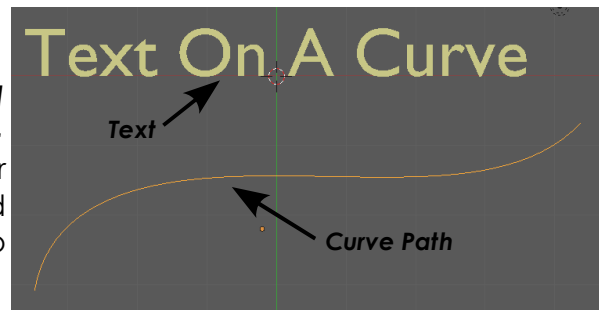
The text to the left has been extruded and a bevel applied. Some fonts will work better than others.



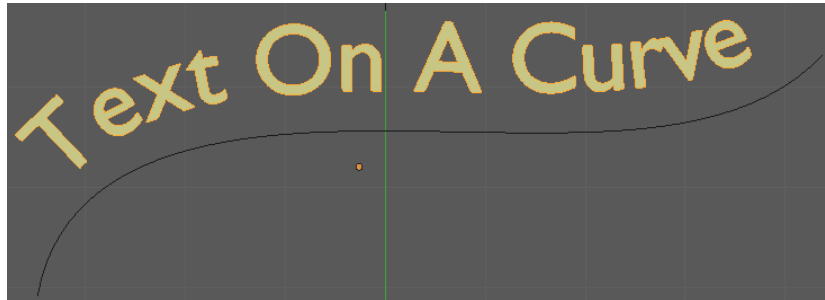
Chapter 10- Adding 3D Text

Creating Text on a Curve:

Blender text has the ability to follow a **Curved Path**. In order to create curved text, hit "**Ctrl-A**", select "**Add**", "**Curve**", then "**Path**" (or any other curve shape). Enter *Edit Mode* and shape the curve as desired, then hit **Tab** to exit edit mode.



After you create the text and have the text selected, go to the **Font Settings** and find the box "**Text On Curve**". Click in the box to show all available curves that can be used to deform the text. The text will take the shape of the curve. You may need to change the spacing of the text so it flows properly.

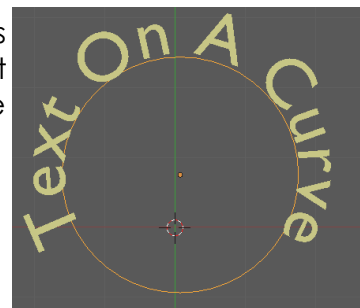


Other curve objects can be used as well to shape the text. So you don't accidentally erase the curve while you work, place the curve in an unused layer (M key).



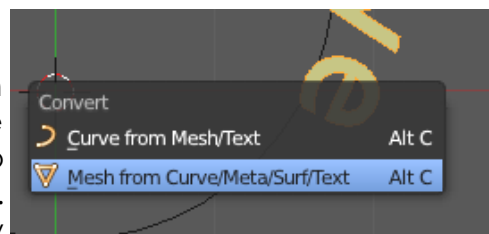
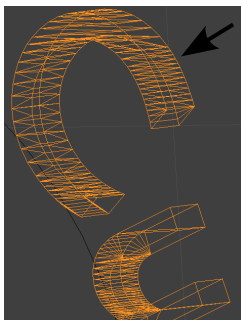
RoboDude Says:

When extruding text for normal titles and labels, be careful not to extrude the text too thick. It may effect how well the text can be read.



Converting Text to a Mesh

At times you may need to convert text into a mesh for certain purposes (i.e. using a Build or Particle Effect). To convert text into a mesh, press "**Alt-C**" to convert it first into a **Curve** or **Mesh**. In edit mode, the text will now display with vertices.



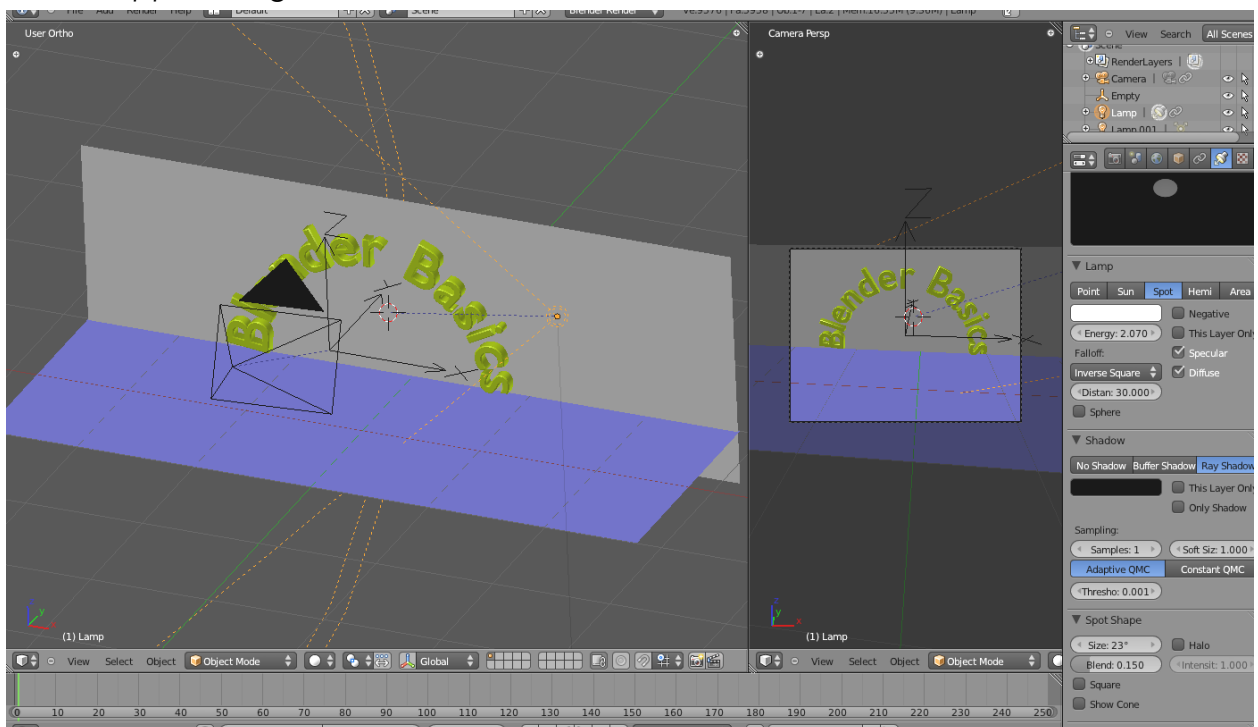
Occasionally, you may feel limited with Blender text (although it seems to improve with each new release). In these cases, you may wish to use an external 3D text program like **Elefont** which saves files in standard DXF format, then import them into your Blender file.

3D Text- Company Logo

Create a new Blender scene and set up the views any way you wish. You will be creating a company logo of your choice with text. Keep it simple and utilize meshes, textures, lighting effects and ray-tracing to enhance your scene.

When you finish setting up your scene, render a JPEG image and save it to your directory.

Note: The text you see in the scene below was placed on a Bezier Circle Curve. If you leave the circle in the scene it will render faced. The text was converted into a mesh, then the curve deleted. The water was created the same way we did the water in the lighthouse scene (with much less Normal) with ray mirror added. The wall also had a normal applied to give the brick texture some relief.



**** Call the instructor when finished****