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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

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**Batch-B3**

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**Course-B.tech. CSE-OSOS**

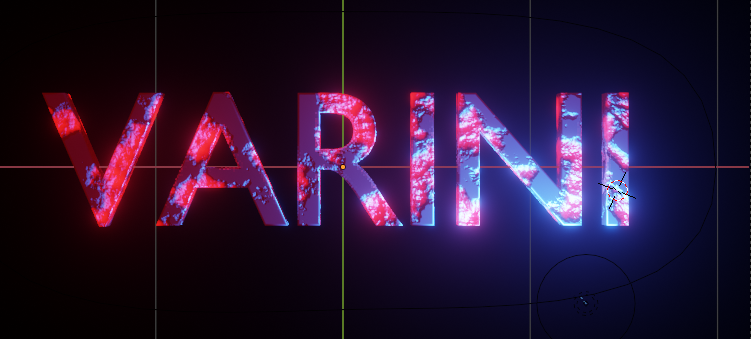
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**EXPERIMENT NO 5**

**STEPS TO DESIGN A 3D TEXT:-**

1. Open Blender workspace delete the existing cube and Click on the add option and add text of your choice.
2. Then we will make some adjustments in the text like depth and extrude we will set the depth as 0.02 and extrude as the 0.05 .
3. After making changes in the text we will add the Bezier circle and adjust the Bezier circle around the text in such a manner that it surrounds the text
4. After the above step add the random color to the text and add camera point on the boundary of the circle which is surrounded by the text
5. After the above step now we will add the metallic effect to the text and add the shading effect to the text .
6. In the shading section we can different types of properties and connect it to the base color like colorRamp, texture coordinate, emission etc to give the text a good effect.

**OUTPUT-:**

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