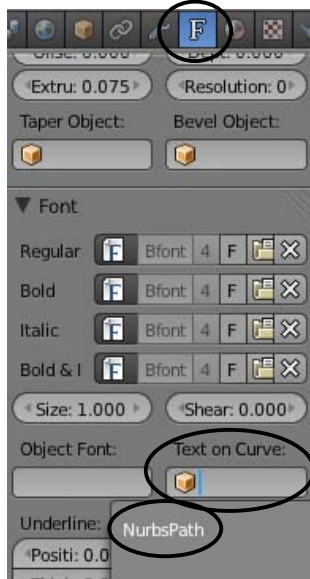
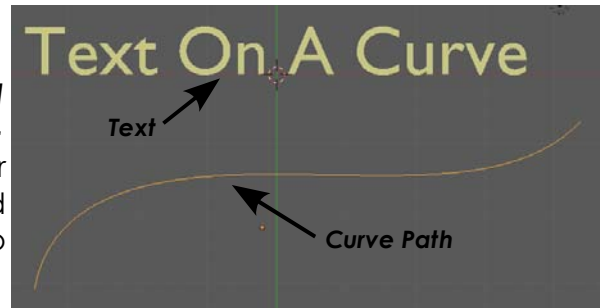


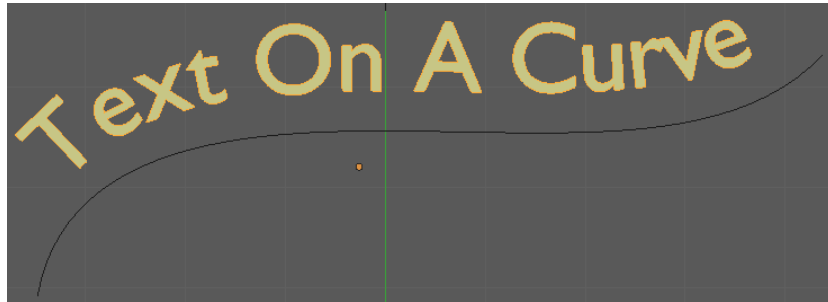
## Chapter 10- Adding 3D Text

### 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.

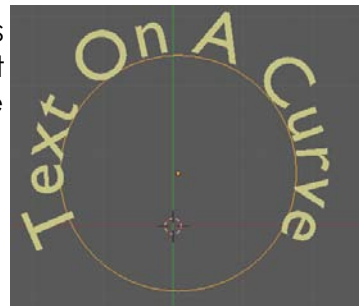


Other curve objects can be used as well to shape the text. So you don't accidentally erase the curve while you work, place the curve in an unused layer (M key).



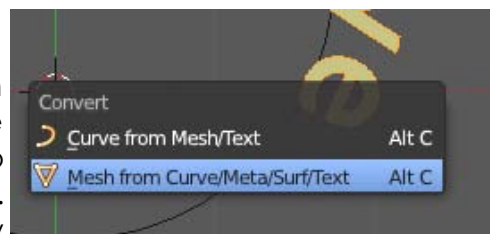
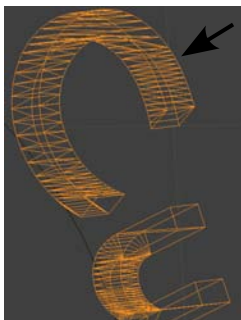
#### **RoboDude Says:**

*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.