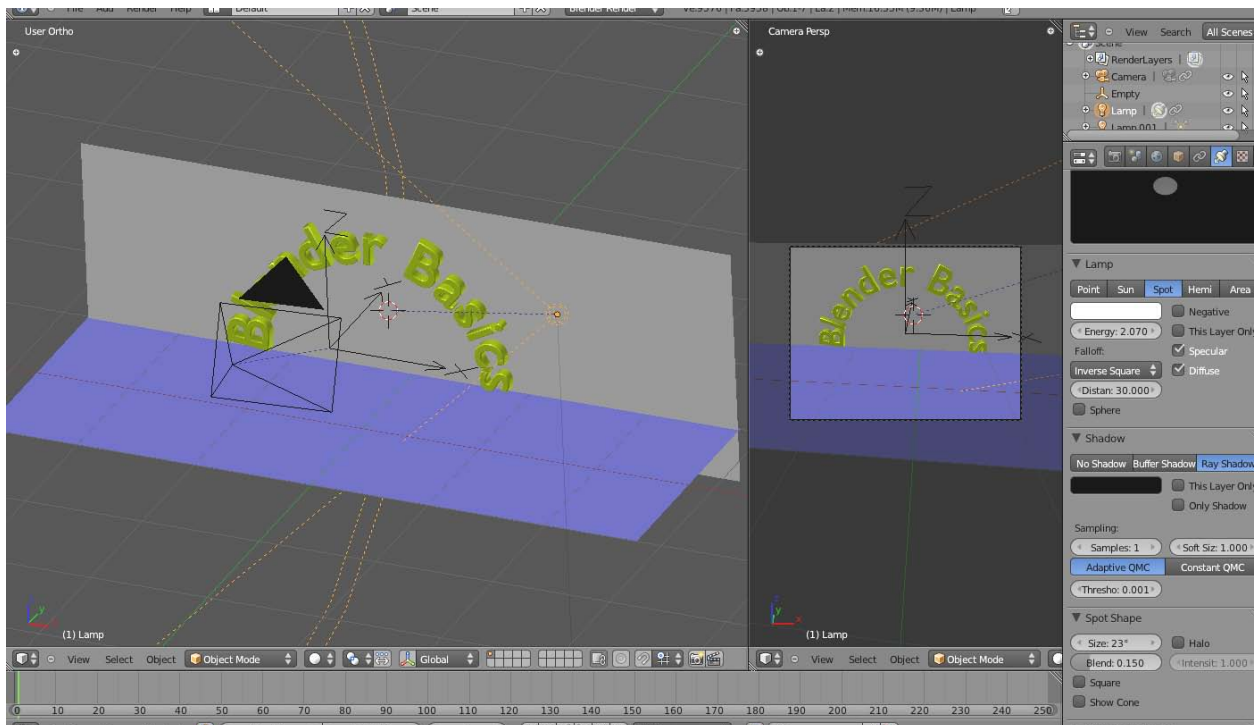


## 3D Text- Company Logo

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\*\***