

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.

