Using Blender 2.6 - Topics - Text on Curve

* Add, Text
* With the text selected, push Tab for edit mode, then backspace and type any appropriate name
* Press Tab to go back to Object Mode
* Add, Curve, Bezier
* Click the Object Data button tab, then choose 2D
* Edit the curve in Edit Mode to the shape you want
* To get everything aligned so the curve applies the way it looks, go to Object Mode then clear location (by pressing Alt G) & rotation (by pressing Alt R) on both the Text & the Curve
* If you added the curve to the Text’s Object Data, erase the name of the curve from there
* Select the Text
* Click Modifiers button tab (on right panel), Add Modifier, Curve
* Choose the Curve from the list
* If you want to bend it around the z axis instead, try ‘r’, ‘x’, then type ‘90’, enter (TIP: you can also ty choosing a different axis for the Curve modifier).
* In Top Ortho view, move the object toward the curve until it follows the curve (place it near the curve)
* To make text match the curve more accurately, change the scale of the curve to match the scale of the object