«DisplayName»

Using Blender 2.7 for Animation - **Part 2 - Text & Indirect Lighting**

Creating 3D text

* File, Save As, choose your home drive on left (such as H:), then in the second box name it 3da2glow
* In Object Mode in the "Create" tab, click "Text"
* Adjust the camera to see all of the text:
  + Place the mouse pointer over the 3D view then push 0 on NUMPAD for **camera view** (top left of 3D view should now say )
  + If you do not see the Properties panel on the right, there will be a **small gray** **plus sign** **near the top right** of the 3D View, and you would have to click that to show properties.
  + In the Properties panel, make sure “Lock Camera to View” is checked.
  + To animate the camera, you’ll still have to right-click the outline of the camera before you can Insert a LocRot keyframe as usual:

|  |  |  |
| --- | --- | --- |
|  |  |  |

* In Edit Mode, you can backspace over the sample text and start typing
* Go back to Object Mode
* Click the Object data  button

-Here you can increase the "Extrude" and the Bevel "Depth" to make the text 3D

* In Object Mode, select the Text, (add a new material if you don’t have Emit option) then change Emit to around 1.0
* Whatever color you make the object will become the color of light it emits

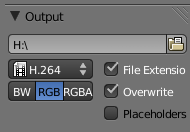
Create a background for the object (in object mode you could use "Add", "Mesh", "Plane") so that the emit can glow onto something.

* Place the background object very close to the text
* (If you select the plane and don’t see the color swatch , add a new material and) make it gray (50% or so)—it must be darker than the default color to be dark enough to let the glow show.

In the World Button tab, enable indirect lighting:

* Click "World"  button
* Click "**Approximate" (even if button is gray) & make sure "Indirect Lighting**" is checked.

|  |
| --- |
| Hint  To make the glow effect more visible:   * Delete all lights in the scene * Set the background color to black (Click World button , then click the color under "Horizon Color" then set the gray scale all the way down or set the values to 0) |

****

To Render Animation, always first change end frame by dragging “End” at bottom, then click the Render  button,  browse to your H: drive (or C:\Users\Owner\Documents [or Documents folder of your user if not Owner]), and choose H.264 for HD compression so it saves as a video file instead of images:

Then at the top of the Render button tab, click “Animation” button

**Part 2 Overview**

Text and Indirect Lighting

(each bold phrase is worth 1 point out of 10)

* There must be at least one textobject(**extruded** and **beveled**)
* There must be at least **one object** with **indirect lighting (Emit property)** such as a text object, and the **light must be cast** on **something (such as plane)** and **visible when you render the animation**
* **At least one of the objects must be animated**
* **You must save the animation** as an h.264 **video file** to your home drive