

## **3D TEXT in 3D Max in different style:**

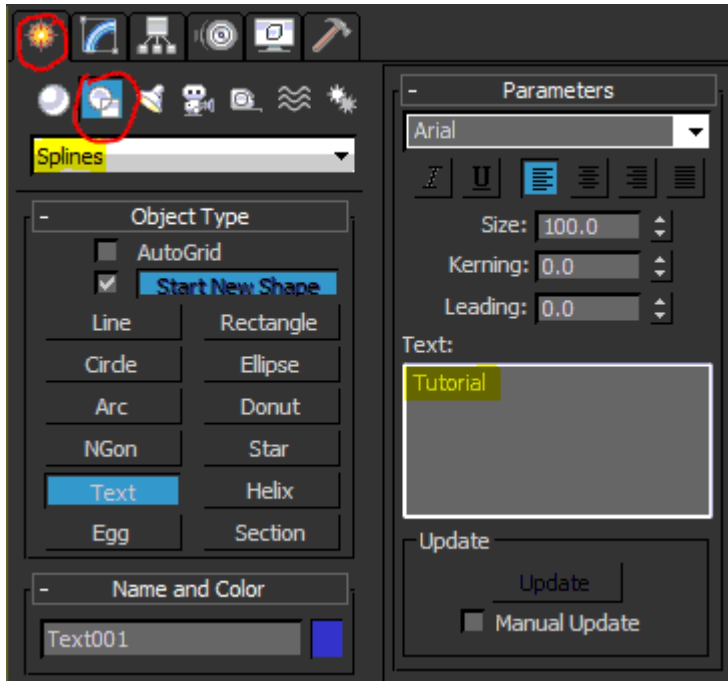
To create 3D text is very simple using 3ds Max.

Here are the basic steps:

- \* Type text in the front viewport.
  
- \* Put an Extrude modifier on the stack.
  
- \* Pull out the 3D text with the Extrude parameters.
  
- \* Render in the Perspective window (a still image).
  
- \* Or create a simple key frame animation of the 3D text.

## **Start up 3ds Max:**

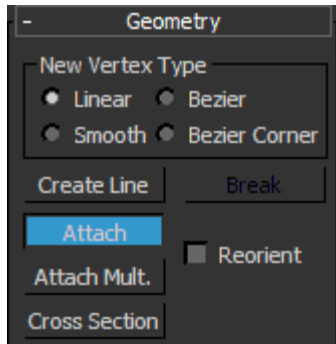
Start by drawing 2D text in the front viewport. Below I typed "Tutorial". Then start a new text below that. I typed "Bone Yard".



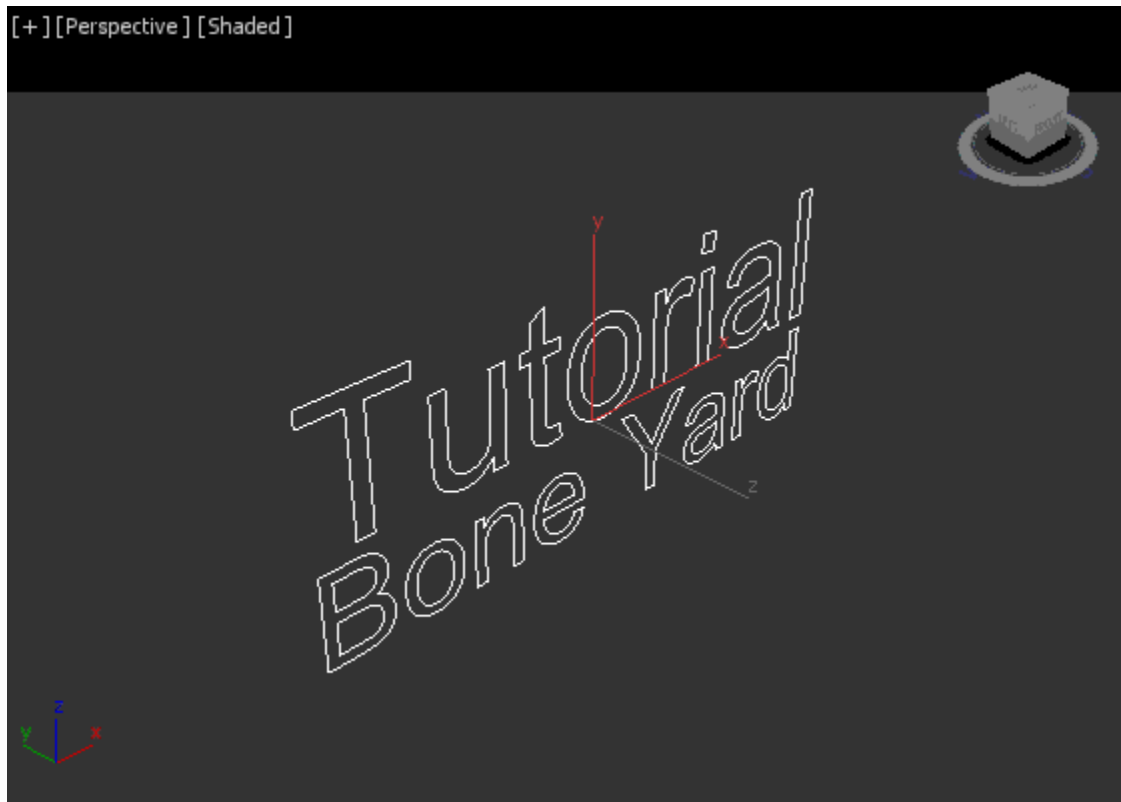
To resize each text use the Size under Parameters. Use the Move button on the toolbar to move each text.



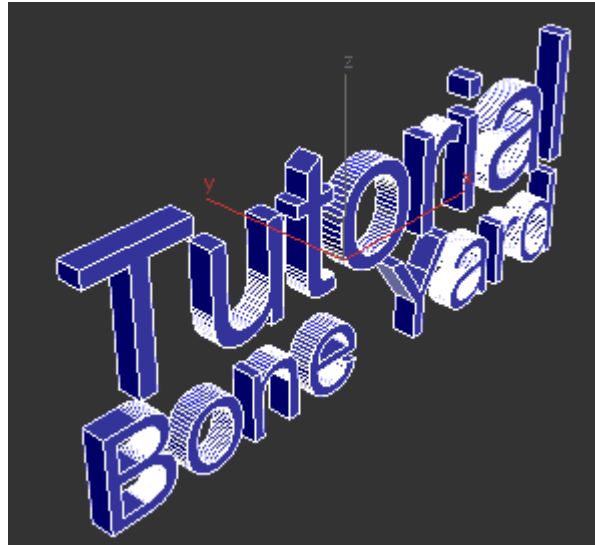
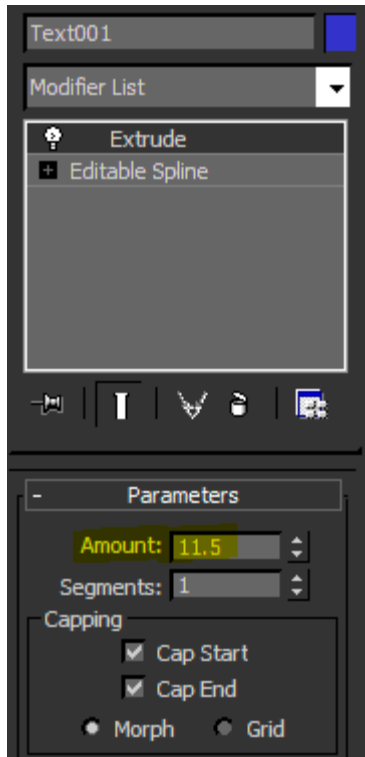
Select each text and right click to Convert to Editable Spline. Use the Attach button to join both text.



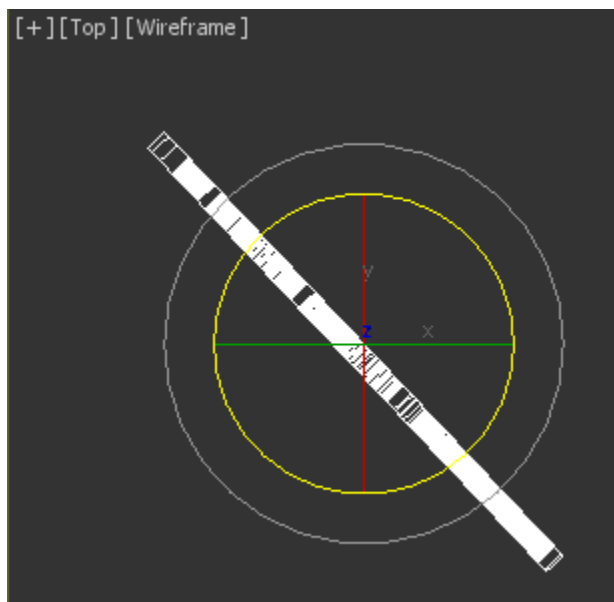
Go to the Perspective viewport to look at the text from an angle. Use the Orbit tool to see at an angle.



Add an Extrude modifier from the Modifier List. Use the Amount parameter to pull out the 3D text.

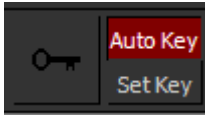
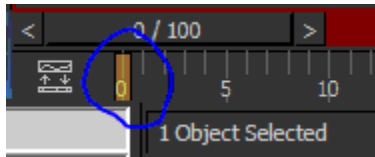


Use the Rotate button on the toolbar, and in the Top viewport, rotate the 3D text 90 degrees.



Now we will create a 3D text animation. Start the animation slider at frame zero. Turn on Auto Key.

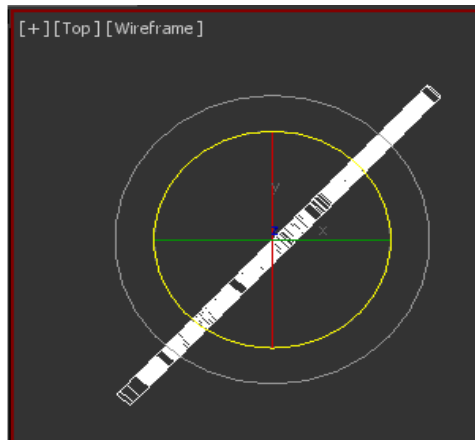
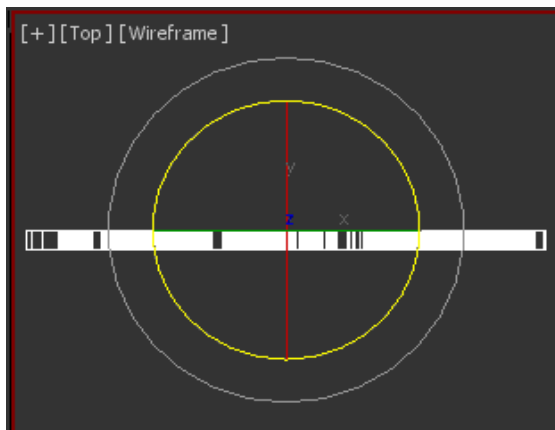
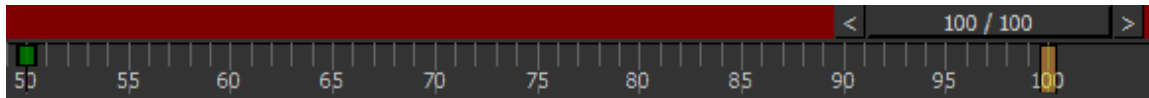
**Keys**



Move the slider to frame 50. Rotate the text counter clock wise like you see below.

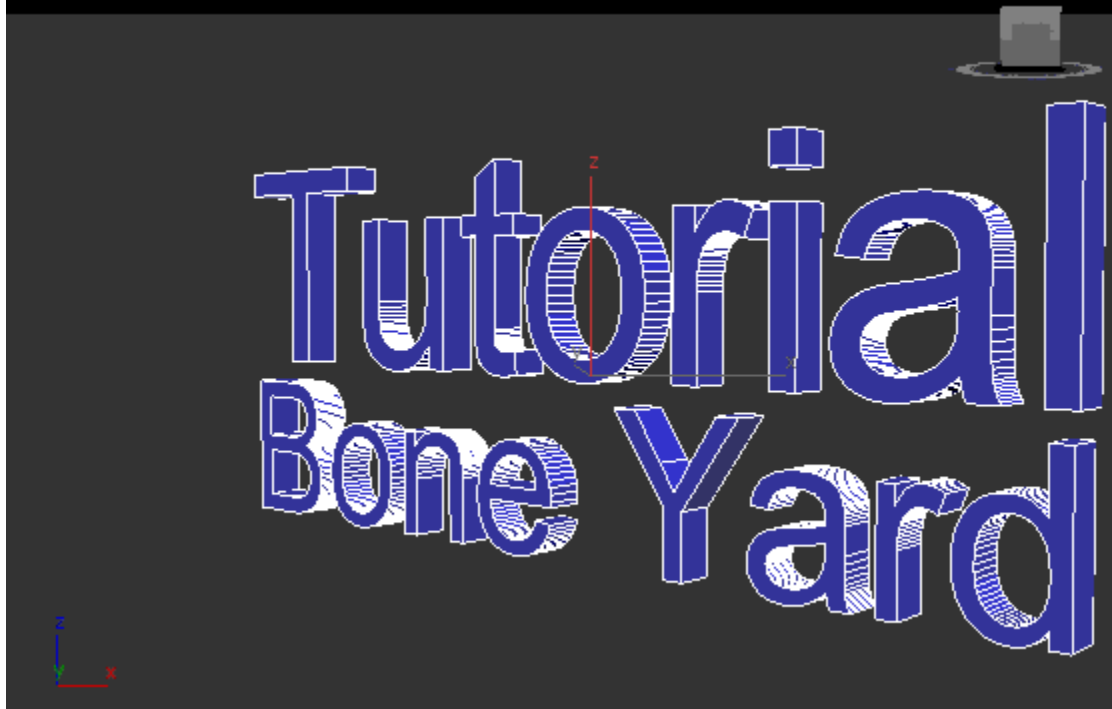
Go to the Perspective viewport and use the Orbit button to center the 3D text. Zoom in to fill the viewport.

Move the slider to frame 100. Then Rotate the text counter clock wise like you see below.



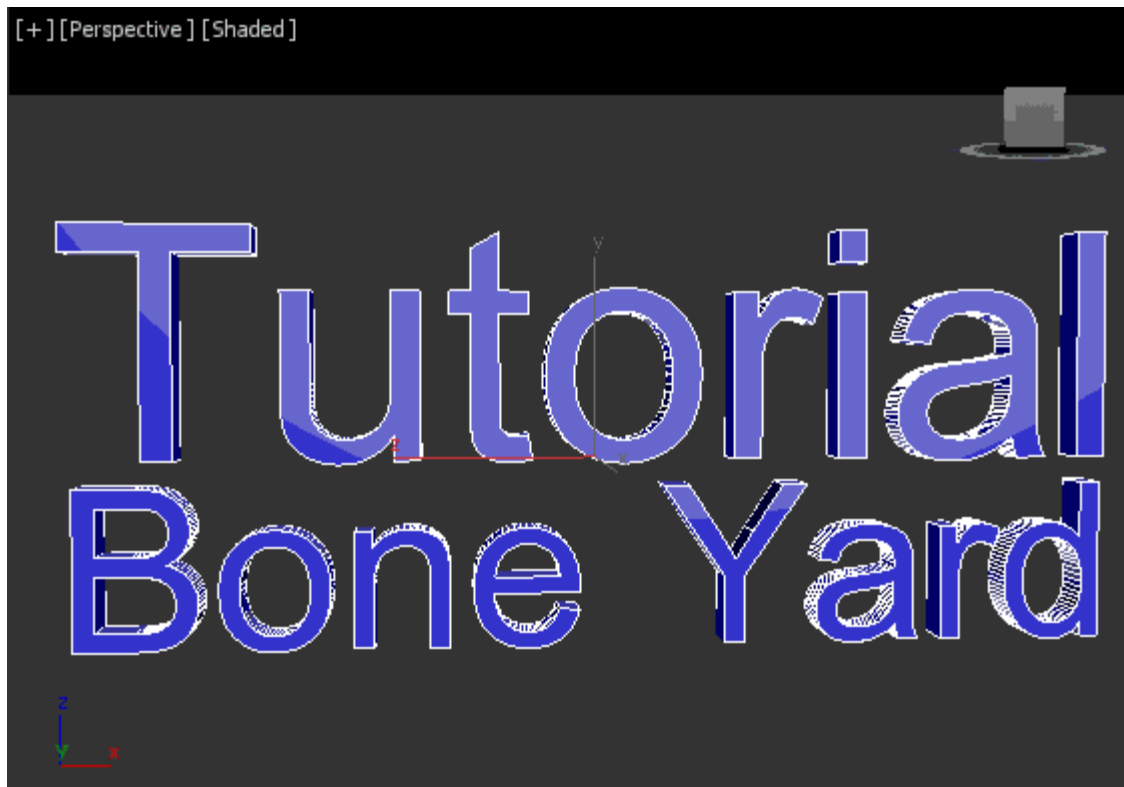
Toggle off the Auto Key (the red outlines will turn off). Move the slider back and forth and you have your animation. Below is the slider at frame 0, frame 50 and then at frame 100.

[+][Perspective][Shaded]

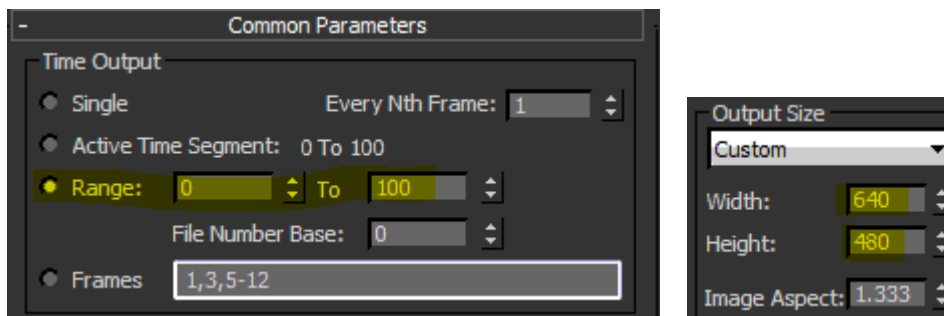


[+][Perspective][Shaded]





This is for rendering an animation. Go to the menu Rendering / Render Setup. Choose Time Output to Range 0 to 100. Choose your Output Size.



A still render at frame 100.

# Tutorial Bone Yard