

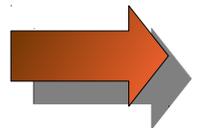
3D LETTERING



Using Blender to show you an easy way to generate 3d lettering for your virtual world.

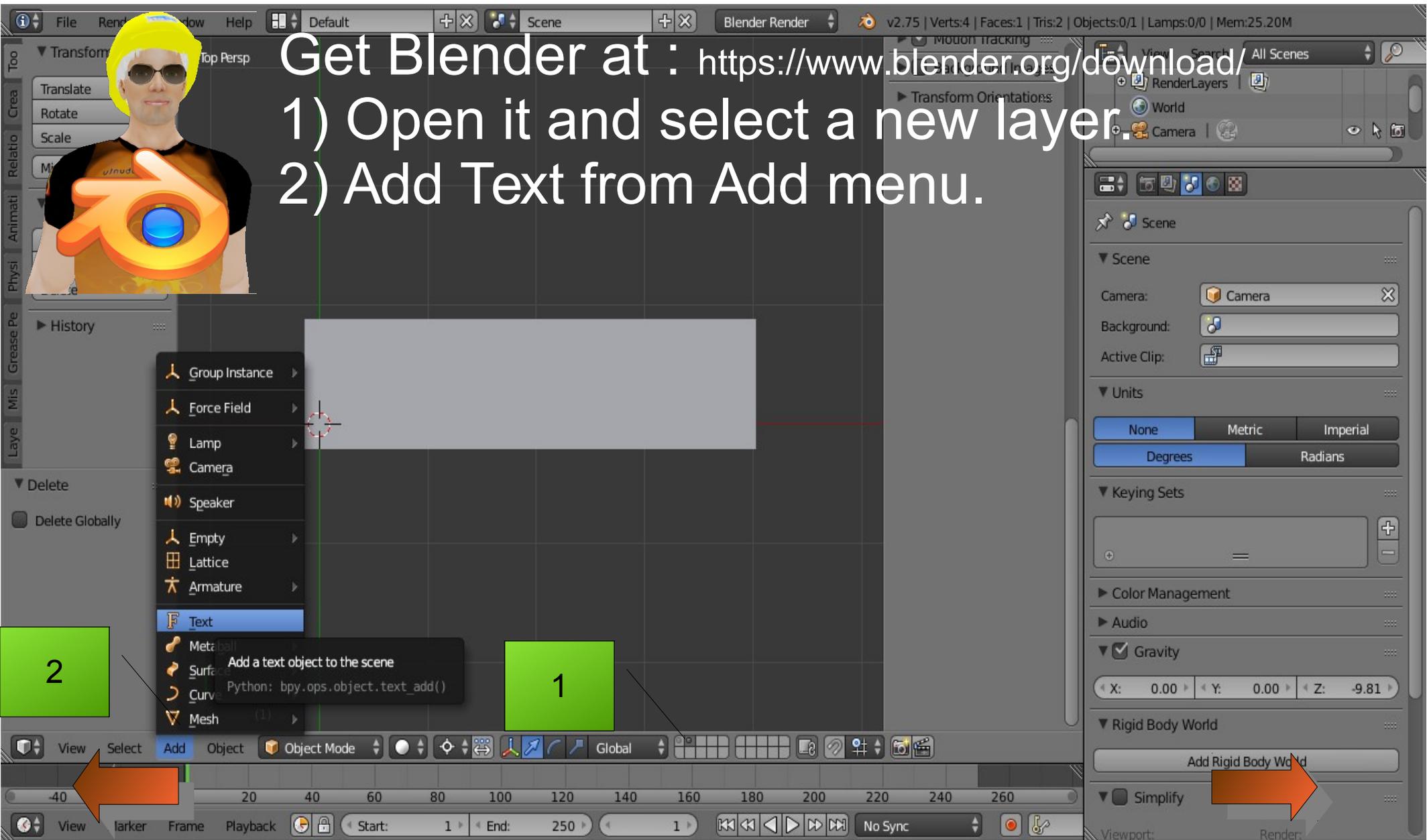
Dont let you be intimidated by Blender. In only a few step you can get nice 3D lettering to add to your build inworld.

Or make a generic 3D letter set for use in any way you like.



3D LETTERING

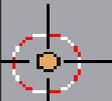
Get Blender at : <https://www.blender.org/download/>
1) Open it and select a new layer.
2) Add Text from Add menu.



3D LETTERING

You will see the word Text appear.
Dont worry about the grey background if its
not there.

1) Change this menu to edit mode.



(1) Text.001

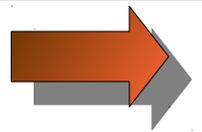
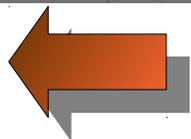
Edit Mode

Global

3D LETTERING

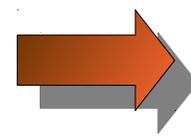
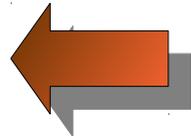
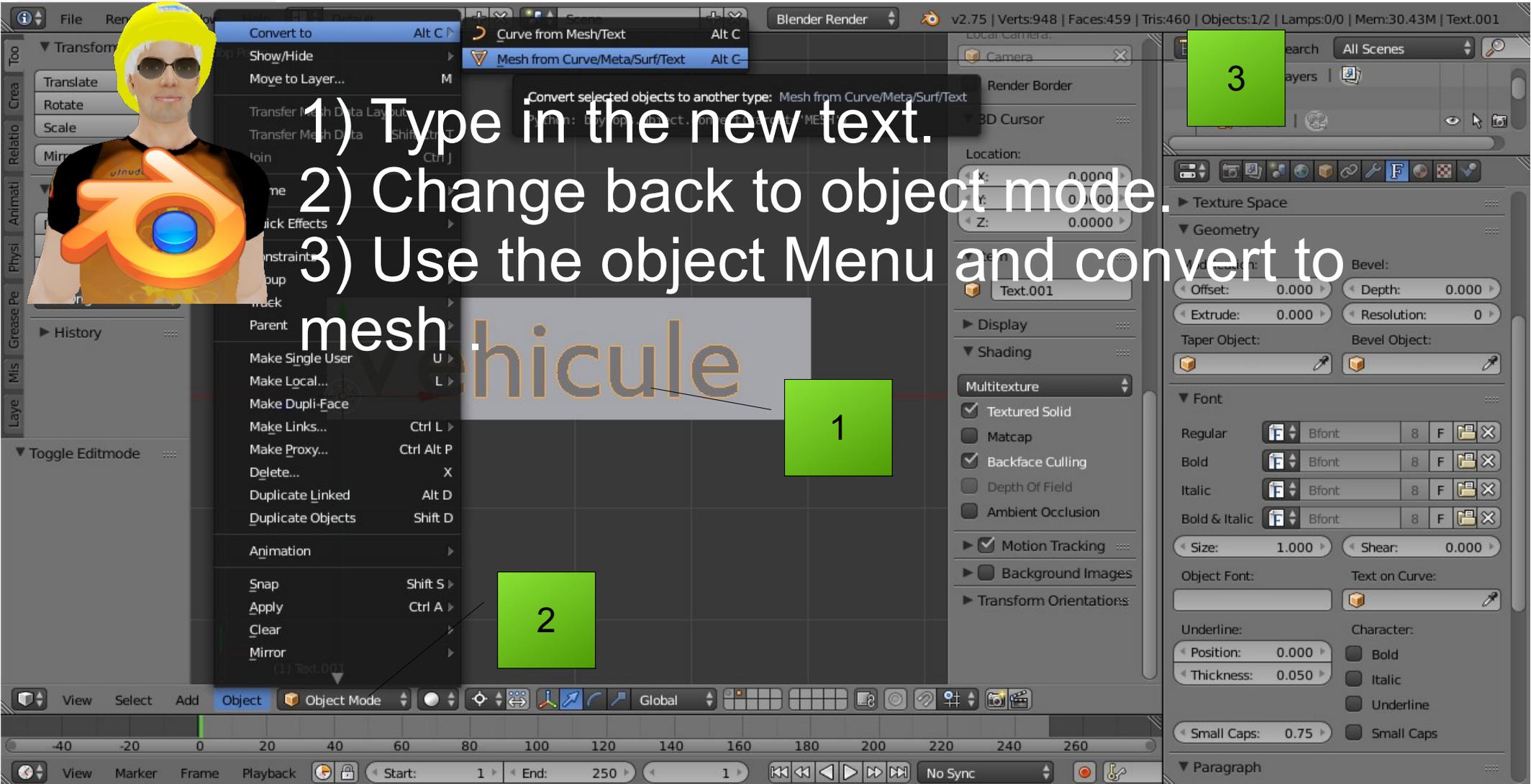
You can change the font like any text editor.

- 1) Select all the text like you do in editor.
- 2) Select the font tool.
- 3) Click on the font button.
- 4) Select the font from drop down menu.

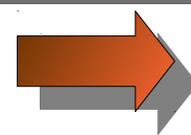
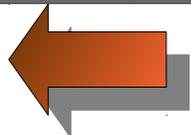
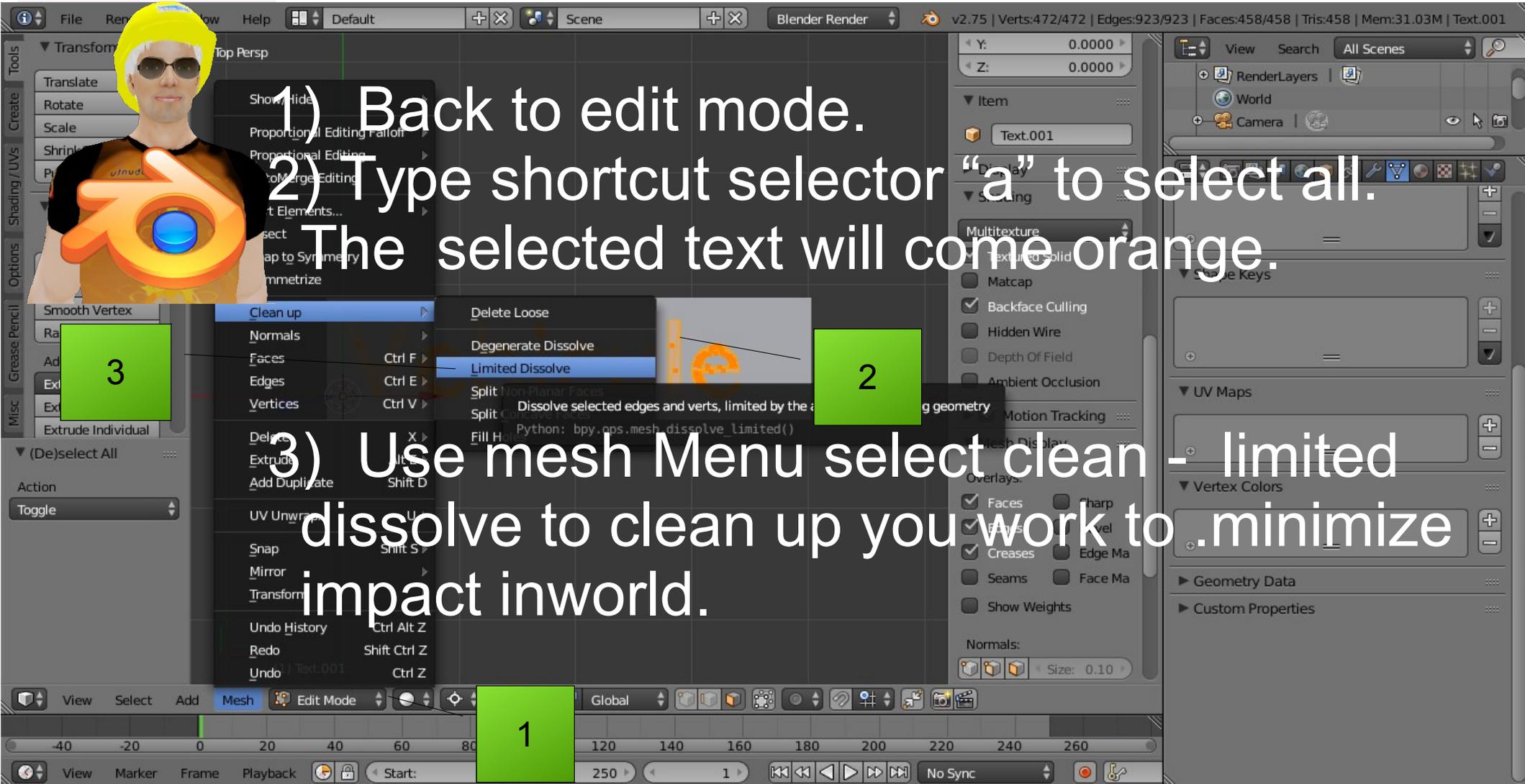


3D LETTERING

- 1) Type in the new text.
- 2) Change back to object mode.
- 3) Use the object Menu and convert to mesh.



3D LETTERING

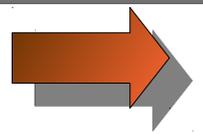
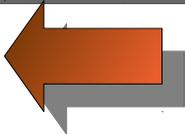
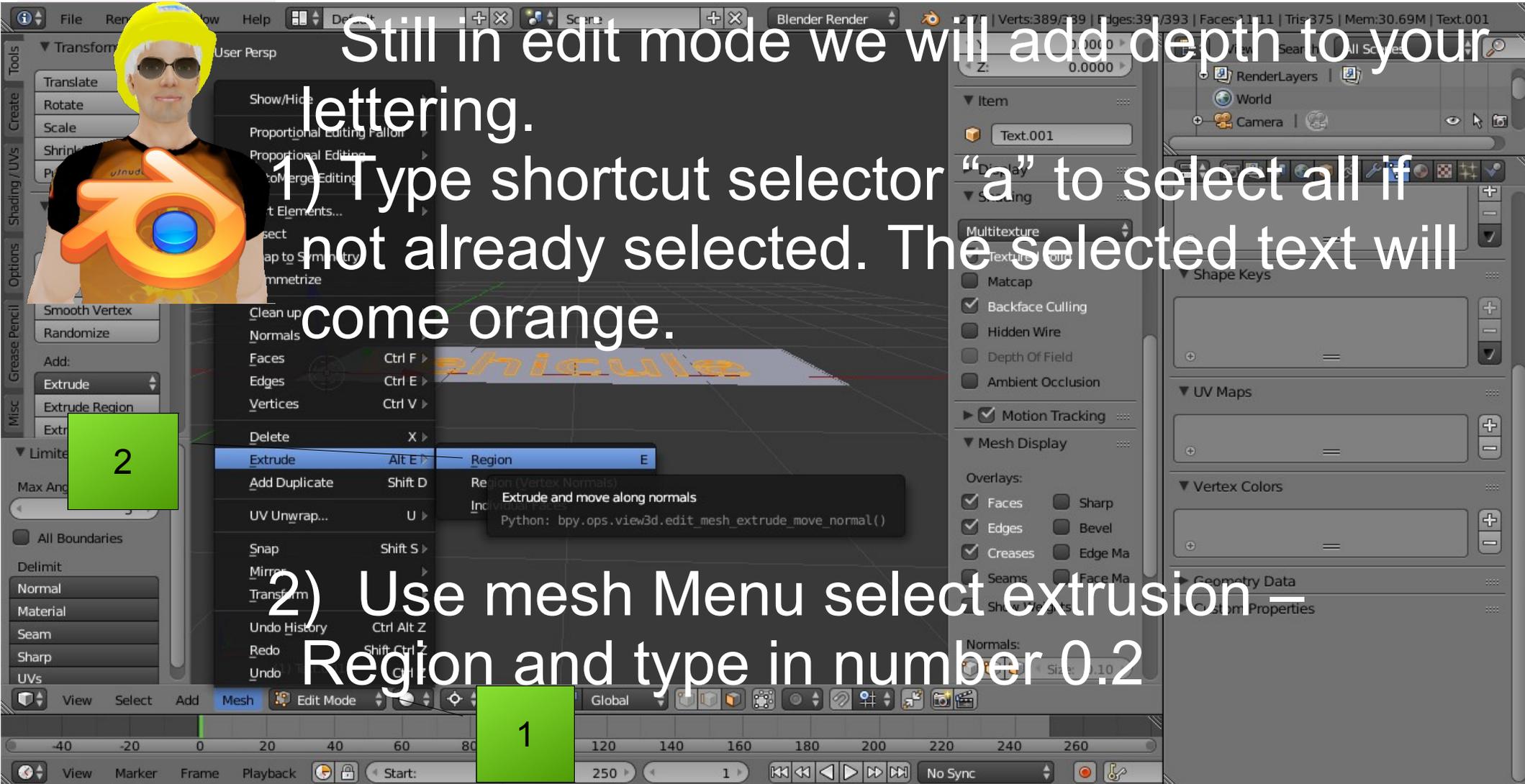


3D LETTERING

Still in edit mode we will add depth to your lettering.

1) Type shortcut selector "a" to select all if not already selected. The selected text will come orange.

2) Use mesh Menu select extrusion = Region and type in number 0.2

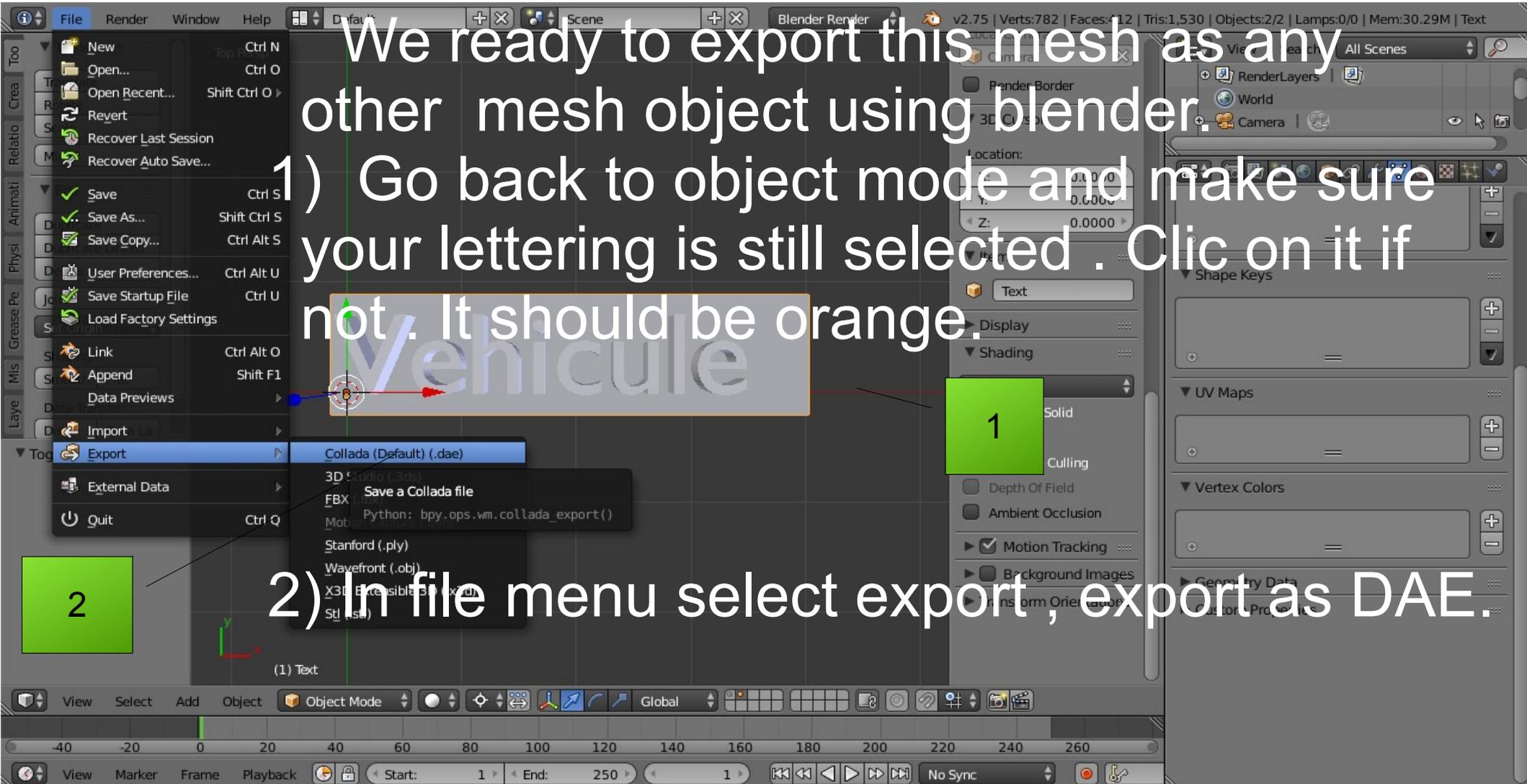


3D LETTERING

We ready to export this mesh as any other mesh object using blender.

1) Go back to object mode and make sure your lettering is still selected. Clic on it if not. It should be orange.

2) in file menu select export , export as DAE.



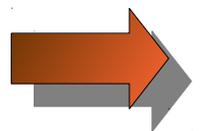
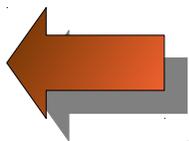
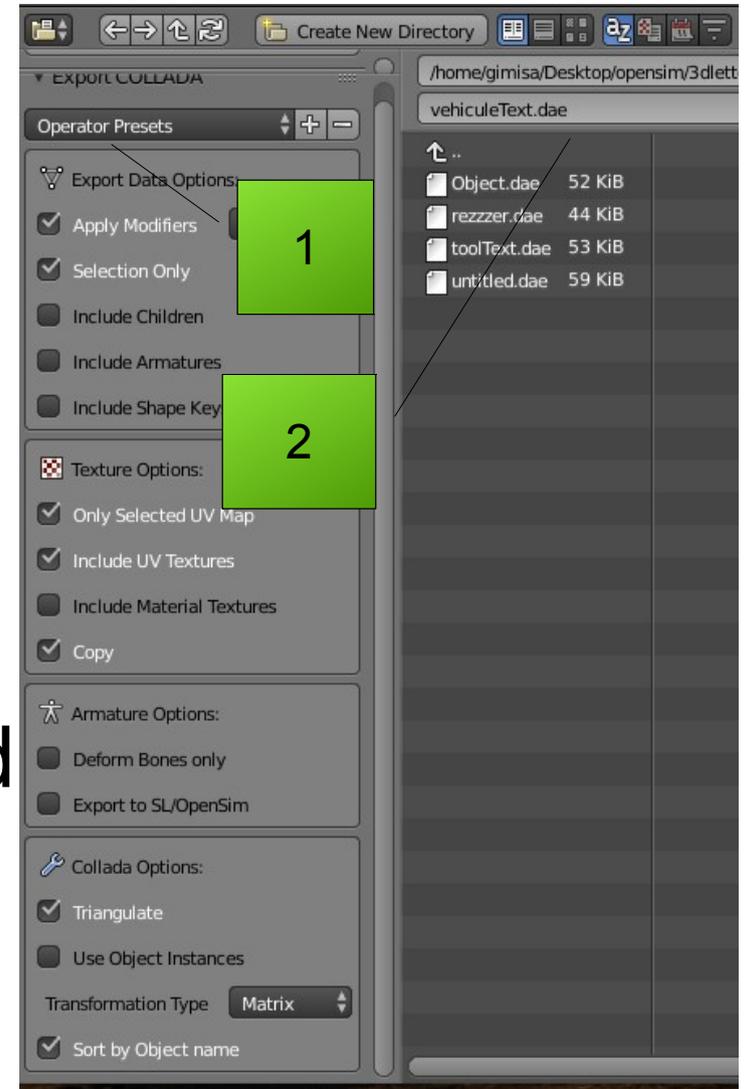
3D LETTERING



We ready to export this mesh as any other mesh object using blender.

1) Use the pre-selection for fix object inworld.

2) Type in a filename and you all set to save you text in DAE format.

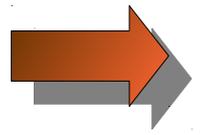
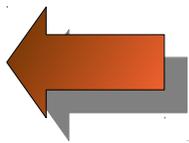
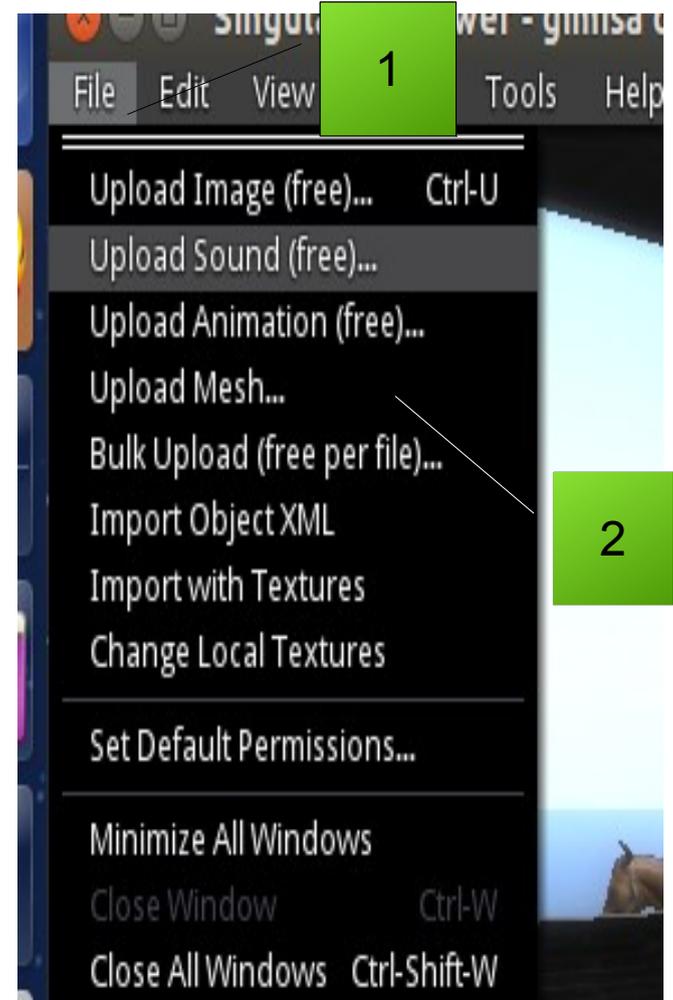


3D LETTERING



We done with blender unless we want to change the text. Get your preferred user online.

- 1) Open file menu.
- 2) Select Upload Mesh

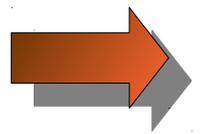
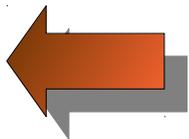
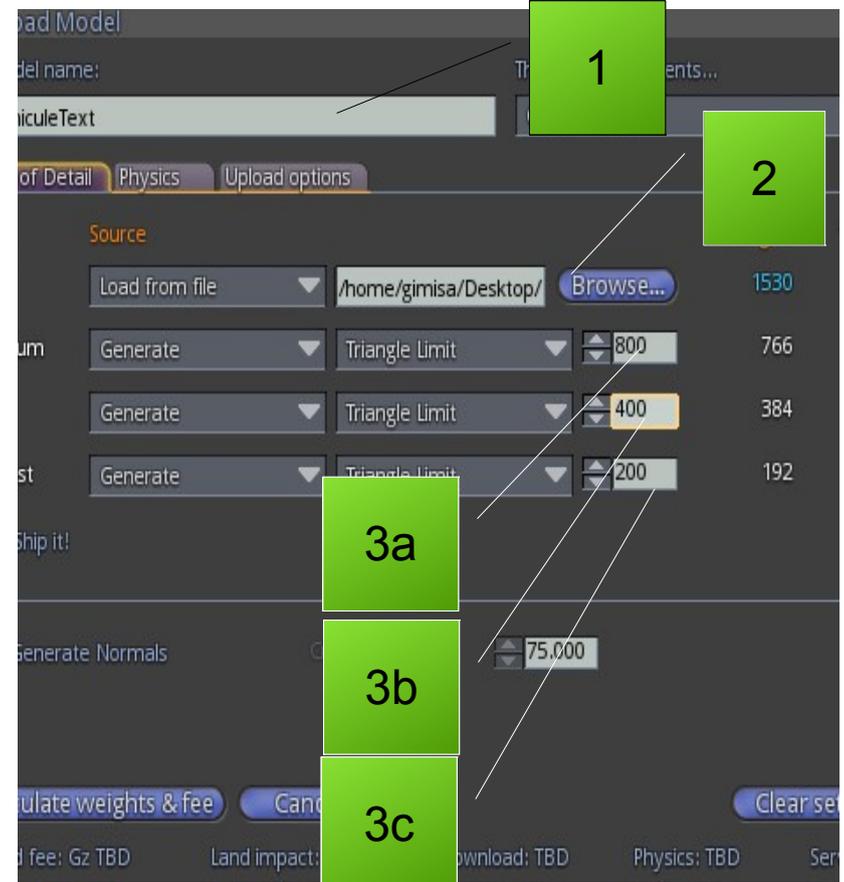


3D LETTERING



LOD panel

- 1) Select a name for you lettering
- 2) Touch the button to get the file.
- 3) Select the number of triangle to be about half of the previous value.

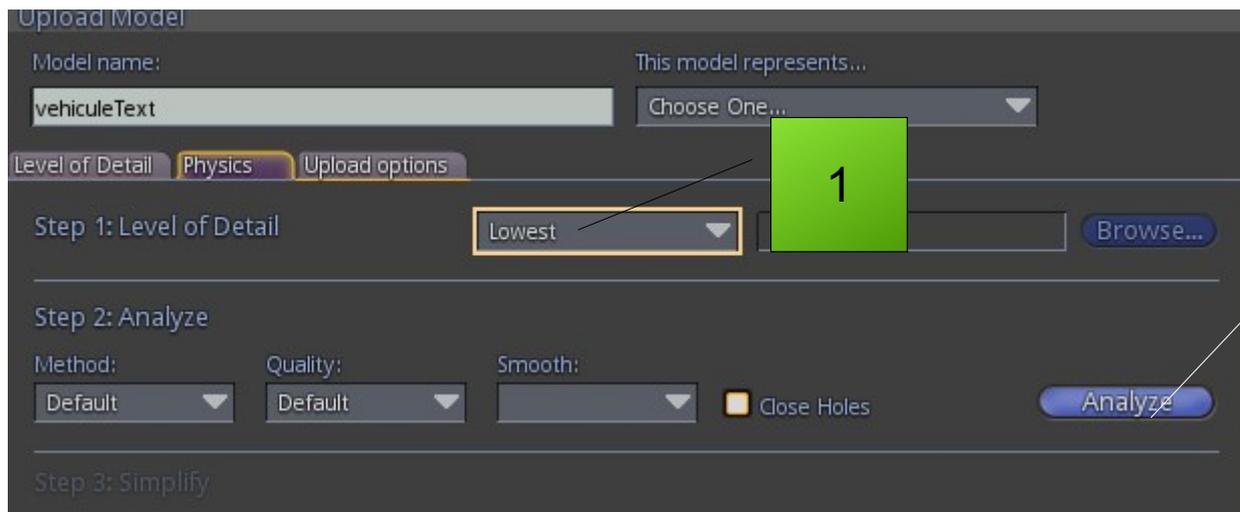


3D LETTERING



PHYSIC panel

- 1) Select lowest level of physic details
- 2) Touch the button to get the file.
- 3) Proceed with analysis.

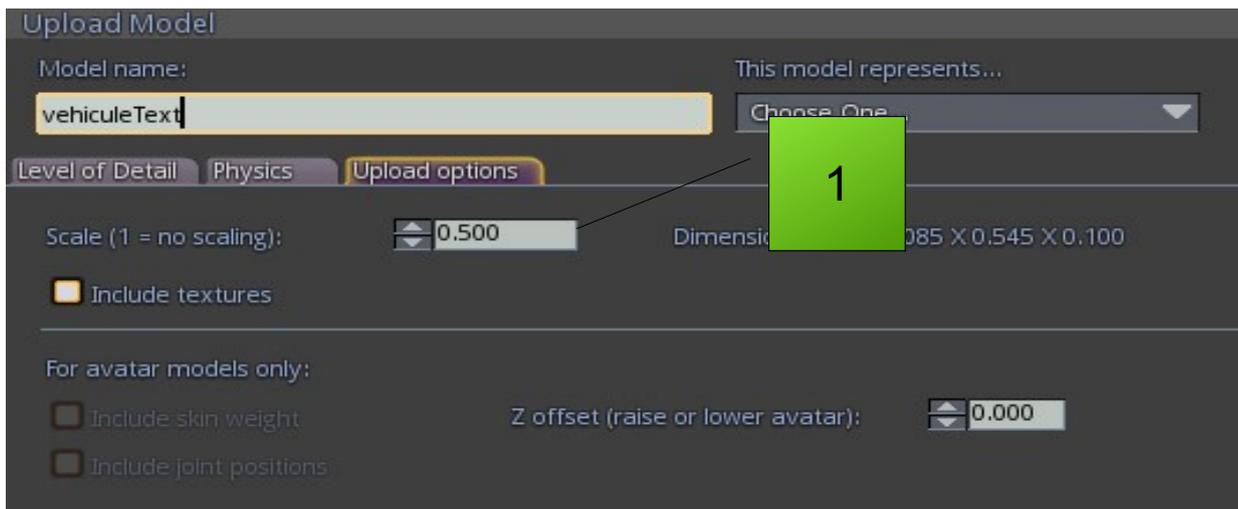


3D LETTERING



OPTION panel

- 1) Select the scale to be 0.5 .
- 2) And hit calculate.
- 3) Then after a little wait hit upload.



3D LETTERING



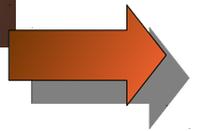
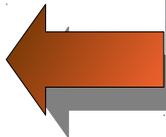
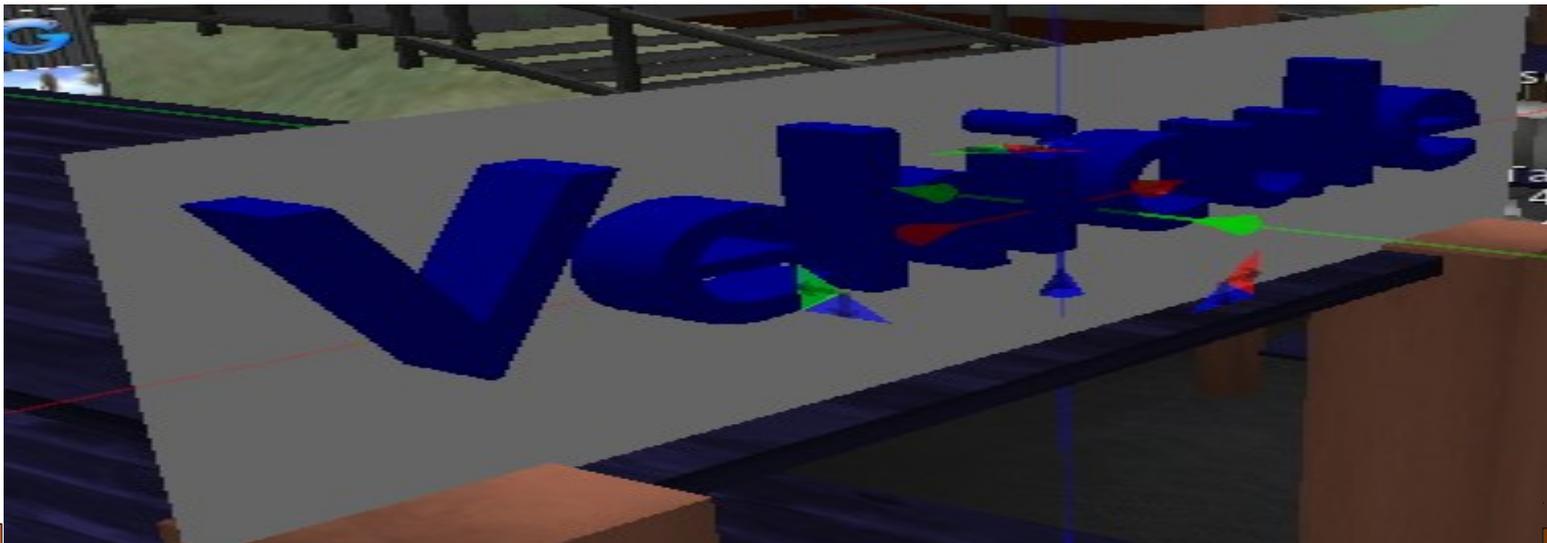
The 3D text is in your recent inventory under objects. Rez it inworld.



3D LETTERING



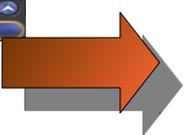
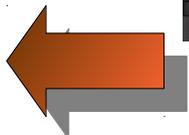
Select it and give it some color and even texture . Dont over do it as its not nice seen from the side of set too deep.



3D LETTERING



You can edit the proportion of the text as with any other mesh object so it fits the look you intended to give it.



3D LETTERING

SUMMARY:

- Use blender to create a 3d text .
- Convert it to mesh.
- Clean it and extrude it to give depth to your lettering.
- Export from blender as DAE file for second life (opensim) import.
- Fire up you viewer and import the text object dae file inworld.
- Texture and fit as you like.

Done with fun in mind

GiMiSa 151228

