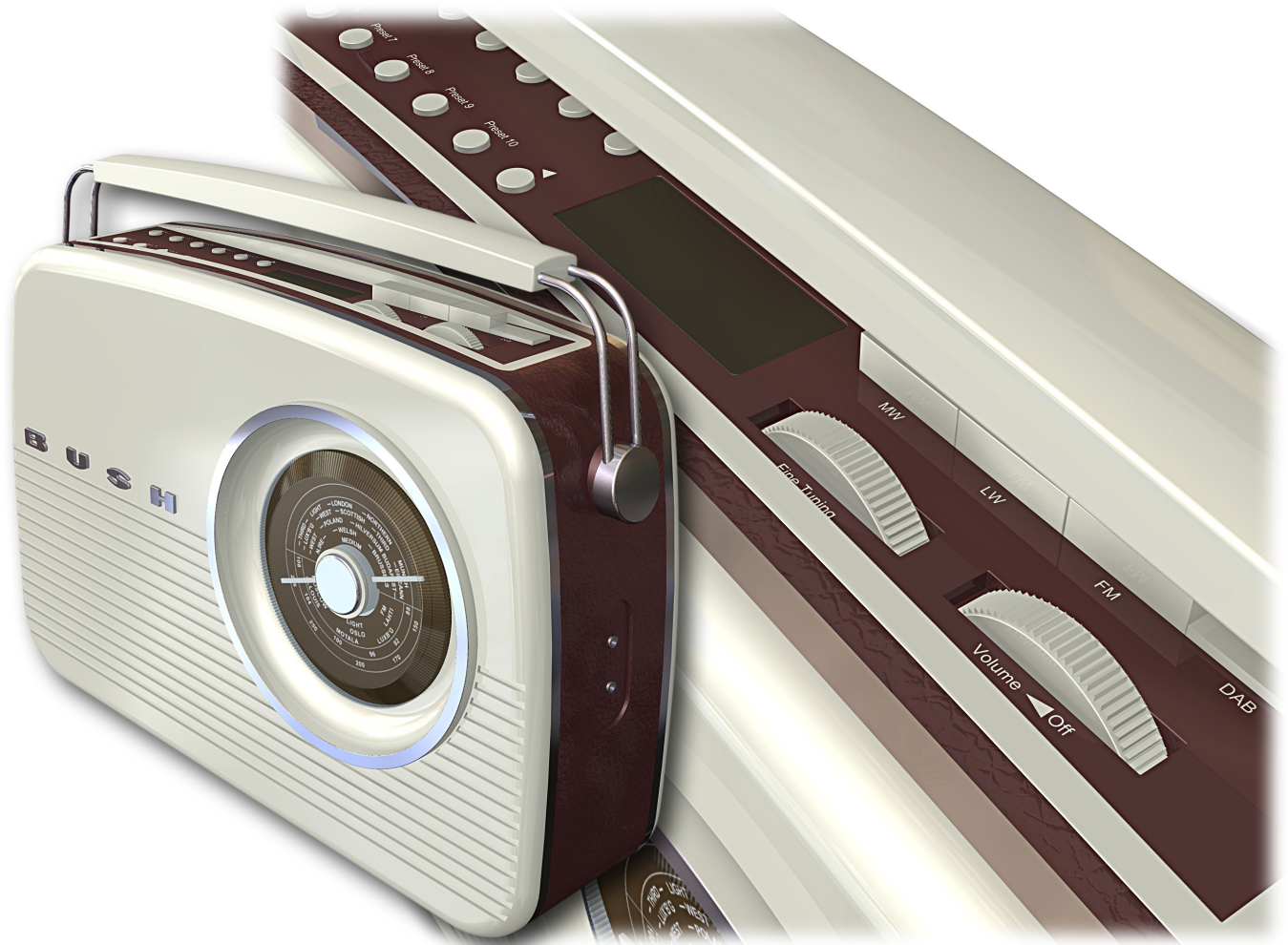


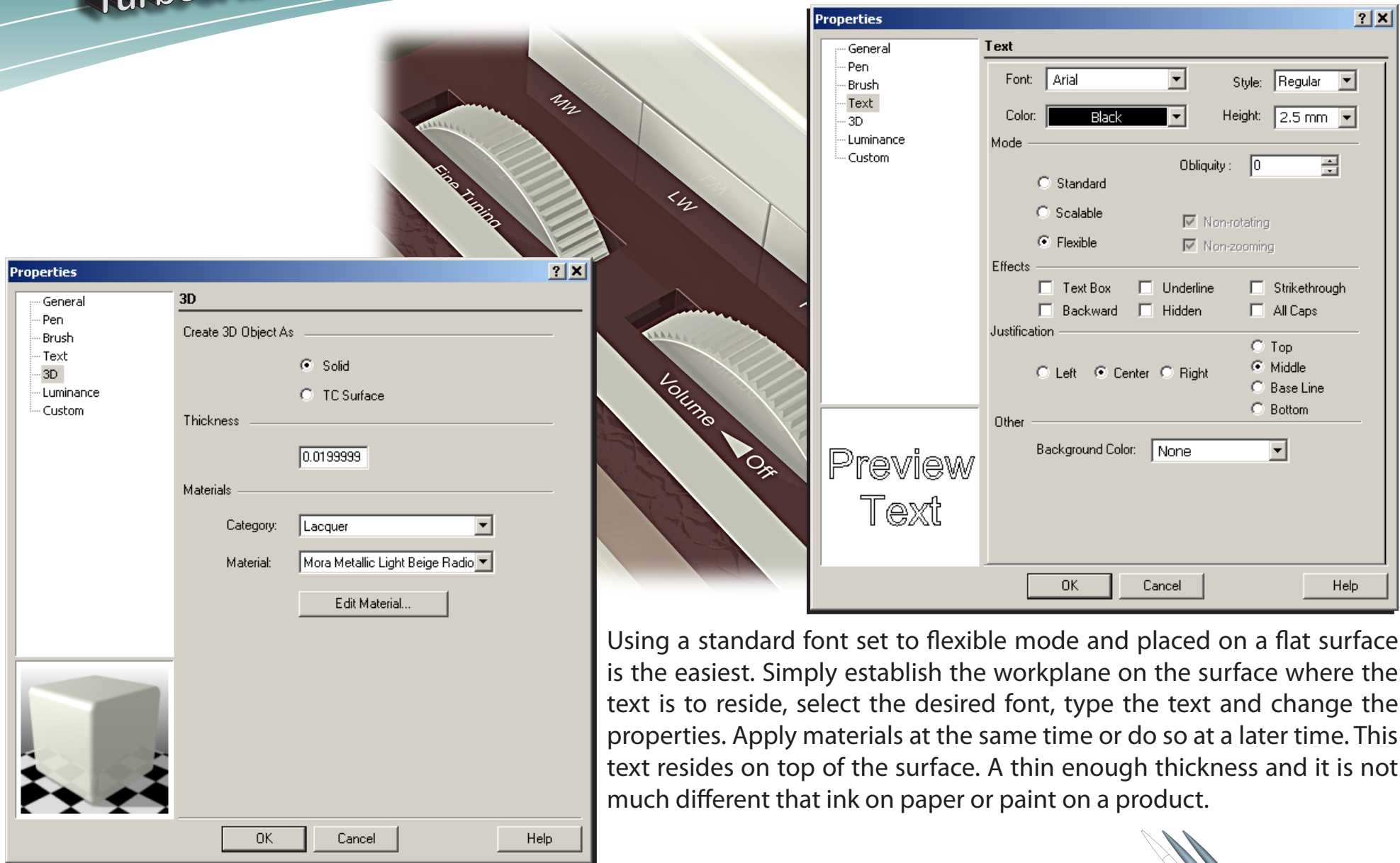
Do you ever wonder how to place 3D text into a drawing or, more specifically, onto a 3D object?

Well, there are a number of ways and each requires its own unique approach.

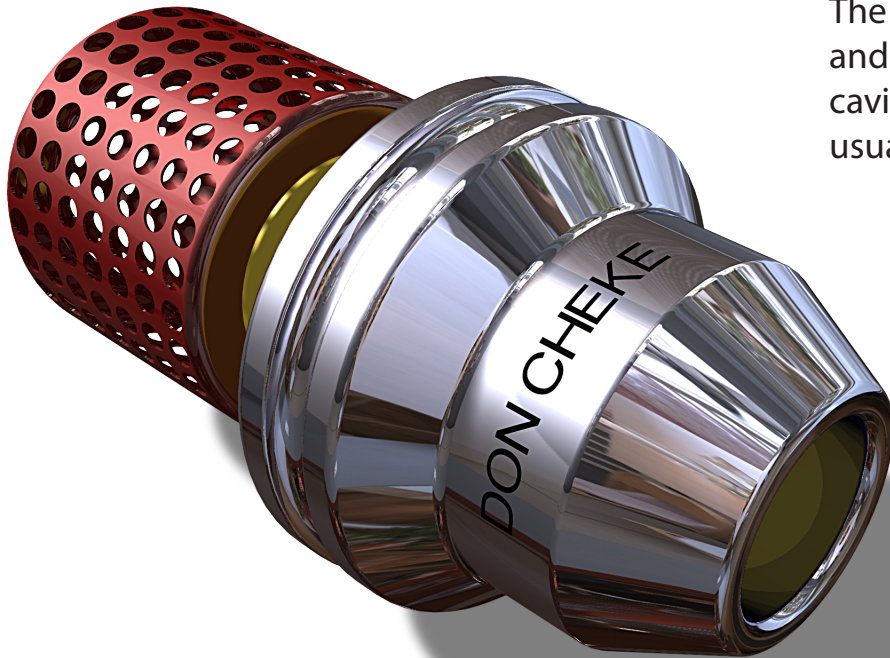
This Bush retro radio uses three approaches.

- 1) The upper text uses a text based font that has been set to flexible mode and has had a 3D thickness applied.
- 2) The BUSH logo was created by establishing 2D profiles and extruding the result.
- 3) The text on the dial was created by wrapping an image (label) to a 3D object. In this case, the label image itself was created in Adobe Illustrator.





Using a standard font set to flexible mode and placed on a flat surface is the easiest. Simply establish the workplane on the surface where the text is to reside, select the desired font, type the text and change the properties. Apply materials at the same time or do so at a later time. This text resides on top of the surface. A thin enough thickness and it is not much different that ink on paper or paint on a product.



Placing font based 3D text on a curved surface often requires that the letters be placed individually. Although this sounds complex it is quite straightforward and using a radial copy can help with placement. Once the letters have been placed, a copy of the letters and the object can be made. The first set is 3D intersected to create the letters that fit the overall form and the second set is 3D subtracted from the original object to create the cavity for the intersected object. For text on a large radius curve a user can usually use text similar to that on page 2 and use the process mentioned above to intersect and embed it.

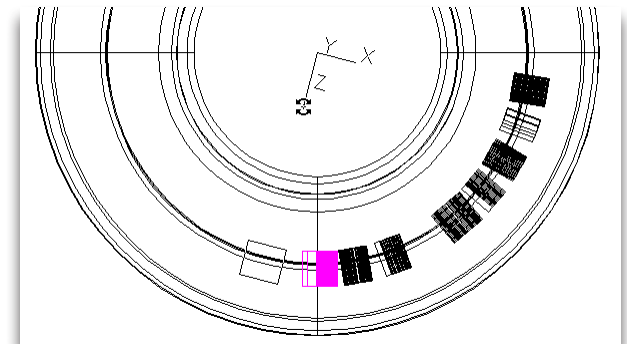
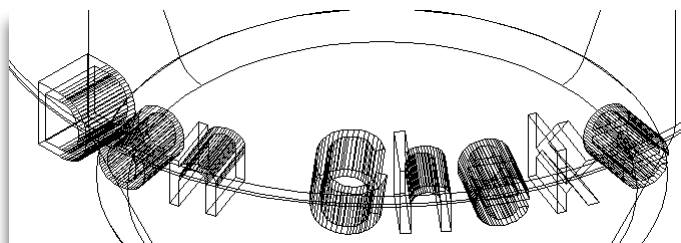
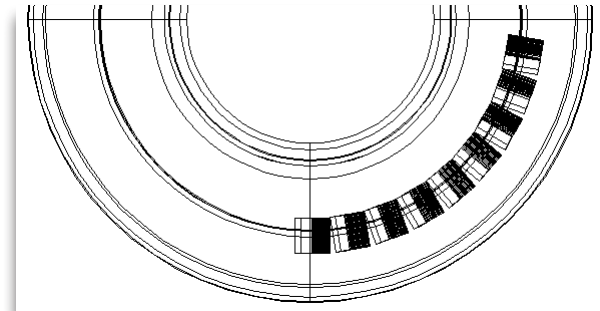
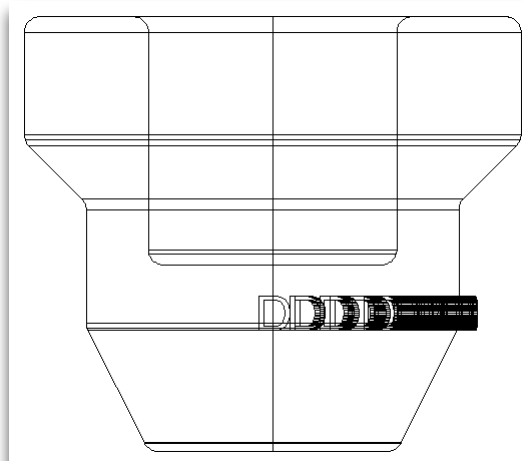
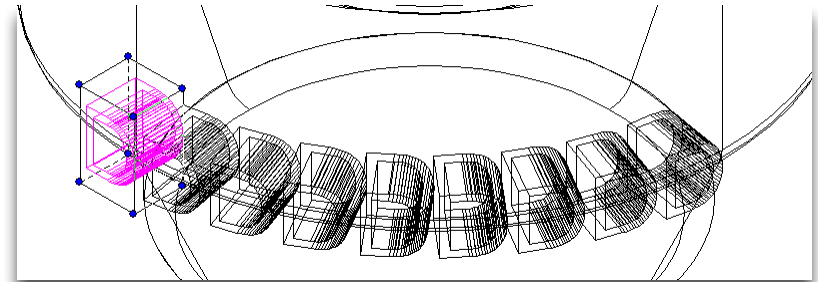
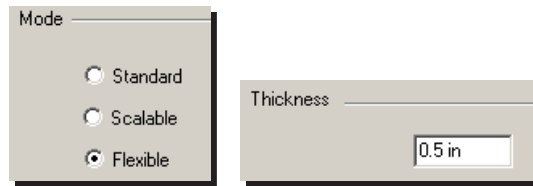
A single 3D letter is created that intersects the object at the correct location.

The letter is then Radial Fit copied by the number of letters required, including spaces.

The letters are then changed to read the appropriate letter via the Properties dialogue (General tab).

The letters can have their reference points changed to the center of the arc and can be rotated to tighten up or loosen gaps between letters.

Once the letters are in place they can 3D added and duplicated. They can then be intersected with a copy of the 3D object and then the remaining set of letters can subtracted from the 3D object to created the cavity.

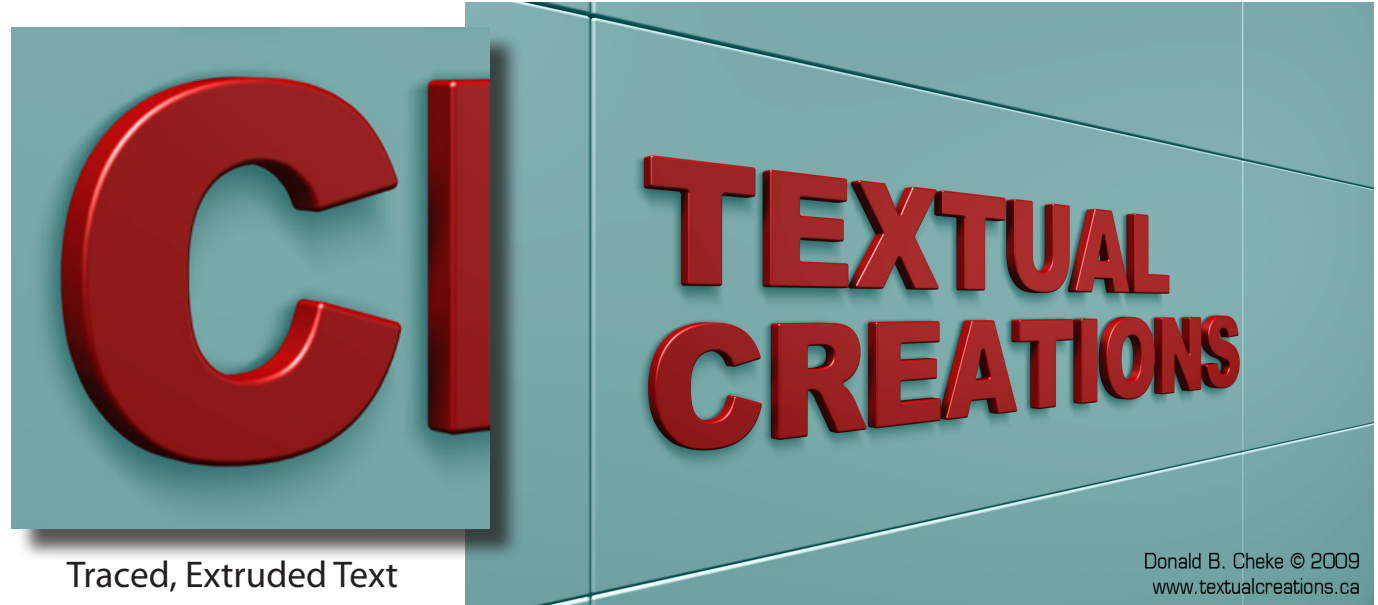
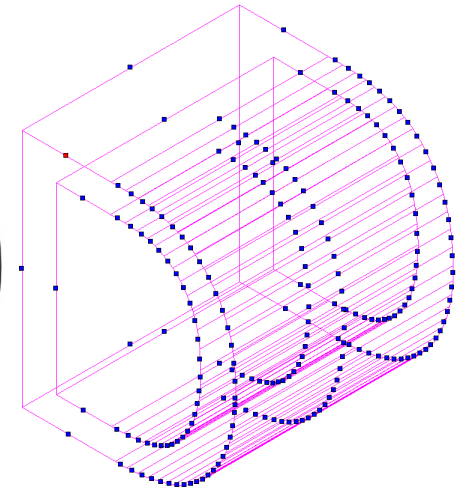
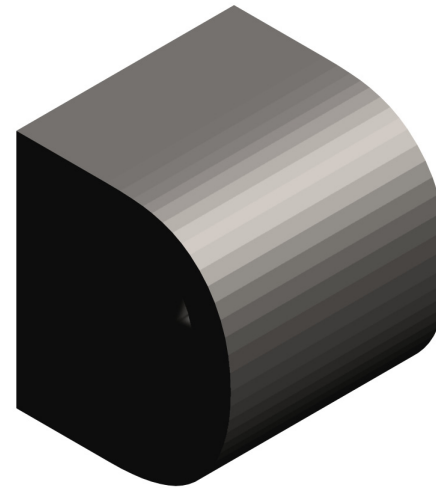
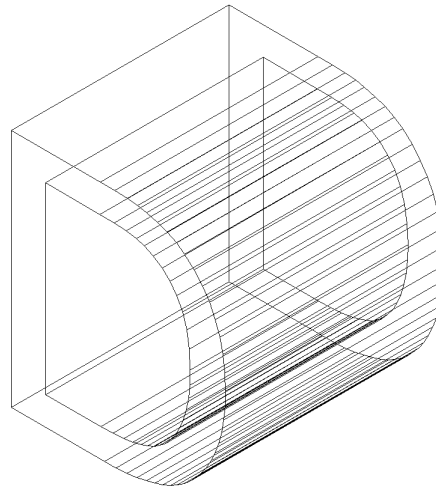


There are times when font based 3D text is not good enough or there is no font that matches the desired look.

In the previous example only the front face is seen in renders and the front face is almost always acceptable. This is not the case with font based 3D text where more than the front face is seen. All font based 3D text is segmented and this shows up in all render modes.

Try exploding the text twice in order to put a radius on the edge and it will fast become apparent how problematic this too will prove to be.

By tracing or creating the desired font with 2D tools and then extruding awesome results can be achieved. A smooth finish and rounded edges are no problem here.

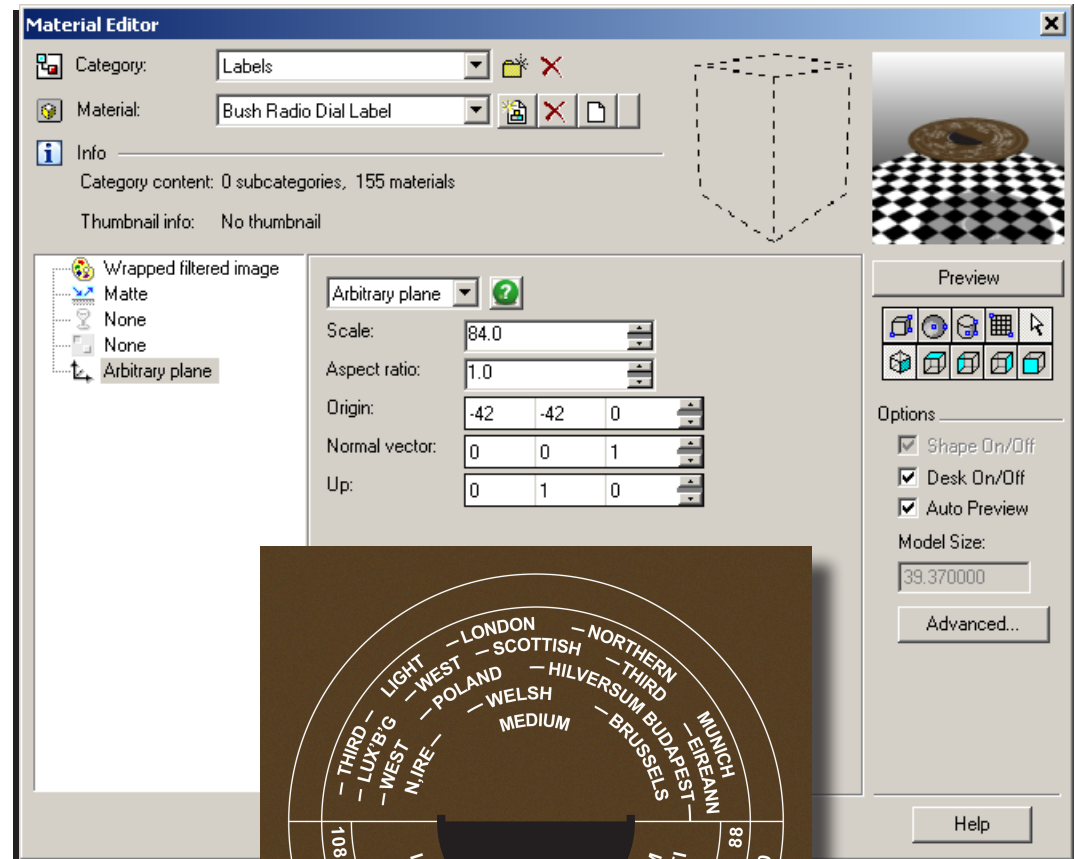
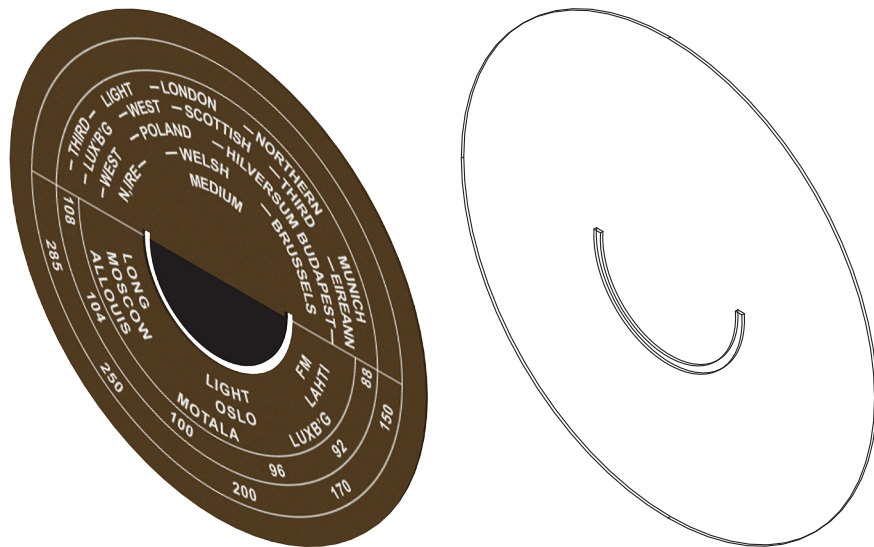


Traced, Extruded Text
(no segmentation)

Donald B. Cheke © 2009
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Text can also be created as an image and wrapped by a variety of methods. In TurboCAD Tip 2 cylindrical wrapping was illustrated.

The image on the Bush radio dial was arbitrarily wrapped to a 3D disc shaped object.



If you found this TurboCAD tip helpful, please consider purchasing a full Textual Creations TurboCAD project tutorial that will lead you through an entire project, keystroke by keystroke. You won't be disappointed! Visit the [Textual Creations Shopping Page](#)