

# Curved Text      © Matthew Chan

## Text round a cylinder

The basic method to create text which curves around like a cylinder is the following:

- 1) Create your text object, possibly sweep it a bit to give it depth.
- 2) Create a cylinder, and normalize it's location (part of the axis icon group) so that it's in the middle of the scene.
- 3) Select the text object, and press the down arrow to go down the object hierarchy, you should now be able to move left and right to select the individual letters.
- 4) Select the first letter, and then activate the axis tool, the axis should now be visible.
- 5) use the normalize location function on the axis, the axis should now be located at 0,0,0 right in the middle of the scene, and also in the middle of the cylinder we made beforehand.
- 6) Then move onto the next letter, and do the same. (you might need to deactivate the axis tool first by clicking on the axis icon again before you can move onto the next letter).
- 7) After normalizing the axes for all the letters, then switch to the top view, and then go down the hierarchy

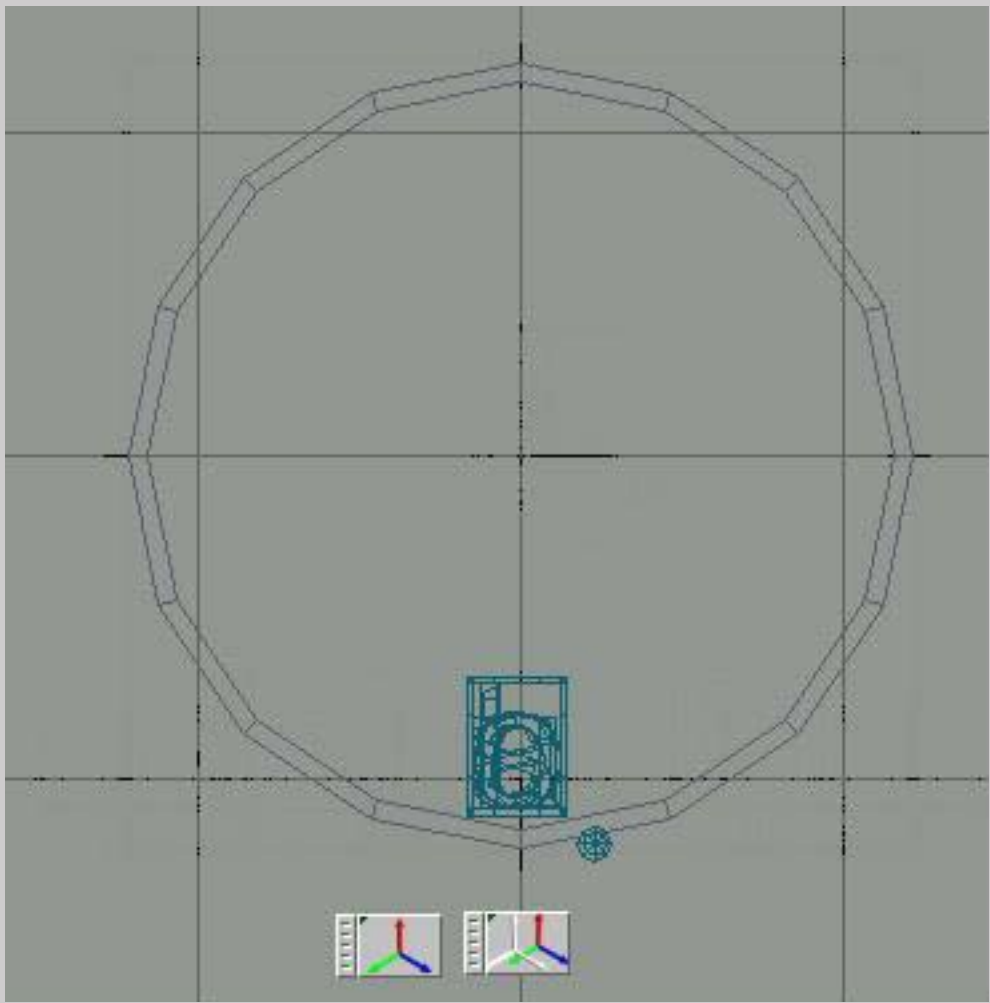
again, and one letter at a time, use the object rotate tool with the right mouse drag to rotate the individual letters around the origin. You should then end up with something like this:

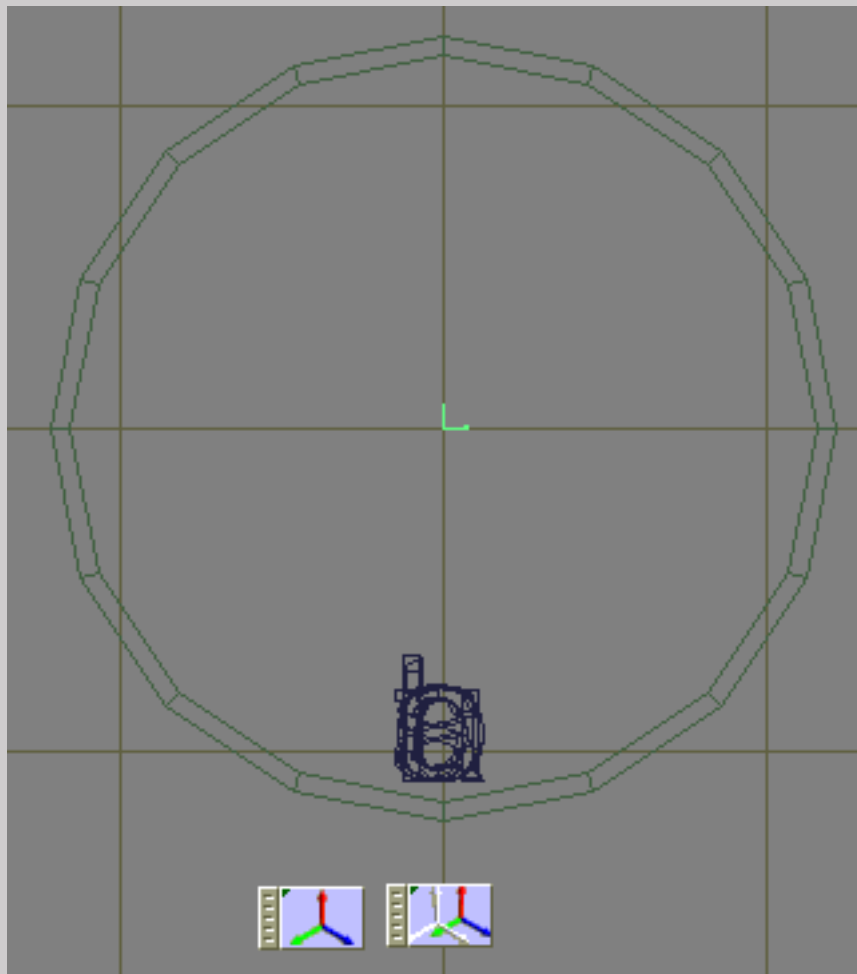


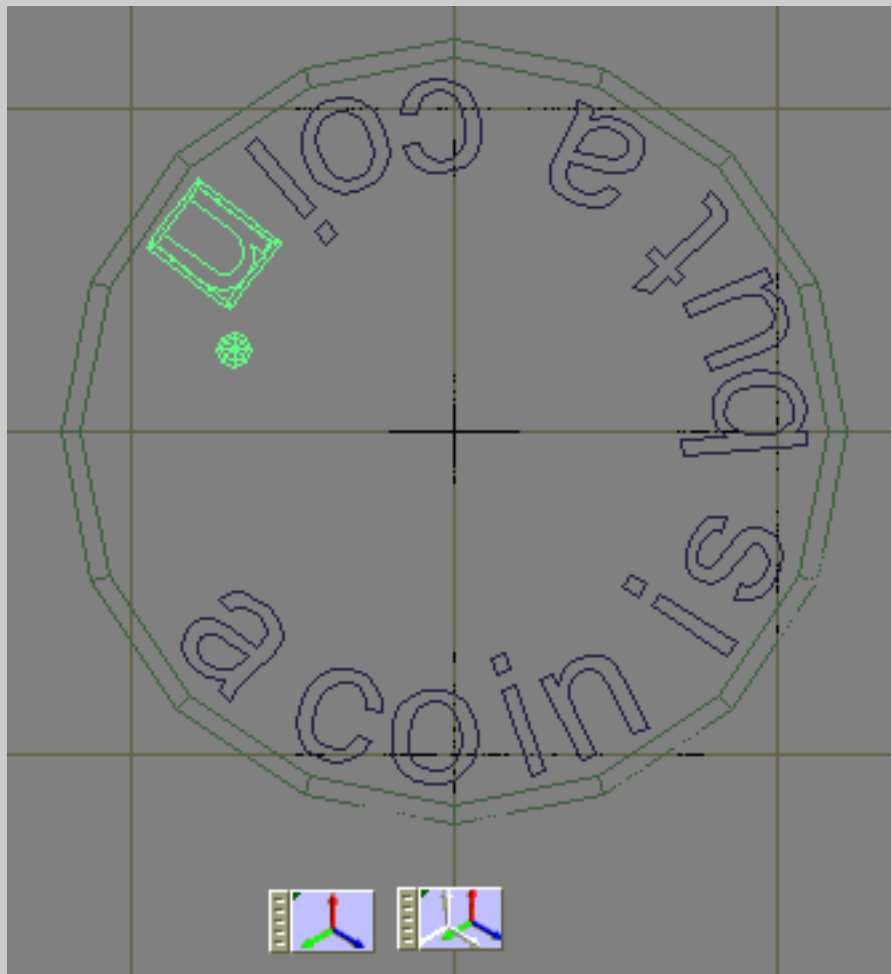
## Text round a coin

Just do it from the top view instead, this time I did it a bit differently:

- 1) Create the word and the cylinder.
- 2) Then move down the word heirarchy, and normalized the location of all the letters (so that they all pile up on top of each other).
- 3) Then move the group of letters to the inner edge of the coin.
- 4) tMove down the word heirarchy again, and normalized the axis of each letter (so that they all rotate around the center of the coin).
- 5) Select each letter from the top view, and right-click-drag-rotate each letter to fit around the rim.







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