

3D Text in CINEMA 4D

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I've had people requesting me to show them how to create 3 dimensional texts using a 3D program. Though very simple; for the benefit of the beginners, I will explain the steps using Cinema 4D. I will try to present it in a straight forward fashion to guide you through by using a short tutorial. The version that will be used in this demonstration is Cinema 4D Broadcast-R14. The steps should be the same with the earlier versions though interface improvements to later versions may slightly be confusing compared to older versions.

To begin with, you should have Cinema 4D installed in your computer. If you don't have it, you can go to the *creators of Cinema 4D's* (Maxon) website (<http://www.maxon.net/en/products/demo-version.html>) and download a trial version so you can follow along.

1

STARTING C4D:

Begin by starting Cinema 4D. Locate Cinema 4D icon from the **Start menu** or on the **desktop** to launch the program. Double click Cinema 4D icon  to start.

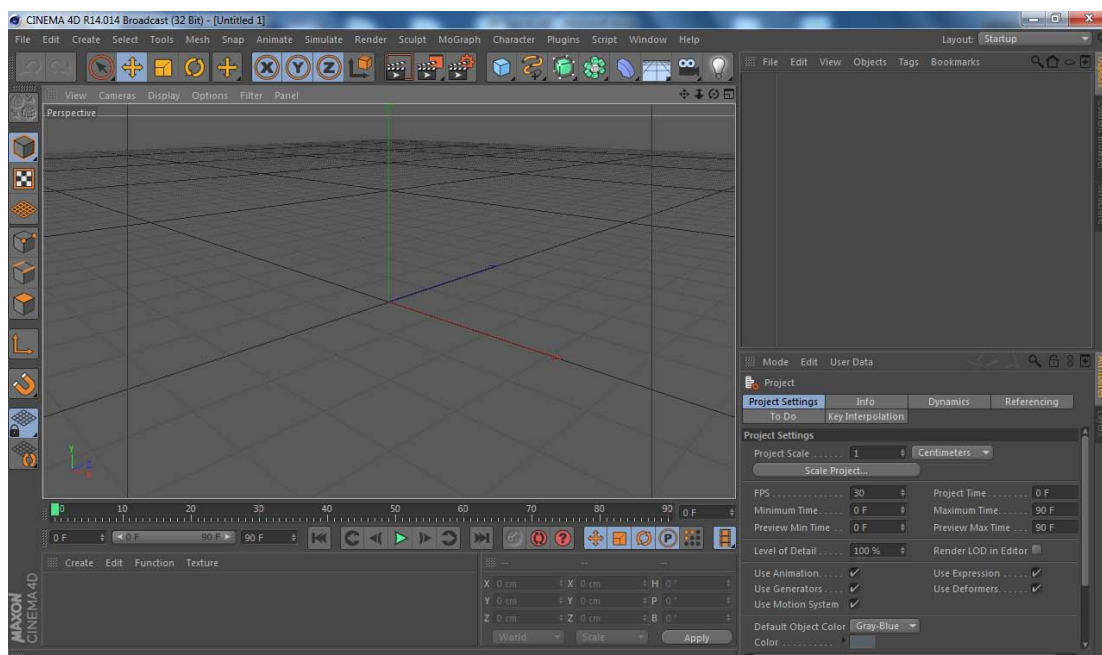


Figure 1: Cinema 4D default interface when launched.

2 ADDING TEXT SPLINE:

Start by creating a Text Spline.

There are few ways to do that but we'll use the main menu in this tutorial.

Now, go to the main menu at the top, click **Create>Spline>Text** (see image right for detail)

You should see the word **Text** in the workspace oriented along the x axis (Figure2 below).

Under the Attributes editor>Objects tab (figure3), highlight the word **Text** and type your text in. (figure4) Click anywhere on the workspace to see the text you just typed (figure5).

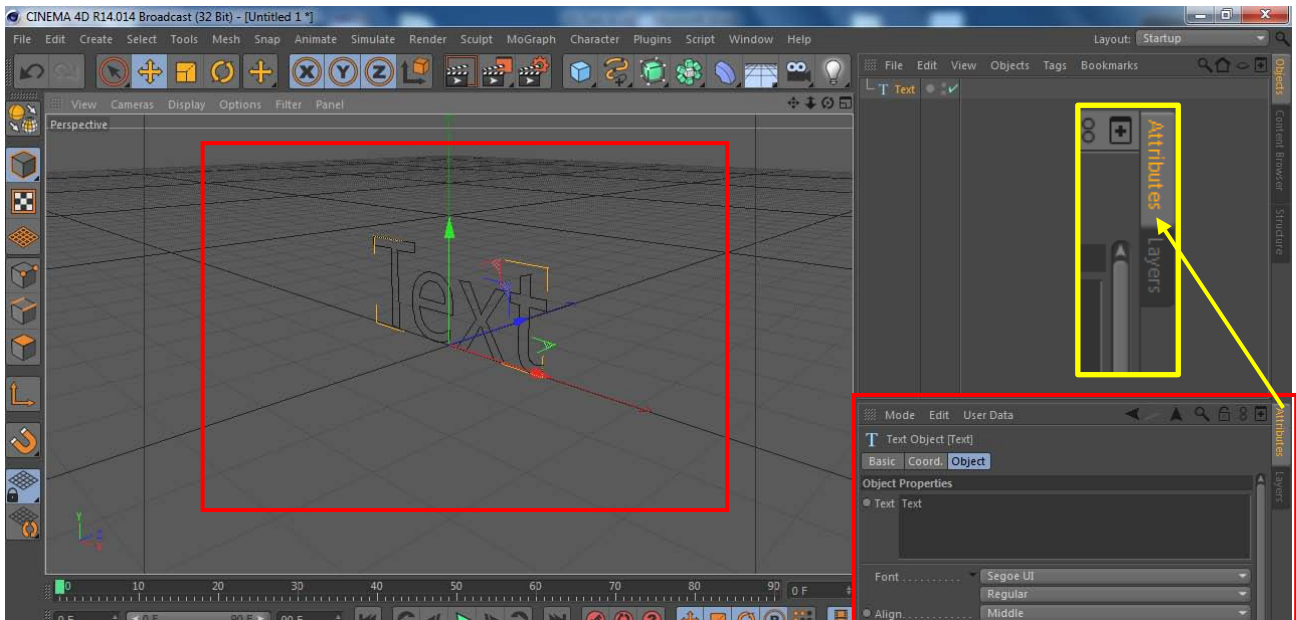
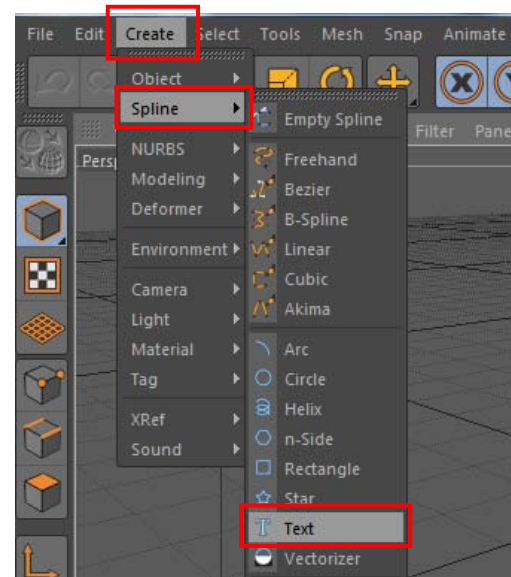


Figure 2: text spline inserted

Figure 3: Attributes editor

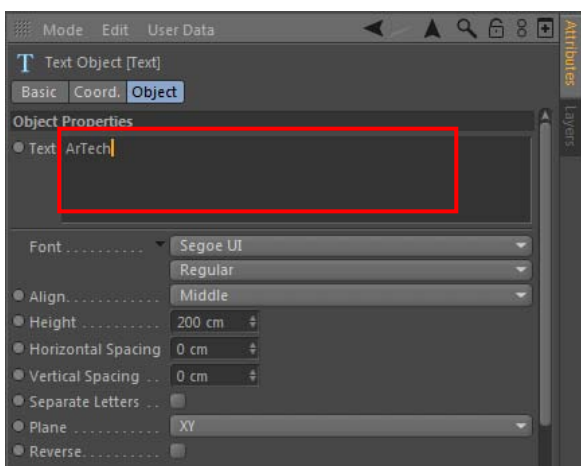


Figure 4: Custom text typed in object tab

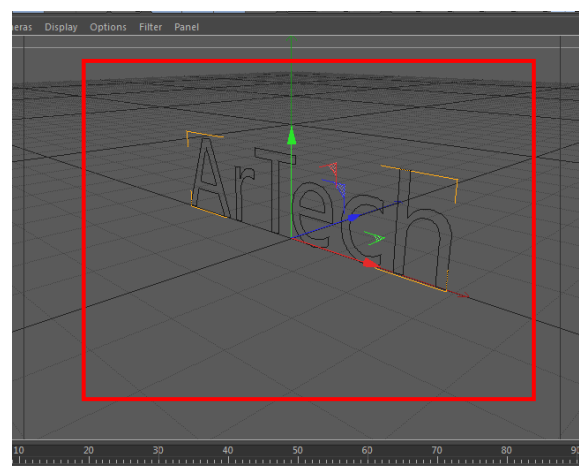


Figure 5: Custom text updated

3

APPLY NURBS:

Next, let's add a nurbs to give the text its form in this 3D environment. We are going to use Extrude Nurbs in this step.

Go to the Main Menu at the top and we'll use the **Create menu**.

Click **Create>NURBS>Extrude Nurbs** (Figure6 below-left). You should see the Extrude NURBS created in the Objects window. (Figure7 below-right)

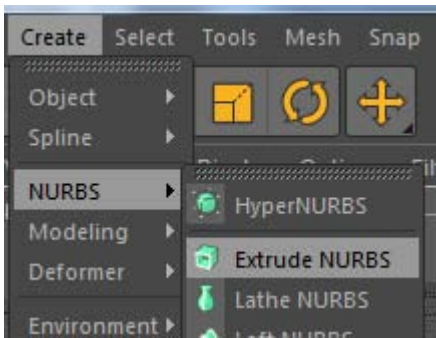


Figure 6: Creating Extrude Nurbs

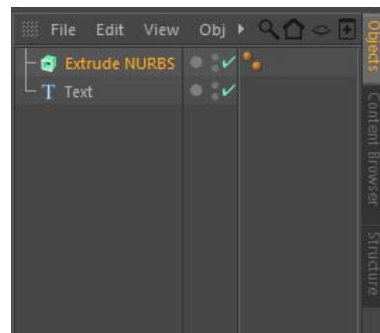


Figure 7: Extrude Nurbs in Object window

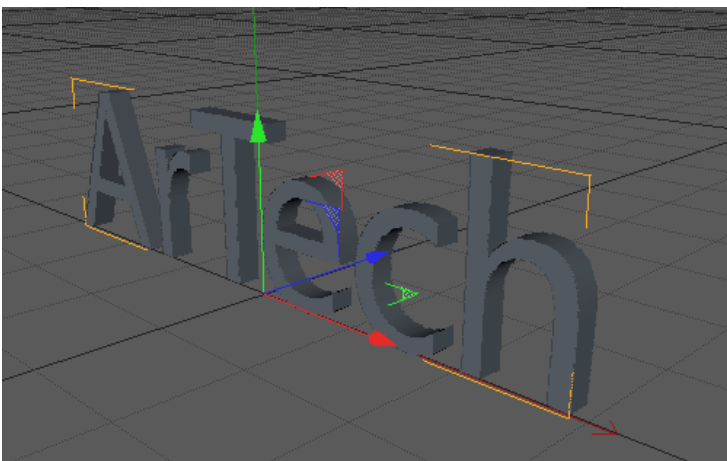
4

NURBS' CHILD OBJECT:

In the Objects window, (above right) you should see two items, one called Extrude Nurbs and the other text. Drag the Text onto the Extrude NURBS (Figure8 below).



Your outcome should now look like the one below.



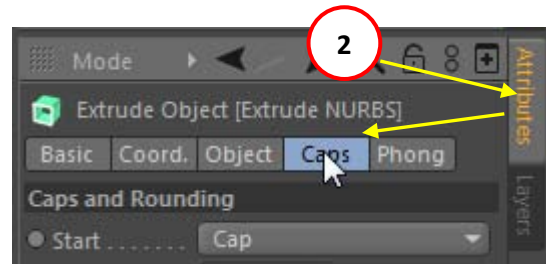
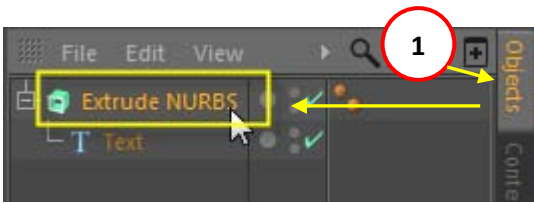
You now have your text in 3D form. All you have to do next is to do few more tweaks and get it to appropriate outcome of your choice.

We'll look at changing a few settings in the steps that follow on the next page.

5

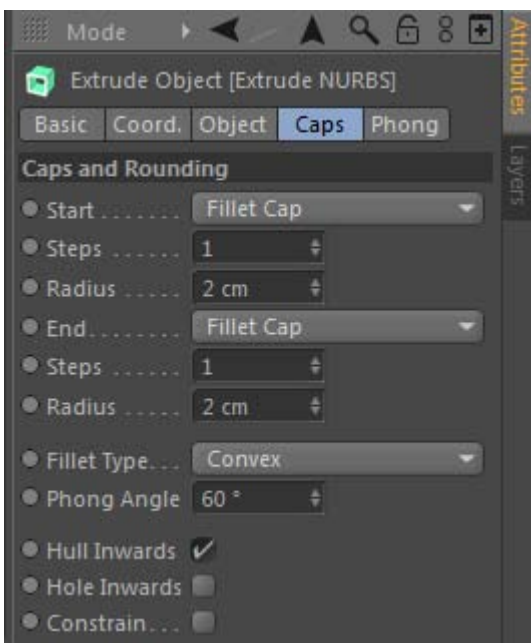
ADJUST SETTINGS:

In the Objects window, select Extrude NURBS (*image1 below*). Then, go to the Attributes Editor and select the Caps tab (*image2 below-right*).



Here, we are going to give a little more control over the edges of the text. Adjust your settings to fit the one provided below.

NOTE: This is only a guide for this tutorial. You can always alter the settings based on how you want the outcome to look like.



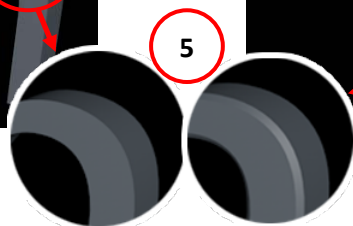
Before we applied the settings on the left, the settings of the text we created did look something like the *image 3 below-left* and after the settings opposite were applied, the generated text should be updated to the *image 4 below-right* giving a smoother edge than the sharp edge (*inserted image 5 below*).



Before settings applied



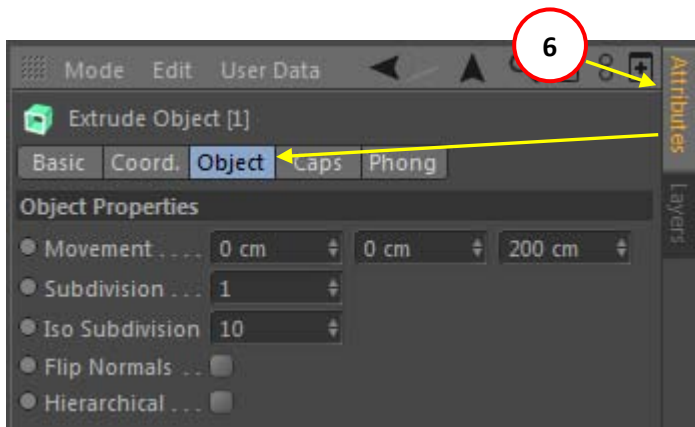
After settings applied



before

after

If you like, you may also want to give more depth to the text by adjusting its **object properties**. This can be found within the **Attributes Editor** under the **Object tab** (see *image6* below for detail).



Click the Object tab.

There are several options there and we want to extend the depth of the text so from the movement option, adjust the 3rd value to a number of your choice. 20 – 50 is a good range however most is personal choice. You play around with that and see what best suits you.

The other two value would not be used much depending on the nature of your work. Again, you can explore on that as well. I'll leave it up to you to explore. I'm not going to explain other settings as you know this is a free tutorial.

Well, to give you a brief picture, here below are three settings I've made to get the different depths of the text. I've manipulated only the 3rd value of the movement giving a value of 10, 50 and 200 respectively which resulted in the following outcomes.

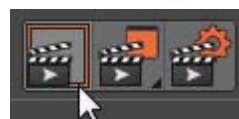
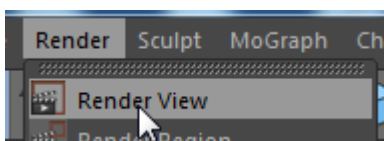


6

RENDER PREVIEW:

To see the view in rendered mode, use the Render Menu. Go to **Render > Render view**.

This can also be achieved using the shortcut key on the keyboard; **Ctrl + R** or the shortcut button (*image 6* below) just above the workspace window.



In our next tutorial on 3D graphics, I'll show you how to animate this text using some of the deformers. Keep in tune for the continuation of this tutorial.

Well, that's all for this short tutorial. I hope those who just got one of their feet into 3D graphics would count this tutorial worthy and expand their exploration into 3D graphics.

I'll leave it up to you to explore more. If you've learnt something here, post me a comment via **artechpng[AT]gmail[DOT]com** and this is all I'd request from you.

You may also want to visit; <http://pyalamu.blogspot.com> or <http://pyalamututes.blogspot.com>

NOTE: If you want the video versions of any of any of my tutorials, please go to the contacts page of <http://www.artech.com.pg> and send us an email.

Direct link here: <http://www.artech.com.pg/pages/contact.php>

Good Luck.

