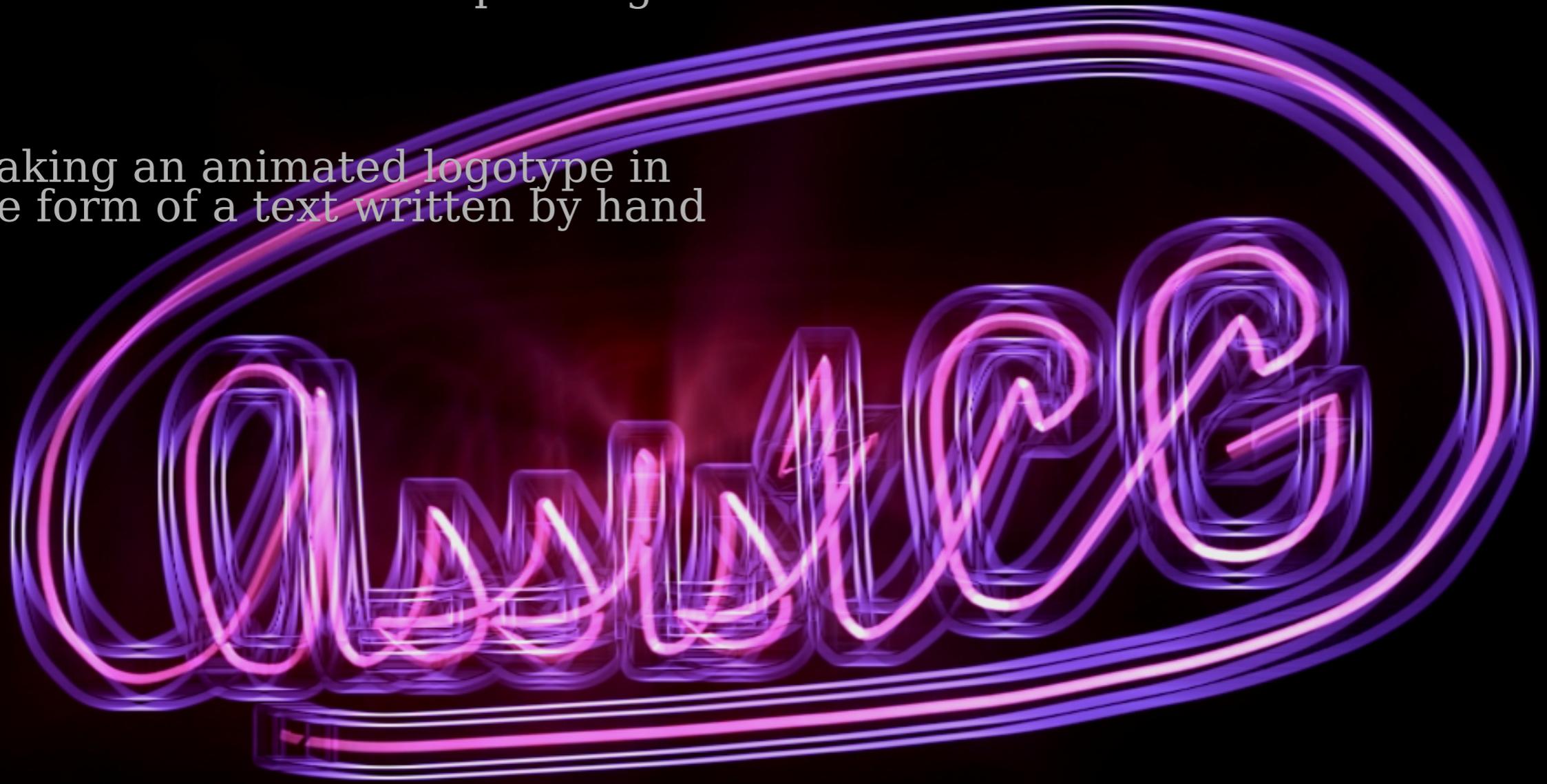


Compositing with library files and node groups for Blender "Video Compositing & Visual Effects"

Making an animated logotype in
the form of a text written by hand



<http://www.assistcg.com/>

Making an animated logotype in the form of a text written by hand

Work description:

1. Making a path for mesh animation by means of the Bezier Curve (01_Path.blend).
2. Making a mesh from 3D Cube with the help of the Array Modifier and its deformation by means of the prepared Bezier Curve (02_Array.blend).
3. Animation of the prepared mesh and camera (03_Anim.blend).
4. Image processing in the Blender's Node Editor with the help of library files and node groups for Blender "Video Compositing & Visual Effects" (04_Composite.blend).

Perhaps, during work you will need Blender Documentation Volume I - User Guide, that can be found by following the link below:

<http://download.blender.org/documentation/htmlI/>

1. Making a path for deformation and animation of a mesh (01_Path.blend).

Work with Blender curves is described in detail in Blender Documentation Volume I - User Guide, section: Curves.

Link:

http://download.blender.org/documentation/htmlI/ch09.html#section_curves

Curves in Blender can also be made by means of the Grease pencil. Follow the links below to see how to do it:

http://wiki.blender.org/index.php/Doc:Manual/3D_interaction/Sketching

<http://vimeo.com/8921999>



2. Making a mesh and its deformation by means of the prepared Bezier Curve (02_Array.blend).

1) The necessary mesh is made of a 3D Cube (it is necessary to preliminarily delete cube's faces located on the X axis and subdivide remaining faces 4-5 times).

2) Add Array modifier to the prepared cube and first set a small value for "count", for example 100.

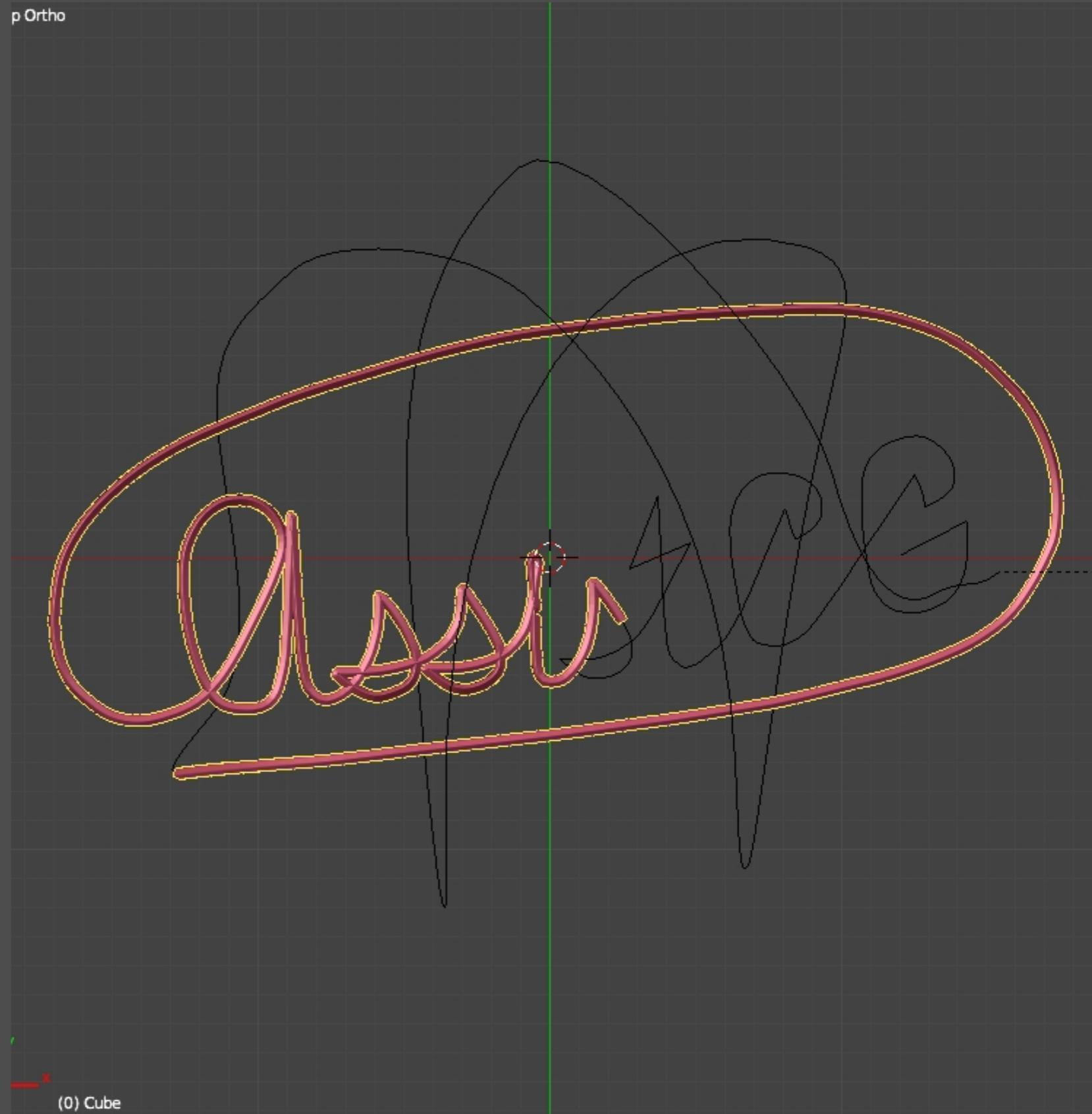
3) Deform the obtained mesh by means of a curve. See Blender Documentation Volume I - User Guide, section Curve Deform, link: <http://download.blender.org/documentation/htmlI/ch09s06.html>

4) Lengthen the mesh to the size you need by adding the count value.

To find out how the Array modifier works, follow the link below:

<http://wiki.blender.org/index.php/Doc:Manual/Modifiers/Objects/Array>

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3. Animation of the prepared mesh and camera (03_Anim.blend).

Animate the mesh (moving along the X axis) . See file 03_Anim.blend, as well as Blender Documentation Volume I - User Guide, section Animation:
<http://download.blender.org/documentation/htmlI/pt03.html>



4. Image processing with the help of library files and node groups for Blender "Video Compositing & Visual Effects" (04_Composite.blend).

When processing, 4 node groups are used from the library "Video Compositing & Visual Effects". The example of their use see in file 04_Composite.blend

The library can be downloaded by following the link below:

<http://assistcg.com/compositing.html>

