# **Creating 3D Text with LibreOffice Draw** by Len Nasman, Bristol Village Ohio Computer Club

# **Creating 3D Text**

You probably have seen examples of 3D text and perhaps wondered how it can be done. As with most computer graphics, there are a lot of programs that can do 3D modeling. However, there is a way to create 3D text using the *free* LibreOffice Draw program. As a matter of fact, the text sample shown here was created with LibreOffice Draw in a few quick steps.

Open a new document in LibreOffice Draw.



#### ✓ From the Drawing Toolbar area, select the Text tool.

**Drag** means to click and hold down the left mouse button, and move the mouse to a new location before releasing the button. To **Drag** out a rectangle you can click the left mouse button at the *upper left corner* of the rectangle and, while holding the left button down, move the mouse cursor to the *lower right corner* of the rectangle before releasing the mouse button.

✓ Drag a text box on to the display and enter 3D TEXT

### Creating 3D Text with LibreOffice Draw

You can **select** text by doing the following: click the left mouse button to position the **text** *cursor* on the beginning point of the selection, hold the **Shift** key down, and, while holding the **Shift** key down, left click on the end of your selection.

#### ✓ Select the *3D TEXT* and set the font to **Rockwell Extra Bold 28**.

*Right click* on the text and from the pop up context menu select Convert, To 3D.

This will extrude the text to 3D.

Note that once the text is converted to a 3D object you can no longer edit the text.

Since the original text was black, it will not look too good until the color is changed.

 With the text object selected, use the Object properties toolbar color selection option to change the color.



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You should experiment with this process a bit until you can create your own 3D text.

- > Try different fonts.
- > Use the size grabbers to change the size of your text.
- > Click twice (don't double click) on the text object and experiment with the rotate grabbers.

Once you have created a 3D text object, there are a number of different options you can apply.

#### ✓ Right click on the text and select the 3D Effects option.

The 3D Effects dialog box provides many options for modifying objects. For example, if you change the rounded edges option to 0%, the corners of the text will be sharp rather than rounded.

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## $\checkmark$ In the 3D Effects dialog box, change the Rounded edges option to 0%. Then click the Assign button to make the change.

Observe the different tools across the top of the **3D** Effects dialog box. Each of these opens different option dialog boxes.

At this point you should be ready to experiment with your own 3D text creations. Remember that the **Undo** tool makes it easy to return to earlier versions of your experiments.

Observe details of the **3D Effects** dialog boxes in the illustrations.

The object properties toolbar in the second example shows the **Line Style** set to **Continuous**, the Thickness to 0.01, and the color to black. The Fill Style is set to Color and the color to yellow.

Also note that in the 3D Effects dialog box that **Rounded edges** is set to **0%** and the **Depth** to **1.00**".

The result of these settings is shown in the illustration.

The **3D Effects** dialog box has 5 buttons that provide for controlling Shape, Shading, Lighting, Texture (when applied in the graphic format toolbar), and **Coloring**.

➤ When you are adjusting 3D text parameters, first set options in the graphic format toolbar and then open the **3D Effects** dialog box for more controls



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The next example shows the **area fill** set to **Bitmap** and the **texture** to **Water**. The **Lighting** button has been pressed in the **3D Effects** dialog box, Observe that the light position can be dragged to different positions on the light frame to change the shading effect.



When you click once on a 3D object the **size grips** appear. When you click a second time, the grips change to **rotation grips**.

## **Fontwork Gallery**

There is another way to create 3D text using pre-designed 3D text effects. These are found in the **Fontwork Gallery**.

One difference between 3D Text and Fontwork text, is that after converting text to a 3D object the trext cannot be edited. Fontwork text,however can be edited.



✓ Select the Fontwork Gallery tool (see following illustration) and then select the desired style.



When you place a fontwork gallery object in your drawing the default text will be Fontwork.

- To edit fontwork gallery text, *double click* on the fontwork gallery object and then edit the word fontwork to be your own text.
- ✓ Review the options in the pop up Fontwork and 3D Settings dialog boxes.

When a fontwork object is selected pop up tool panels will provide options for editing the characteristics of the object.

The **Fontwork** and **3D Settings** tool collections can be turned on or off by selecting View, Toolbars.

## How to insert 3D text into a word processing document

Inserting your 3D text into an Open LibreOffice Writer word processing document (or any other program) is a piece of cake.

✓ Select the 3D text object and then from the Menubar select Edit, Copy.

Open your LibreOffice Writer document, position the text cursor in the desired location, and then from the Menubar select Edit, Paste.

Once the object is in **LibreOffice Writer**, the **Fontwork** and **3D Settings** tools are available to modify your fontwork.

## More 3D

Don't stop here. There are many other 3D objects available in LibreOffice Draw. To check them out, select **View**, **Toolbars, 3D Objects** from the **Menubar**. This will open a tool panel with tools for creating 3D objects.

For more information about LibreOffice Drawing features, press **F1** to open the **Help** dialog box. Select **LibreOffice Draw** in the top text window, select the **Index** tab, and *double click* on the desired term.





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