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3D Text Presets Reference Guide

Autodesk® Visual Effects and Finishing 2010 Extension 1

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Smoke 2010 Extension 1 3D Text Presets Reference Guide

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3D Text Presets

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Introduction

A number of 3D text presets are included in Action, such as fading or spinning 3D text effects to add to your scene. The presets are easily added to your scene from the Action node bar. See the *Action: 3D Text* chapter in your User Guide for more information on 3D text.

3D Text Presets Usage Tips

The 3D Text presets are designed for ease-of-use, so you should be able to easily identify the various schematic nodes and their corresponding menus. For example, the nodes in the schematic for each preset are renamed to give you an indication of the functionality of the node. Many of the presets include a

transition_ctrl Axis node, that you can use to modify the timing of the text effect, as follows:


- **Rotation** X=duration of the In effect; Y=start weight; Z=end weight. The Y and Z Rotation fields represent the shape of the “S” curve of the In effect, if applicable. The combined Y and Z values should equal 100.
- **Scale** X=duration before the start of the In effect; Y=duration between the end of In effect and the start of the Out effect.
- **Shear** X=duration of the Out effect; Y=start weight; Z=end weight. The Y and Z Shear fields represent the shape of the “S” curve of the Out effect, if applicable. The combined Y and Z values should equal 100.
- **Centre** These fields include expressions to produce animation curves, and shouldn’t be altered.



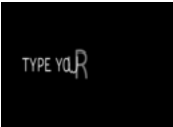
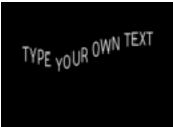

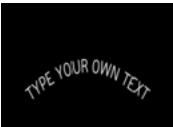
When loading a 3D Text preset, with a few exceptions, you can replace the **Type Your Own Text** string in the Text field of the 3D Text menu. Some of the presets have multiple text entries. In these cases, replace the text string of each Text Geom node with your preferred text string.





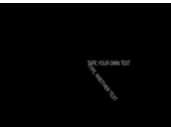

NOTE Some of the presets include 3D Path objects, which are unsupported in Flint and Smoke. These 3D Path objects are displayed as greyed out nodes in the schematic, and greyed out menus in the Object menu. They are read-only objects that can be viewed (in the image window and the Object menu), but not modified or linked to or from. In Channels view, you can view the parent channel for the 3D Path object, and in Tracks view, you can slide or stretch the parent channel.



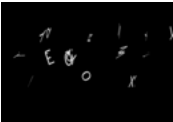
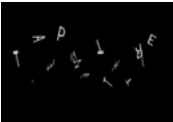
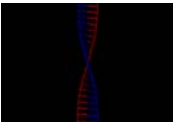

3D Text Preset List


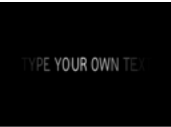

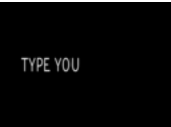
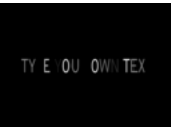
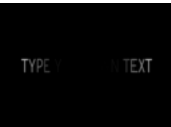
Use the following table to get a quick overview of the 3D text presets available in this release, along with particular comments, if applicable.



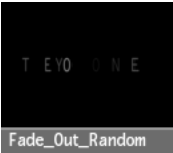

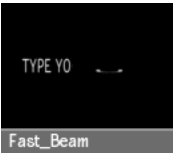

Proxy	Name/Description/Comments
	3DRotate Text on a rotating circular path. Edit timing using the Animation Track Editor.

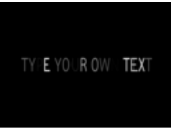
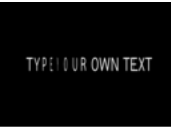

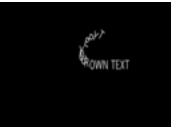
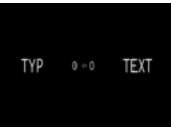
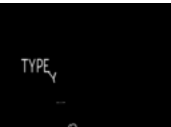
Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">3DRotate_Shadow</p>	<p data-bbox="575 204 1147 262">3DRotate_Shadow Text rotating on a circular path with a fake shadow. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 522 516 548">3DRotate_Transitio...</p>	<p data-bbox="575 395 1147 487">3DRotate_Transition Transition between two text strings rotating on a circular path. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 713 516 739">Behind_Camera_3...</p>	<p data-bbox="575 586 1147 644">Behind_Camera_3D Characters coming from behind the camera. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 904 516 930">Bounce</p>	<p data-bbox="575 777 1147 869">Bounce Characters falling and bouncing. Edit timing using <i>transition_ctrl</i> settings. Set duration and amplitude of the bouncing.</p>
 <p data-bbox="344 1095 516 1121">Break_and_Fall</p>	<p data-bbox="575 968 1147 1025">Break_and_Fall Characters breaking in two parts and falling down. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 1286 516 1312">Bubble_Pop</p>	<p data-bbox="575 1159 1147 1216">Bubble_Pop Characters forming a bubble which pops. Edit timing using <i>transition_ctrl</i> settings.</p>





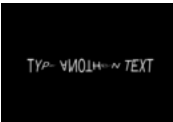
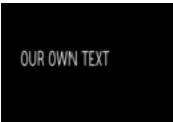
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 361">Chop_Sticks</p>	<p data-bbox="525 204 1131 291">Chop_Sticks Characters arriving one after the other with a scale and rotation effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 522 467 552">Circle</p>	<p data-bbox="525 395 1131 456">Circle Characters moving along a circular path. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="297 713 467 743">Circle_Transition</p>	<p data-bbox="525 586 1131 682">Circle_Transition Transition between two text strings, in which characters are moving along a circular path with a banking effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 904 467 933">Climber</p>	<p data-bbox="525 777 1131 899">Climber Characters climbing from the bottom to the top of the frame. Edit timing using <i>transition_ctrl</i> settings. Use <i>offset.rotation.X</i> to set the displacement duration and <i>offset.rotation.Y</i> to set the rotation duration.</p>
 <p data-bbox="297 1095 467 1124">Clock_Transition</p>	<p data-bbox="525 968 1131 1029">Clock_Transition Transition between four text strings rotating like clock hands. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 1286 467 1315">Colour_Flasher</p>	<p data-bbox="525 1159 1131 1255">Colour_Flasher Moving coloured flashing text. Edit timing using <i>transition_ctrl</i> settings. <i>Colour_offset</i> sets the time offset between red, green, and blue channels.</p>



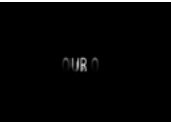
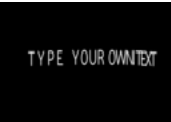


Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Counter</p>	<p>Counter Incremental counter with numbers 000 to 999.</p>
 <p data-bbox="344 517 516 548">Diagonal</p>	<p>Diagonal Characters dispersing diagonally in the frame. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 708 516 739">Dispersion</p>	<p>Dispersion Characters dispersing randomly. Use <i>time_stretch.scaling.X</i> to slow down or speed up the effect.</p>
 <p data-bbox="344 899 516 930">Dispersion_Transiti...</p>	<p>Dispersion_Transition Transition between two text strings using a dispersion movement. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1090 516 1121">DNA</p>	<p>DNA Animated double helix structure using two text strings of the letter "T".</p>
 <p data-bbox="344 1281 516 1312">Dominos</p>	<p>Dominos Characters falling one after the other. Edit timing using <i>transition_ctrl</i> settings.</p>




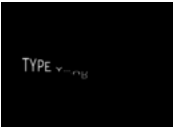

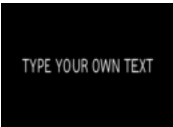
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Fade_In_Flicker</p>	<p data-bbox="525 204 1131 265">Fade_In_Flicker Fade in of randomly flickering characters. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 522 467 548">Fade_In_From_Cen...</p>	<p data-bbox="525 395 1131 517">Fade_In_From_Centre Fade in from the centre to the extremities of the text. Edit timing using <i>transition_ctrl</i> settings. Set characters.rotation.X to the number of characters in the Text field.</p>
 <p data-bbox="297 713 467 739">Fade_In_From_Left</p>	<p data-bbox="525 586 1131 647">Fade_In_From_Left Fade in from the left to the right of the text. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 904 467 930">Fade_In_Out_By_C...</p>	<p data-bbox="525 777 1131 899">Fade_In_Out_By_Character Fade in and out one character after the other. Edit timing using <i>transition_ctrl</i> settings. Set characters.rotation.X to the number of characters in the Text field.</p>
 <p data-bbox="297 1095 467 1121">Fade_In_Random</p>	<p data-bbox="525 968 1131 1029">Fade_In_Random Use time_stretch.scaling.X to slow down or speed up the effect.</p>
 <p data-bbox="297 1286 467 1312">Fade_In_To_Centr...</p>	<p data-bbox="525 1159 1131 1220">Fade_In_To_Centre Fade in from the extremities to the centre of the text. Edit timing using <i>transition_ctrl</i> settings.</p>





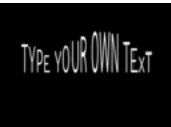

Proxy	Name/Description/Comments
	<p>Fade_Out_From_Centre Fade out from the centre to the extremities of the text. Edit timing using <i>transition_ctrl</i> settings. Set <i>characters.rotation.X</i> to the number of characters in the Text field.</p>
	<p>Fade_Out_From_Right Fade out from the right to the left of the text. Edit timing using <i>transition_ctrl</i> settings.</p>
	<p>Fade_Out_Random Use <i>time_stretch.scaling.X</i> to slow down or speed up the effect.</p>
	<p>Fade_Out_To_Centre Fade out from the extremities to the centre of the text. Edit timing using <i>transition_ctrl</i> settings.</p>
	<p>Fast_Beam Characters arriving from the right side of the frame, with scaling and flickering. Edit timing using <i>transition_ctrl</i> settings. Customize the flicker effect using <i>flicker</i> settings.</p>
	<p>Flasher Customize the flashing using <i>period_offset</i> settings.</p>

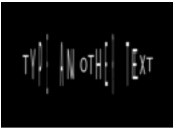

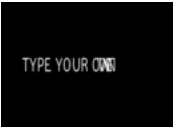

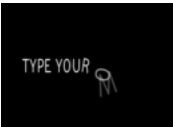
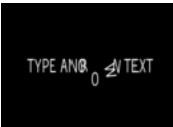
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 361">Flicker</p>	<p data-bbox="525 204 1131 239">Flicker Animate with <code>period.rotation.X</code>.</p>
 <p data-bbox="297 522 467 552">Flip_Transition</p>	<p data-bbox="525 395 1131 491">Flip_Transition Transition between two text strings, with characters rotating on the Y axis. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 713 467 743">Flutter</p>	<p data-bbox="525 586 1131 647">Flutter Characters arriving one after the other with a scale and rotation effect. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 904 467 933">Flying_Transition</p>	<p data-bbox="525 777 1131 873">Flying_Transition Transition between two text strings in which characters are flying out from the centre and coming back to it. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 1095 467 1124">From_Back</p>	<p data-bbox="525 968 1131 1029">From_Back Characters arriving from behind the camera. Use <code>time_stretch.scaling.X</code> to slow down or speed up the effect.</p>
 <p data-bbox="297 1286 467 1315">From_Bottom</p>	<p data-bbox="525 1159 1131 1220">From_Bottom Characters arriving from the bottom of the frame, with rotation. Edit timing using <code>transition_ctrl</code> settings.</p>





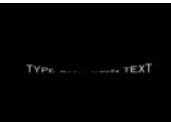

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">From_Camera_3D</p>	<p data-bbox="575 204 1188 291">From_Camera_3D Characters arriving from behind the camera and turning towards the camera. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 522 516 548">Ghost</p>	<p data-bbox="575 395 1188 456">Ghost Text arriving toward the camera, reflecting, and fading. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 713 516 739">Ghost_Cascade</p>	<p data-bbox="575 586 1188 647">Ghost_Cascade Similar to Ghost, with a cascade applied. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 904 516 930">Ghost_Rotation</p>	<p data-bbox="575 777 1188 838">Ghost_Rotation Similar to Ghost with an animated Particle-Draw axis. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 1095 516 1121">Helix_Transition</p>	<p data-bbox="575 968 1188 1055">Helix_Transition Transition between two text strings in which characters are rotating on their X axis. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1286 516 1312">Insertion</p>	<p data-bbox="575 1159 1188 1246">Insertion Text is revealed frame after frame in insert mode. Edit timing using <i>transition_ctrl</i> settings. Use <i>offset.rotation.X</i> to set the starting value of the path.</p>



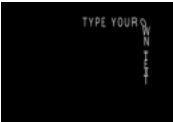
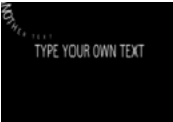
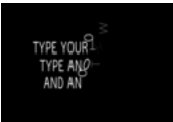
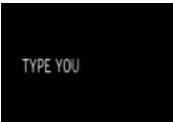
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Kern</p>	<p>Kern Characters arriving and leaving the frame with kerning and rotation. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 522 467 548">Mirror</p>	<p>Mirror Text on path with a mirror effect. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="297 713 467 739">Negate</p>	<p>Negate Text revealed using a negate blending effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 904 467 930">Ocean_Tide</p>	<p>Ocean_Tide Text moving slowly as if characters were floating on the sea. Use period and amplitude axes to customize the wavy effect.</p>
 <p data-bbox="297 1095 467 1121">Ocean_Tide_Transi...</p>	<p>Ocean_Tide_Transition Transition between two text strings moving slowly as if characters were floating on the sea. Edit timing using <i>transition_ctrl</i> settings. Use period and amplitude axes to customize the wavy effect.</p>
 <p data-bbox="297 1286 467 1312">Path_Warp</p>	<p>Path_Warp Text on animated path producing a warping effect. Edit timing using the Animation Track Editor.</p>


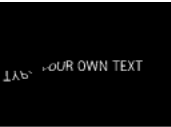
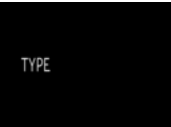
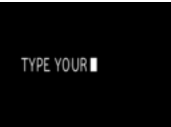

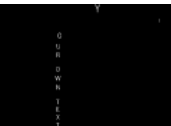
Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Pendulum</p>	<p>Pendulum Characters moving as if attached to a pendulum. Edit timing using <i>transition_ctrl</i> settings. Use period and amplitude axes to customize the oscillating effect.</p>
 <p data-bbox="344 522 516 548">Pulse_Wave</p>	<p>Pulse_Wave Characters moving vertically with a pulsating effect. Customize using period and amplitude settings.</p>
 <p data-bbox="344 713 516 739">Quick_Rotate</p>	<p>Quick_Rotate Characters rotating on their X axis. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 904 516 930">Quick_Twist</p>	<p>Quick_Twist Characters scaled on their Y axis. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1095 516 1121">Random_Display</p>	<p>Random_Display Random letters with a specific starting and ending text string. Edit timing using <i>transition_ctrl</i> settings. Type the start text in <i>text_1</i> and the stop text in <i>text_2</i>.</p>
 <p data-bbox="344 1286 516 1312">Random_Hide</p>	<p>Random_Hide Characters disappearing randomly. Clipping Plane modified. Use <i>time_stretch.scaling.X</i> to slow down or speed up the effect.</p>


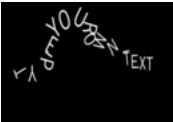
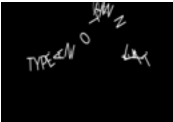

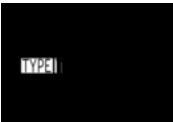
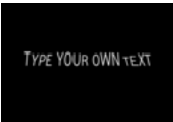
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Random_Letters</p>	<p data-bbox="525 204 1131 232">Random_Letters Letters displayed randomly.</p>
 <p data-bbox="297 522 467 548">Random_Reveal</p>	<p data-bbox="525 395 1131 482">Random_Reveal Characters appearing randomly. Clipping Plane modified. Use <code>time_stretch.scaling.X</code> to slow down or speed up the effect.</p>
 <p data-bbox="297 713 467 739">Replace_Transition</p>	<p data-bbox="525 586 1131 649">Replace_Transition Transition between two text strings with rotation. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 904 467 930">Reverse</p>	<p data-bbox="525 777 1131 864">Reverse Transition between two text strings in which characters reverse direction. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="297 1095 467 1121">Rubber</p>	<p data-bbox="525 968 1131 1055">Rubber Characters are stretched and released like rubber. Edit timing using <code>transition_ctrl</code> settings. Set period and amplitude of the bouncing.</p>
 <p data-bbox="297 1286 467 1312">Rubber_Transition</p>	<p data-bbox="525 1159 1131 1246">Rubber_Transition Transition between two text strings using a rubber effect. Edit timing using <code>transition_ctrl</code> settings. Set period and amplitude of the bouncing.</p>

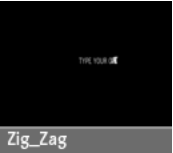
Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Scalping_Transition</p>	<p data-bbox="575 204 1157 322">Scalping_Transition Transition between two text string using a scaling effect. Edit timing using <i>transition_ctrl</i> settings. Set characters.rotation.X to the number of characters in the Text field.</p>
 <p data-bbox="344 522 516 548">Shiver_Transition</p>	<p data-bbox="575 395 1157 482">Shiver_Transition Transition between two text strings with a shiver-like effect. Edit timing using <i>transition_ctrl</i> settings. Increase or decrease the turbulence using <i>noise_amplitude</i>.</p>
 <p data-bbox="344 713 516 739">Shuffle_In_Out</p>	<p data-bbox="575 586 1157 673">Shuffle_In_Out Characters arriving from the left, stopping in the centre, and leaving to the right. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 904 516 930">Spin_Compress</p>	<p data-bbox="575 777 1157 864">Spin_Compress Characters revealed with rotation, and leaving with a compression effect. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 1095 516 1121">Spin_In_Out</p>	<p data-bbox="575 968 1157 1029">Spin_In_Out Characters arriving and leaving with rotation. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1286 516 1312">Spin_Transition</p>	<p data-bbox="575 1159 1157 1220">Spin_Transition Transition between two spinning text strings. Edit timing using <i>transition_ctrl</i> settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Spinning_Letters</p>	<p data-bbox="525 204 1131 291">Spinning_Letters Characters thrown with a spinning effect. Edit timing using <i>transition_ctrl</i> settings. Experiment with <i>transition_ctrl.scaling.Y</i> and <i>transition_ctrl.scaling.Z</i>.</p>
 <p data-bbox="297 522 467 548">Spiral</p>	<p data-bbox="525 395 1131 447">Spiral Text on a spiral path. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="297 713 467 739">Spiral_Transition</p>	<p data-bbox="525 586 1131 638">Spiral_Transition Transition between two text strings with a spiral effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 904 467 930">Spring_Transition</p>	<p data-bbox="525 777 1131 899">Spring_Transition Transition between two text strings with letters springing left and right. Edit timing using <i>transition_ctrl</i> settings. Customize the pulsing effect using period and amplitude settings</p>
 <p data-bbox="297 1095 467 1121">Squash_Transition</p>	<p data-bbox="525 968 1131 1055">Squash_Transition Transition from a text string with letters being squashed to reveal the other text string. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="297 1286 467 1312">Star</p>	<p data-bbox="525 1159 1131 1211">Star Text moving along a star path. Edit timing using the Animation Track Editor.</p>

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Stretch</p>	<p data-bbox="575 204 1188 265">Stretch Text arriving from the left of the frame with a stretching effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 522 516 548">Subtract</p>	<p data-bbox="575 395 1188 456">Subtract Text revealed using a subtract blending effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 713 516 739">Text_Falling</p>	<p data-bbox="575 586 1188 647">Text_Falling Characters moving along a line, then falling down. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 904 516 930">Titles</p>	<p data-bbox="575 777 1188 838">Titles Three text strings on a path arriving from the upper left. Edit timing using the Animation Track Editor.</p>
 <p data-bbox="344 1095 516 1121">Titles_Stairs</p>	<p data-bbox="575 968 1188 1029">Titles_Stairs Three text strings revealed with a spinning effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1286 516 1312">Track_In</p>	<p data-bbox="575 1159 1188 1220">Track_In Characters appear and disappear with scaling. Edit timing using <i>transition_ctrl</i> settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Tremor</p>	<p data-bbox="525 204 1131 265">Tremor Characters appear as if shaking. Increase or decrease the turbulence effect using <code>noise_amplitude</code>.</p>
 <p data-bbox="297 522 467 548">Twist</p>	<p data-bbox="525 395 1131 456">Twist Characters arriving and leaving with a twisting effect. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 713 467 739">Typewriter</p>	<p data-bbox="525 586 1131 708">Typewriter Text revealed frame after frame with a typewriter effect. Edit timing using <code>transition_ctrl</code> settings. Use <code>transition_ctrl.rotation.X</code> and <code>transition_ctrl.shearing.X</code> to set the fade in duration of characters.</p>
 <p data-bbox="297 904 467 930">Typewriter_Cursor</p>	<p data-bbox="525 777 1131 960">Typewriter_Cursor Text is revealed frame after frame with a cursor preceding characters. Edit timing using <code>transition_ctrl</code> settings. Use <code>transition_ctrl.rotation.X</code> and <code>transition_ctrl.shearing.X</code> to set the fade in duration of characters. Set as many white squares as characters in the text node. Adapt cursor kerning if needed.</p>
 <p data-bbox="297 1112 467 1138">Vertical_In_Out</p>	<p data-bbox="525 986 1131 1081">Vertical_In_Out Characters arriving from the left side of the frame and moving vertically before going out to the right of the frame. Edit timing using <code>transition_ctrl</code> settings.</p>
 <p data-bbox="297 1303 467 1329">Vertical_Rotation_...</p>	<p data-bbox="525 1177 1131 1272">Vertical_Rotation_Transition Transition between two text strings moving vertically. Edit timing using <code>transition_ctrl</code> settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Waveform</p>	<p>Waveform Waveform using Cursor font. Link text.character_anim.scaling.Y to an audio file.</p>
 <p data-bbox="344 522 516 548">Whip_Effect</p>	<p>Whip_Effect Characters whipped by a rotating effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 713 516 739">Whip_Transition</p>	<p>Whip_Transition Transition between two text string with characters whipped by a rotating effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 900 516 930">Whirlwind_Transiti...</p>	<p>Whirlwind_Transition Transition between two text string with characters circulating by a rotating effect. Edit timing using <i>transition_ctrl</i> settings.</p>
 <p data-bbox="344 1091 516 1121">White_Background</p>	<p>White_Background Characters revealed on a white background. Edit timing using <i>transition_ctrl</i> settings. Change the background using <i>white_bkgd_ax</i> settings and <i>white_bkgd</i> kerning value.</p>
 <p data-bbox="344 1282 516 1312">Windy</p>	<p>Windy Characters moving as if by wind. Customize with period and amplitude axes.</p>

Proxy	Name/Description/Comments
	<p>Zig_Zag Characters arriving and leaving following a zig-zag path. Edit timing using <i>transition_ctrl</i> settings. Change the path, if needed.</p>
