

TUTORIALS

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2b. Text Tool Modifier

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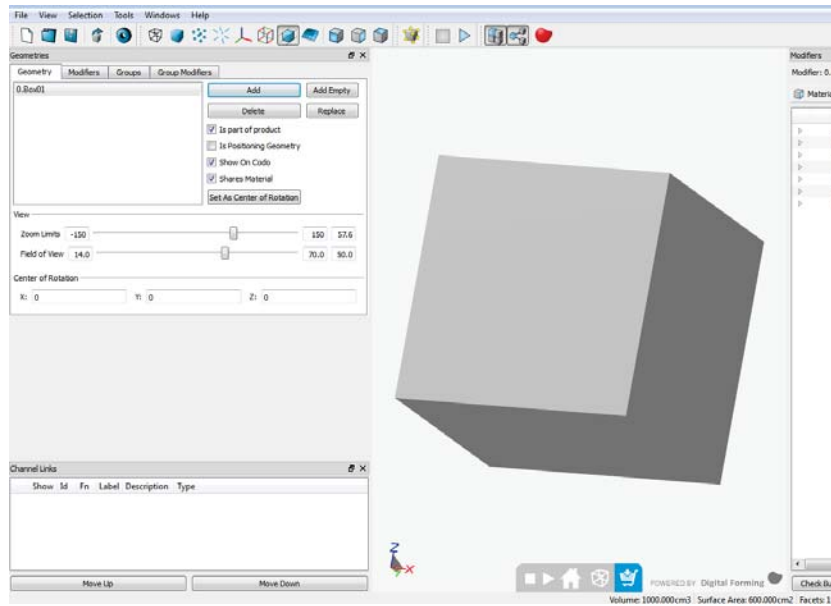
Contact: support@digitalforming.com

Tutorial 2B: Text Tool Modifier

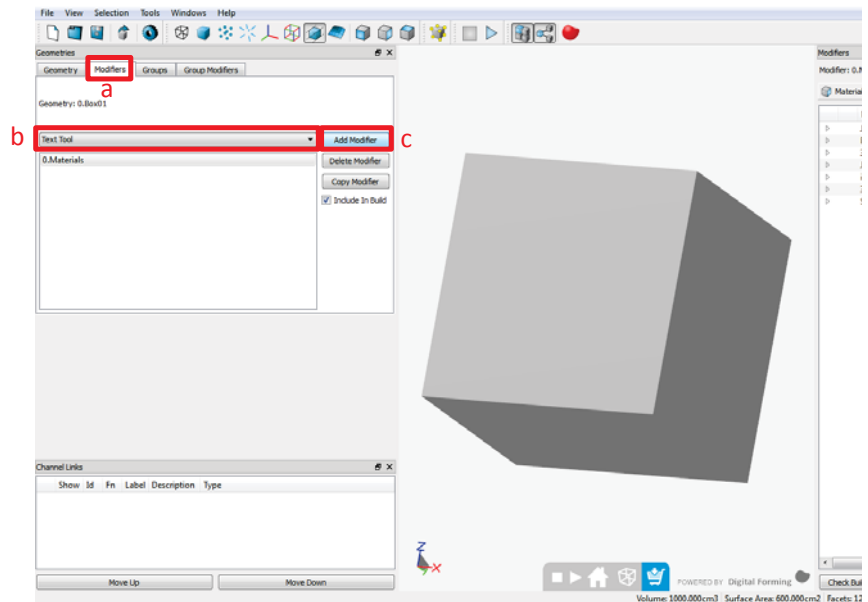
The Text Tool allows you to add text to a base object. It can be applied to flat or curved surfaces. The text can then be scaled, custom fonts can be added, the text can be moved, spacing edited and rotated, allowing you to add many controls for your end customer.

*****Using provided files from the 'Text Tool Tutorial' folder*****

1. Add the base geometry, this is your base design that you would like to add text to. In this case, we will use a simple cube 'Box01.stl'.



2. On the Modifiers Tab (a), select 'Text Tool' (b) from the drop down and click 'Add Modifier'(c)



Tutorial 2B: Text Tool Modifier

The right hand window will now show the Text Tool Modifier. Figure 1

- Depending on your base geometry, you may not see the text straight away. To see the text, set the model to show in wireframe, this is done by selecting both the wireframe and solid icons (a). Figure 1 .
- Use 'Whole Move' (b, Figure 1.) to move the text on to the desired area. Keep inspecting the model to ensure the letters are merged within it. You may want to switch between wireframe and solid view.

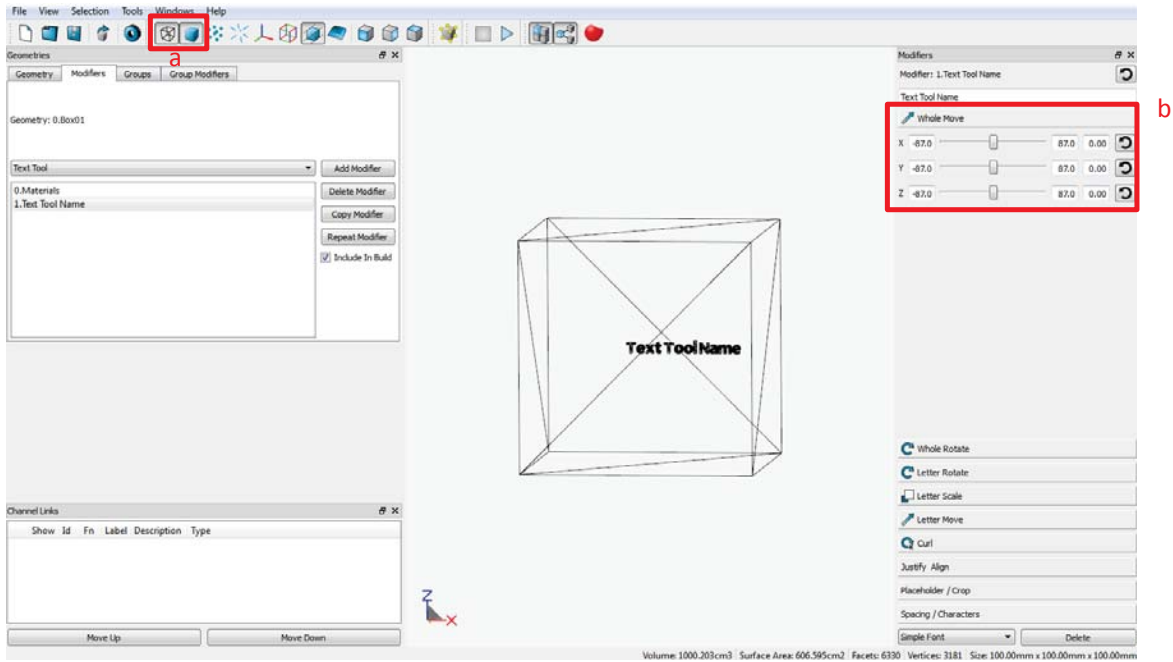
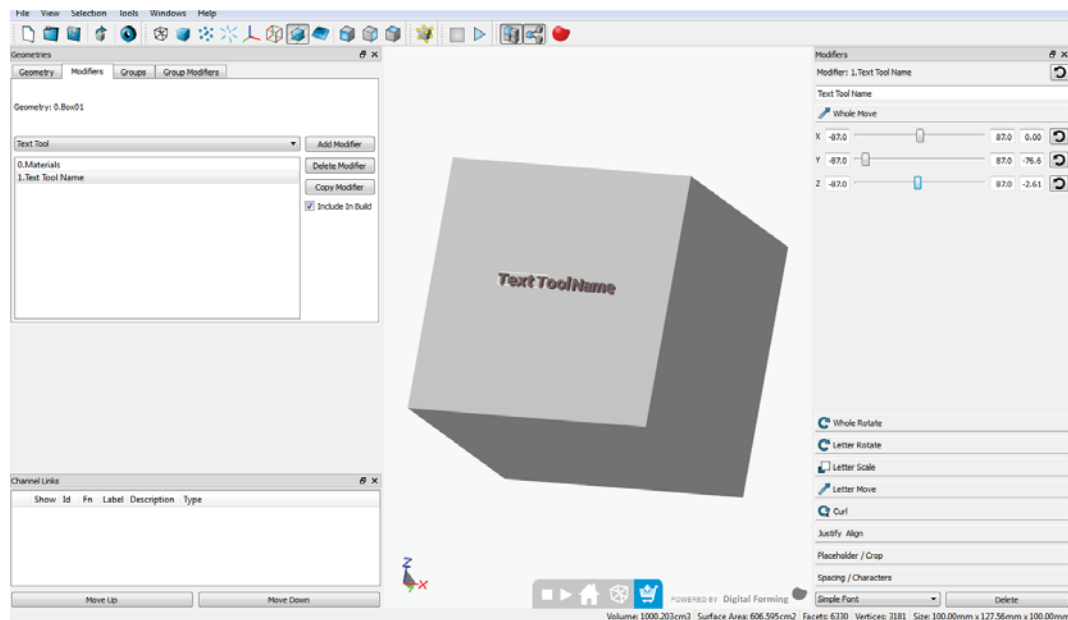


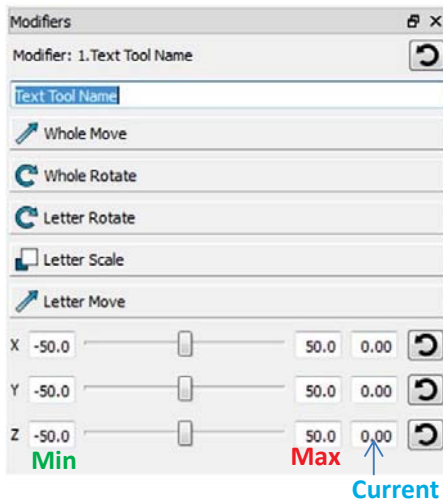
Figure 1



See Page 6 for how to add a channel link for text input.

Tutorial 2B: Text Tool Modifier

- Below explains all of the tools in the text tool that will enable you to create your desired text modifier.



The first box is the text input box.

Move, Rotate and Scale:

- Whole Move: Moves the whole Placeholder and its contents.
- Whole Rotate: Rotates the whole Placeholder and its contents.
- Letter Rotate: Rotates the letters around their own axis.
- Letter Scale: Allows resizing of the letters.
- Letter Move: Moves letters independently, (useful with curl tool).

The figure shown in the far right box will show the current value of the slider. The left and inner right hand box will show the extremes of the slider; these can be edited to whatever values are required for your customization. Use the reset button to set the values back to 0.00.



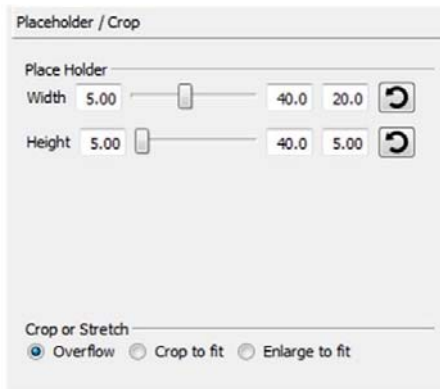
Curl Tool:

The curl tool will add a curve to the text. The Tightness slider controls how curved the text should be, and the Max Loop slider controls the size of the loop of text, or, how much text can be written. Click 'Uncurl' at any time to revert to original.



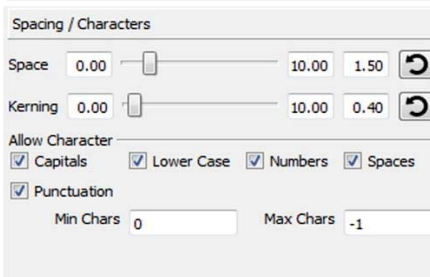
Justify Tool:

Justify tool controls how the text sits within the Placeholder (text box). The placeholder is the red or white box surrounding the text.
 Left Justify: Text written from left hand side of Placeholder.
 Right Justify: Text written from right hand side of Placeholder.
 Center Justify: Text written from the center of Placeholder



Placeholder Tool:

The Placeholder/Crop tool allows you to control the size of the text box, as well as how the text behaves when typed. Overflow will allow the text to overflow the bounds of the textbox, effectively ignoring it. Crop to fit will stop the text being typed as soon as it hits the extremes of the placeholder. Enlarge to fit means the text size will alter dependent on how many letters are added.



Spacing/Characters Tool:

Space slider controls the space in between each word. Kerning Slider; controls space in between each letter. The Allow Character section allows you to select what type of characters you want to be available to the end of user. Min and Max Character is another way to control the amount of text written.

Tutorial 2B: Text Tool Modifier

Adding text to a curved object:

This is very similar to adding text to a flat surface, with one extra tool.

1. Add your base geometry; in this case use the 'sphere01.stl'.
2. Add the Text Tool Modifier and position the text, by using the top view; you can position it more easily.
3. Select 'Center Justify' (Figure 2) from the 'Justify Align' tool. This will centralise the text in the placeholder, making it easier to move and curl evenly.

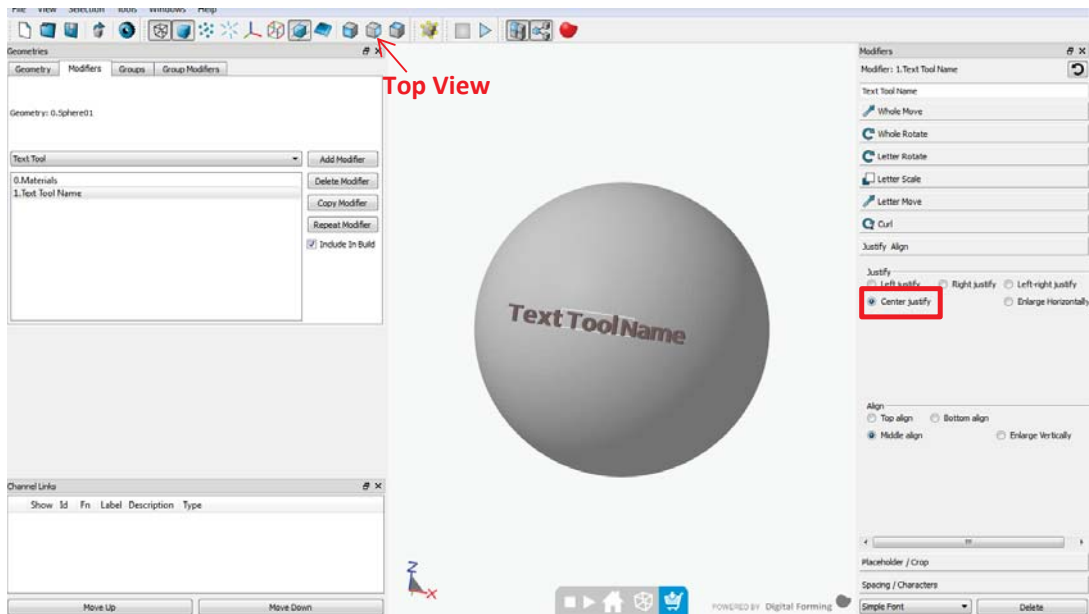


Figure 2

4. Select the 'Curl' Tool and start moving the 'Tightness' slider (Figure 3), this controls the curvature of the text. A value of 0 means there is no curvature.

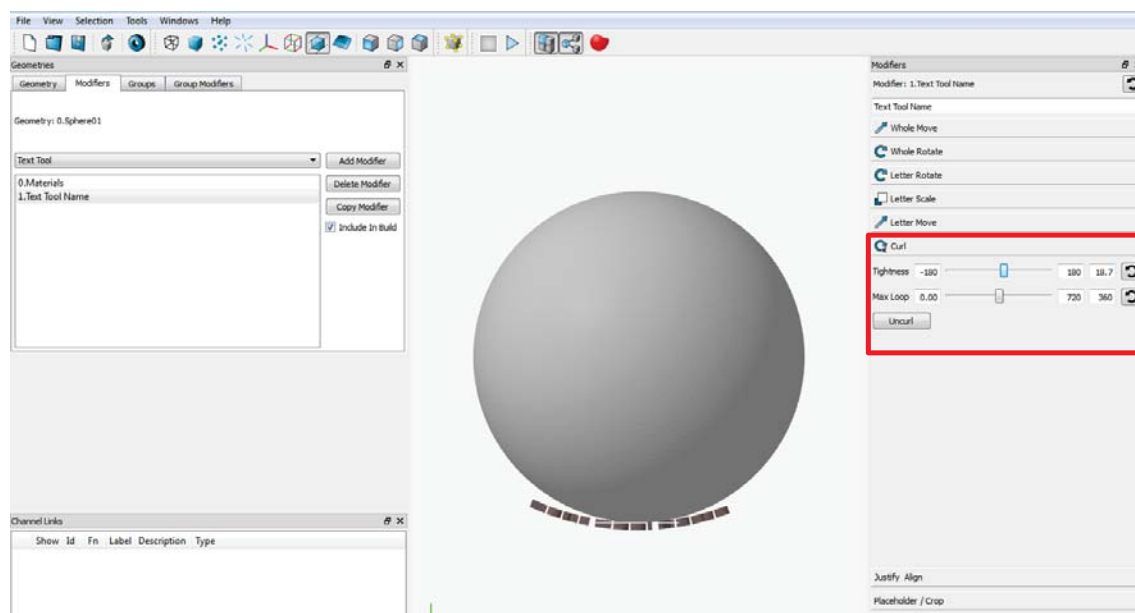


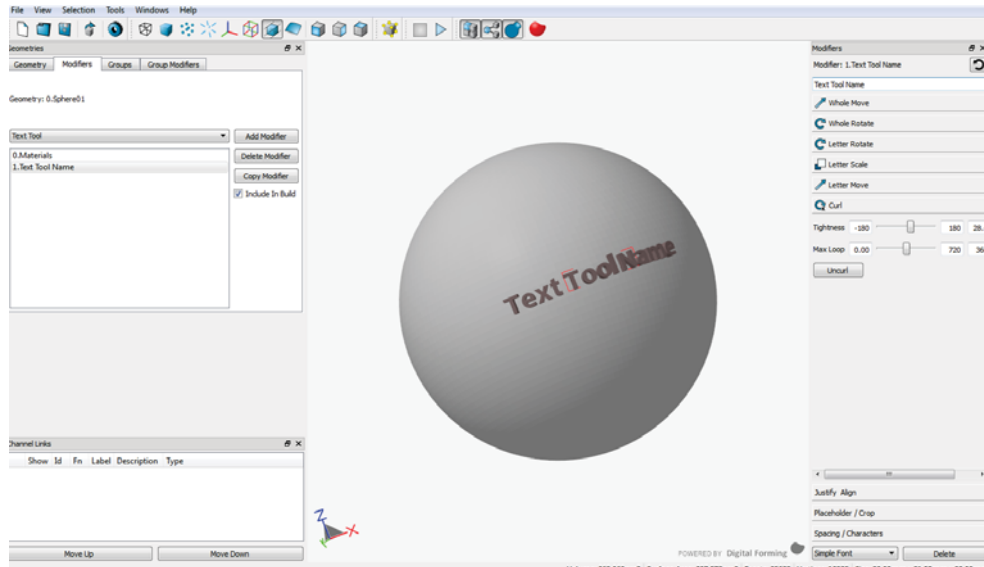
Figure 3

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Tutorial 2B: Text Tool Modifier

You will see that the text starts to bend.

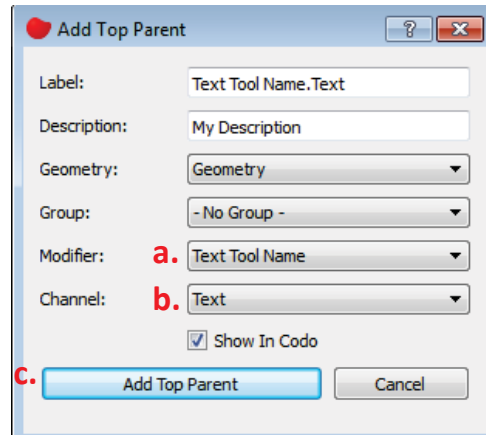
5. Keep adjusting the slider until it fits your geometry. You may also have to use the whole move to ensure a good fit on the model. You must constantly check that all of the letters are fully integrated in to the model. If not then the letters will fall off when printed. It is a process that can involve some trial and error; it may take a little while before the text is positioned the way you'd like.
6. Once the text has been adjusted correctly it should look like this.



Tutorial 2B: Text Tool Modifier

Adding a Channel Link for text input:

1. Once you have added text on to a geometry, you will need to add a link in the 'Channel Links' window.
2. Right click in the channel links window and select 'Add Top Parent'



3. From the Modifier drop down select: Text Tool Name (a)
4. From the Channel drop down select: Text (b)
5. Select 'Add Top Parent'

You will now have created a link on your interface for a text box. This will not appear until the customization is uploaded online.

You can also apply links for all of the other text tools, to enable your end user to be able to scale, rotate or move the text within the constraints you set.