

Blender Market - Easy Text Animation v2.5.2

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Blender Market - Easy Text Animation v2.5.2: EZTxtAnim is an addon designed to simplify the creation of text animations using Blender's geometry nodes. It enables the animation of translation, scale, and rotation values for each character, with additional functionality for setting up timers.

How to Use:

Create:

- Open the 3D Viewport and press N to access the side panel.
- Select the "EZTxtAnim" tab.
- Type your desired text in the text input field.
- Press "Create Easy Text."
- To create a new line, type \n at the desired location for line breaks.

Edit: Easy Text

If an object created with this addon is selected, the side panel transforms for text editing.

Text Panel:

- Edit text, text material, font, size, thickness, spacing, horizontal/vertical alignment, max width, shade smooth, initial rotation object, and alignment along a curve.
- Max Width represents the length before line breaks in multiline text (0 means no newline).
- Shade Smooth functions similarly to the default Shade Auto Smooth.
- Initial Rotation Object sets the initial rotation for each character based on the specified object.
- Along Curve aligns text to a curve object.

1st Animation Panel:

- Edit animations without keyframes.
- Adjust the start frame, end frame, character offset, scale/rotation pivot, and front-back pivot.
- Choose from built-in or user-registered presets.
- Three regions for "Translate," "Scale," and "Rotation" with options for value, animate from/to, easing type, and easing factor.
- In Scale or Rotate sections, set pivot type to Bounding Box or Offset.
- Offset defines how far the pivot is from the center of each character.

2nd Animation Panel:

- Similar to "1st Animation" with differences in Animate Offset/Target parameters.
- Offset specifies translation, scale, and rotation after the 1st animation is completed.
- Target moves, scales, and rotates to a specified value regardless of the 1st animation.
- Customize easing type to "Custom."

Geometry Node Editor:

- Select the object created with the addon and go to the geometry node editor.
- Choose one of the three node groups named "sum_EasingTypeSwitcher."
- Press the Tab to enter the group.
- Edit the "Float Curve" node in the Custom frame.



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3D Viewport Side Panel:

- Switch the Easing Type to "Custom" after editing the Float Curve node for customized easing curves.



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