Begin with Xara 3D Maker 7

Start a new project

Open the Text Options Dialog

Arial is the default font for X3DM7 so we will us it for a while.
Because we cannot have two Xara 3D button objects within a project and we need a
button shape on two pages for the animation to show text on one face and an image
on another.  We need a character that can become a shape when we switch to
Wingdings2 font later.  The small tilde character will work for us.  You can double click
that character highlighted in cyan in the image below.  It is left of the ™ in the Text
Options dialog when you have the character shown.  Or you can use an Alt key and
the numeric keypad and type Alt-0152.

Enter one small tilde then insert a Page Break, another small tilde followed by a Line
Break.  Then type the text you want on one surface.

I hope your screen looks like the image below.  Otherwise something has gone wrong
;-)
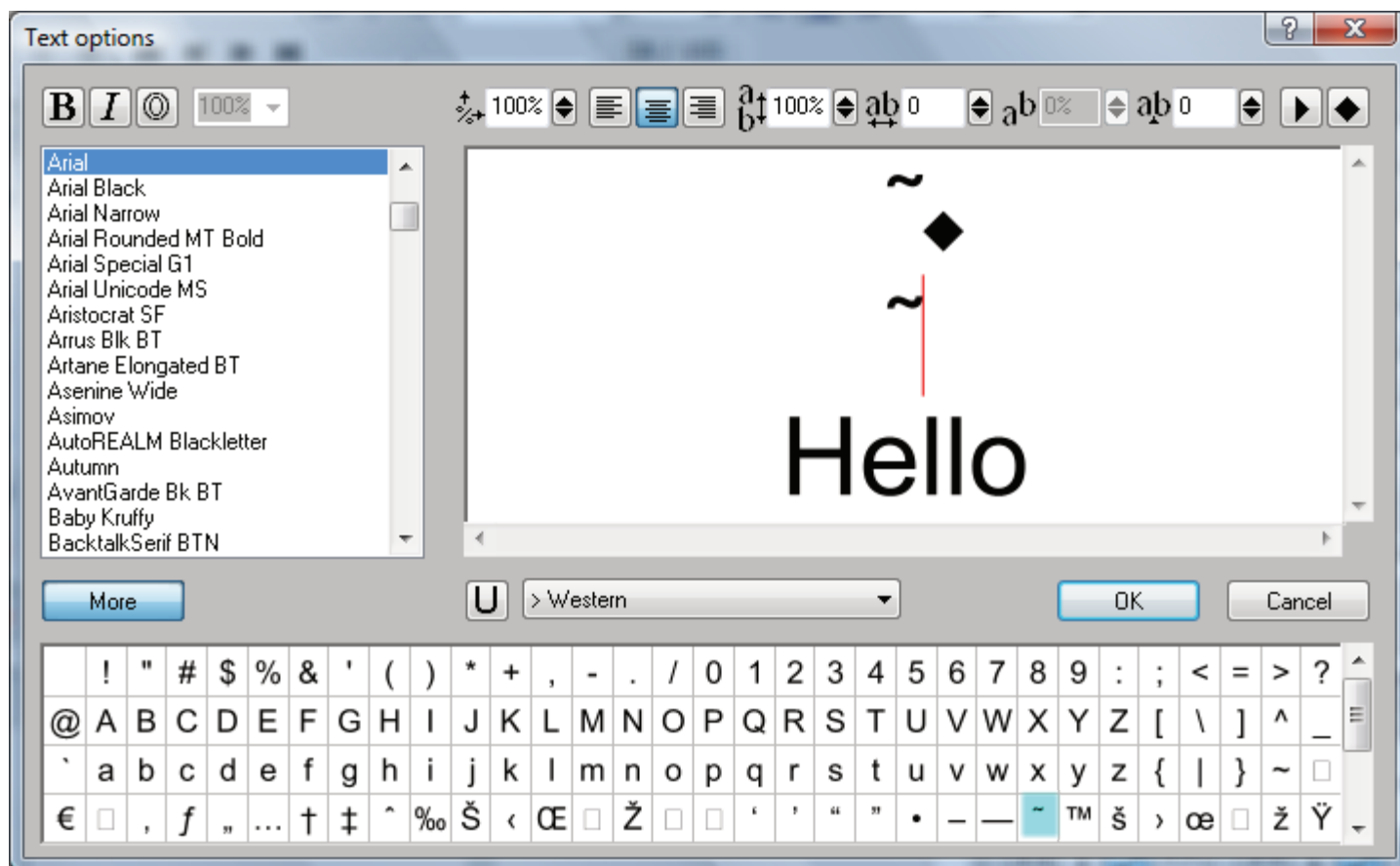
Move the cursor up to the small tilde on top and select it by using a Shift key and an Arrow key. When something is selected like this any change we make will be applied to that object instead of to all objects. Keep that tilde selected and change the font to Wingdings2. The tilde will change to a filled circle. With the circle still selected change the Aspect Ratio to 208%.
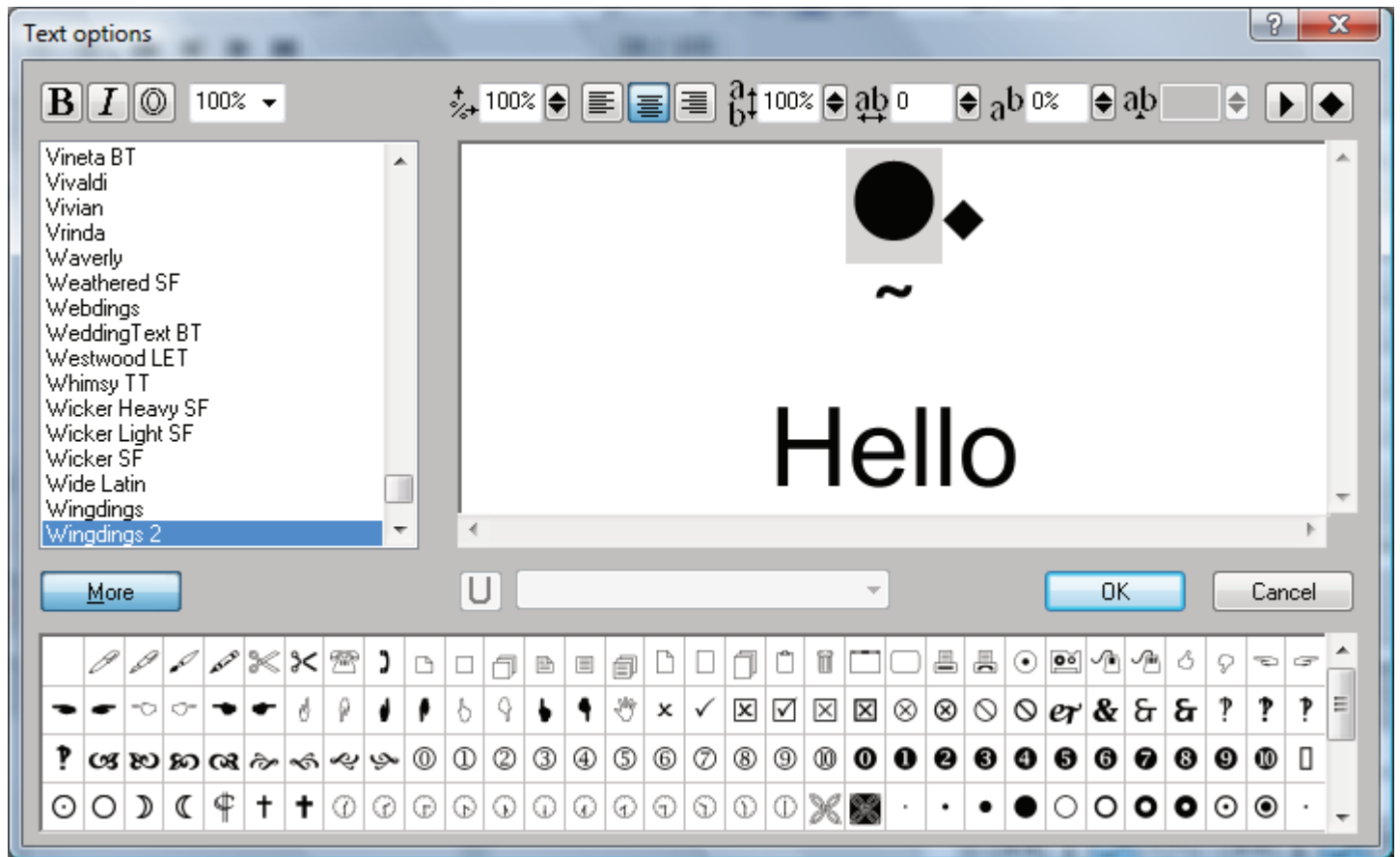


Move the curor down and select the second small tilde. Change the font to Wingdings2 and change the Aspect Ratio to 208%.
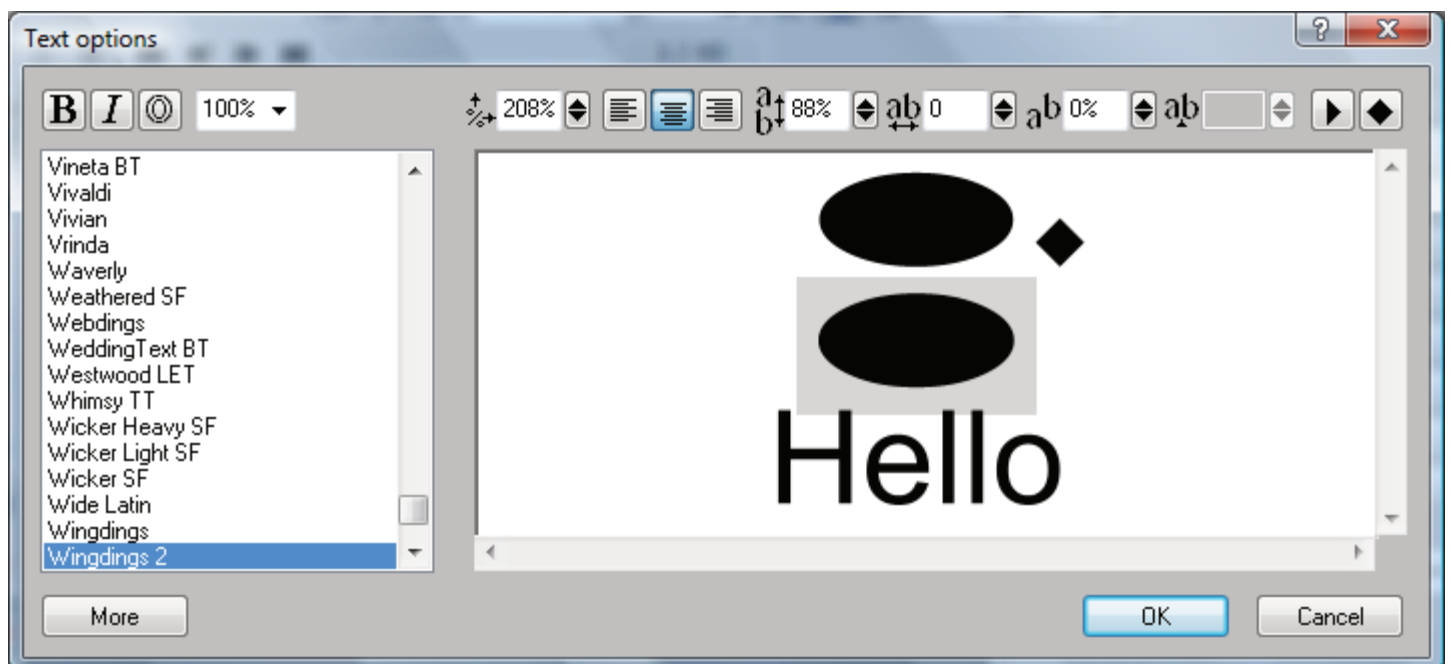
Move the cursor down to the line with the text and select all the text. Change the font size to 50%. This is done so the text will fit inside the ovals we created to use for a button shape.
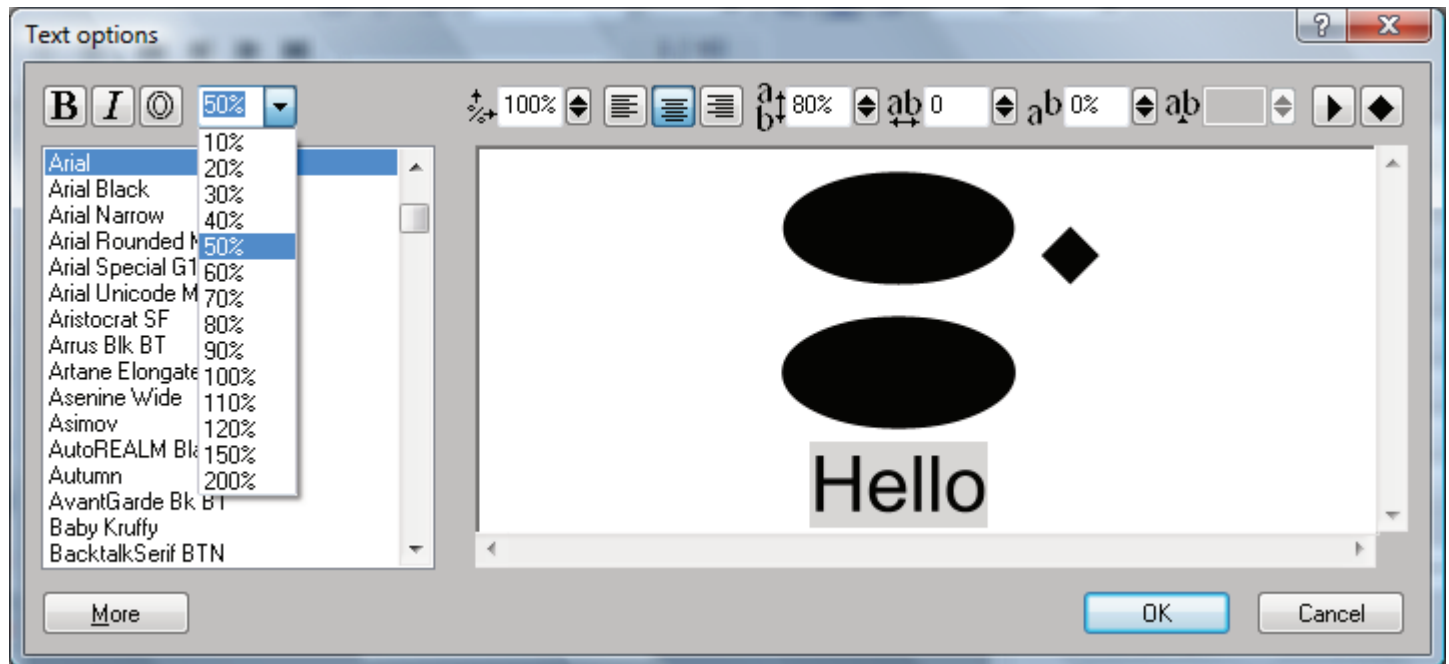


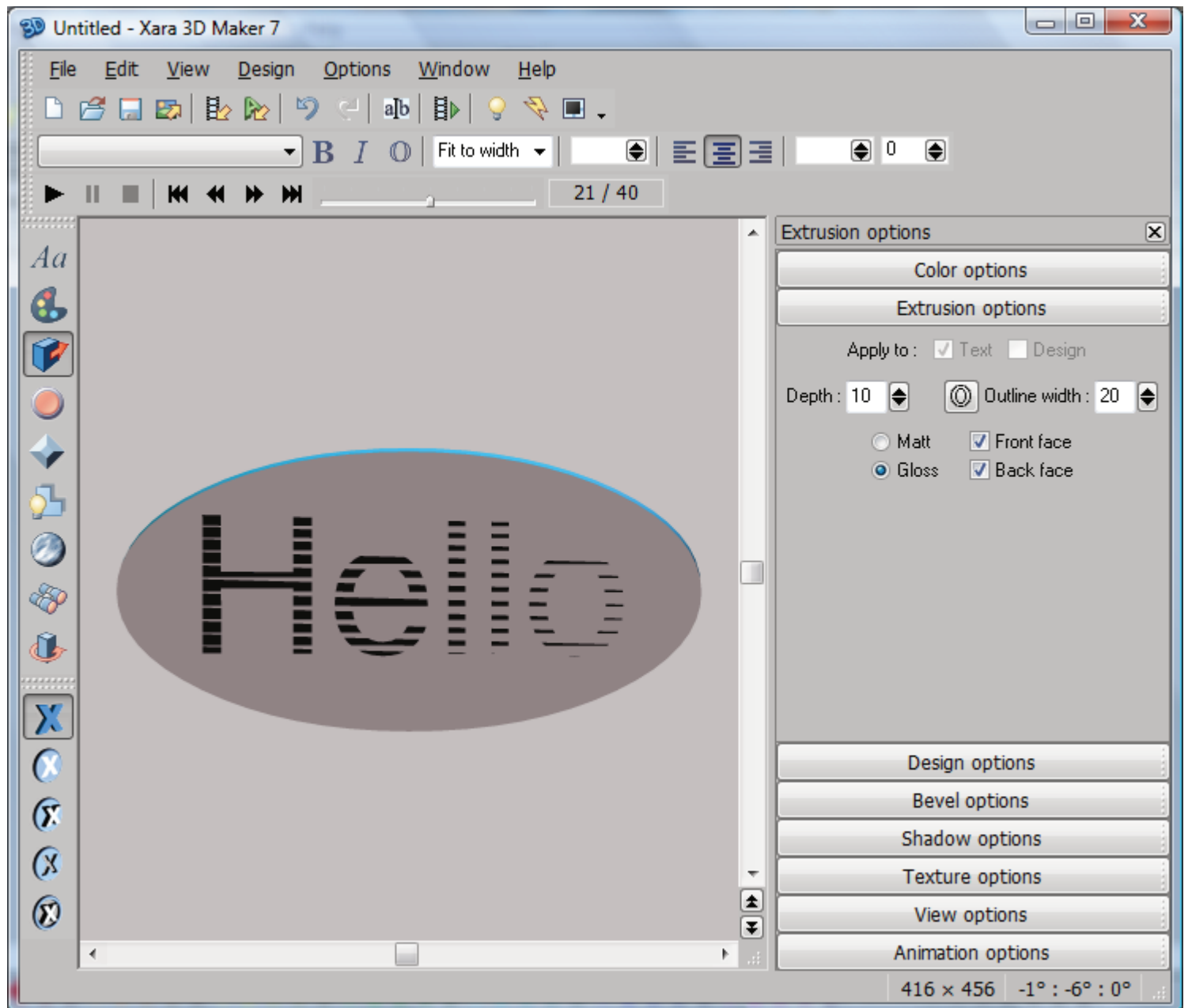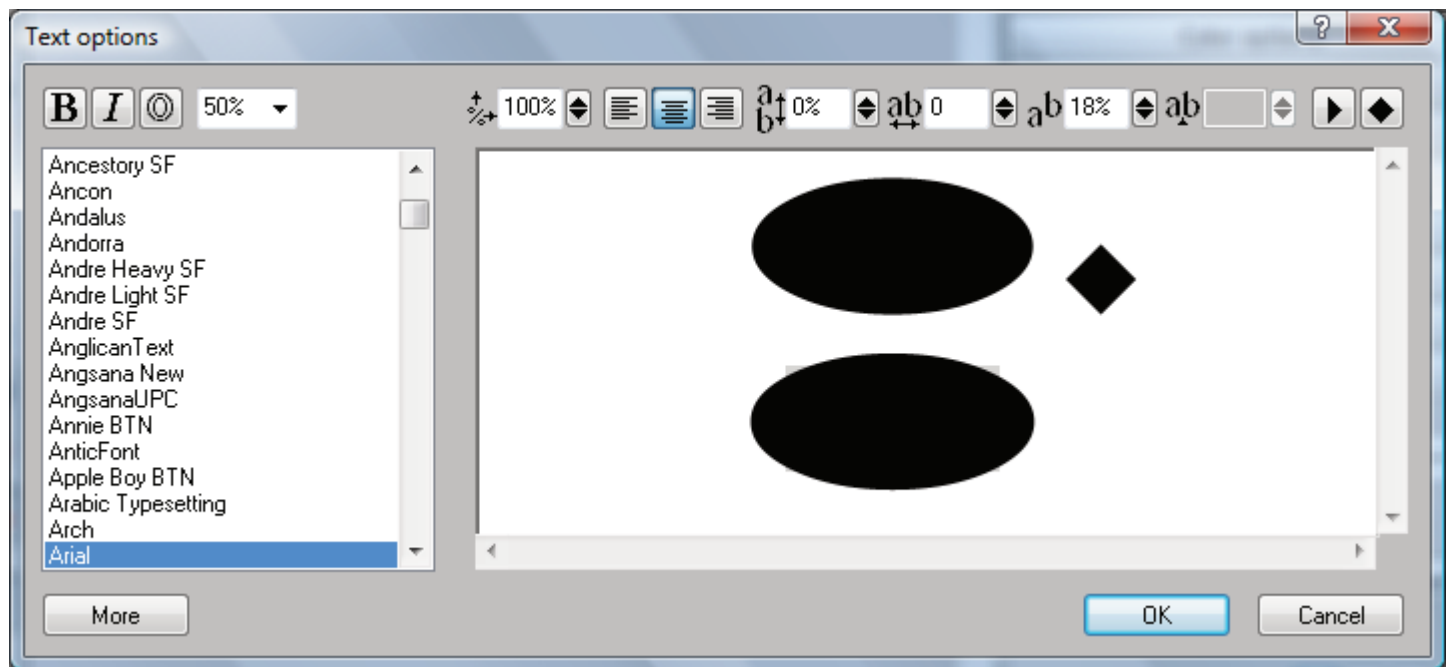With the text still selected change the Line Spacing to 0%. You will notice that the text still does not fit completely with the oval shape.

We need to adjust the Baseline Shift to move the text further within the oval. Change the Baseline Shift to 18%
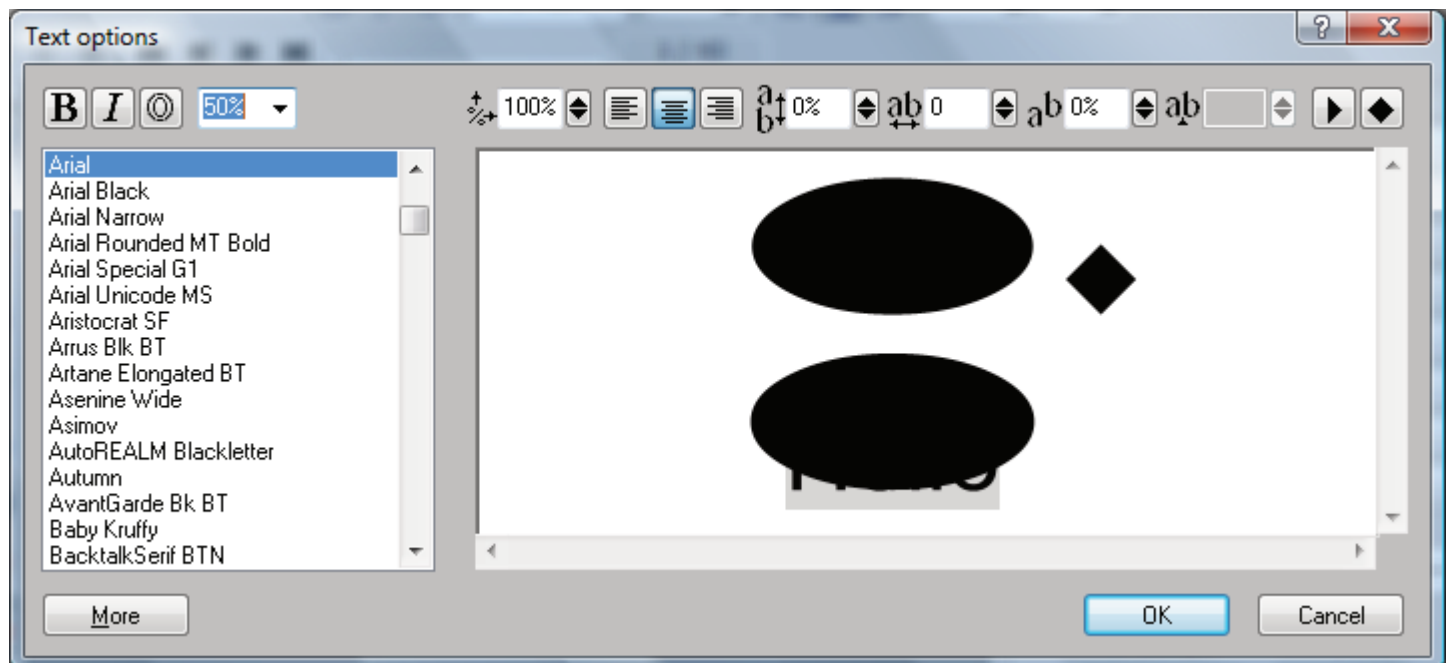


After changing the Baseline Shift to 18% click the OK button to close the Text Options dialog.

The rest of the tutorial will be done in the Xara 3D Maker 7 main window.

## Text options

**B** *I* Ⓞ 50% ▾

⇵ 100% ⬍ | ≣ ≣ ≣ | ᵃ⁺t 0% ⬍ | ab 0 ⬍ | ab 18% ⬍ | ab ☐ ⬍ | ▶ ◆

Ancestory SF
Ancon
Andalus
Andorra
Andre Heavy SF
Andre Light SF
Andre SF
AnglicanText
Angsana New
AngsanaUPC
Annie BTN
AnticFont
Apple Boy BTN
Arabic Typesetting
Arch
**Arial**

[ More ]          [ OK ]   [ Cancel ]

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## 3D Untitled - Xara 3D Maker 7

File   Edit   View   Design   Options   Window   Help

▾ **B** *I* Ⓞ | Fit to width ▾ | ☐ ⬍ | ≣ ≣ ≣ | ☐ ⬍ 0 ⬍

▶ ‖ ■ | ⏮ ◀◀ ▶▶ ⏭ | ━━━━━━ | 21 / 40

*Aa*

**Hello**

### Extrusion options

[ Color options ]

[ Extrusion options ]

Apply to : ☑ Text   ☐ Design

Depth : 10 ⬍     Ⓞ Outline width : 20 ⬍

○ Matt     ☑ Front face
◉ Gloss    ☑ Back face

[ Design options ]
[ Bevel options ]
[ Shadow options ]
[ Texture options ]
[ View options ]
[ Animation options ]

416 × 456   -1° : -6° : 0°

In the main window click on the background to ensure nothing is selected. Change the Extrusion to something you want to work with. I chose a value of 10. Because nothing is selected all objects will be made the same depth.

We need to make the text a few pixels thicker than the oval shapes so it will show very distinctly.

Enable the cursor, it will display at the end of the text. Hold down a Shift key and hit the Home key (between the letters and the numeric keypad). This will select all of the text. Change the Extrusion to a few pixels higher than the other objects. I chose a value of 13.

You may want to assign a colour to the text while you have it selected. You can move the cursor up and it will be in position to select the Oval if you wish to assign a colour to it.

We are practically finished. All we need to do is assign a Texture (image) to the other Oval, and setup the animation type.
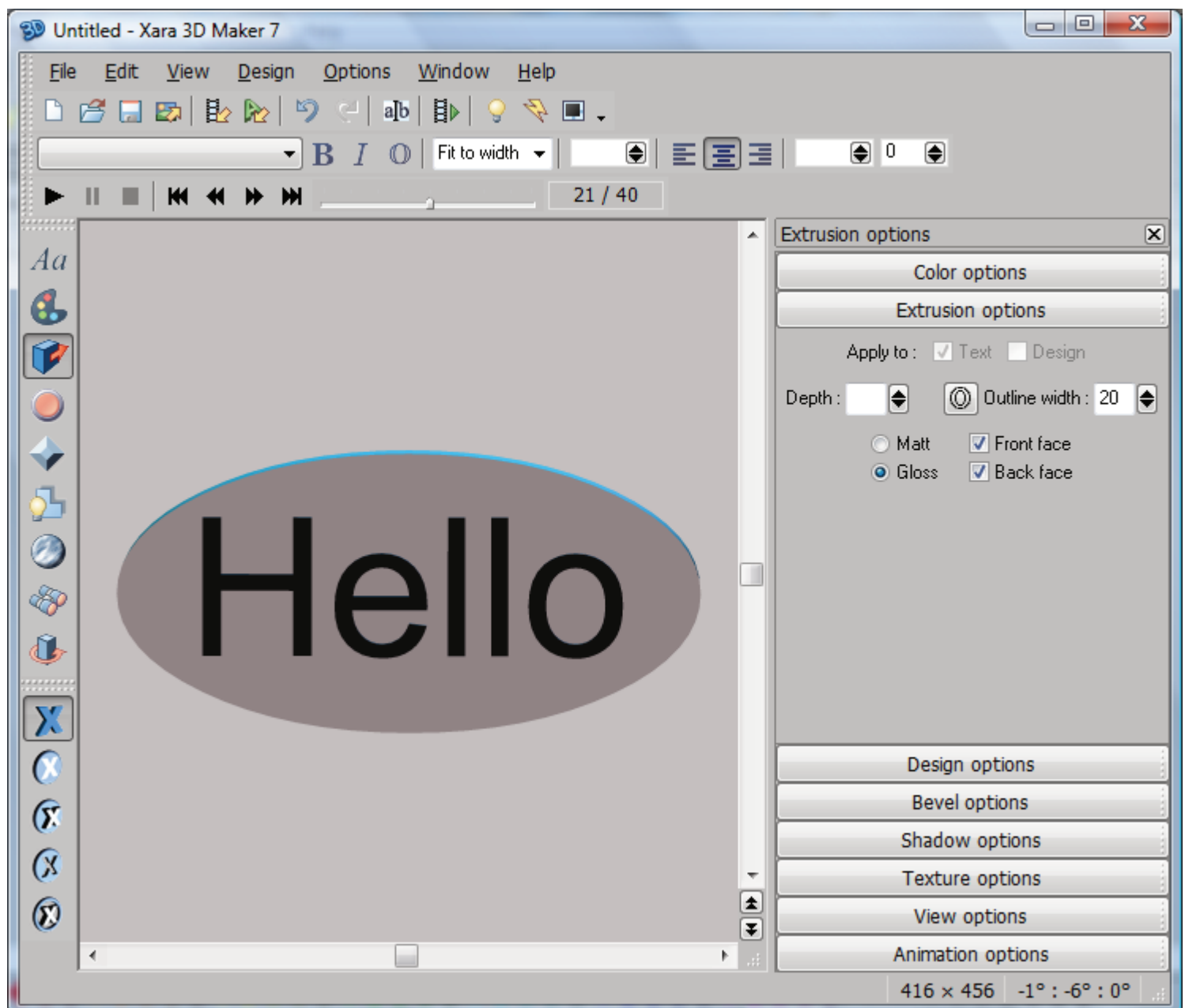
Use your mouse cursor to drag the timeline to a frame less that 21.  This will display to top page which contains the single Oval without text.  Use the Xara 3D text cursor to select the Oval.  Select the Texture Options to load a texture of  your choice.

Setup the Animation Options as you want them to be.

You can also setup the Frame Size to conform to the size you want the animation.

Export Animation.