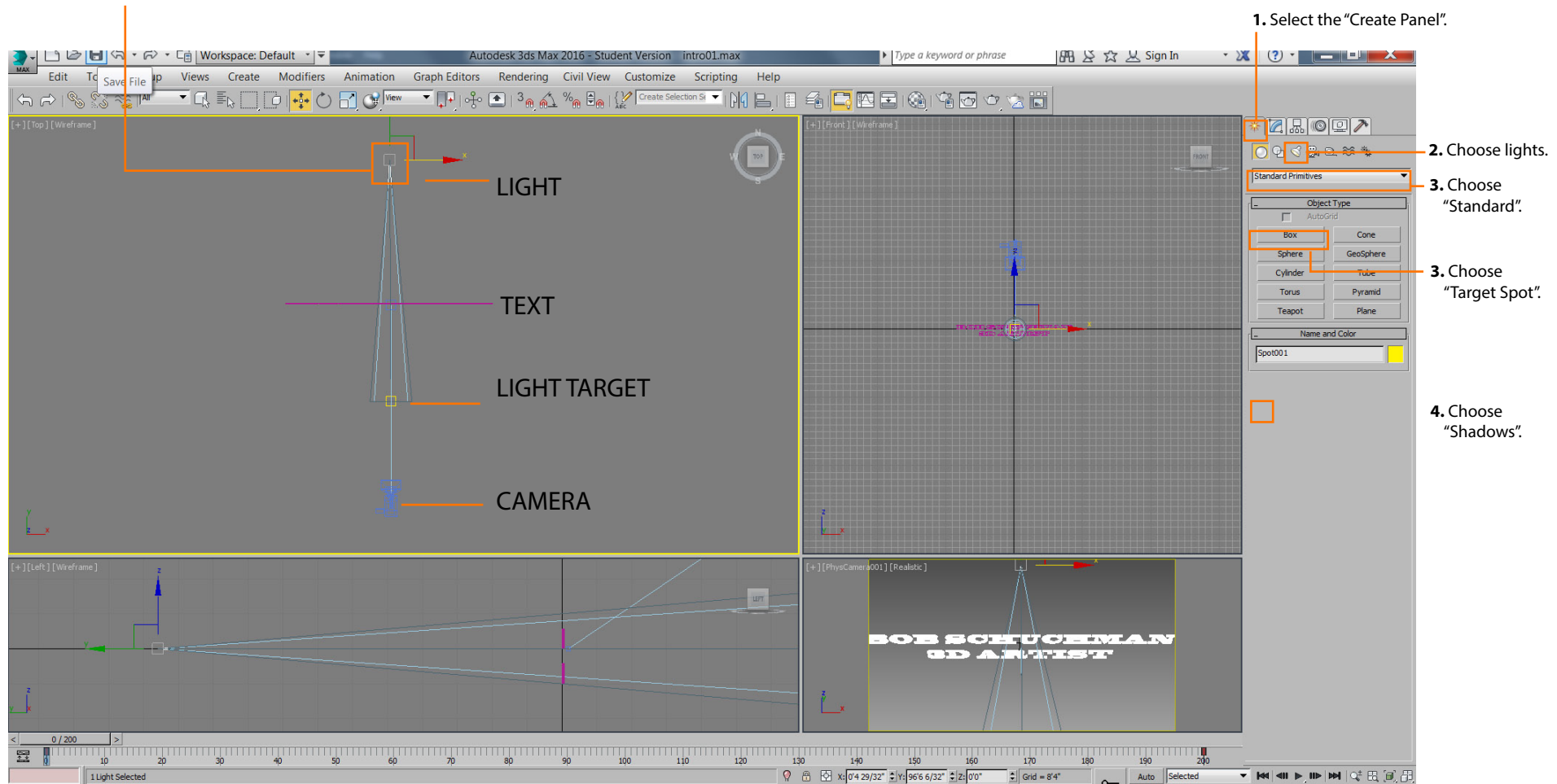**3D Modeling & Animation**

Step 4- Adding a light

5. In the Top VIewport Click and hold down behnd the text and drag the lights target in formt of the text (towards the camera)

1. Select the "Create Panel".

2. Choose lights.

3. Choose "Standard".

3. Choose "Target Spot".

4. Choose "Shadows".

LIGHT

TEXT

LIGHT TARGET

CAMERA

6. Select "Perspective" and choose "Phys Camera 01".