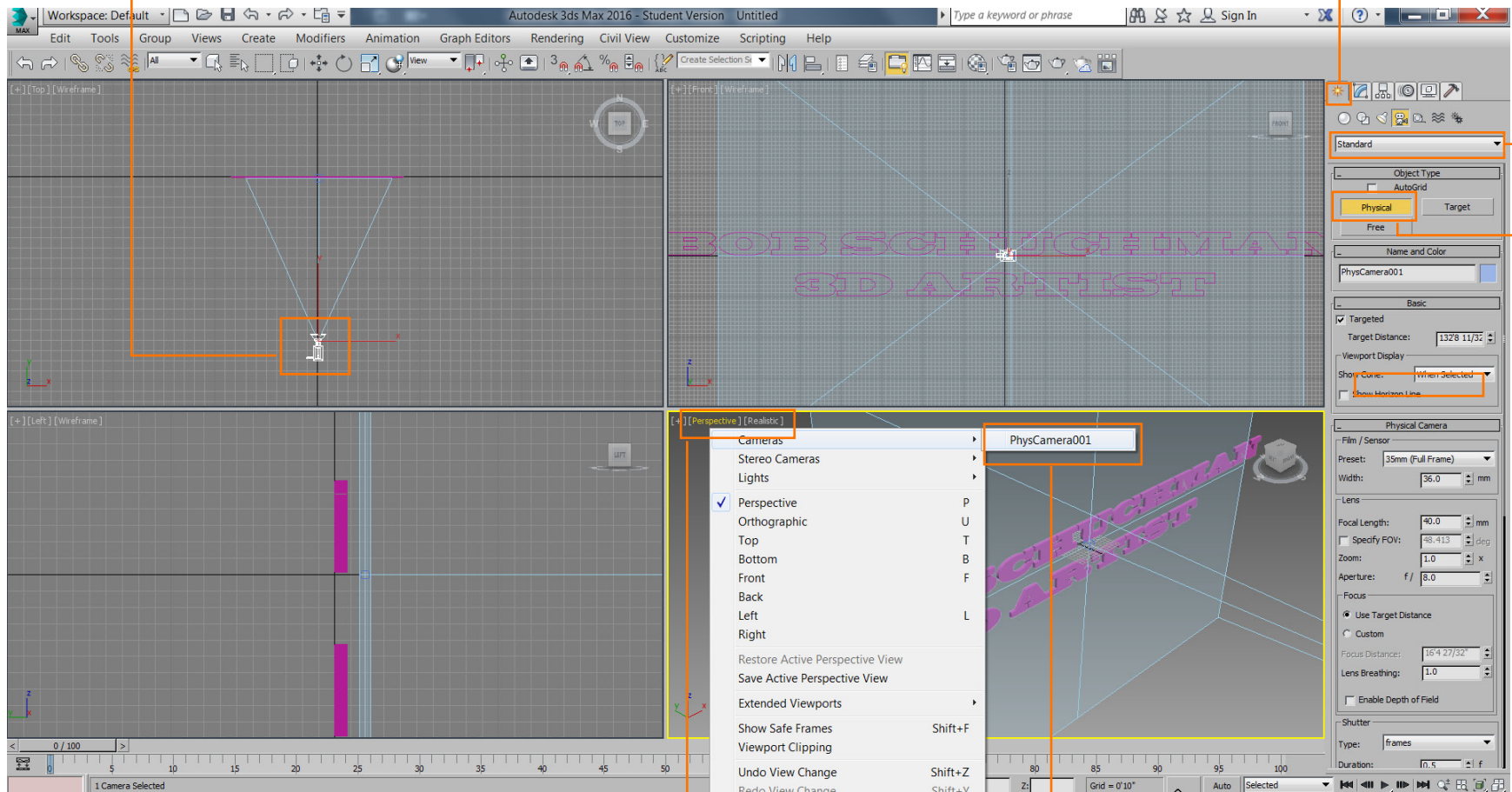**3D Modeling & Animation**

Step 3- Adding a Camera

Adding dimension involves locating the "Moifier Panel" and choosing the "Extrude" modifier from the "Modifier List".

4. Roll back in the Top Viewport, click in front of the text and drag a target towards the text.

1. Select the "Create Panel".

2. Drop the List and choose "Standard".

3. Choose "Physical".

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