

# Text and Images

Text and Images are pretty similar, so let's learn about them at the same time.

In the Text panel, enter your desired text, choose from a variety of fonts, as well as change the **\*\*\*this link needs to be reset [Size and Color](#)**. Text can be manipulated in the popup text panel or on the sidebar.

You can decide whether and how you would like to Wrap Text, which can be done by the number of characters or total width or the line. You can also set the alignment and whether or not the object faces the camera. When "Face Camera" is toggled on, the text always faces you no matter which way you move around within the space, which can be very productive and comfortable, especially in augmented and virtual reality.

You can alter the slant of the text in degrees.

In the Image panel, choose the file from your computer. You can change the size and toggle on/off whether it should always rotate to face the camera.

For both Text and Images, 3D arrows appear when selecting a text/image object, and are very useful for positioning the object in the 3D space. The green arrow goes in the vertical direction, the red arrow goes in the horizontal direction, and the blue arrow goes in the depth direction. There's also this middle point where you can click and then just drag it wherever you'd like. If you ever get lost where your text/image is now far away and you can't find it, you can go down to the Position section in the text/image panel and hit the small minus buttons (to the right of the position numbers), and it'll recenter it for you.

By default the positioning of Image and Text objects is defined per step, so the text will always show up right where you want it. But often you want it to stay in the same position throughout the presentation, so click the "Lock position across steps" based on your preference.

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