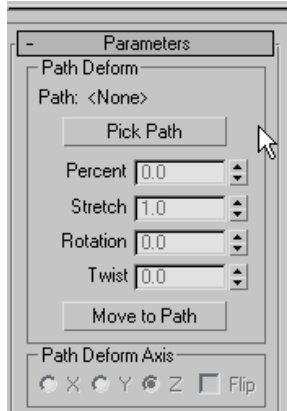
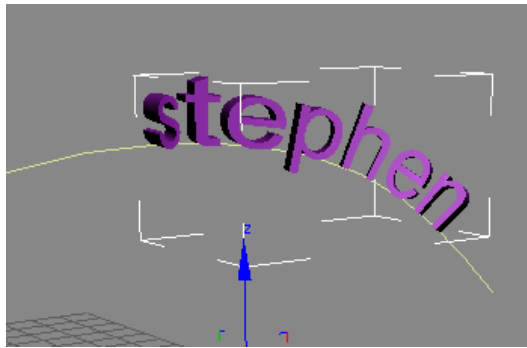


Text on a Path and Visibility

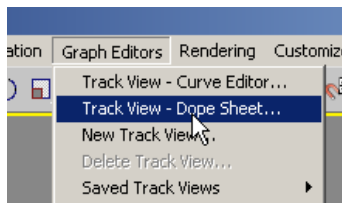
1. In the top view create a line which will be our path and then a piece of text. Keep the text small in relation to the path, extrude the text to any amount
2. Select the text and apply a Path Deform Modifier but be careful! There are two types of these modifiers. We want the World Space Modifier type **not the** Object Type Modifier.



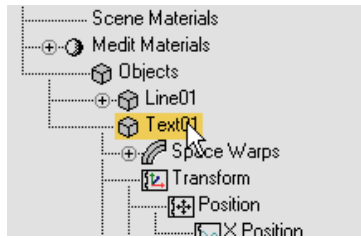
3. Select Pick Path and then click on the path and then Select Move to Path. Under Path Deform Axis Choose "x" and then change rotation to either +90 or -90 degrees which ever makes the text in the correct position.
4. Turn on the Auto Key, Drag the time slider to frame 100 and then adjust Percent to 100. Play the animation.



5. Select Graph editors and then Dope Sheet



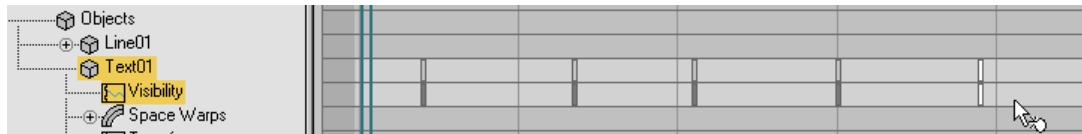
6. Expand the Dope Sheet and find your text object



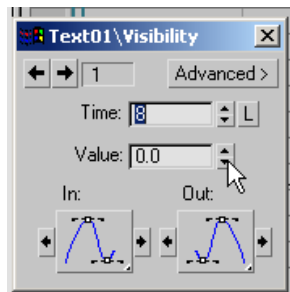
- Next add a visibility track and then select the add keys icon



- Add 5 keys to the visibility track



- Right click on the 1st key and change its value to 0, 2nd key to 0, 3rd key to 1, 4th key to 1 and the 5th key to 0.



- Close everything and the text should be invisible for the first two keys, become fully visible by the third key, stay fully visible until the fourth key and gradually become invisible by the fifth key