

Text to OBJ in one click. Type text, choose a font, set size, extrude, tracking, export scale, then export clean OBJ geometry from After Effects.

PURPOSE

Converts OpenType outlines into mesh geometry with Three.js and exports OBJ files.

WHY OBJ

OBJ gives real geometry for more predictable 3D shading and material results.

OPTIONS

- Full text OBJ.
- Per-letter OBJ files.
- Auto-import to AE.

NOTES

Font access and import placement depend on CEP and AE scripting permissions.

SETUP

- Install with the [aescrpts + aepugins manager](#).
- Or use the [ZXP installer](#).
- AE: Preferences > Scripting and Expressions > Allow Scripts to Write Files and Access Network.
- Open: Window > Extensions > FontObj.

USAGE

1

Select font and type text.

2

Set Size, Extrude, Tracking, Export scale.

3

Enable Export letters only when needed.

4

Export OBJ. Keep Import enabled for AE import.

CONTROLS	
Font	Selects the OpenType-compatible font used for glyph outlines.
Text	The text that becomes mesh geometry.
Size	Base glyph size before export scaling.
EXTRUDE	Adds depth. Zero creates flat geometry.
TRACKING	Adjusts spacing between letters.
EXPORT SCALE	Changes final OBJ scale for downstream tools.
IMPORT	Imports the OBJ into AE when permissions and active comp allow it.
EXPORT LETTERS	Exports separate OBJ files per character.

