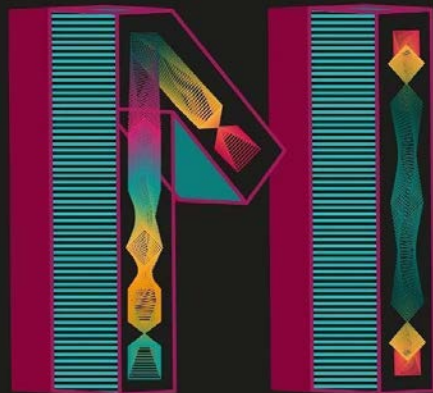
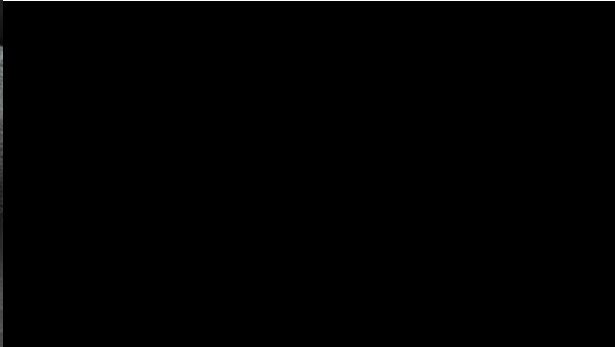


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# 3D Type Design





## IL

Type > Create outlines

Object>Compound  
Path>Make

Export as IL 8

## Maya

Select compound path/ curve  
in Outliner

Choose Surfaces>Bevel Plus

## Unity

Impot settings> scale

Transformations

Uniform Materials and  
textures