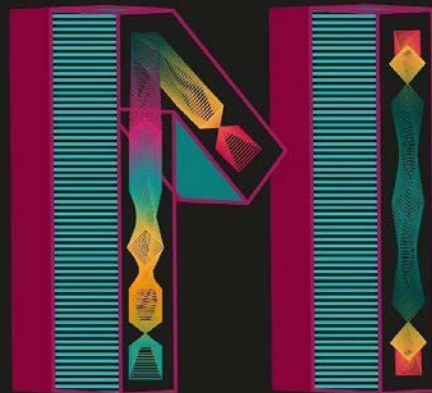
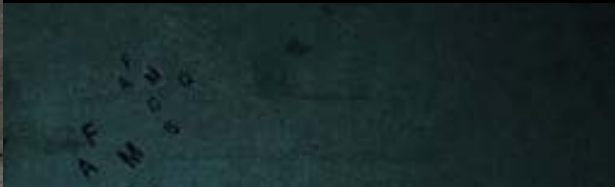
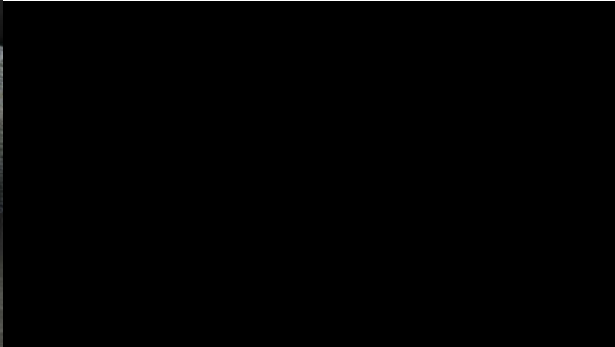

3D Type Design





IL

Type > Create outlines

**Object>Compound
Path>Make**

Position at the origin

Save as IL 8

Maya

**Select compound path/ curve
in Outliner**

Choose Surfaces>Bevel Plus

Unity

Impot settings> scale

Transformations

**Uniform Materials and
textures**