3D font structure and shadow changes

In ordinary life, we feel about the typeface is different form of writing, as a graphic designer, I have a rare opportunity can clearly see in 3d form the characteristics of each typeface, as our shadows under the lights can realize different mobile, in my mind, I want to achieve something in the 3D what we usually see only 2D, such as different fonts, Maya, the unity of these from the very beginning I very strange things became slowly familiar and overcome, studying the coding in unity, make objects move. My idea is to achieve 3D font changes in the shadow and clearly understand the characteristics of each typeface. So I use Maya builds models of different 3D typefaces, and then realizing walking in 3D fonts and observing the shadows of different typefaces.

From this project, I have concluded that simple fonts are more readable in 3D shadows, and more complex and artistic fonts are very difficult to identify in shadows. And it is a wonderful thing to see every font you are interested in in the VR environment.

Video link : https://youtu.be/ZRI6X12nqnI

Resources:
Type In Space - Lay out and Experience Type In Mixed Reality with HoloLens