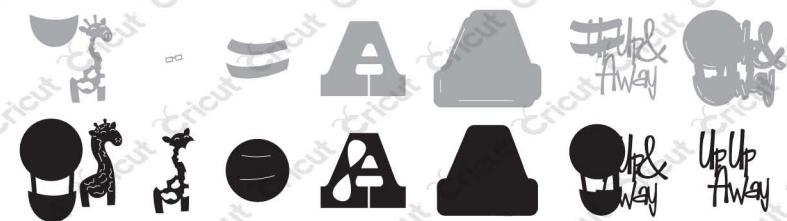


Base Layered



Page 15 - Real Dial Size Example



Layer 1	Layer 2
Font	Font Shadow
A	A
Up & Away	Up Up & Away

Please keep Base, Layer 1, and Layer 2 proportionate.
Font and Font Shadow are proportionate.

Phrase and Phrase Layer/Shadow are proportionate.

Font Layered

1

2

3

4

5

6

7

8

9

0

Q

W

E

R

T

Y

U

I

O

P

A

S

D

F

G

H

J

K

L

;

Z

X

C

V

B

N

M

Y

&

+

Q

W

E

R

T

Y

U

I

O

Phrase Layered



All characters are measured from the lowest possible point to the highest. In Animal Antics, images will be the same height when assembled. On the Font features, the character in red is the Key Height Character, the tallest letter within the set.

All other characters in the features will cut out in proportion to this letter unless Real Dial Size is pressed. If Real Dial Size is selected, all characters will be cut according to the size specified.

NS

SH

Base

Animal Antics

This feature was designed
to be cut at a minimum of **3"** **5"**

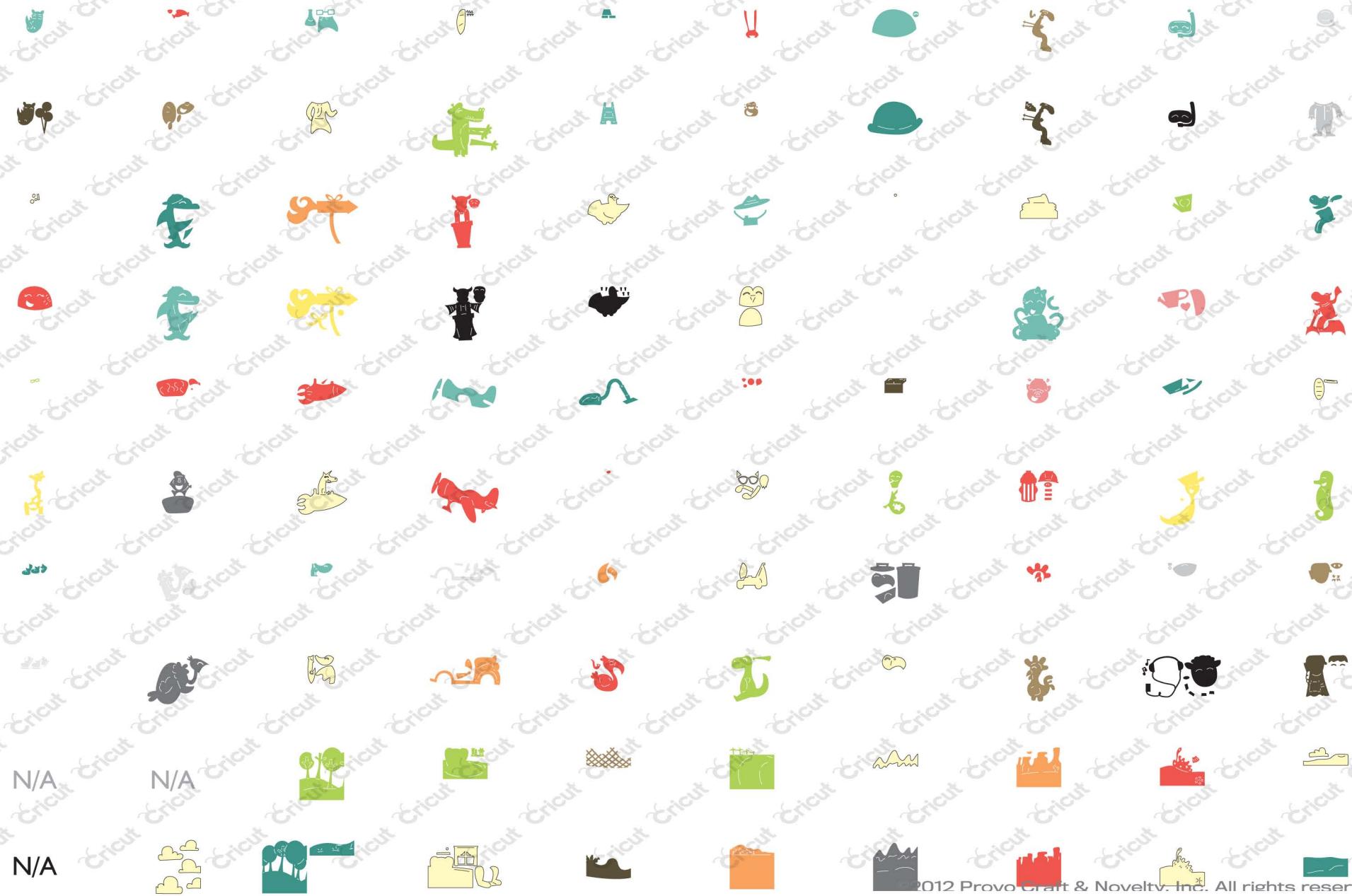


NS

SH

Layer I

Animal Antics



N/A

N/A

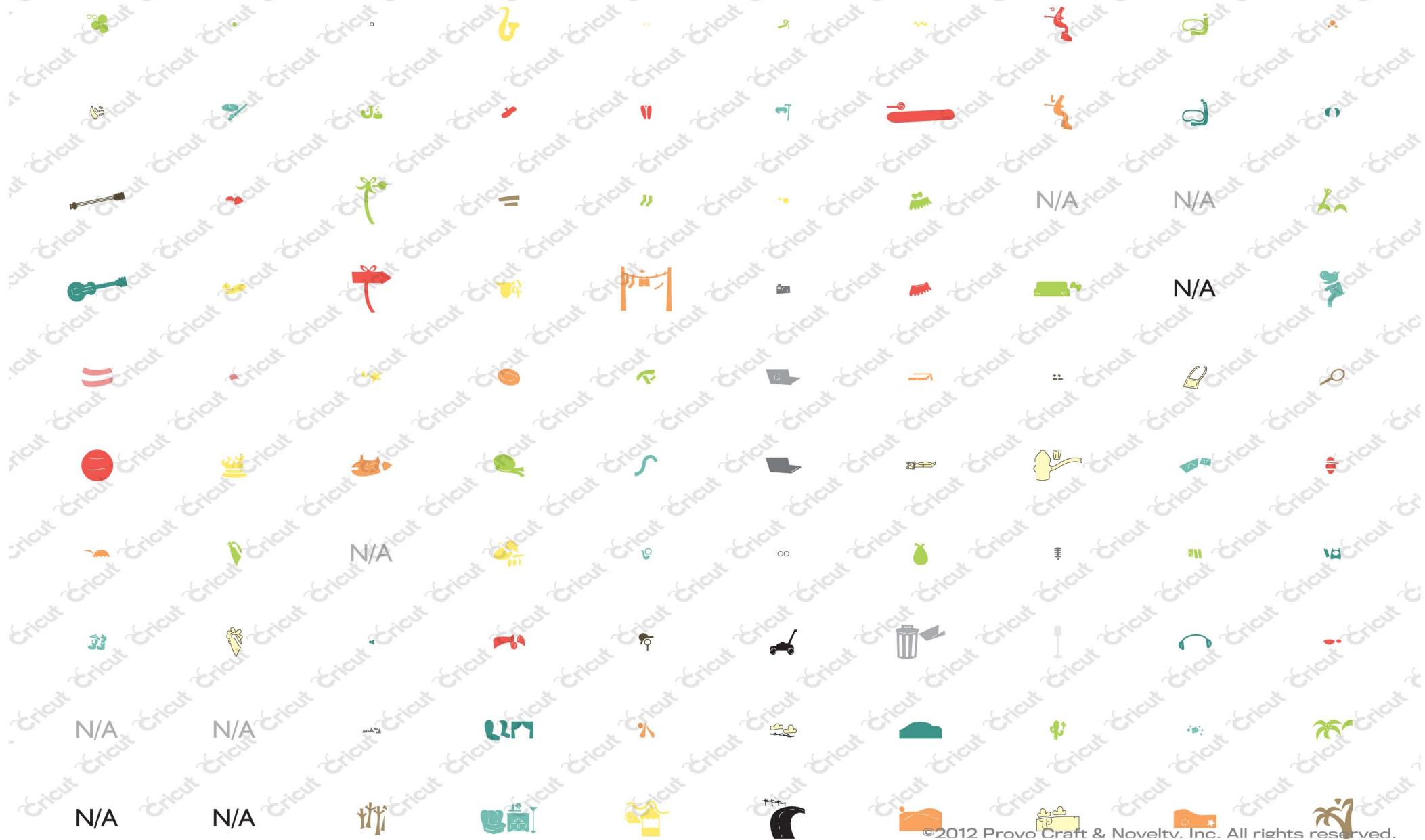
N/A

NS

SH

Layer 2

Animal Antics



NS

SH

Font

Animal Antics

This feature was designed
to be cut at a minimum of **1"**

1 **2** **3** **4** **5** **6** **7** **8** **9** **0**

1 **2** **3** **4** **5** **6** **7** **8** **9** **0**

Q **W** **E** **R** **T** **Y** **U** **I** **O** **P**

Q **W** **E** **R** **T** **Y** **U** **I** **O** **P**

A **S** **D** **F** **G** **H** **J** **K** **L** **?**

A **S** **D** **F** **G** **H** **J** **K** **L** **?**

Z **X** **C** **V** **B** **N** **M** **!** **&** **\$**

Z **X** **C** **V** **B** **N** **M** **!** **&** **\$**

@ **C** **\$** ***** **{** **}** **[** **]** **,** **.**

! **C** **S** ***** **{** **}** **[** **]** **!** **?**

NS

SH

Font Shadow

Animal Antics



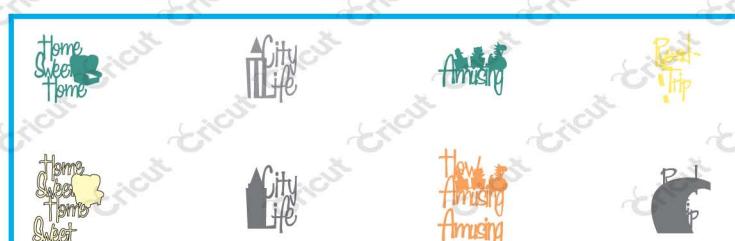
NS

SH

Phrase

Animal Antics

This feature was designed
to be cut at a minimum of **2"** **2.5"** **3"**



NS

SH

Phrase Layer/Shadow

Animal Antics

