

## 2D - Most Common

- All raised areas are one level
- All recessed areas are a different level (Usually textured)
- Typical black and white vector artwork



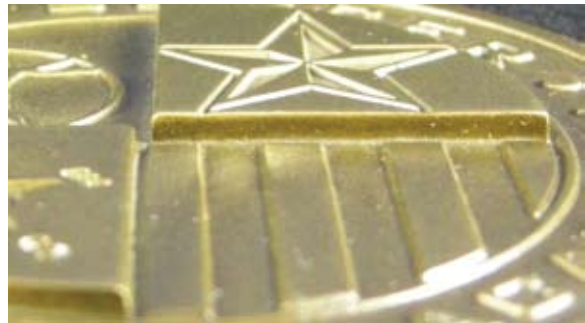
## Multi-Depth

- The maximum depth is the same as the 2D
- Different elements can be at a level between the raised and recessed areas



## Multi-Level

- The multi-level adds about 1/16\"/>
- The multi-level elements are 'stacked' on top of another raised element



## 3D - Sculpted

- 3D has various levels
- Sculpted with smooth transitions

