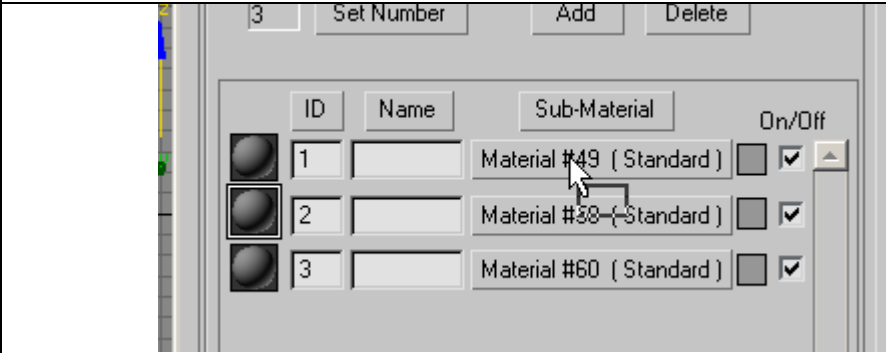


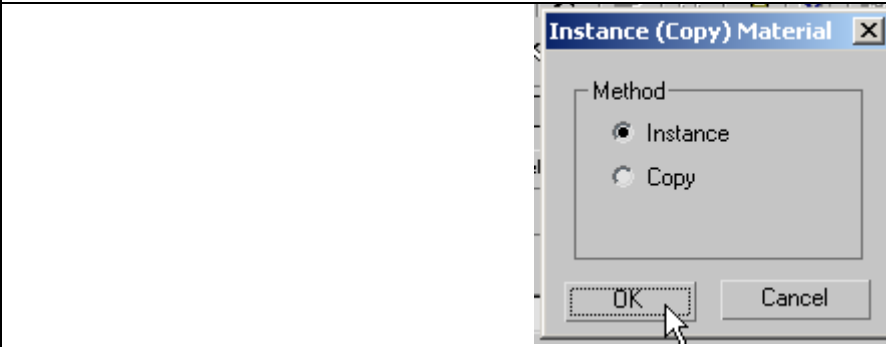




You will get something like 10 sub-materials, we only need 3 so delete the rest



Now, click on the Face material (don't double click on it or you will activate it) and drag it to the top slot which should be ID #1



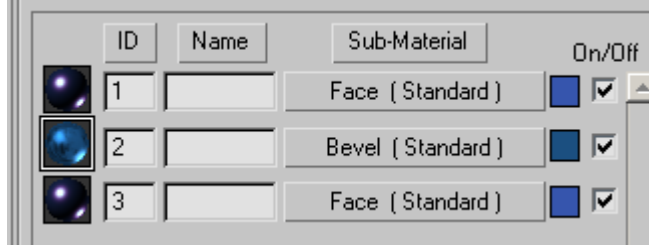
When asked, select instance and then OK



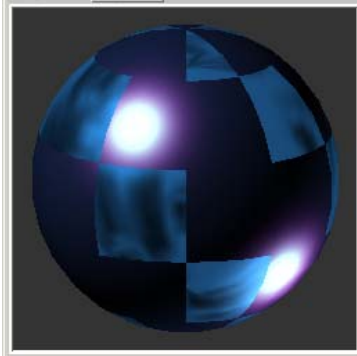
Drag the Bevel material to the middle slot. Again choose Instance and then OK.



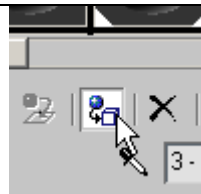
Drag the first material, the Face material onto the last slot. Again, choose Instance



You should have something that looks like this. The 1, 2, and 3 here correspond to the 1, 2, and 3 we assigned as material ID's to the text object



Your material should look like this



Apply to the text object



Render!