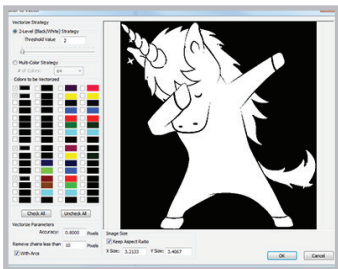


Transform your artistic imagination into manufacturing reality!

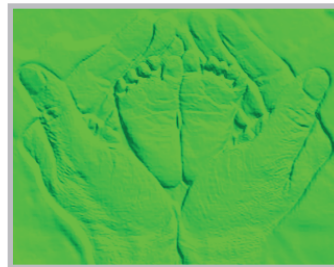
The latest BobART technology is a fun art add-on that's easy enough for the novice or occasional user, yet powerful enough for the advanced CAD-CAM user that wants to perfect their artistic manufacturing projects. The artistic features of BobART include: the ability to wrap models, emboss models from imported STL file components, save components or the entire project as an STL, access up to 64 different vectorization color levels, use custom cross sections to have more control over creating your embossed models and much more. From basic 2 through 3 axis machining, the integrated and fully associative CAM software provides the means of creating some of the most intricate and amazing artistic results seen today.

FEATURES:



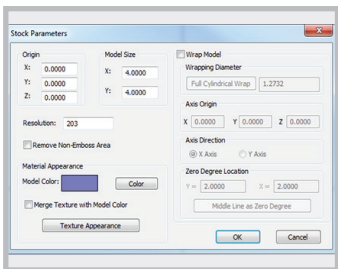
Raster To Vector

Load image files into the CAD screen like: JPG, BMP, TIFF, GIF, PNG, PSD, AFP and more... Manually trace over using lines, arcs and splines. Convert images to geometry faster using the vectorizing feature. Adjust quality using parameters with the option to scale to size.



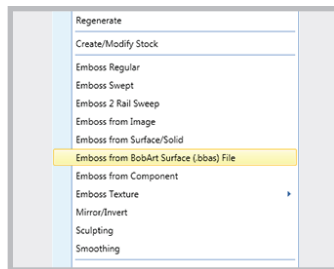
Emboss From Image

Use images grayscale to control embossment heights.



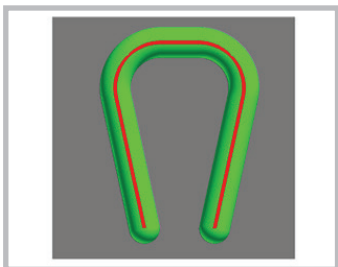
Create/Modify Stock

Set up your BobART stock parameters and control the area of embossment, it's resolution and special features to prepare files to be saved as a component. Wrapping mode is used to convert 3D embossments to 4D.



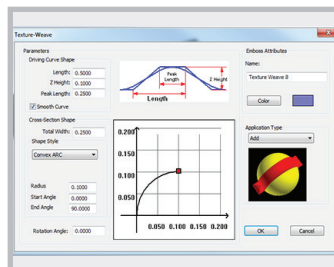
Emboss From BobART Surface

Use previous embossments to contribute to future designs.



Emboss Sweep

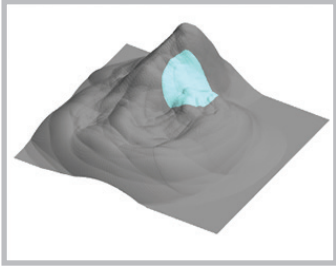
Select closed or open profile chains and emboss sweep them in 3D by using one of 7 cross sections like: Convex ARC, Line, Concave ARC, Convex Ellipse, Concave Ellipse, Spline or Custom



Emboss Texture

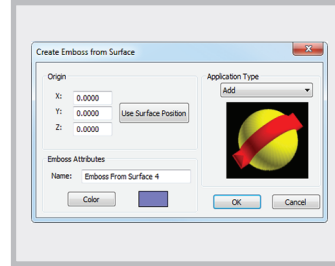
Add wood grain, bricks, trees and more using emboss texture. Choose from primitives, weave, images and bbas files to add additional design elements patterns and textures.

FEATURES CONT:



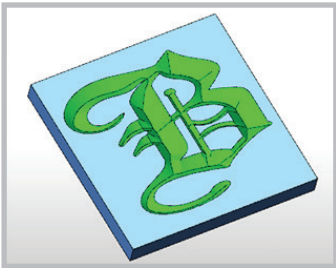
Sculpting

Add your personal free hand design changes using smoothing, deposit, remove sculpting options.



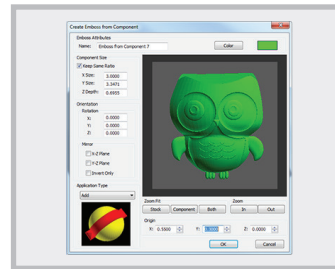
Emboss From Surface/Solid

Use surface(s) or solid(s) to create embossments. Use the surface / model position to align with stock.



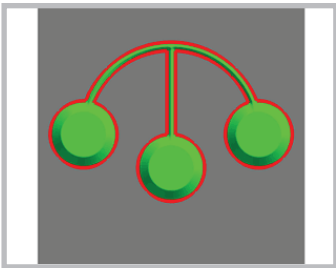
V Carving

This popular toolpath mainly used by sign makers allows users to carve letters, shapes and other patterns with V tools generating a hand carved look.



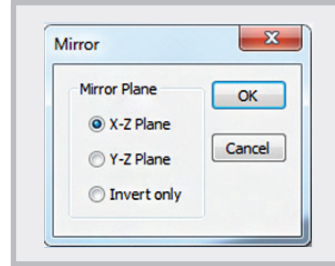
Emboss From Component

Use purchased or previously designed embossments to contribute to future designs.



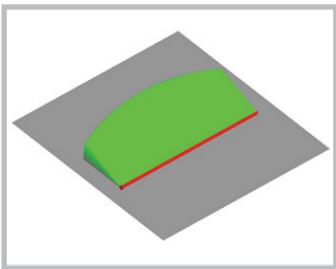
Emboss Regular

Select closed profile chains and emboss them in 3D by using one of 7 cross sections like: Convex ARC, Line, Concave ARC, Convex Ellipse, Concave Ellipse, Spline or Custom.



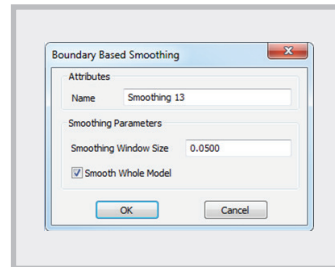
Mirror /Invert

Take your complete emboss models and mirror around the X-Z or Y-Z plane the the option to invert only. Updating designs for left and right hand, or preparing files for cavity milling.



Emboss 2 Rail Sweep

Select 2 rails and 1 cross section to emboss sweep with elevation changes. Customize transitions by using linear, local smooth or global types.



Smoothing

Remove/soften hard edges and intersections between emboss features. Users have the option to apply smoothing to a boundary or the entire emboss model.