BobCAD-CAM 🔊 **BOBART**

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:



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Z:	0.0000	Y: 4.0000	Axis Origin
later	move Non-Emb ial Appearance Color:	oss Area	Axis Direction © X Axis Y Axis Zero Degree Location
	erge Texture w		Y = 2.0000 X = 2.0000 Middle Line as Zero Degree



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.

Create/Modify Stock

Emboss Sweep

or Custom

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.

Select closed or open profile chains

and emboss sweep them in 3D by

using one of 7 cross sections like:

Convex Ellipse, Concave Ellipse, Spline

Convex ARC, Line, Concave ARC,

Regenerate Create/Modify Stock Emboss Regular Emboss Swep Emboss 2 Rail Sweep Emboss from Image Emboss from Surface/Solid Emboss from BobArt Surface (.bbas) File Emboss from Com Emboss Texture Mirror/Invert Sculpting Smoothing



Emboss From Image Use images grayscale to

control embossment heights.

Emboss From BobART Surface

Use previous embossments to contribute to future designs.

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.

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Emboss From Component

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

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 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	
Mirror Plane X-Z Plane Y-Z Plane	OK Cancel
 Invertionly 	

Smoothing

Mirror /Invert

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



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.

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Name	13	
Smoothin	Parameters g Window Size h Whole Model	0.0500
	OK	Cancel

