How to extend the border limits of a 3D Model?
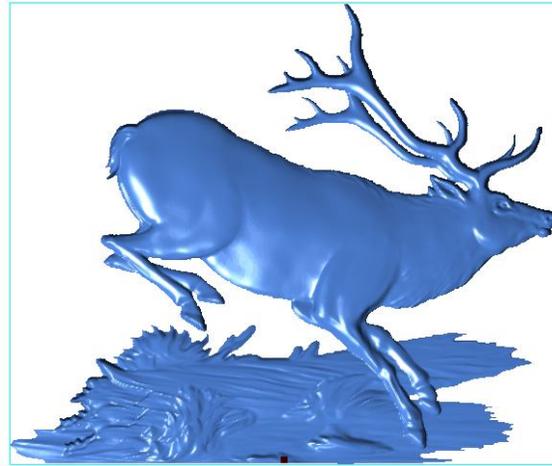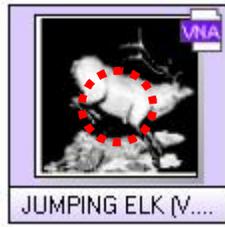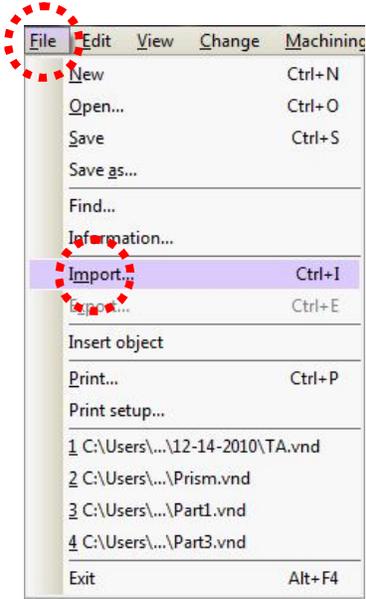
Unleash your Router's 3D Capabilities

- Import a model from the "**3D Models**" folder.

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- Draw hand free a box outside the 3D model area as shown on the right.
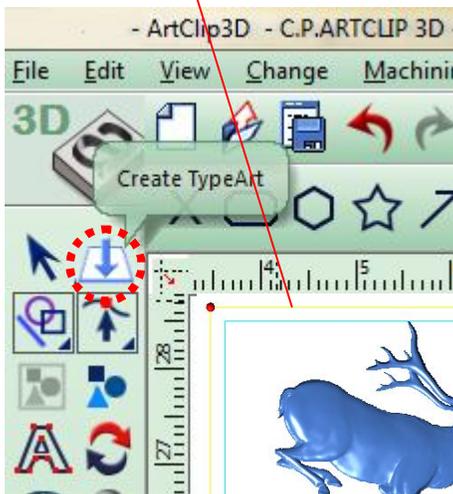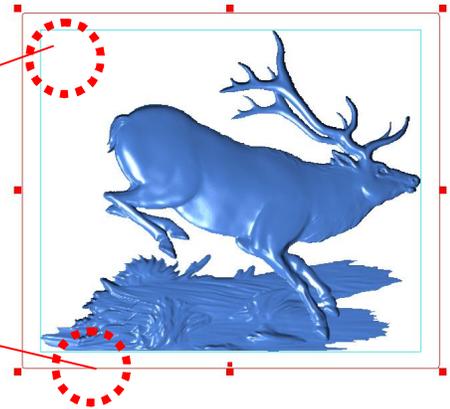 Use the Rounded Rectangle ⬭ tool from the Geometrical shapes.

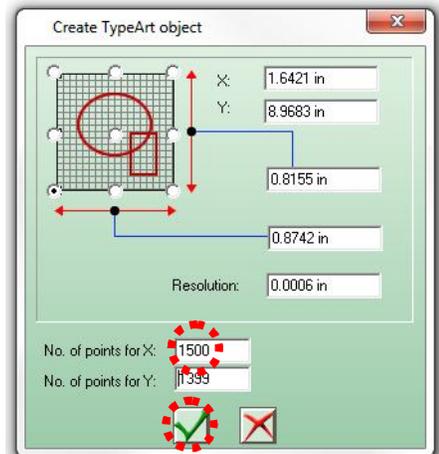- Double click the inside corner of the VNA (cyan blue).

- The 3D Green module starts.

- Click the rectangle created earlier to highlight it in red.

- Click on the Create TypeArt tool ⬇.
  That will create - after its validation - a new 3D area as shown in yellow below.


Make sure to set a new resolution for this new area. The resolution field adjusts itself when a value is entered in the **No. of points for X** field, but it also adjusts when the **No. of points for Y** is changed. Make sure to have at least in one of those 2 fields **1500**, and then the other one will adjust accordingly to the area defined.

Create TypeArt object

X:	1.6421 in
Y:	8.9683 in
	0.8155 in
	0.8742 in
Resolution:	0.0006 in

No. of points for X: 1500
No. of points for Y: 1399

- Validate the new area with the tick sign ✓.

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- A new yellow contour appears on screen. It corresponds to the new 3D model area which is at this time empty. To fill the new 3D model area with the Artwork we imported, first select it in red.
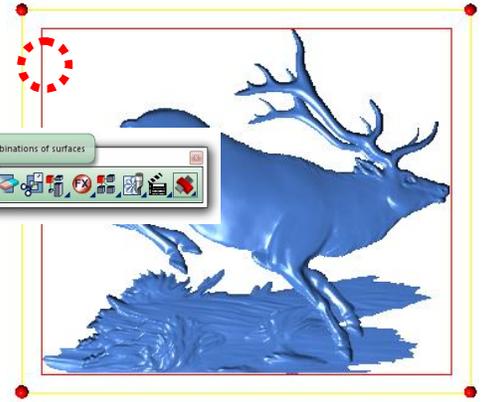
- Click then the Combination of Surfaces tool.

- The 3D model imported becomes part of the new 3D extended area.

- To double check this open the 3D viewer .
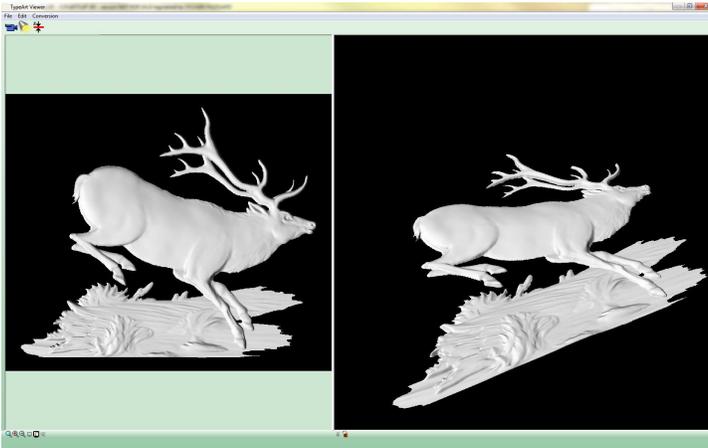
Close the viewer window from the Cross

- Now that the 3D model is within the new area, get rid of the first one by coming back to the 2D module. Click for this on the 2D module tab .

- Select then the inside blue box and hit the "**Delete"** key to remove it from the scene.
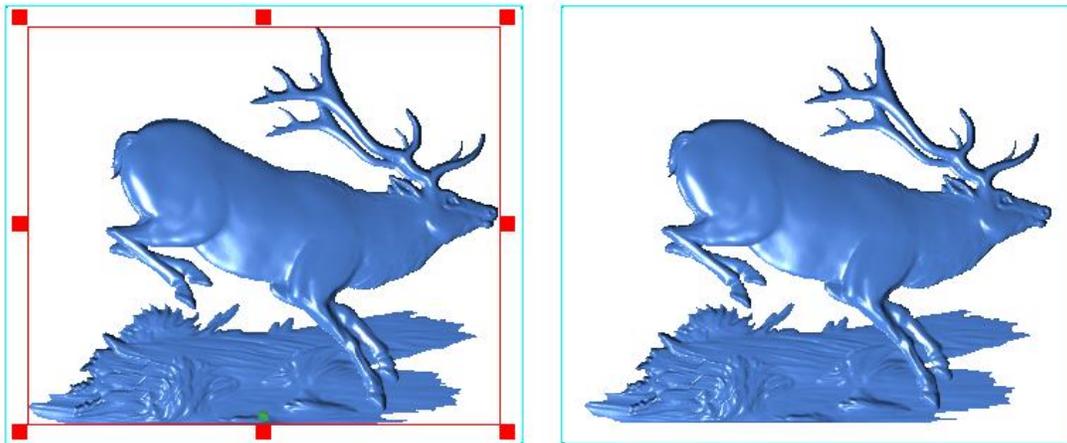
- A new space is now available around the 3D model allowing further room for tooling, or further adjustments to the gap between other models.

✍.Tip! If you are looking for to do the contrary of expanding your 3D area, e.g reset the area to the edge of the 3D model so that it fits within a new bounding box, you can go over the above bottom middle handle, the one who shows a curved arrow and click it while holding the F2 key.

This will open the contextual window Rotation.

If you enter 360 degrees for the Angle then the 3D model reset by itself up to the edge of the bounding box as shown below.