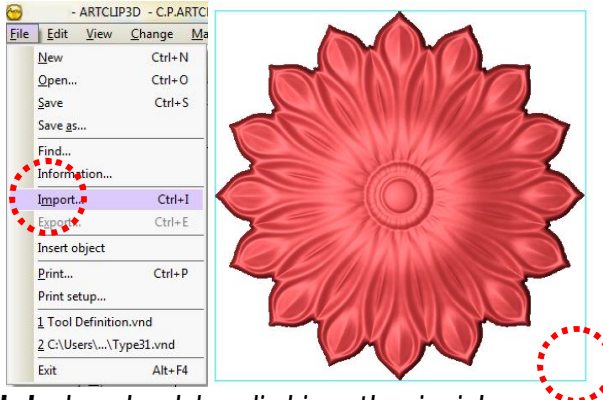


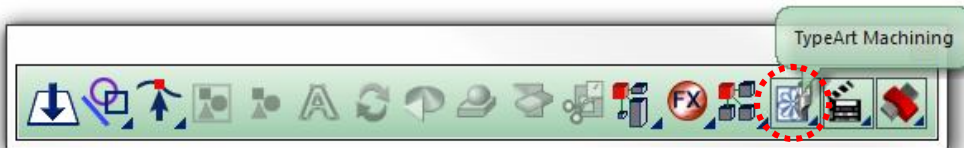
## How to create a vector limit on a 3D Model?

When a 3D model is imported in ArtClip3D, it does not come with a vector limit. A vector limit is often the best way to define an area for various needs such as texturing limits or machining area. The following tutorials deal with the extraction of those vectors.

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



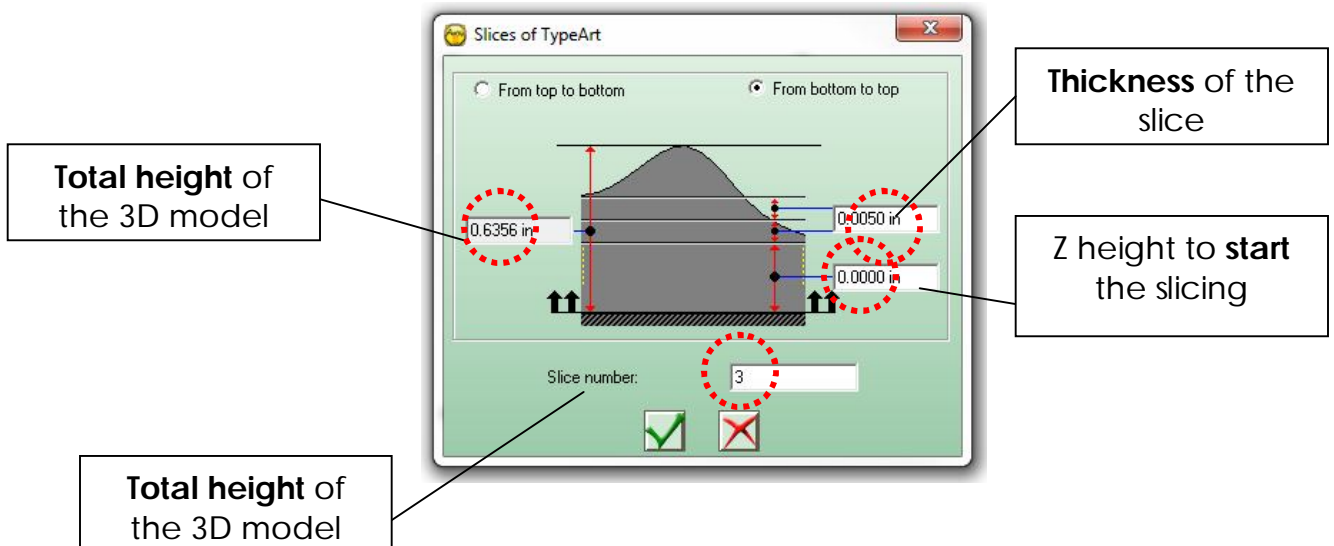
- Go into the **3D module** by double clicking the inside corner of the 3D model.
- Open the **TypeArt Machining** toolbar.




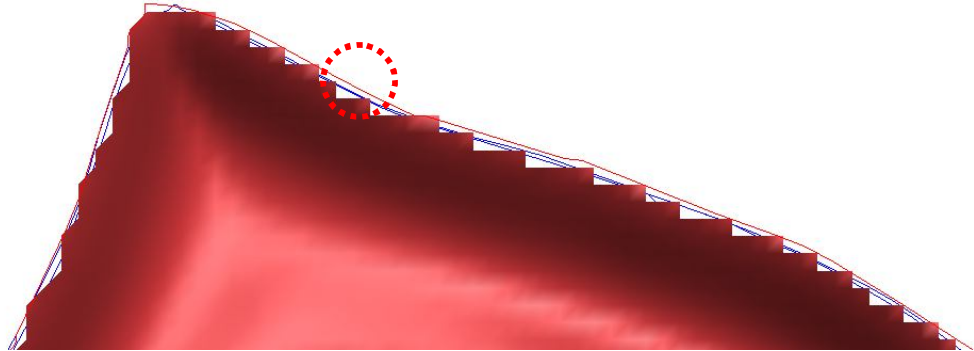
- Click the **Slices** tool.



- The **Slices of TypeArt** window comes up.



- The slicing will start from the bottom of the 3D model going to the top direction. Select for that the “**From bottom to top**” option.
- The **thickness** is usually 0.005in thick with a **start of the slicing** from the 0.
- The **Slice number** is generally more than 1 to insure some vectors will be computed. If “**3**” is not showing anything try “**5**” and increase/decrease the value according to the result computed.
- **Validate** with the tick sign  .
- After computation the 3D model should be surrounded by 3 or less lines.



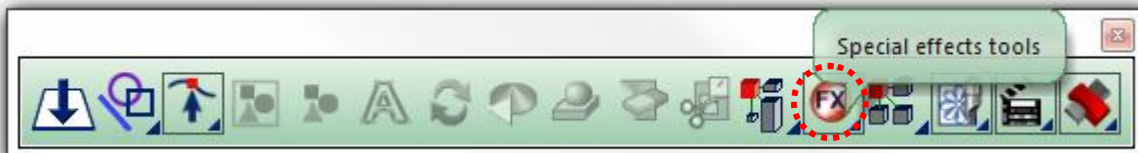
Clean up a little bit, since you only need **1** contour around.



To clean up, this is an **Edition** action; you will need to go back in the **2D module**. Select the contour and hold the **Delete** key to get rid of your selection.

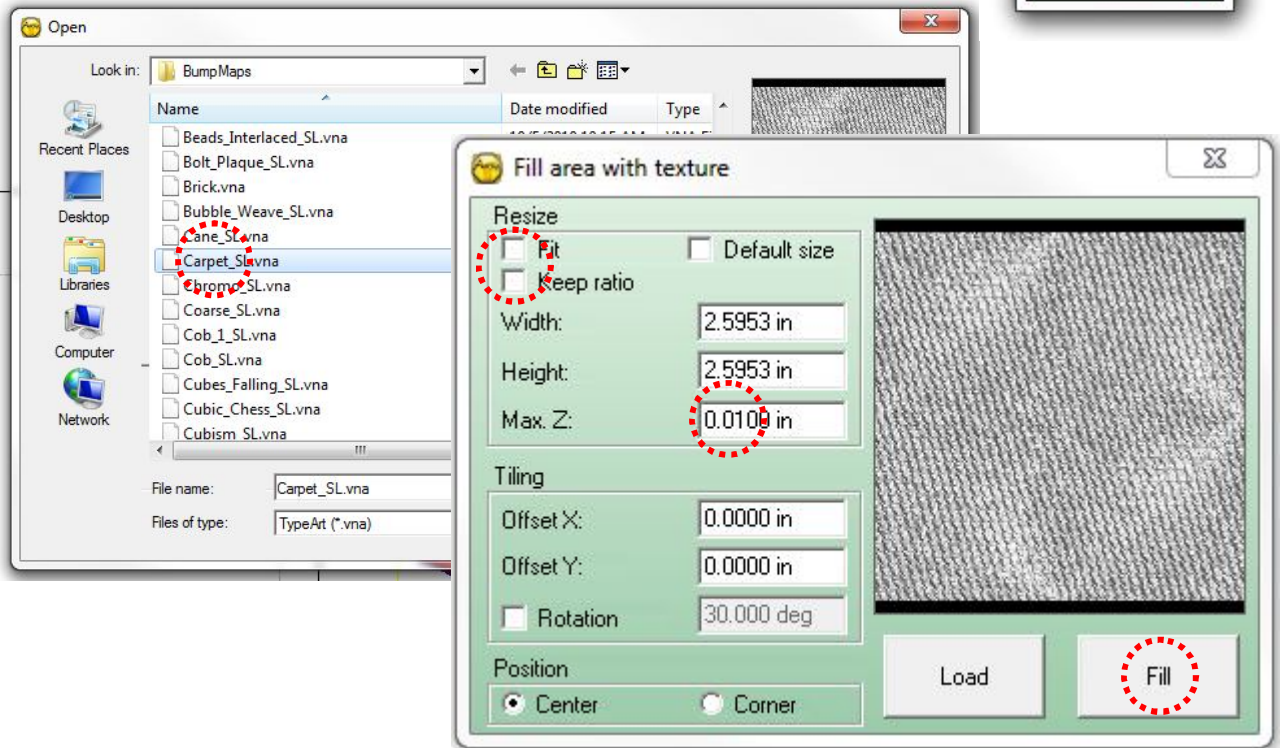
With this unique contour you can use it to fill 3D model areas only with textures.

- Go back in the **3D module** by clicking the inside corner of the 3D model.
- Select the sliced contour created and click the **FX tools** (Special effects).



Fill with a texture

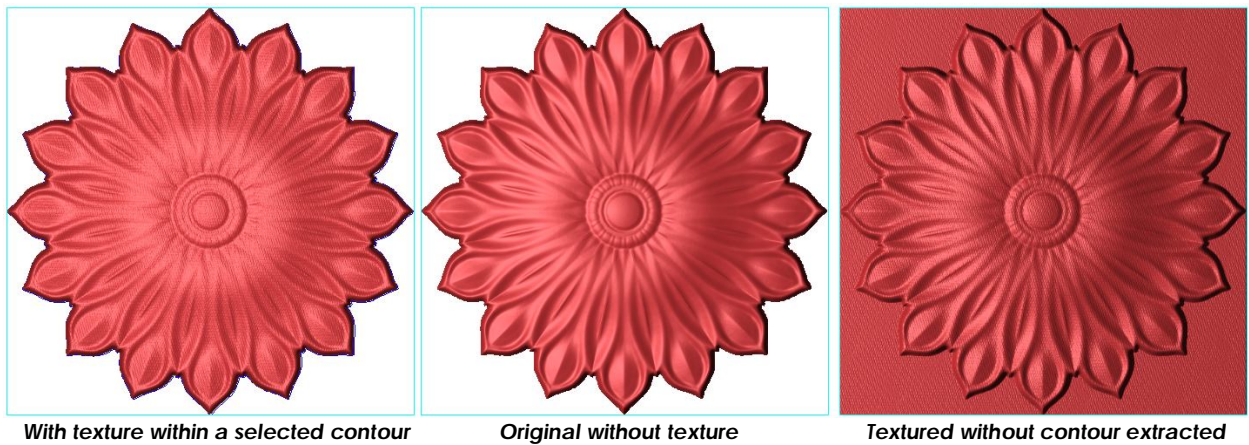
- Open then the **"Fill with a texture"** mode.



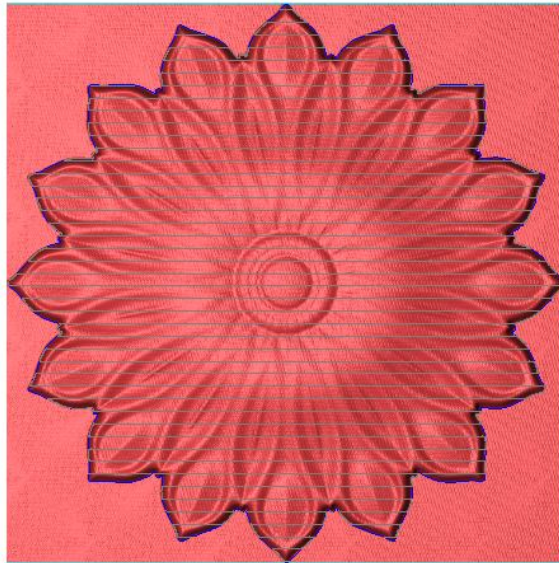
- Uncheck the **Fit**, **Keep ratio** options and enter **0.0100 in** for the **MaxZ**.
- Select the **ADD** mode of the **Combination Modes**.



- Click the **FILL** button and the texture will apply only within the area sliced.



**J.Tip!:** The same extracted contour from the slicing tool can be used also for machining purposes. This allow to generate toolpath only in areas where the 3D is and



In Blue the 3D toolpath limited to the extracted contour and the Pink corresponding to the 2D cutting generated. Both toolpaths use the same contour to generate the computation limits of the machining.

