



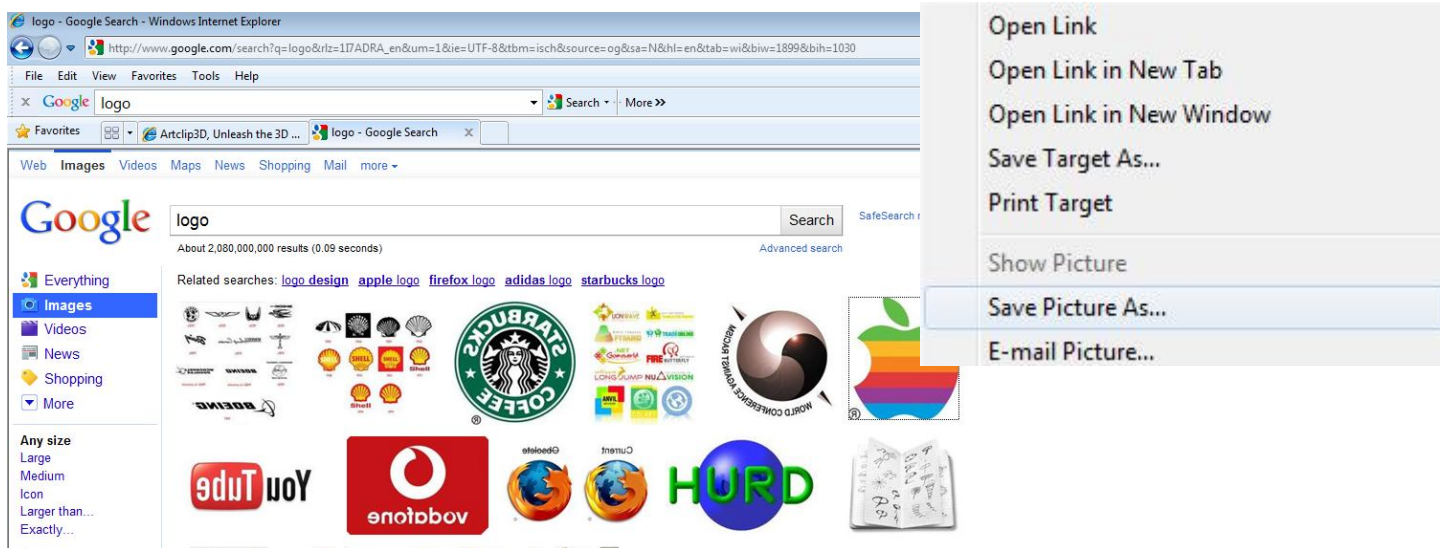
# How to create new 2D Artworks?

Unleash your Router's 3D Capabilities

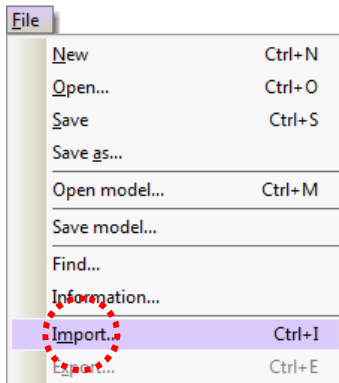
ArtClip3D offers a direct access to 2D vectors from its Symbols Library. This library can be populated by you at any time. This tutorial summarizes the creation of a 2D Artwork from an imported picture, being then traced and organized to be finally saved as a 2D Artwork in your own library.

- **Importing a Picture into ArtClip3D**

Google or Bing a search for LOGO, and set the results to be seen as Images.




Save the picture from a right click with the **Save Picture As...** command. In ArtClip3D then go on **File Menu** and chose the **Import...** command. Select your file among BMP, TIFF, JPG, and PNG formats.

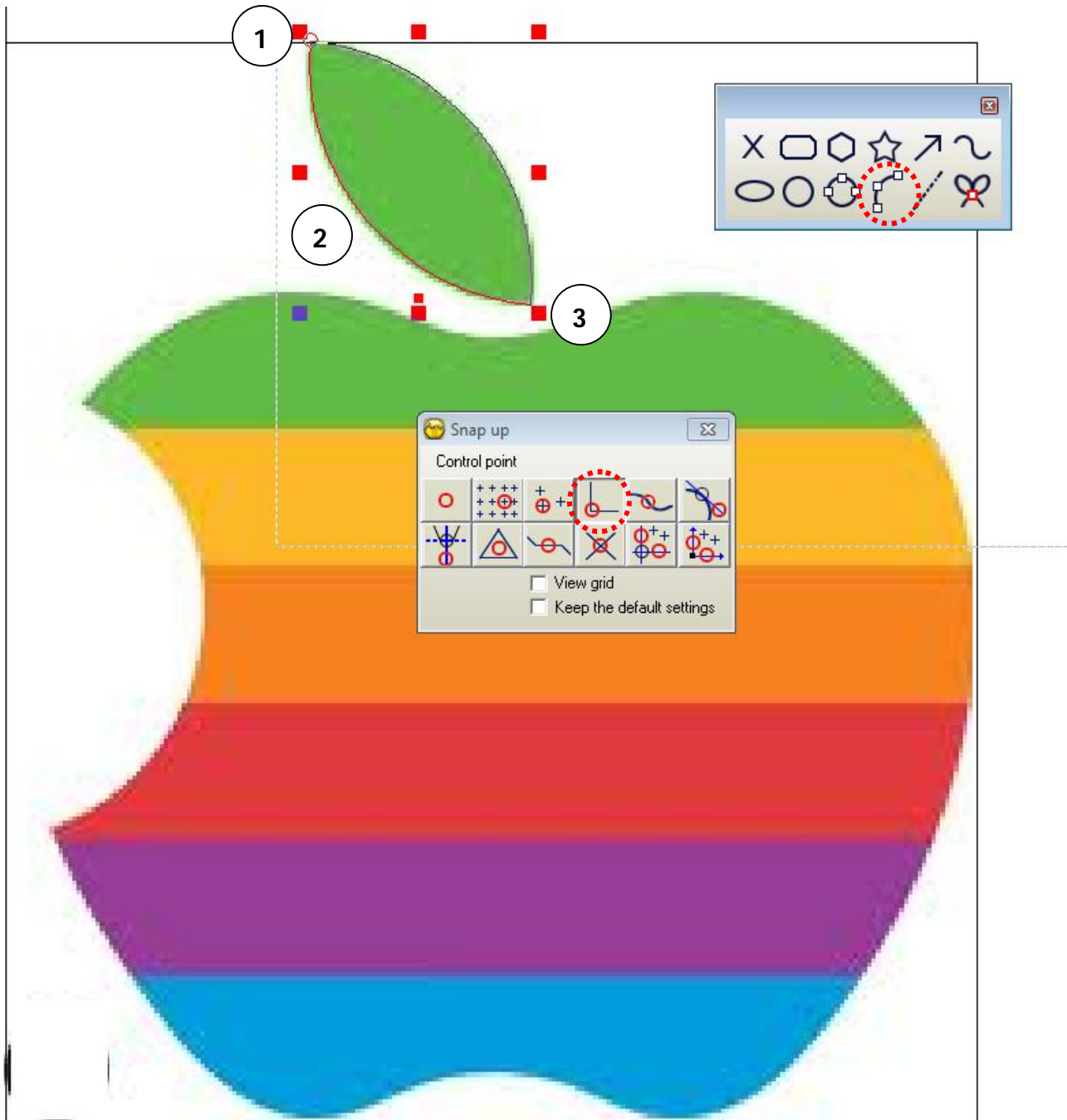


- **Tracing your Artwork**


You have imported your logo. You may want to find the same as the one used in the tutorial (slightly changed) by Googling it. Then the creation of the tracing can begin by using the **Geometrical Tools**.

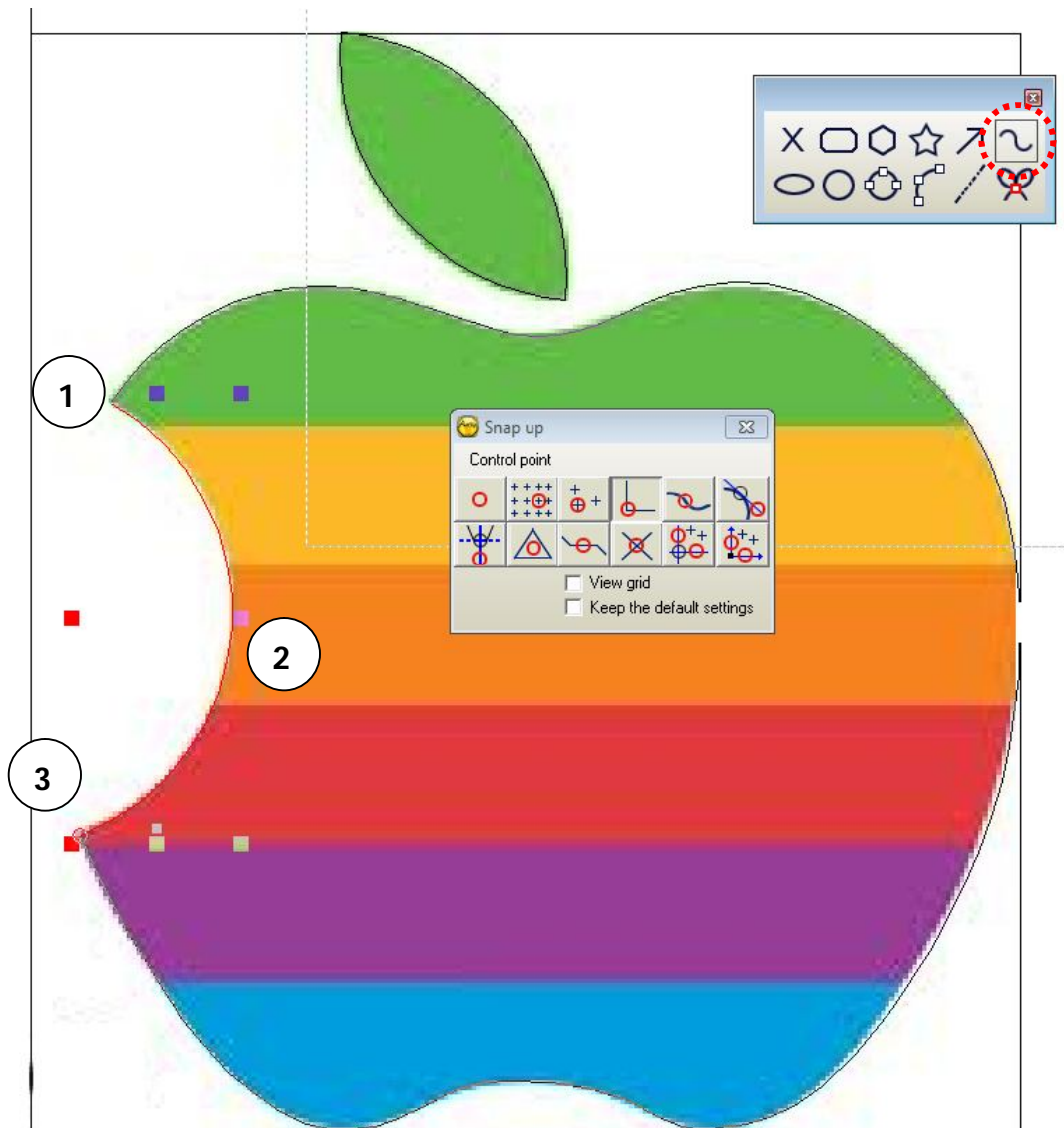


Using the **3 Points Arc**  you can draw the leaf shape in 3 clicks for one side and 3 others for the other side. Using the **F3 Key** the **Snap up mode** comes up to help you with the **Control Point** option to snap the edge already created with the first Arc.



One more Arc can be created with the **3 Points Arc** tool shown in red below.

Then using the **Sketching** tool  you can outline the apple shape by also snapping to the extremity of the arc previously made.



If you click by mistake on a position far from the contour, do not worry you can always remove the point(s) you have built by using the **BackSpace** key on your keyboard. This allows removing position unfortunately made without restarting from scratch the line.

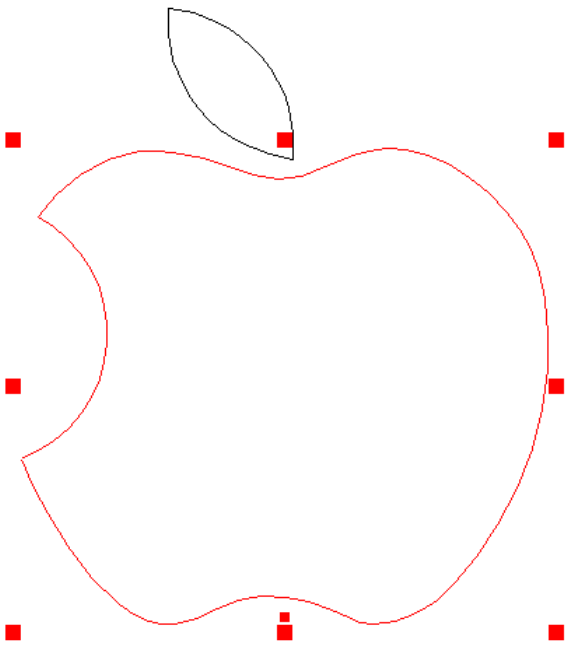
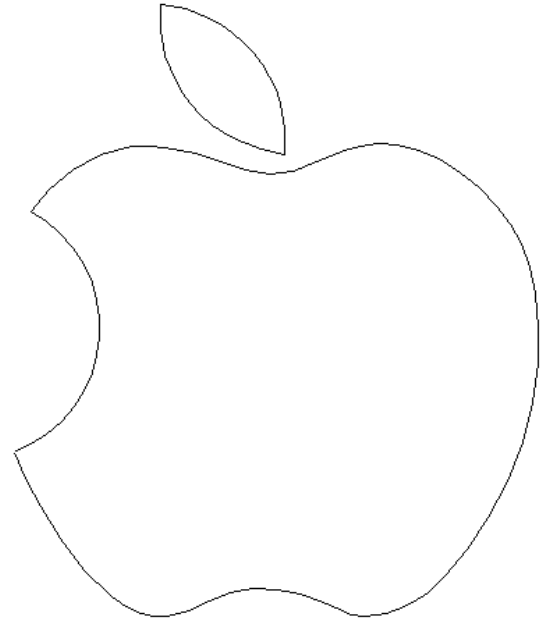
Also nice with the **Sketching tool** is the possibility to end the line with a double left click on the mouse or by holding **ENTER**, which will terminate the line at the position of the last click (last point created).


Finally when tracing tough corners you may want to straighten the transition by holding the **CTRL** key, offering the option to break the line and create an angle as desired.


Keep in mind for the future that the **Sketching** tool is the tool to trace out your pictures as vectors. This vectoring process is called **Raster to Vector**.

When the lines are traced you can remove the picture from the layer by highlighting its edge in red and holding the **DELETE** key on your keyboard.

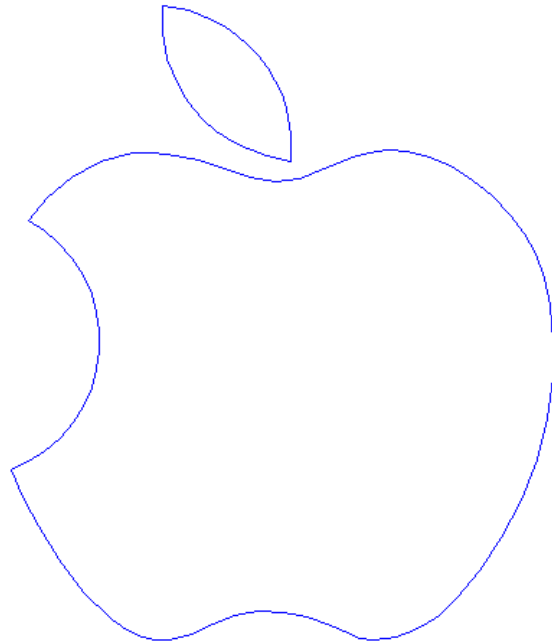
Those traced lines appear black because they are currently defined as open lines. To close the lines you first need to select them together as shown below.



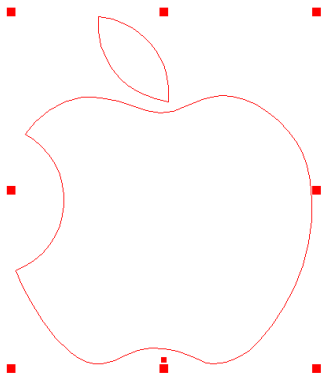
Then Group the line using the **Combine tool** .


Finally, click the **AutoConnection**  tool to connect the lines so you keep one and unique but closed.

Repeat this for the leaf contour and you should obtain 2 outlines closed as shown below.



**NB:** the color may vary according to the direction of the contour; **clockwise** or **counter clockwise**, defined as blue or green color. This color variation would affect mainly the machining direction of the Artwork at the time you will be in the **CAM** module.

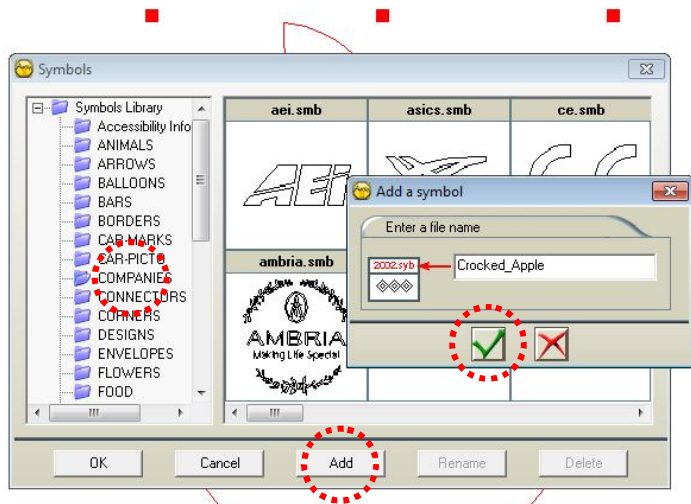


Final step, group the 2 vector lines as one with the **Combine tool** .

- **Populating your Symbol Library**

Click the **Symbol library** icon. 

Chose a directory to place your logo like the **Companies** directory for instance and click the **Add** button located at the bottom of the window. Enter a file name to retrieve it later in the library.



Now every time you will open the **Symbol Library** this logo will be available for further use.

