



 **VectorArt 3D**  
Design & Carve Series **1**  
**WILDLIFE SCENES**



# Vector Art 3D, Inc.

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# Design and Carve Series 1

## Wildlife Scenes

### Introduction

The Design and Carve Series disks from Vector Art 3D have been created to provide a combination of 3D clipart pieces and tutorials which show the steps to create finished projects using the models. This particular edition includes animals and natural scenery to allow the user to create Wildlife themed Mantels, Door Panels and full size Doors (and many other carved products). This particular edition is designed exclusively for use with Vectric's Aspire software.

In this document you can read an overview of the content of the disk, read a review of each project and also see images of all the clipart and finished parts which are included.

### Disk Navigation

All the files on the disk can be accessed from the navigation screen that should appear when the disk is put into the PC. The files can also be accessed manually from the disk.

The main disk has two folders at its root level that contain the data and tutorial files, these are called **Models** and **Projects**.

The folder **Models** has 3 sub-folders; the folder **Animals** contains all the V3M models for the animals included in the collection as well as a CRV3D (Aspire) file which contains all the Animal files for copying and pasting into other sessions. The **Scenery** folder contains all the individual pieces of natural scenery (rocks, trees, mountains etc.) as well as a CRV3D (Aspire) file which contains all the Scenery files for copying and pasting if you prefer that to importing the files. The **Scenes-Backgrounds** folder contains a selection of V3M and CRV3D files which are either finished background scenes or are complete projects. Most of these are variations or alternate versions of the projects which are covered in the videos. The inclusion of these has been done for reference to see how different files might be setup, we would recommend looking at them individually to see if they have useful data in them for your particular application (images of all these are shown later in this document).

The main folder **Projects** has 12 sub-folders, one for each project containing videos (self playing exe-avi files), finished parts and a single descriptive PDF document describing each one. All these can be accessed from the navigation screen that should open when the disk is inserted into your PC. The single sheet for each product is also included on the following pages for easy reference. The first project folder on the disk (1-Aspire Functions Overview) only contains this document and a quick introductory video so no summary sheet is included for that.

If you have questions about using this product then please contact us at [info@vectorart3d.com](mailto:info@vectorart3d.com).

# 2-Deer Tree Combo



## Project Overview

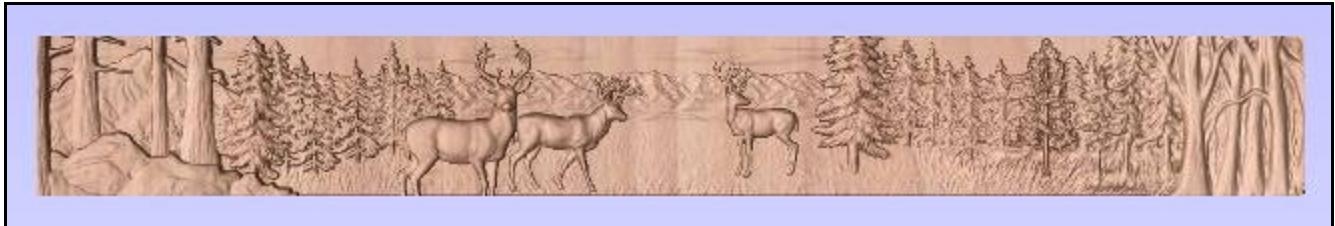
This tutorial is split into 2 sections, A and B. Section A is 11:34 minutes long and runs through the basic process of importing 2 pieces of 3D clipart, overlapping them and using the Tilt and Fade function in the Component Manager to get a good looking overlap between the two parts. These are the fundamental building steps which are used throughout all the projects.

Section B is 15:00 minutes long and shows you how to create both a simple angled sided recess and also how to use the Sculpting tools to then make that into the Vector Art 3D Style C (Faux Hand Carve) recessed edge.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling and Positioning of Components**
- **Component Manager**
  - **Tilt and Fade**
  - **Grouping**
- **Create Shape to make recess**
- **Sculpting tools to add faux hand-carve effect**

# 3-Woodland Mantel



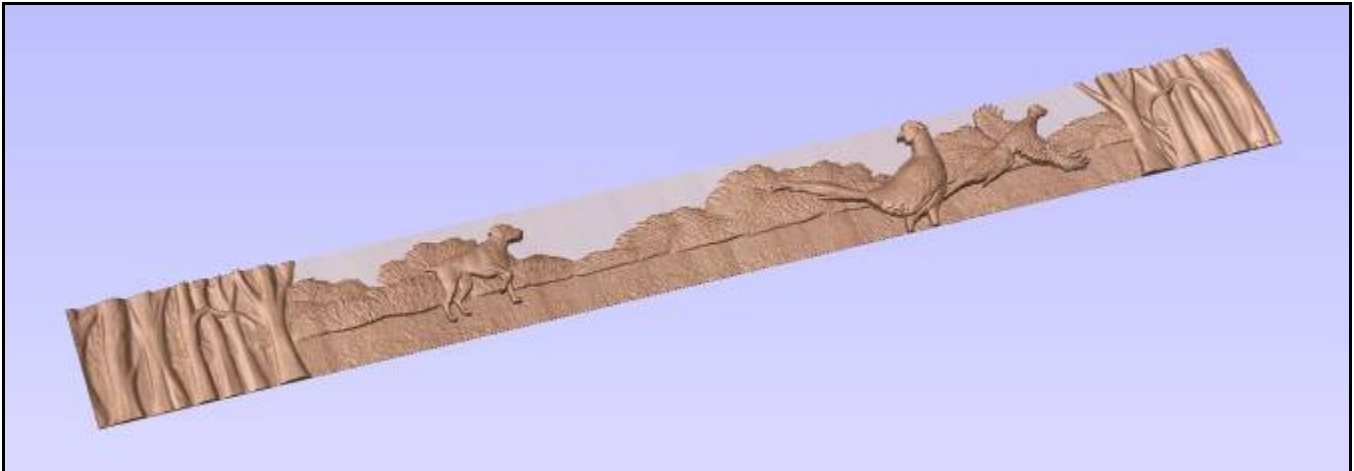
## Project Overview

This tutorial is 18:26 minutes long and shows the basic process for importing a pre-created background file as a template to import models into. A selection of examples is covered showing how to add different animals into the scene using the Import 3D Model function and managing them in the Component Manager.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling and Positioning of Components**
- **Component Manager**
  - **Base Z Position**
  - **Set Exact Height**
  - **Tilt and Fade**

# 4-Pheasant Dog Mantel



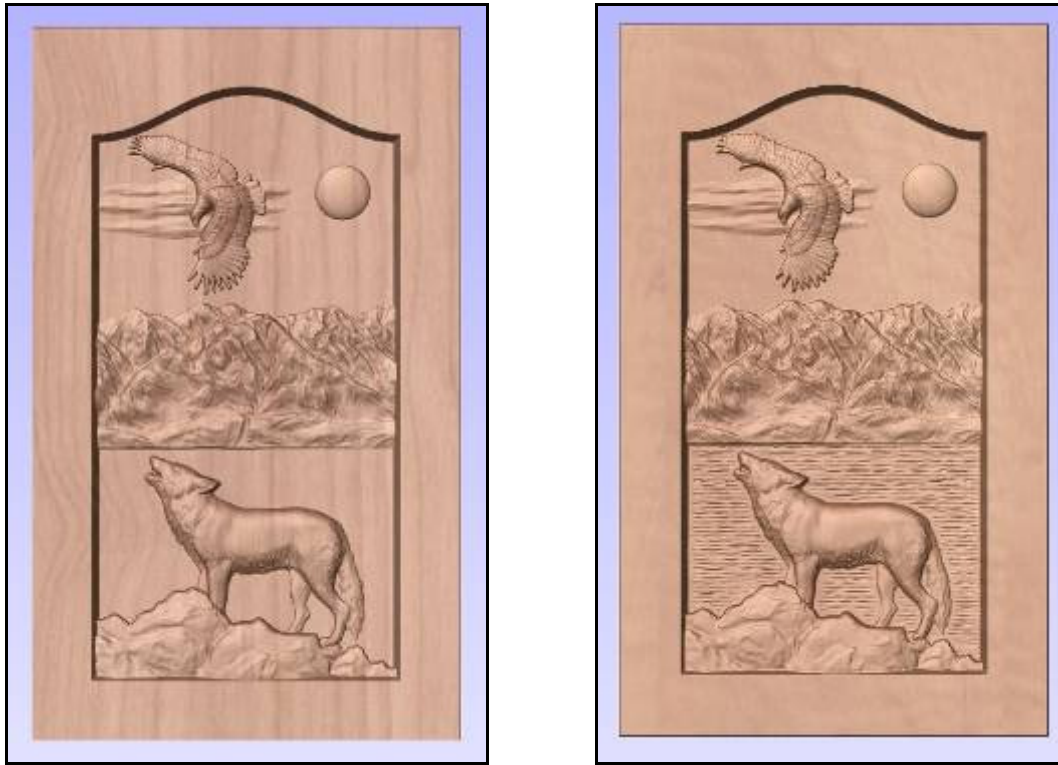
## Project Overview

This tutorial is 21:08 minutes long and starts with a blank work space and shows how to build a relatively simple background by importing, repeating and combining only 4 different 3D models. Techniques showing how to make copies of elements like bushes and grass texture are shown, how to blend these using the sculpting tools and create the effect of distance using the fade tool. Finally the scene is populated with Pheasants and a Hunting Dog.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Grouping**
  - **Base Z Position**
  - **Set Exact Height**
  - **Tilt and Fade**
- **Copying elements into the Working Model**
- **Sculpting**

# 5-Wolf Eagle Panel



## Project Overview

This tutorial is 25:04 minutes long and starts with a blank panel with a shaped panel vector drawn in it. It shows how an image can be imported to help layout the clipart components. 3D models are imported and laid out, then the depths are edited to get the right relationship between the different pieces. An angled recess is created and the whole design moved down so it merges into this recessed area. Finally Rough and Finish toolpaths are created, along with a texture toolpath for the lake surface (see image above right).

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Grouping**
  - **Base Z Position**
  - **Set Exact Height**
  - **Tilt and Fade**
- **Create Shape**
- **Setting 3D components so they merge in a recessed shape**
- **Rough, Finish and Texture Toolpaths**

# 6-Big Horn Sheep Background Combo



## Project Overview

This tutorial is 21:32 minutes long and shows a useful technique for placing an object (the animal) in the foreground of a scene while maintaining optimum depth in both the superimposed item and the background. The two components are positioned as you want them in the 2D and the depths then set so each has good definition. Typically this means some 3d merging between the two so they do not have a clear edge. To overcome this a vector is fitted to the animal edge and then this is used to punch a hole in the background. The edges of this whole are then sculpted so they flow in a complimentary way behind the animal making it stand out well but still keeping definition in the background model.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Base Z Position**
  - **Set Exact Height**
  - **Copy into Working Model**
- **Fit Vector to Component Boundary**
- **Clear Working Model inside/ outside Vector Boundary**
- **Sculpting**

# 7-Canada Goose Door



## Project Overview

This tutorial is 28:28 minutes long and shows an example of a full size door with gaps left in the design to optimize machining time while still giving the effect of a fully 3D carved product. This style of door could have a glass pane inlaid into the back or could be used as a screen door. A key technique shown in this example is the creation of an extruded shape to raised the wing tips and head of the goose to be above the frame while leaving the body the full depth for best definition. To finish the door frame the cat-tails are imported and blended into the door frame using the sculpting tools.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Base Z Position**
  - **Set Exact Height**
  - **Copy into Working Model**
- **Vector Creation**
- **2 Rail Sweep**
- **Fit Vector to Component Boundary**
- **Clear Working Model Outside Vector Boundary**
- **Sculpting**

# 8-Duck Lake Door Pair



## Project Overview

This tutorial is 27:12 minutes long and shows an example of how you can layout a full panel scene which will be divided across 2 door panels. The components are imported and laid out based on the location of the two interior areas of the panels (drawn as vector lines). Once the part has been laid out the panels are modelled for visualization and machining purposes.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Base Z Position**
  - **Set Exact Height**
  - **Tilt and Fade**
- **Vector Creation**
- **Create Shape**
- **Using a hand carve texture faded for the lake surface**

# 9-Deer Oval Dish



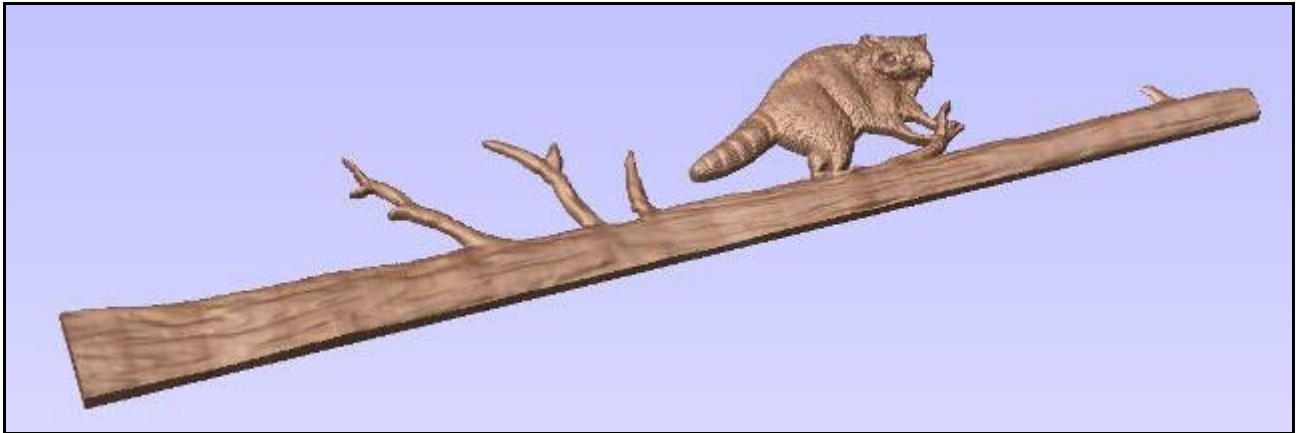
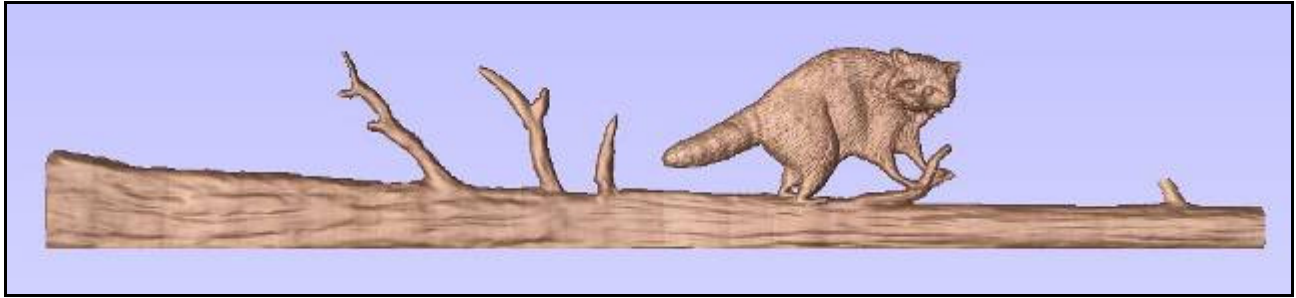
## Project Overview

This tutorial is 22:27 minutes long and shows how to first create a simple dish and position a component within it similar to the B-Style dish models sold on the Vector Art 3D website. The second part of this example details the way to create the dish effect seen in the image above where there is detail in the background of the scene going all the way to the edge of the dish. This uses a combination of flat plane shapes and the dish shape as well as the part with the 3D detail. The final plane shape is used to trim off any parts of the model that exceed the height of the top of the material. There is also a quick example of how this edge can be sculpted to create more of a blend with the top surface.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Base Z Position**
  - **Set Exact Height**
  - **Combine Modes – including “Low”**
- **Vector Creation**
- **Create Shape**

# 10-Raccoon Mantel



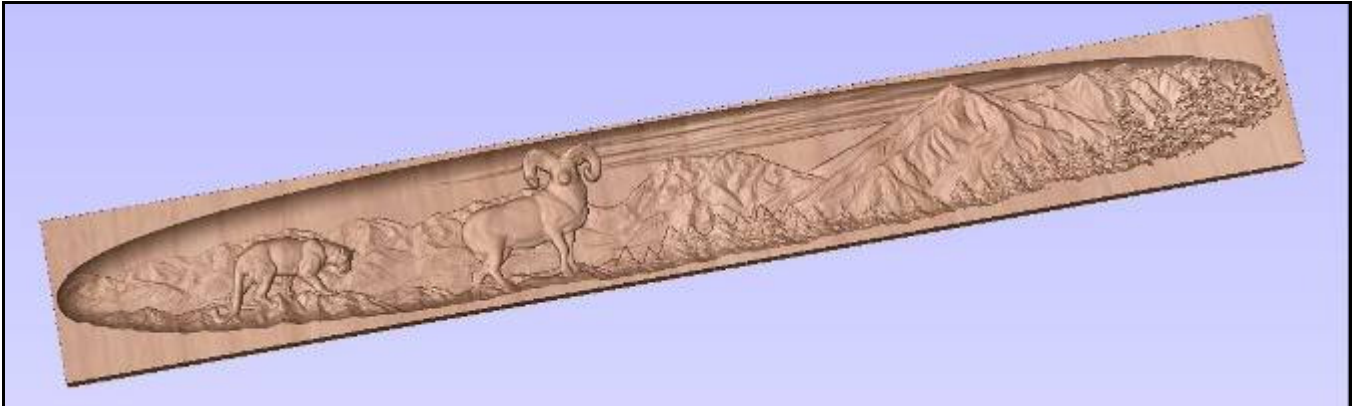
## Project Overview

This tutorial is 12:25 minutes long and shows an idea for a rustic style mantel. This uses 2 different tree trunk models and the raccoon file. These are combined and the depths adjusted so they can be copied into the working model and sculpted. A vector is used to trim the bottom and ends of the trunk to make them rectangular.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Set Exact Height**
  - **Fade**
  - **Copy into Working Model**
- **Crop Working Model outside selected vector**
- **Sculpting**

# 11-Mountain Forest Mantel



## Project Overview

This video is 59:22 minutes long and is the most complex tutorial on the disk; it shows how to construct the mantel shown in the image above from the basic scenery components. The first stage is constructing the complete mountain range. This uses a combination of repeated components and then sculpting these to edit them in the Working Model. Next the foreground trees are added including another mountain/tree combination model. A version of this is edited in a separate session of Aspire to allow the tree line to be continued. Then a copy of the mountains is used to create the foreground rocks. Finally the background is sculpted in the Working model to finish it off and the animals added. There is an additional section at the end showing how to put this entire design into a dish. The main purpose of the example is to show how more complex designs will require the user to iterate through editing Components for placement and then Copying these into the Working Model for sculpting, this process has to be repeated until you are happy with the finished part.

## Skills and Tools Covered

- **Import 3D Clipart**
- **Dynamic Scaling, Positioning and Copying of Components**
- **Component Manager**
  - **Set Exact Height**
  - **Fade**
  - **Copy into Working Model**
- **Sculpting**
- **Using a separate session of Aspire for editing a part**
- **Creating the dish effect on the finish part**

# 12-Extruding Door Panels



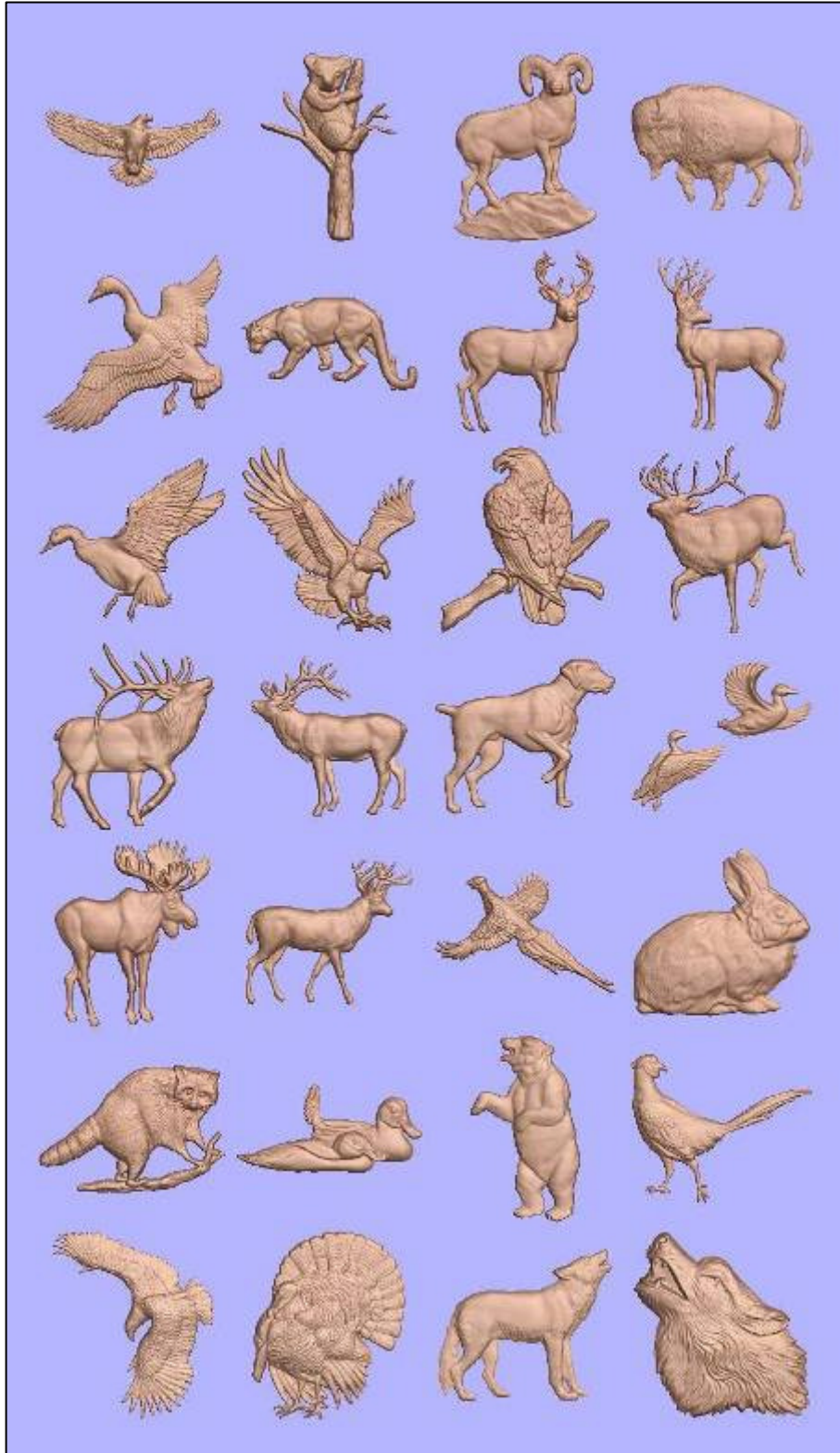
## Project Overview

As many of the projects on this disk are designed for use in decorating door panels this tutorial quickly shows the process for extruding a door panel. This can be used purely for visualization or for setting parts into the correct position for machining. This video is 12:16 minutes in duration.

## Skills and Tools Covered

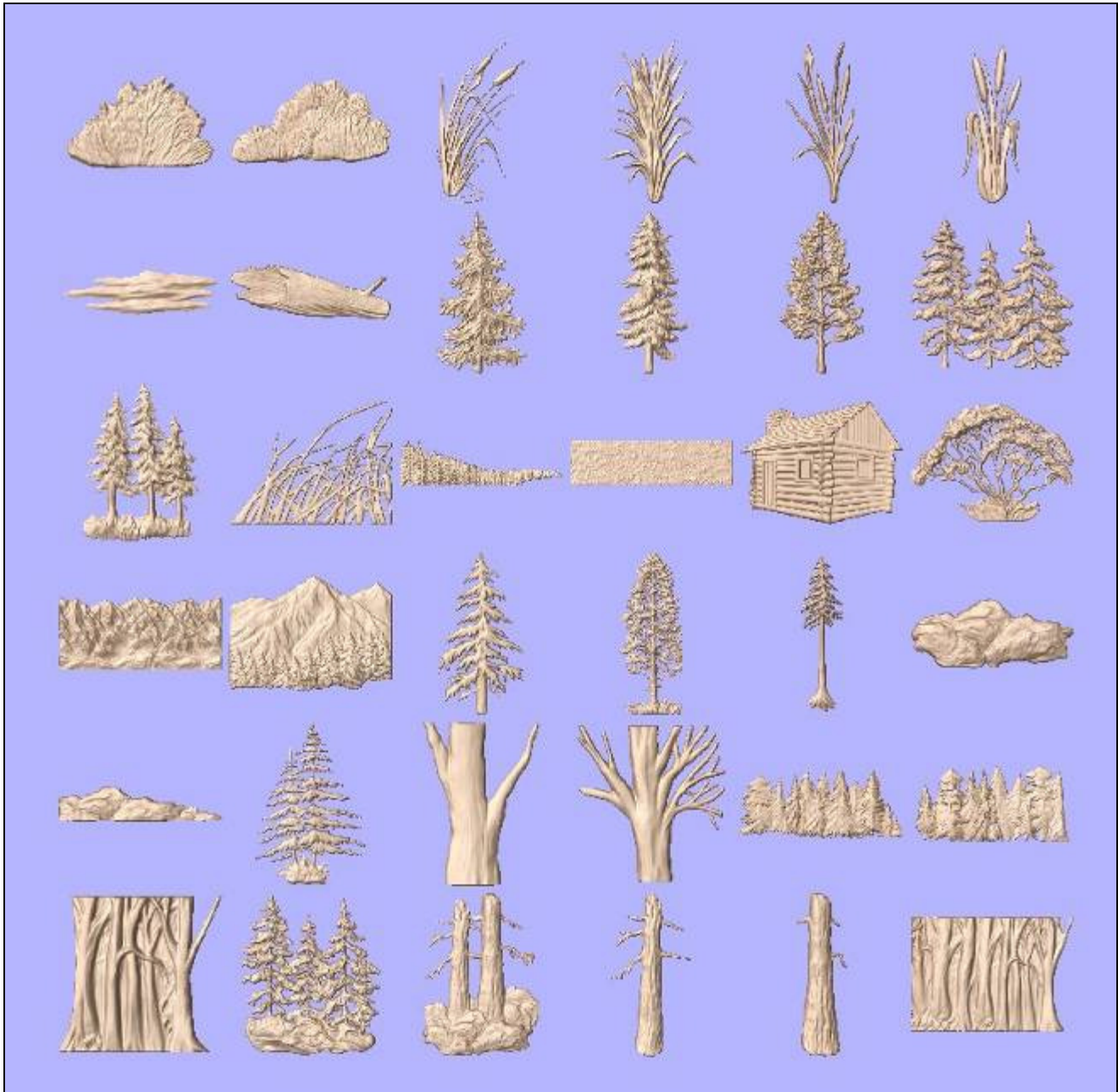
- **Draw Vectors**
- **Offsetting Vectors**
- **Node Editing Vectors**
- **2 Rail Sweep**
- **Create Shape**
- **Creating a Component**
- **Pasting from one session of Aspire into another**

# Animal Models



The image above shows all the individual Animal models which are included with the Wildlife Scenes product.

# Scenery Models



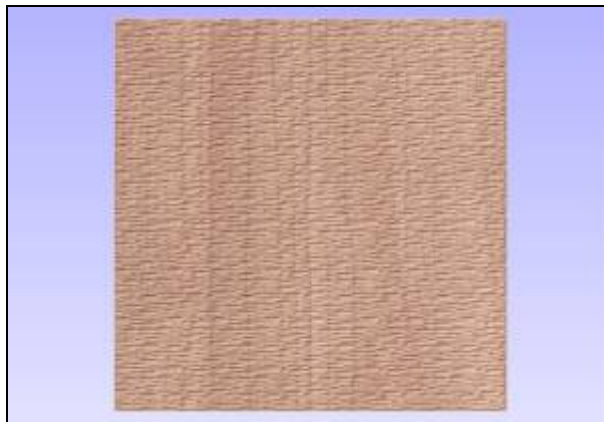
The image above shows all the individual nature Scenery models which are included with the Wildlife Scenes product.

# Scenes-Backgrounds Files

The **Scenes-Backgrounds** folder contains a mix of different types of files that are either background clipart, additional undocumented projects and variations of the ones covered on the disk. Images of the approximate contents of each file is shown on the next few pages:



**2Door-Panel-30x34-Lake-Ducks-TP.crv3d**



**Chip-Carve-Texture-A.v3m**



**C-Recess-Deer-Tree-Eagle-Tree.crv3d**



**Deer-Oval.crv3d**



**Door-Glass-36x80x1-5-Goose.crv3d**



**Door-Panel-36x48-Forest-Dog-Pheasant.crv3d**



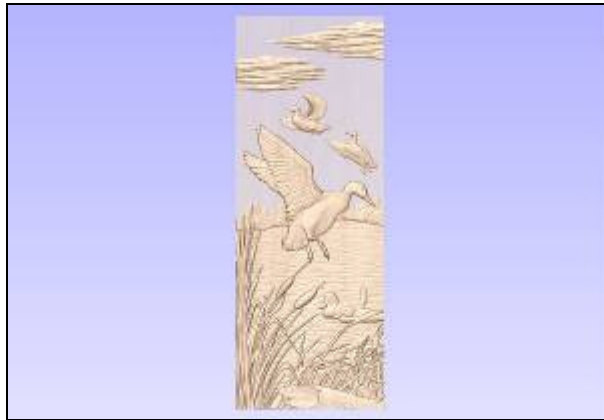
**Forest-Scene-A.v3m**



**Full-Door36x96-Eagle.crv3d**



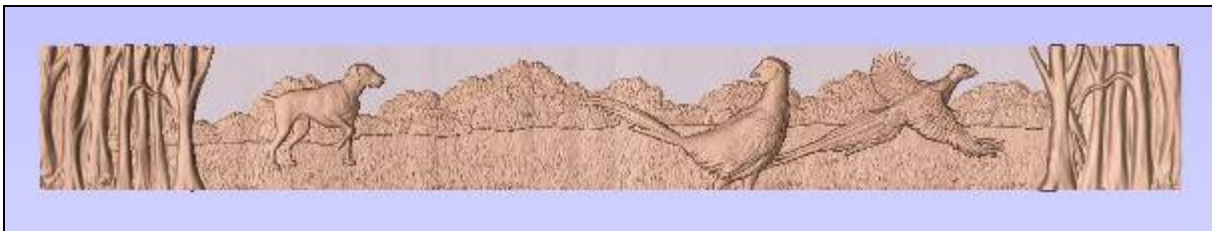
**Full-Door36x96-Eagle-Elk.crv3d**



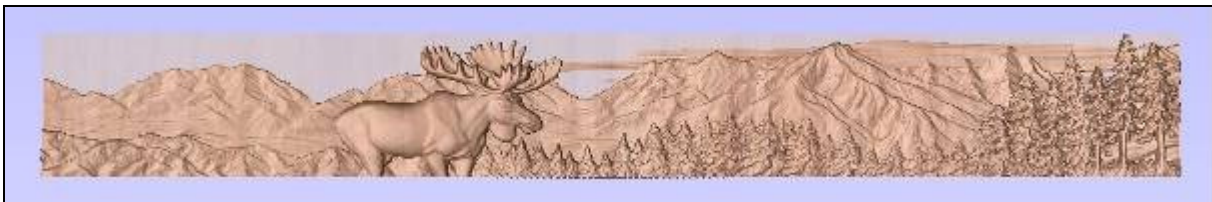
**Full-Door36x96-Lake-Ducks.crv3d**



**Hardwood-Forest-A.crv3d**



**Mantel-Bird-Dog-48x6x0-75Scene1.crv3d**



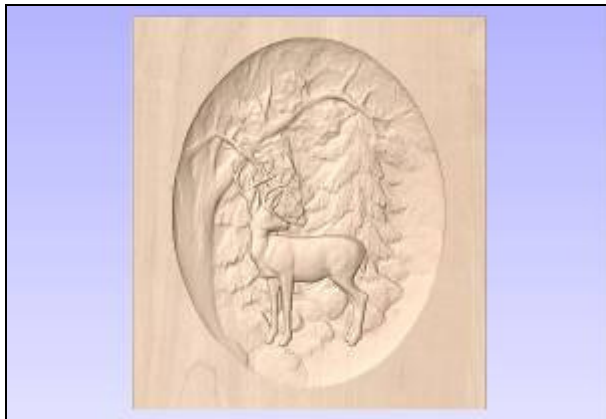
**Mantel-Mountain-48x6x1.crv3d**



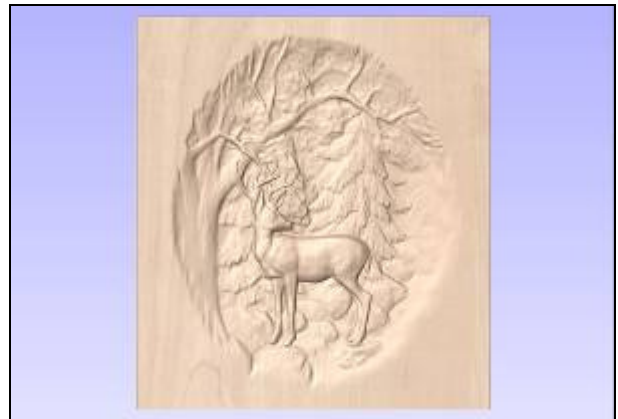
**Mantel-Mountain Range.crv3d**



**Mountain-Scene-A.v3m**



**Panel36x40-Oval-Deer-Tree-Test.crv3d**



**Panel36x40-Oval-Deer-Tree-Test-Sculpted**



**Panel36x40-Recess-test-deer-eagle.crv3d**



**Panel-30x34-Lake-Ducks-TP.crv3d**



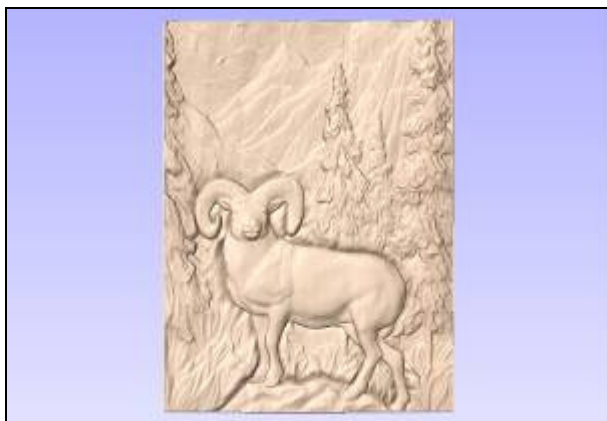
**Panel-36x40-Elk-Mountain-Recess.crv3d**



**Panel\_Doors\_Only.crv3d**



**Panel\_Doors-Different Designs.crv3d**



**Panel-Mountain-Big-Horn-Example.crv3d**



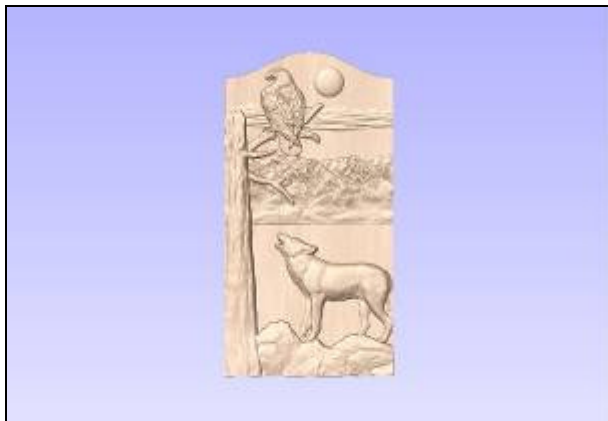
**Panel-Mountain-Big-Horn-Example-Oval.crv3d**



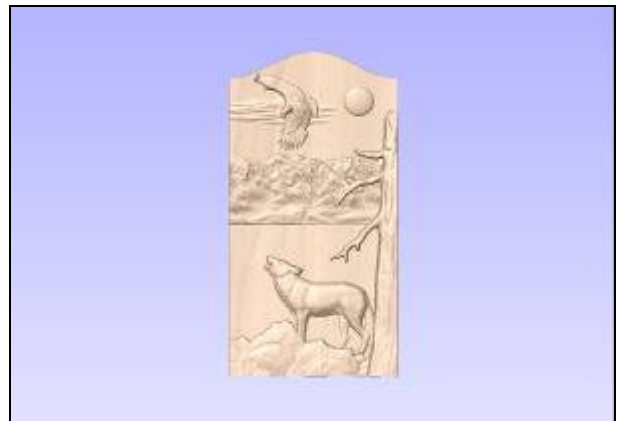
**Wolf-Eagle18x30-shaped-panel.crv3d**



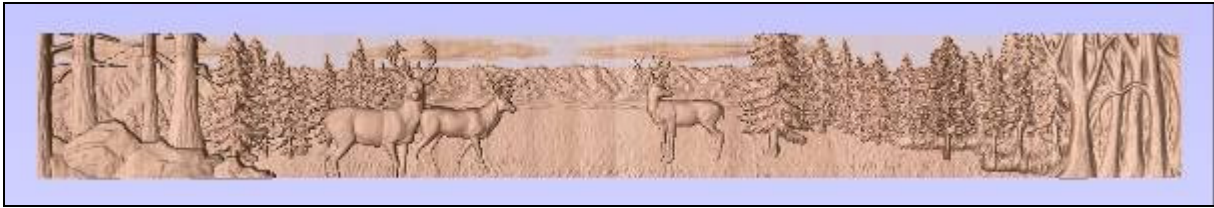
**Wolf-Eagle18x30-shaped-panel2-TP**



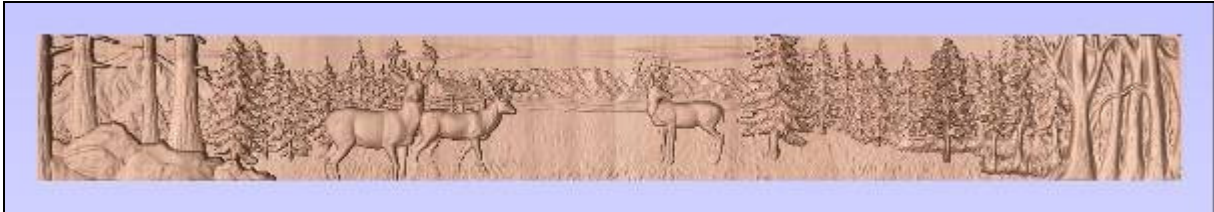
**Wolf-Eagle18x30-shaped-panel3-TP.crv3d**



**Wolf-Eagle18x30-shaped-panel-TP**



**Woodland-Deer Mantel-no-cabin-48x6.crv3d**



**Woodland-Deer Mantel-w-cabin-48x6.crv3d**



**Woodland-Mantel-A.crv3d**



**Woodland-Mantel-Components-48x6.crv3d**