

Mastercam ART



N142 X=-181.122 Y69.106
N144 Z26,
N146 G1 X=-171.222 Y78.514
N148 G3 X=-162.729 Y81.823 R10.001
N150 G2 X=-151.485 Y187.741 R27.
N152 G1 X=-68.518 Y171.497
N154 G2 X=-18.038 Y149.932 R27.
N156 G3 X=-7.814 Y148.161 R10.001
N158 G1 X2.183 Y148.387
N160 G8 Z51.
N162 X=-175.182 Y69.951
N164 Z26,
N166 G1 X=-165.282 Y71.359
N168 G3 X=-156.789 Y82.667 R10.
N170 G2 X=-148.044 Y102.826 R21.
N172 G1 X=-57.076 Y168.522
N174 G2 X=-24.036 Y149.796 R21.
N176 G3 X=-13.812 Y148.025 R10.
N178 G1 X=-3.815 Y148.252
N180 G8 Z51.
N182 X=-174.192 Y70.892
N184 Z26,
N186 G1 X=-164.292 Y71.5
N188 G3 X=-155.799 Y82.808 R10.
N190 G2 X=-147.47 Y102.807 R20.
N192 G1 X=-55.583 Y165.783
N194 G2 X=-21.036 Y149.739 R21.

COMBINING AN ARTIST'S EYE WITH A COMPUTER'S EASE

Mastercam brings its power and experience to artistic relief design and cutting with Mastercam Art. This exciting product lets you quickly bring 2D sketches, clip art, photos, and CAD files to life by crafting them on-screen and cutting them with easy, specialized toolpaths. With Mastercam Art, you can create everything from basic 2D art to sophisticated 3D sculptures in minutes, making it the ultimate tool for anyone trying to add that extra flair to their work.

From Picture to Sculpture

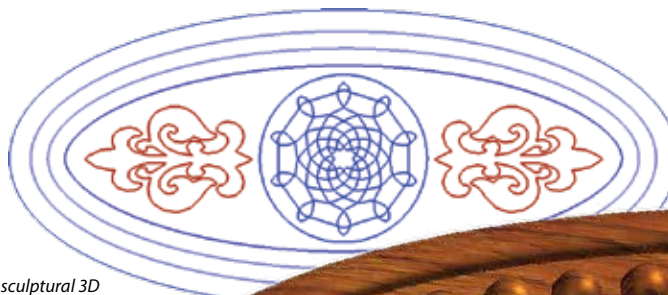
Create a 3D model directly from a digital image. Scan a photo and Mastercam Art creates an organic, sculpted piece.

Fast and Easy Modeling Tools

Mastercam Art gives you a suite of modeling tools to quickly turn 2D line art into 3D sculptures by adding, subtracting, intersecting, and blending multiple organic shapes.

Single-Click Mold Creation

After creating a "positive" model, you can convert it into a mold with one simple mouse click.



Create sculptural 3D elements from 2D line art.

Easily add, subtract, blend, and change elements on-screen until you have the perfect look.

Powerful automated tools create highly complex 3D shapes with a few clicks.

Easily fill areas with built-in textures.

Easily repeat a pattern of 3D shapes on your design.



THE ART PROCESS



2D vector drawing



Puffed up base



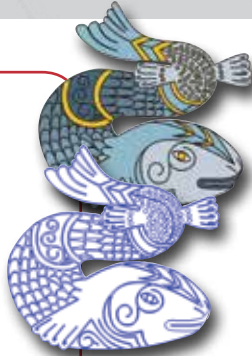
Facial detail added



Texture detail added

Import Art

Bring in clip art, a CAD file, or a scanned sketch or photograph. Mastercam Art converts the artwork into flat, machinable geometry, giving you a basic palette from which to craft your finished model.



Build a 3D Model

Quickly create a full 3D sculpture and watch Mastercam Art "puff up" the artwork using a cross section you control. Easily modify the model by eye to make sure it's exactly what you want. Test a variety of dramatically different looks simply by choosing various application styles for each shape and regenerating the model to achieve your desired results.

Create a Toolpath & Machine It On-Screen

Mastercam Art's specialized toolpaths are fast, reliable, and easily modified, letting you quickly sample a variety of cutting techniques for the perfect result. Watch as your part is cut on-screen with Mastercam's toolpath verification. When finished, you can inspect the piece for surface finish and make sure it's exactly what you want before it goes on the machine.



Output G-Code & Cut It On Your Machine

Quickly create G-code for your machine using Mastercam's extensive post processor library. Mastercam Art's toolpaths produce machine-ready results and these artistic components can always be machined into other parts programmed in Mastercam.



For more information, visit
MastercamArt.com

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www.mastercam.com

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