Clip Art Guide

An overview and catalog of the Clip Art files included with Aspire V8.5

Vectric Ltd.
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IMPORTANT: All the clipart supplied with Vectric Software is subject to the License Agreement shown at the end of this document. You must agree to this before using any of the files included on the disk.

The software is supplied with a large selection of 2D and 3D clipart files. These can be utilized as is, to carve the designs on your CNC or can be edited and used as elements in more complex parts. In this document we will provide a guide to the included clipart, information on the different types of files and how they can be used as well as a catalog showing you images and names for each one.

Note: If you are new to Vectric software, the relevance of some of this information may not be 100% clear at this stage. As you progress through the tutorials and start to understand more about the file-types and how the modeling tools function then you will be able to see how the clipart discussed here is not just valuable as a source of artwork but also how some of the files can be used as a learning aid and as a basis to create your own variations to the originals.

**Vector Art 3D Models**

Many of the models included with the software are supplied by Vector Art 3D, Inc. Each of their models is supplied in 3 styles; A – Regular, B – Dished and C – Recessed. The A, B and C are indicated as a suffix in the file names. You can see an example of each these styles in the image below. In the catalog in this document we will not show all three styles but will indicate which models include these variations.

![A - Regular](image1.png) ![B - Dished](image2.png) ![C - Recessed (faux hand carved edge)](image3.png)

Vector Art 3D have over 2000 other high quality clip art models to choose from on their website [http://www.vectorart3d.com](http://www.vectorart3d.com). We recommend the V3M file format for use with the Software.

Note: When you setup an account on the Vector Art 3D website there is an area to indicate which version of the software you own. By entering this information it will ensure that the models on the site that are included with your version will be tagged. This means when browsing the site if logged into your account you can see these files and avoid buying duplicates. If you already have an account just go to the “Edit Your Account” option after logging in to turn on this option.
Guide to the File Names

The clipart is provided in different file types as detailed below, we have also used certain naming conventions to help indicate files with particular properties which are also discussed on this page:

*.3DCLIP
Files with this extension contain only 3D data; they can be imported into an active session of the software from the Import a component or 3D model icon on the modeling tab or dragged and dropped into the 2D or 3D view either from the 3D Clipart Tab or a file folder on your PC.

A 3DCLIP file may contain a single component or may be a group of components that can be ungrouped after import to access its original constituent pieces.

-X
The “-X” suffix on a 3DCLIP file name indicates that it contains a group of individual components that make up the model, files without this indicate that they contain just a single component. The –X files can be a useful teaching aid to see how individual pieces can be used to make a more complex finished part.

*.CRV3D
Files with this extension may contain 2D and 3D data; they can be opened directly in Aspire as a new file. In addition they can also be imported into an active session of Aspire either by using the Import vectors from a file icon on the drawing tab (to import 2D data) or by using the Import a component or 3D model icon on the modeling tab (to import the 3D data).

These files can also be dragged and dropped into the 2D view either from the 3D Clipart Tab or a file folder on your PC. By default when you drag and drop a CRV3D file that contains both 2D and 3D data the 3D data will be imported. Holding Shift down when dragging and dropping a CRV3D file will ensure that the vectors are imported rather than the 3D.

Importing 3D data from a CRV3D file will bring it in as a single component. Importing 2D data will lose the layer information in the file and bring it all in on the active layer.

-V
The “-V” suffix in a CRV3D file name indicates that it contains 2D vector data, this may be on multiple Layers, so you should check the Layer Tab when opening these files.

*.V3M
V3M files contain exclusively 3D data and will be imported as a single component that can be edited in the software.

*.CRV
Files with this extension contain only 2D vector data; they can be opened as a new file in the software. They can also be imported into an active session using the Import vectors from a file icon on the drawing tab or dragged and dropped into the 2D view either from the Clipart Tab or a file folder on your PC.
Guide to the Folders

The clip art has been organized into folders. If you choose to install the clip art from the disk then by default it will be located in your “My Documents” folder under a sub-folder called “Vectric Files”. Below you can read an overview of the files you will find in each folder and on the following pages you can see a catalog containing the name and an image for each file.

2D Vectors
This folder includes 110 CRV files that contain 2D vector shapes. Many of these are single outline versions of the panels and shields in the “Panels & Shields” folder but there is also a small selection of other vector shapes as well. These vectors are approximately 12” (300mm) in their longest dimension.

Animals
This folder contains a mix of Animal themed models in 3DCLIP and V3M file format. There are 45 Vector Art 3D models (all three styles) and 21 other individual models for a total of 156 files.

Borders
This folder contains a selection of border shapes in 3DCLIP and V3M file format. There are 7 Vector Art 3D models (all three styles) and 10 other individual models for a total of 31 files. Within the files there are individual rope and chain link components which can be used to create your own border variations.

Decorative
This folder contains a large selection of decorative flourishes suitable for many traditional woodworking applications. There are 61 Vector Art 3D models (all three styles) and 60 other individual models for a total of 244 files in 3DCLIP and V3M file format.

Domes (Dishes)
This folder contains a set of Domes/Dishes. There are 10 files in V3M file format.

Objects & People
This folder contains a large set of pictorial models. There are 29 Vector Art 3D models (all three styles) and 60 other individual models for a total of 147 files in 3DCLIP and V3M file format.
Panels & Shields
This folder contains 90 panel shapes, 1 Vector Art 3D Panel (all three styles) and 10 shields. For each shape there are 4 versions, one CRV3D and three 3DCLIP or V3M files. The CRV3D all contain the 2D data that was used to create the 3D models (drive rails and cross sections for Two Rail Sweep) These vector files could be used to edit and create your own variations of the panel. The three 3DCLIP files are individual models that contain a variant of the panel with a different edge style, these have the suffix: -i, -ii and –iii in the file names. In total this folder contains 403 files. These models are approximately 12” (300mm) in their longest dimension.

Plants & Fruit
This folder contains a mix of models with different plants, trees and fruit in them. There are 15 Vector Art 3D models (all three styles) and 1 other individual model for a total of 46 files in 3DCLIP and V3M file format.

Ribbons (Banners)
This folder contains 13 ribbon and banner shapes. There are 2 Vector Art 3D models (all three styles) and 11 other individual files. Nine of the files in this folder are CRV3D files that contain the 2D data that was used to create the models and they could also be easily edited to create variations. In total this folder contains 19 files.

Texture Area Tiles
This folder is a selection of 40 3DCLIP files that are specially created for use in the Create Texture Area tool. These mainly fall into two types of shape, those that go to the edge of the square and those that don’t. The ones that go to the edge of the square tile area are designed to be tiled seamlessly. The shapes that don’t go to the edge are designed to be manipulated with the modifying options on the form to achieve different results.

Textures (Not Tilable)
This folder is a selection of 60 3DCLIP files that can be imported and cropped to create background textures for your designs. These textures are not designed to be tiled so do not match if arrayed edge to edge but they can be imported and re-sized. When imported the standard size for these textures is approximately 48” x 24” x 0.3” (1200mm x 600mm x 8mm). The preview images for these models are blue.

Weaves
This folder contains 50 weave designs. For each shape there are 4 versions, one CRV3D and three 3DCLIP or V3M files. The CRV3D all contain the 2D data that was used to create the 3D models (drive rail and cross sections for use with the Extrude & Weave function). These vector files could be used to edit and create your own variations of the weave. The three 3DCLIP and V3M files are individual models that contain a variant of each weave with a different cross section profile, these have the suffix: -i, -ii and –iii in the file names. Most of these models are approximately 14” (350mm) in their longest dimension.
Animals Catalog (2)

- Dove & Heart 1 (Components)
- Dove & Heart 2 (Components)
- Dove
- Dragon_3-57633 (3 styles)
- Duck_3-57246 (3 Styles)
- Eagle on Rock
- Eagle_Head-50218 (3 Styles)
- Fish_Shellfish-57852 (3 Styles)
- Frog_2-58195 (3 Styles)
- Gorilla-50008 (3 Styles)
- Gryphon-57616 (3 Styles)
- Heron-Shell Sign
- Horse Cantering
- Horse Head UG
- Horse Running
- Horse Trotting
- Horse_Head_3-50100 (3 Styles)
- Horse_Head_5-50441 (3 Styles)
- Hunting_Dog-50066 (3 Styles)
- Kitten_2-57699 (3 Styles)
Animals Catalog (3)

- Leaping Bass - 50078 (3 Styles)
- Lion 3-58284 (3 Styles)
- Live Bait Sign
- Marine Corps Bulldog (Components)
- Octopus - 50459 (3 Styles)
- Ornamental Lion-50295 (3 Styles)
- Pelican 3-57700 (3 Styles)
- Pig Head Cartoon
- Piglet 1-57897 (3 Styles)
- Quarter Horse-50101 (3 Styles)
- Rabbit-50046 (3 Styles)
- Reindeer Cartoon (Components)
- Rooster3-50731 (3 Styles)
- Sea Horse-50017 (3 Styles)
- Seagull-50614 (3 Styles)
- Sleepy Mouse-50431 (3 Styles)
- Squirrel on Branch-57688 (3 Styles)
- Stable Sign (Components)
- Standing Bear-50079 (3 Styles)
- Swordfish-50513 (3 Styles)
Teddy Bear (Components)

Toucan-50724 (3 Styles)

Tropical_Fish-50007 (3 Styles)

Wading_Moose_2-50603 (3 Styles)

Whale_3-57632 (3 styles)

Wolf_2-57630 (3 styles)
Decorative Catalog (5)

Flourish_158-57822 (3 styles)

Flourish_199-58148 (3 Styles)

Flourish_202-58151 (3 styles)

Flourish_220A-58191 (3 styles)

Flourish_220B-58192 (3 styles)

Flourish_227-58212 (3 styles)

Flourish_235A-58235 (3 styles)

Flower UG

Flower

Heart_Florish_2-58299 (3 styles)

Laurel_Wreath-50445 (3 styles)

Leaf Circle UG

Leaf Curves Flourish (Components)

Leaf Flourish End

Leaf Molding Short (Components)

Leaf Molding (Components)

Leaf_Flourish-57270 (3 styles)

Leaf-Cluster 1

Linenfold UG (Components)

Linenfold UG
Domes (Dishes) Catalog

Dome Dish 30  Dome Dish 45  Dome Dish 60  Dome Dish 90

Flat Rectangle 1  Flat Round Circle  Flat Round Oval 1  Flat Round Oval 2

Flat Square
Objects & People Catalog (4)

- **Painting_Fairy-57703** (3 Styles)
- **Parchment**
- **Perfect Pies Sign**
- **Pick-57767** (3 Styles)

- **Pointing Finger 1**
- **Pointing Finger 2**
- **Rod_of_Ascliepius-57646** (3 Styles)
- **Santa Head**

- **Scroll-50355** (3 Styles)
- **Scroll** (Components)
- **Ships_Wheel-50075** (3 Styles)
- **Shovel-57768** (3 Styles)

- **Skull X-Bones** (components)
- **Skull**
- **Skull & Cross_Bones-2-50270** (3 Styles)
- **Snow Man** (Components)

- **Soccer_Ball-50350** (3 Styles)
- **Theatre Masks**
- **Toy Blocks** (Components)
- **Toy Blocks-5-50703** (3 Styles)
Objects & People Catalog (5)

Toy Blocks 6-50702 (3 Styles)

Tragedy Mask Finished

US Belt Buckle (Components)

US Belt Buckle Texture (Components)

Wedding Rings (Components)

Wedding Rings

Witch on Broom-57749 (3 Styles)

Wizard-57755 (3 Styles)
All models shown in the Panels and Shields section are provided in 3 variants, each with a different edge profile in addition to a file that includes the vectors used to create them.
Shield 10
Ribbons (Banners) Catalog

Banner
Banner_9-50405 (3 Styles)
Banner_11-50414 (3 Styles)
Banner (Components)

Ribbon 1
(Vectors and Components)
Ribbon 2
(Vectors and Components)
Ribbon 3
(Vectors and Components)
Ribbon 4

Ribbon 4
(Vectors and Components)
Ribbon 5
(Vectors and Components)
Ribbon 6
(Vectors and Components)
Ribbon 7
(Vectors and Components)

Ribbon 8
(Vectors and Components)
Ribbon 9

Ribbon 9
(Vectors and Components)
Textures Area Tiles (2)

Rough_Weave1  Scallops1  Square_Angles1  Square_Star1

Square_Wave1  Square_Wave2  Square_Wave3  Square_Wave4

Square_Wave5  Square_Wave6  Stones_Smooth1  Tri_Shape1

Wave_Tile1  Wave_Tile2  Wave_Tile3  Wave_Tile4

Wave_Tile5  Wave_Tile6  Weave_Diamond1  Wooden_Planks1
<table>
<thead>
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<th>Texture</th>
<th>Texture</th>
<th>Texture</th>
<th>Texture</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bark 1</td>
<td>Bark 2</td>
<td>Bark 3</td>
<td>Basket 1</td>
</tr>
<tr>
<td>Basket 2</td>
<td>Bush 1</td>
<td>Bush 2</td>
<td>Bush 3</td>
</tr>
<tr>
<td>Checkerboard Mesa</td>
<td>Clouds 1</td>
<td>Cracked Earth</td>
<td>Folds 1</td>
</tr>
<tr>
<td>Folds 2</td>
<td>Fossil 1</td>
<td>Fossil 2</td>
<td>Fossil 3</td>
</tr>
<tr>
<td>Fossil 4</td>
<td>Grain 1</td>
<td>Grain 2</td>
<td>Grain 3</td>
</tr>
<tr>
<td>Grain 4</td>
<td>Grain 5</td>
<td>Grain 6</td>
<td>Grain 7</td>
</tr>
<tr>
<td>Grain 8</td>
<td>Grain 9</td>
<td>Grain 10</td>
<td>Grain 11</td>
</tr>
<tr>
<td>Grain 12</td>
<td>Grass 1</td>
<td>Grass 2</td>
<td>Grass 3</td>
</tr>
</tbody>
</table>
Textures Catalog (2)

- Gravel
- Leaf 1
- Leaf 2
- Leaves 1
- Leaves 2
- Leaves 3
- Leaves 4
- Leaves 5
- Leaves 6
- Rock 1
- Rock 2
- Rock 3
- Rock 4
- Rock 5
- Rock 6
- Rock 7
- Rock 8
- Sand 1
- Shells 1
- Sticks 1
- Sticks 2
- Stones
- Wall 1
- Wall 2
- Water
- Wave 1
- Wave 2
- Weave
All models shown in the Weave section are provided in 3 variants, each with a different cross section profile in addition to a file that includes the vectors used to create them.
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