

# 2010 Aspire User Group Meeting

## Provisional Agenda

### Friday 8<sup>th</sup> October

- 7:00 - 8:30**      **Registration** + Light breakfast - Coffee / Drinks and Muffin's
- 8:30 - 9:00**      **Welcome and Introduction**  
Introduction to the Vectric staff and overview of the two days activities.
- 9:00 - 10:30**      **What's new in Aspire 3 & VCarve Pro 6**  
Tony McKenzie from Vectric will demonstrate the new features planned for the new releases of Aspire and VCarve Pro.
- 10:30 - 11:00**      **Coffee / Drinks Break**
- 11:00 - 12:30**      **Large CNC Routed Sign Project**  
James Booth from Vector Art 3D will demonstrate a complete sign project. This presentation will include the vector drawing and layout, 3D modelling and setup of toolpaths to carve the finished parts. The presentation will also discuss manufacturing techniques used in sign making and cover different ways to approach lettering.
- 12:30 - 1:30**      **Lunch – Supplied by Vectric**
- 1:30 - 3:00**      **Modelling a 3D Face in Aspire**  
James will explain the planning, vector setup and modelling stages involved in creating a relief style portrait from an image in Aspire. For this project a painting of George Washington will form the base for creating the 3D model. The techniques covered in this presentation will also be applicable for work using a photograph as a starting point.
- 3:00 - 3:30**      **Coffee / Drinks Break**
- 3:30 - 5:00**      **Customer Presentations**  
**Making Money with Aspire by Tim Merrill** – In this presentation Tim will look at some of his recent arched molding, furniture and template projects that have been designed and routed using Aspire.  
**Finishing Techniques by Paul Nielsen** – Paul will demonstrate how to use a finishing technique to convert low cost materials such as MDF into high value products that appear to be metal coated.  
  
After the presentation there will also be an opportunity to show and discuss your own work with other attendees. So please bring along any interesting work you have done using the software.

## Saturday 9<sup>th</sup> October

- 8:00 - 9:00** Light breakfast - Coffee / Drinks and Muffin's
- 9:00 - 10:30** **VCarve Pro and Aspire Tips and Tricks**  
In this session Tony will demonstrate tips, tricks and techniques that will help you get the most from Aspire and VCarve Pro.
- 10:30 - 11:00** Coffee / Drinks Break
- 11:00 - 1:00** **Designing and Carving a Fireplace Mantel with Aspire**  
In this session James will demonstrate how to create the parts for a traditional carved mantel. This will cover the basic layout and modelling for the main parts and will also cover the modelling and carving of a 3 sided corbel.
- 1:00 - 2:00** Lunch – Supplied by Vectric
- 2:00 - 3:00** **Modelling 'Real Objects' in Aspire**  
James will explain how to create optimized (low depth) relief models of 'real objects' such as buildings and vehicles that require special techniques to make them look realistic in low relief.
- 3:00 - 3:30** Coffee / Drinks Break
- 3:30 - 4:15** **Texturing Panels with Aspire**  
In this session James will look at different approaches to create textures in Aspire and discuss some of the particular issues involved with this such as tiling panels and parts.
- 4:15 - 5:00** **Editing and Modifying 3D Model in Aspire**  
In this final session James will show how one of the Vector Art 3D horse models can be broken down into individual component pieces to allow the model to be easily re-positioned into different poses, such as running or trotting.
- 5:00** **Round up by the Vectric Team + Questions and Answers**

**Closing note**