Helpfull Informations about Data Handling

For technical or other 3D motives, we could import well following 3D files types

1) ***.DXF** 14, 2000
2) ***.3DS** bzw. ***.MAX**
3) ***.3DM** Rhino

4) ***.STL**
5) ***.IGES** (igs)
6) ***.STEP**

Important references for 3D Data simplifying, for the 3D Crystal Import:

- Very big 3D motives with high data volume, should be saved in medium resolution. This will influence the file size and make the work easier, after.

- For the inside engraving of 3D-motives, only the skin (cover) will be used, mostly, or if desired only few prominent inside objects. To file should not content more then approx. 20 – 25 distinctive objects. The objects should be supplied in different layers. If we use more then 50 objects and a lot of small parts like screws etc. the laser finished motive will be overload and confusing, later.

- For the realisation of technical 3D motives, as for example machines, vehicles or buildings, we receive often files sourced from the industry, which content thousands or even 10 thousands of objects.
- This data must be optimized from our design department, it means objects (like for example screws, wires…) which influence the result of the inside engraving later, must be reduced or merged to a prominent object, this will have a heavy time expense, as a result.

- In case of this we beg you, to deliver us 3D Data with not more then **max. 100 objects**.

- If you don't have the possibility, to reduce the objects of your 3D File, we could optimize your file. The charges for the expenses we calculate with 50€ / h)

- Conversion into a other data format (for example from .dxf into .3ds, should be done with the origin program.

- 3D files should be converted as less as possible, because every conversation could have as a result unforeseeable problems (for example parts of the 3D motive could be lost)

For 2D motif like logos as text, are following vector type are qualified:

1) ***.AI**   Adobe Illustrator bis V10
2) ***.CDR** Corel bis V11

3) *.**EPS** (PDF Vector)
4) *.**WMF**

Attention: please export all characters as curves, or attach the type fonds (.ttf or .pfb)

For 2D motif like pictures are following file types are qualified, however with more time expense.

1) **PCX**
2) **BMP**
3) **PSD**

4) **TIFF** (nicht komprimiert)
5) **EPS**
6) **JPG**

we check your file gladly, if it is good usable!

Restricted usable are compressed files like: GIF (for example saved from internet or small .JPG
Bitmap-Files we need in a higher DPI resolution, in case to realize vector type best possible.
Small „pictures" in .JPG or .GIF format could not changed into vector.
Pixel files could influence higher charges.

If you have any questions, please feel free to contact us.
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