GCC Rhinestone System

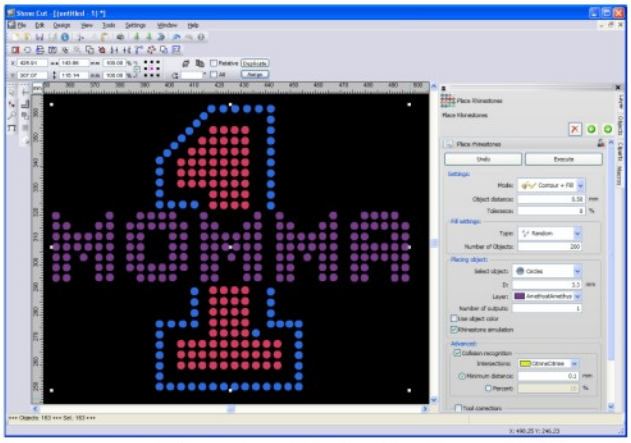
StoneCut Feature List

Rhinestone Production and Design Features

Existing vector patterns or text created in CorelDRAW and Illustrator can be transferred to Stone Cut and can be easily converted to customized rhinestone patterns. Bitmap images or scans can be easily converted into vector outlines in Stone Cut and converted into rhinestone patterns.

Flexible Tools for Outlining and Filling Vector Objects with Rhinestone Patterns

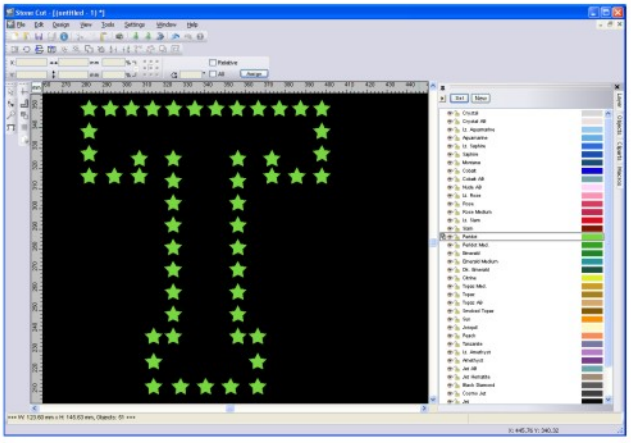
- Vector files can be converted to both outlined and filled rhinestone patterns using the Rhinestone Placing function.
- Variable Modes enable the creation of Outline patterns, Fill Patterns and Outline/Fill Patterns in a single step.
- Multiple fill patterns include Raster Fills (fixed spacing grid fills), Hatch fills (variable spacing) and Random fills (splatter fill).
- Fill patterns enable adjustment of spacing, stone density and angles.
- Outline function will anchor rhinestones at each intersection point in the vector graphic and vary the spacing between stones for each line segment.
- Tolerance settings enable automatic adjustment of spacing of rhinestones on complex objects and closely spaced areas.
- Rhinestones can be placed along a line with variable spacing or limited to intersection points in the vector graphic.
- Individual rhinestones or hot fix elements can be easily repositioned, re-colored, aligned and spaced.
- Outline patterns have complete control over rhinestone spacing and the distance between the rhinestone pattern and the vector source artwork.
- The diameter of the selected rhinestone or hot fix element can be easily adjusted for a specific blade, material, brand of rhinestone, or cutter.



Rhinestone Placing Docker

Complete Flexibility and Control Over Rhinestone Sizes, Colors and Shape

- Change rhinestone sizes, colors and shapes interactively using the Object Replacer function.
- Colors can be selected from a customizable palette of standard rhinestone and rhinestud colors, custom color palettes can easily be created and edited.
- Patterns can be created using circle, squares or any vector object that is copied to the clip board including stars, octagons or rectangles.
- Patterns can be created using solid colors or simulated rhinestones with a gradient fill.
- Complete flexibility of rhinestone diameter without being required to us a fixed size for each rhinestone style or color.
- The number or rhinestone or hot fix elements is automatically calculated and displayed by color and size.



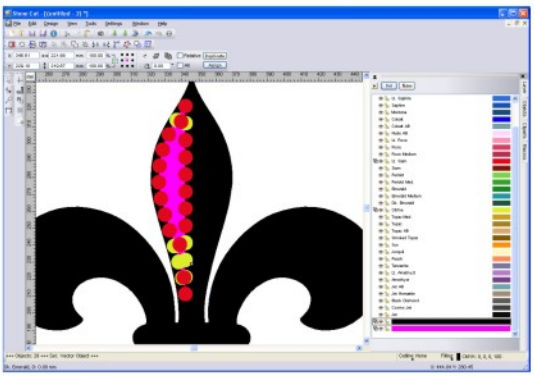
Color Layer Docker

GCC Rhinestone System

StoneCut Feature List

Collision Recognition and Replacement

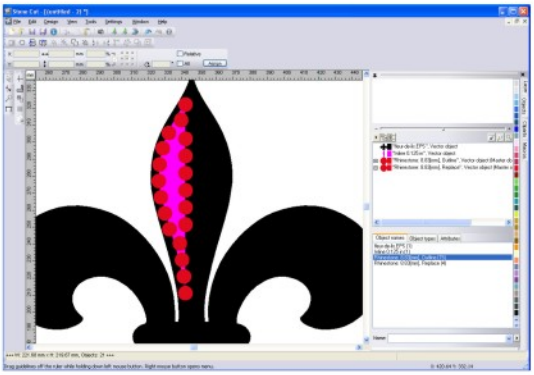
- Exclusive Collision Recognition feature will mark closely spaced or overlapping rhinestones based on a minimum spacing.
- Overlapping or closely spaced rhinestones can be automatically replaced with a suggested placement of new rhinestones or manually repositioned.
- Collision Recognition feature eliminates the need for manual repositioning of rhinestones on small objects or closely spaced areas in a vector graphic.
- Tool Correction feature allows for adjustment of circle diameters for specific engraver or router bits when cutting stencils using a rotary engraver or router.



Before Collision Adjustment

Dynamic Sizing of Patterns

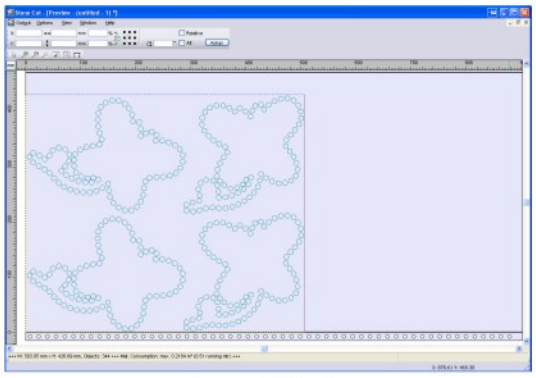
- Dynamic sizing enables automatic adjustment of rhinestone spacing when a pattern is resized.
- Stone sizes can be fixed so that rhinestone diameters remain the same size when a pattern is resized.
- Cloning feature will create a pattern with a single master object. If the color or size of the master object is changed, the entire pattern will change dynamically.
- Dynamic sizing can be used to create interactive rhinestone pattern clipart that can be saved in the Clipart Manager and resized or re-colored dynamically.



After Collision Adjustment

Output Features

- Output rhinestone patterns or vector images directly to a GCC cutting plotter.
- Powerful print and cut capability including contouring feature for creating cut lines on both vector and bitmap objects.
- Output rhinestone patterns or vector images directly to a GCC Laserpro laser engraver or transfer images back to CorelDRAW or Illustrator.
- Powerful cutting functions including “Weed' borders, job segmenting, material presets with variable pressure and speed settings, cut by color or selected objects and multiple copies.
- Pause, stop, delete and re-cut jobs using an integrated Plot Manager.
- Test Drive functions allows job to be sent to the Plot Manager for future output , jobs using the same color materials can be output together to improve workflow.
- Automatic sorting of objects in a design greatly improves tracking on a cutter and improves cutting speed and accuracy, objects in design are automatically sorted to cut in an orderly coil pattern.



Output Window

Import and Export Features

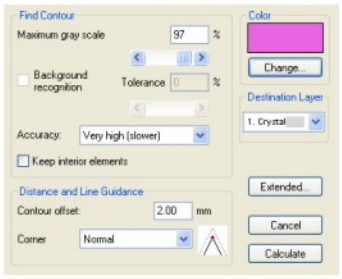
- Includes 24 import filters for popular bitmap and vector file formats including PDF, AI, EPS, DXF, DWG, PLT JPEG, TIF, and PNG.
- Seamless transfer of vector images or bitmaps between CorelDRAW, Illustrator and StoneCut using Drag and Drop , Copy and Paster or automatic transfer function.
- Import images directly from a scanner or digital camera.

StoneCut Feature List

GCC Rhinestone System

Vector Editing Features

- Powerful node editing functions allow for complete control over vector images.
- Standard vector editing functions include Object Order, Object Grouping, Object Alignment, Object Rotation/Skewing, Object Selection, Break Apart/Combine, Duplication and Mirroring.
- Create vector outlines around bitmap and vector images for the output of print and cut graphics using the Contour function.
- Contouring function will convert bitmap images to vector graphics for conversion to rhinestone patterns.
- Automatically round corners with user-defined radius and corner shaping
- Outline function will produce an outline, incline or inline and outline around vector images, includes user-defined corning shaping and automatic welding.
- Customizable grids, guidelines, working area, background color and units of measurement.
- Powerful Object Manager enables complete editing control of multiple size and color layers of rhinestonepatterns or vector artwork.



Contour Feature

Color Features

- Includes customizable palettes for a variety of materials include vinyl and rhinestone manufacturers.
- Display Color Layers by number, name or order.
- Hide colors not used in a design.
- Select all objects in a color and globally changed colors in one step.
- Create and edit custom color palettes for specific materials or frequently used colors.
- Lock color layers or make them invisible.

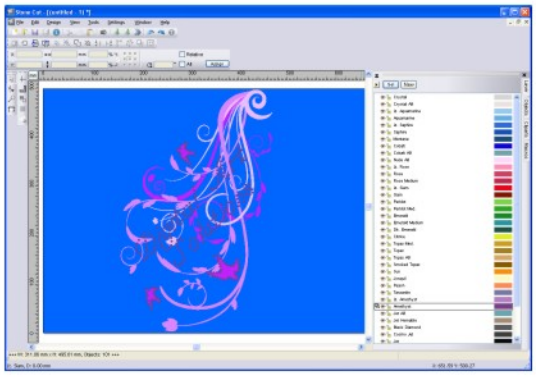
Clipart Manager

Integrated Clipart Manager

- Browser folders and preview images in popular file formats.
- Search for images by file name.
- Create and edit custom clipart groups.
- Import images into working area using “Drag and Drop”
- Easily preview and import existing jobs.
- Save images to clipart groups using “Drag and Drop”.
- Includes preset clipart groups for sample rhinestone patterns, vector clipart, logos, popular shapes and apparel templates for creating virtual samples.

Multi-decoration Features

- Easily combine rhinestone patterns with other production processes including cuttable heat transfers, direct to garment printing, screen printing, sublimation and appliqué.
- Output vinyl cut heat transfers and rhinestone patterns with perfect alignment between heat transfer elements.
- Output vinyl graphics for signs, banners and decals.



Multi-decoration graphic with rhinestones and heat direct to garment print

Help and Training

- Integrated F1 help menu system.
- 224 page PDF Instruction Manual.
- 70 page PDF Training Guide.
- Over 2 Hours of integrated training videos.
- Request support using online support system.