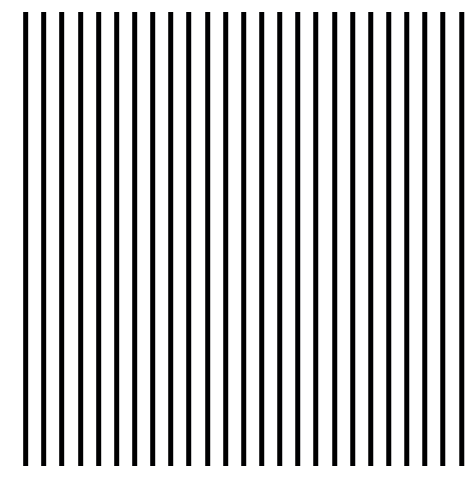
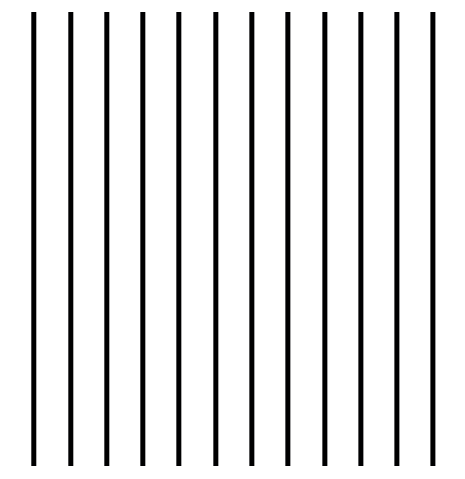


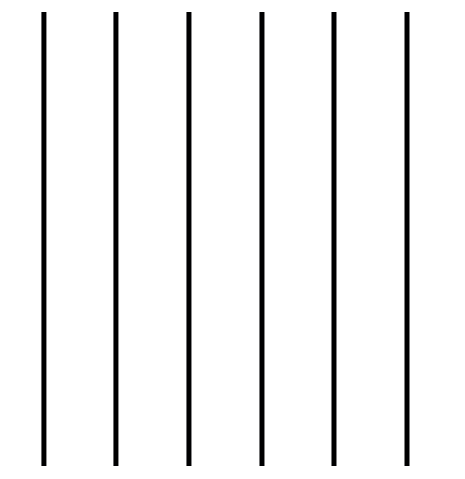
L.1



L.2



L.3



L.4

L.1: by myself. 0.6 x 60 mm line. Marking, power : 10%, speed : 800 mm/s. .dxf.
L.2: by myself. 0.6 x 60 mm line. Marking, power : 10%, speed : 800 mm/s. .dxf.
L.3: by myself. 0.6 x 60 mm line. Marking, power : 20%, speed : 600 mm/s. .dxf.
L.4: by myself. 0.6 x 60 mm line. Marking, power : 20%, speed : 600 mm/s. .dxf.

DM.1: by Denzil Makes. Living Hinge Pattern. Marking, power : 10%, speed : 800 mm/s. .dxf.
DM.2: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.
DM.3: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.
DM.4: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.

DM.5: by Denzil Makes. Living Hinge Pattern. Marking, power : 10%, speed : 800 mm/s. .dxf.
DM.6: by Denzil Makes. Living Hinge Pattern. Marking, power : 10%, speed : 800 mm/s. .dxf.
DM.7: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.
DM.8: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.

DM.9: by Denzil Makes. Living Hinge Pattern. Marking, power : 10%, speed : 800 mm/s. .dxf.
DM.10: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.
DM.11: by Denzil Makes. Living Hinge Pattern. Marking, power : 20%, speed : 600 mm/s. .dxf.
DM.12: by Denzil Makes. Living Hinge Pattern. Marking, power : 10%, speed : 800 mm/s. .dxf.

C.1: by myself. 0.6 x 0.6 mm square. Marking, power : 10%, speed : 800 mm/s. .dxf.
C.2: by myself. 0.6 x 0.6 mm square. Marking, power : 10%, speed : 800 mm/s. .dxf.
C.3: by myself. 0.6 x 0.6 mm square. Marking, power : 20%, speed : 600 mm/s. .dxf.
C.4: by myself. 0.6 x 0.6 mm square. Marking, power : 20%, speed : 600 mm/s. .dxf.

D.1: by myself. 0.6 x 60 mm line at 45°. Marking, power : 10%, speed : 800 mm/s. .dxf.
D.2: by myself. 0.6 x 60 mm line at 45°. Marking, power : 20%, speed : 600 mm/s. .dxf.
D.3: by myself. 0.6 x 60 mm line at 45°. Marking, power : 20%, speed : 600 mm/s. .dxf.
D.4: by myself. 0.6 x 60 mm line at 45°. Marking, power : 20%, speed : 600 mm/s. .dxf.

T.1: by myself. 0.6 x 1.2 mm triangle. Marking, power : 10%, speed : 800 mm/s. .dxf.
T.2: by myself. 0.6 x 1.2 mm triangle. Marking, power : 20%, speed : 600 mm/s. .dxf.
T.3: by myself. 0.6 x 1.2 mm triangle. Marking, power : 20%, speed : 600 mm/s. .dxf.
T.4: by myself. 0.6 x 1.2 mm triangle. Marking, power : 20%, speed : 600 mm/s. .dxf.

X.1: by myself. 0.8 x 0.8 mm cross. Marking, power : 10%, speed : 800 mm/s. .dxf.
X.2: by myself. 0.8 x 0.8 mm cross. Marking, power : 20%, speed : 600 mm/s. .dxf.
X.3: by myself. 0.8 x 0.8 mm cross. Marking, power : 20%, speed : 600 mm/s. .dxf.
X.4: by myself. 0.8 x 0.8 mm cross. Marking, power : 20%, speed : 600 mm/s. .dxf.

Tu.1: by myself. Processing texturing noise. Marking, power : 10%, speed : 800 mm/s. .dxf.
Tu.2: by myself. Processing texturing noise. Marking, power : 10%, speed : 800 mm/s. .dxf.
Tu.3: by myself. Processing texturing noise. Marking, power : 10%, speed : 800 mm/s. .dxf.
Tu.4: by myself. Processing texturing noise. Marking, power : 10%, speed : 800 mm/s. .dxf.

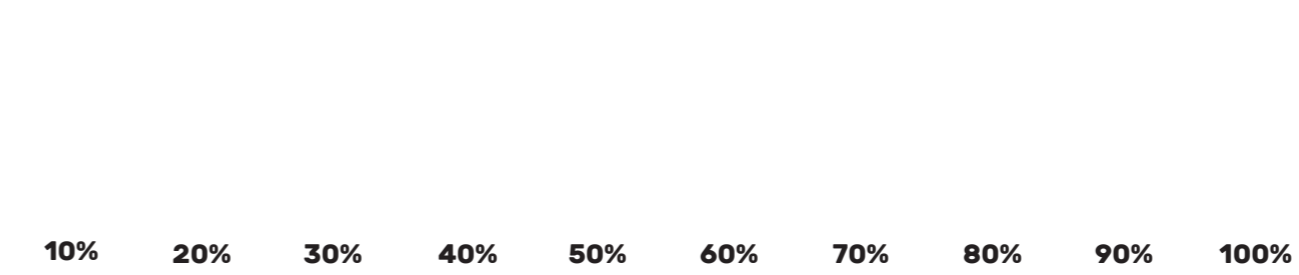
R.1: by myself. Processing texturing regular. Marking, power : 10%, speed : 800 mm/s. .dxf.
R.2: by myself. Processing texturing regular. Marking, power : 10%, speed : 800 mm/s. .dxf.
R.3: by myself. Processing texturing regular. Marking, power : 10%, speed : 800 mm/s. .dxf.
R.4: by myself. Processing texturing regular. Marking, power : 10%, speed : 800 mm/s. .dxf.

P.1: by myself. 2.5 x 9.5 mm spike. Marking, power : 10%, speed : 600 mm/s. .dxf.
P.2: by myself. 2.5 x 9.5 mm spike. Marking, power : 20%, speed : 600 mm/s. .dxf.
P.3: by myself. 2.5 x 9.5 mm spike. Marking, power : 20%, speed : 600 mm/s. .dxf.
P.4: by myself. 2.5 x 9.5 mm spike. Marking, power : 10%, speed : 600 mm/s. .dxf.

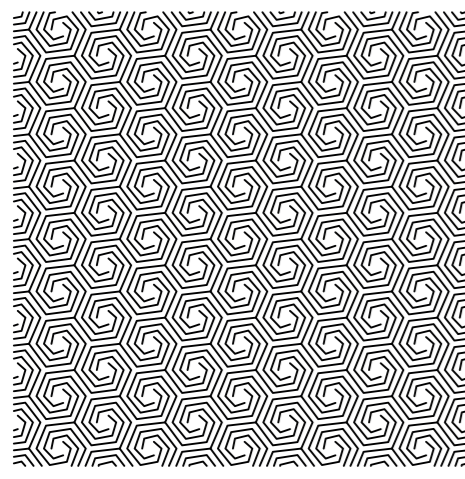
FONT TEXT : Rubik regular & bold. Engrave & marking, power : 20%, speed : 600 mm/s. .dxf.
FONT TITLE : ZCOOL QingKe HuangYou. Engrave & marking, power : 20%, speed : 600 mm/s. .dxf.

The « **A astuce** », user guides include all the tests and creations of « **GraphLab : outils graphiques** ».
 They show and understand the spectrum of graphic possibilities of the laser engraver.

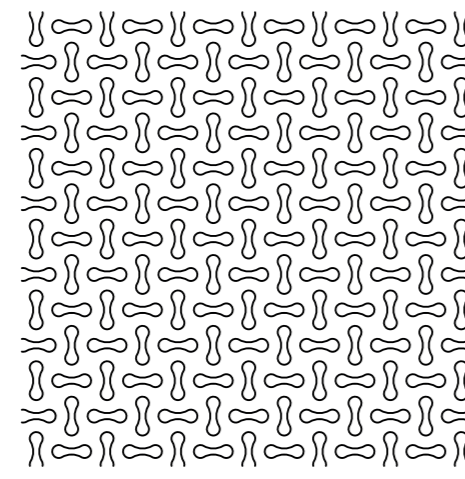
Power test Speed : 600 mm/s



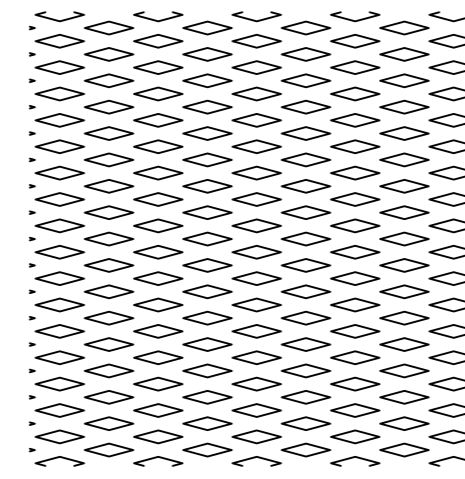
30 Qui des Charbonnages, 1080 Brussels Fablab iMAL, Ingrave laser printing



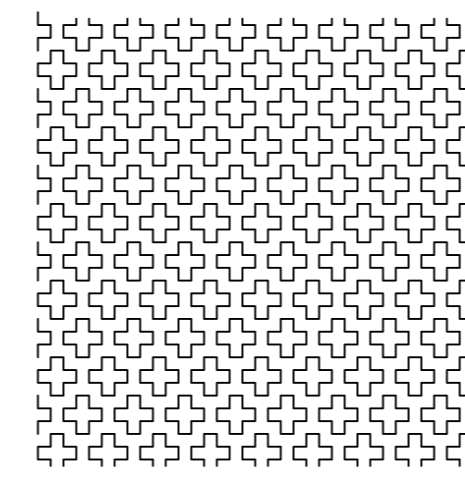
DM.1



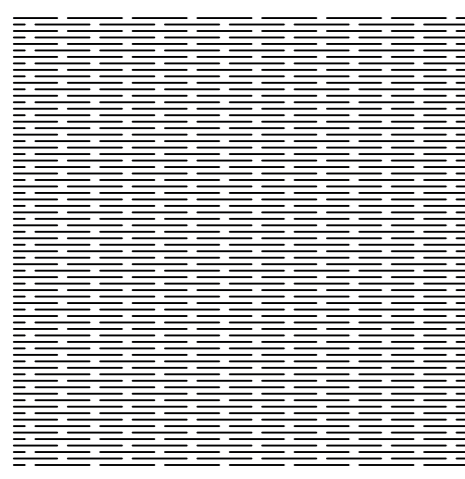
DM.2



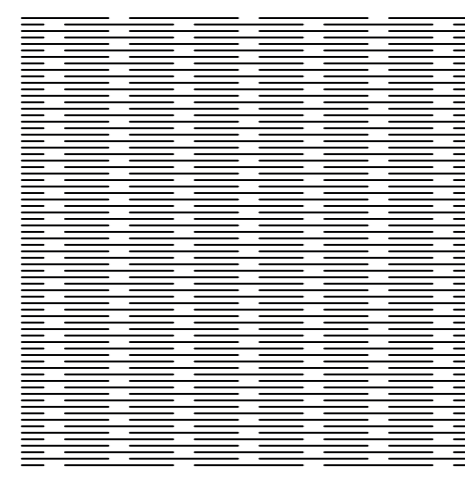
DM.3



DM.4



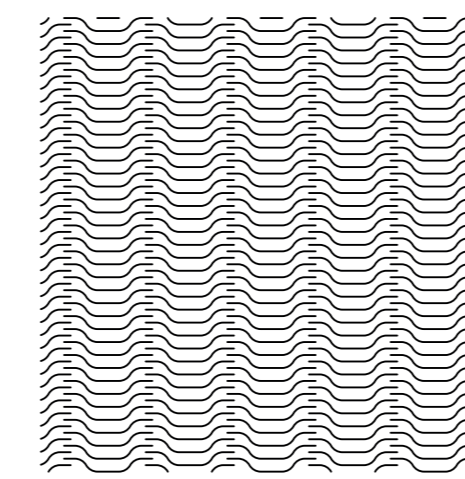
DM.5



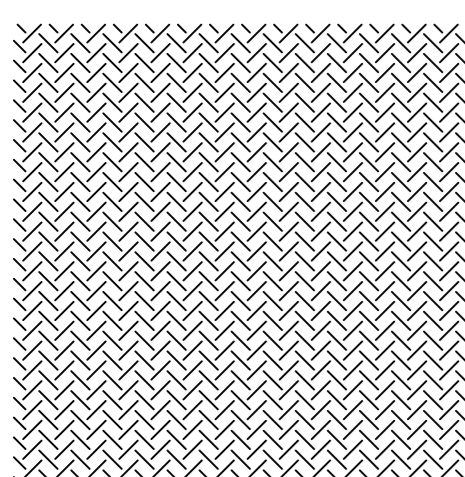
DM.6



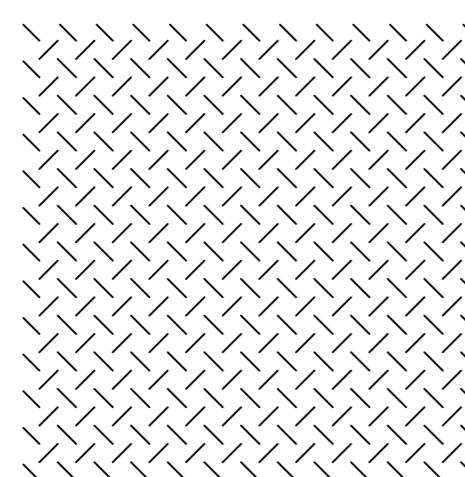
DM.7



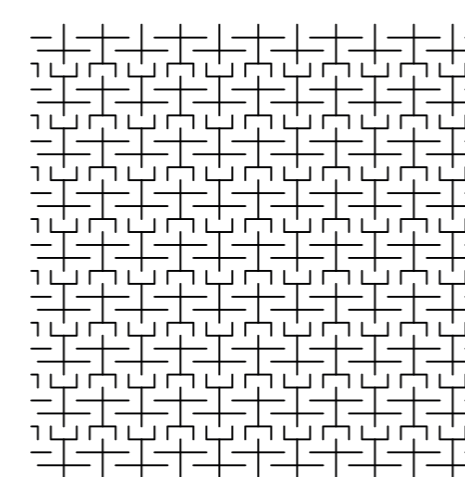
DM.8



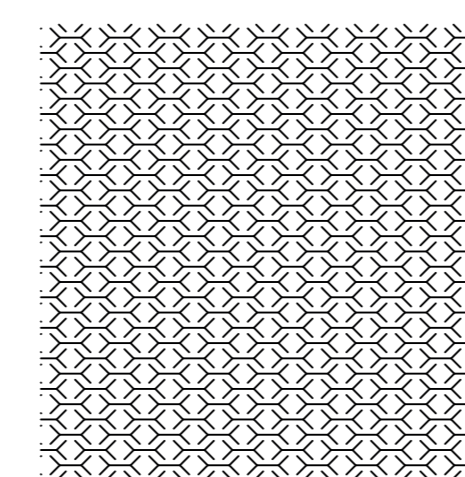
DM.9



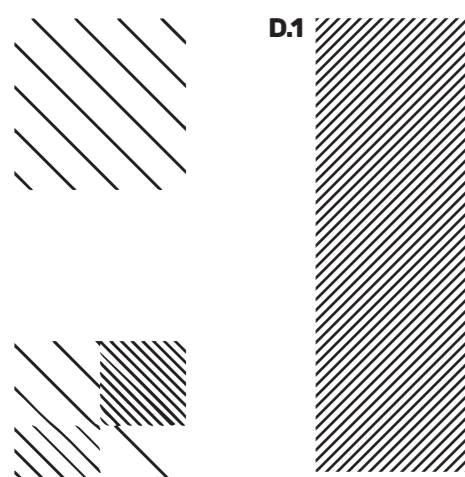
DM.10



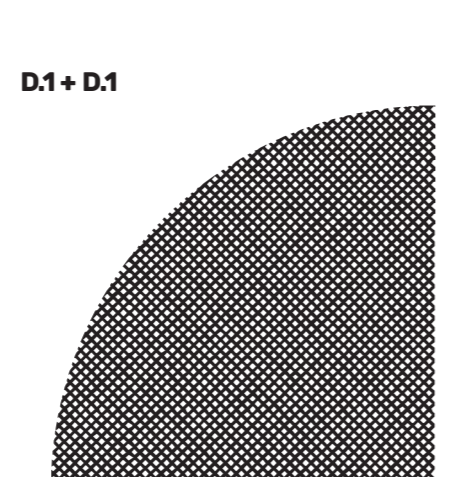
DM.11



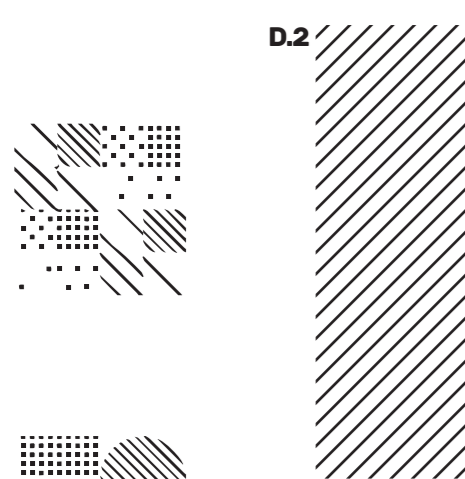
DM.12



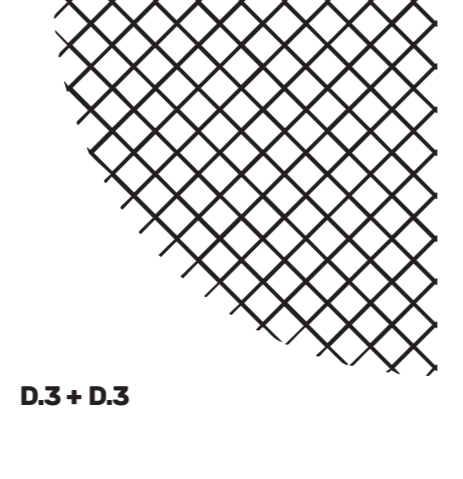
D.1



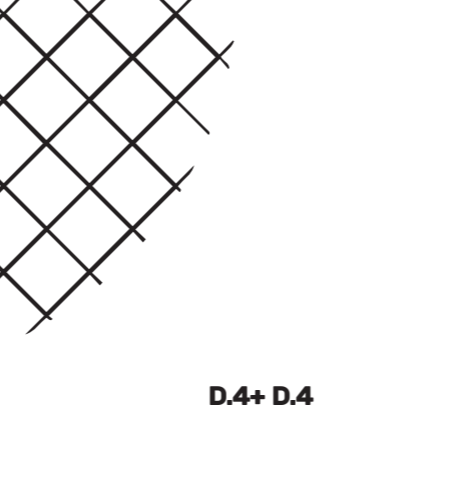
D.2 + D.2



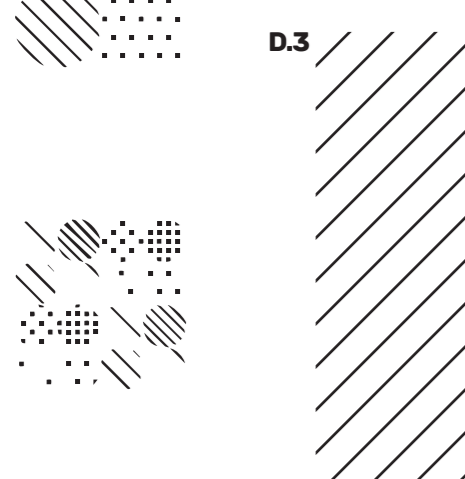
D.2



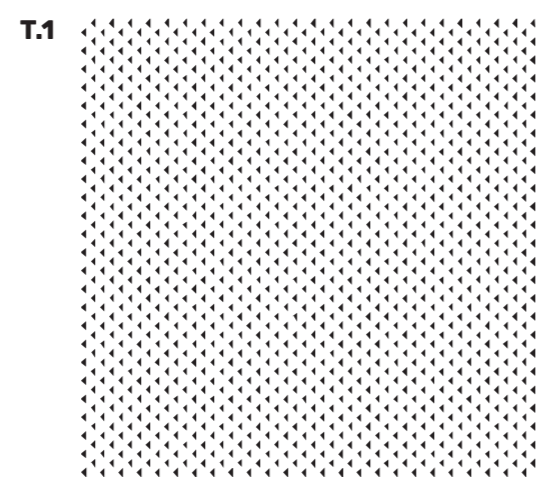
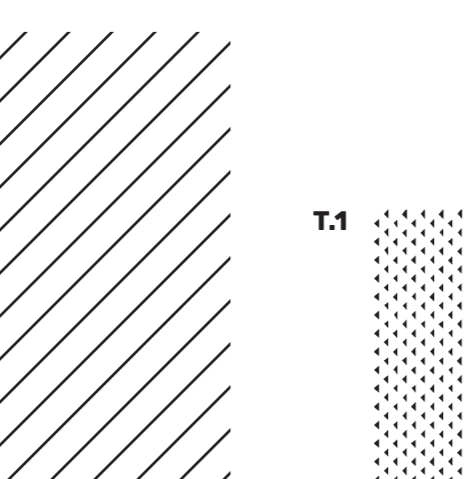
D.3 + D.3



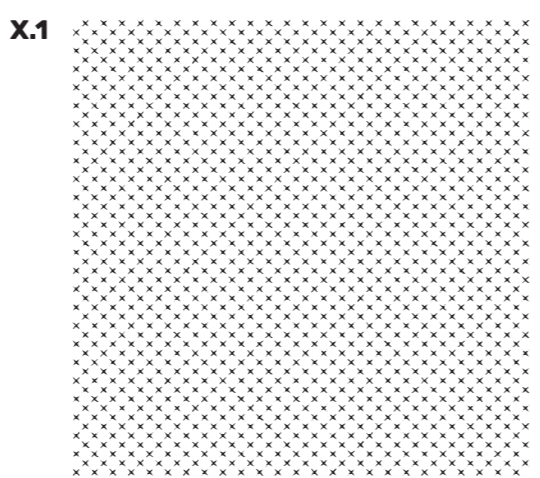
D.4 + D.4



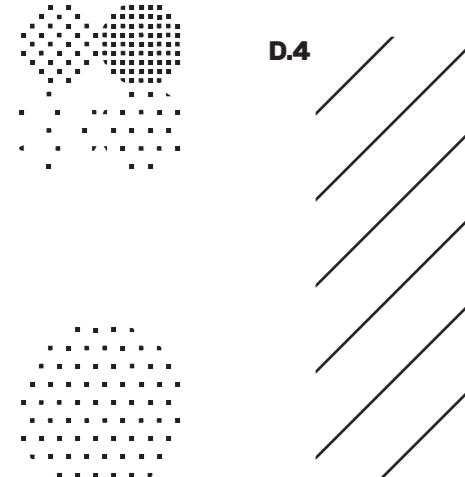
D.3



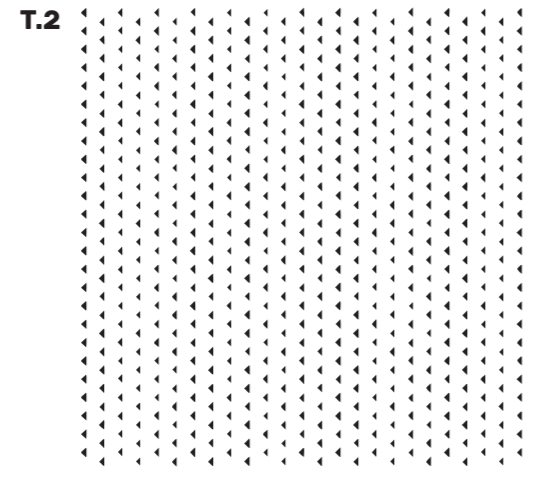
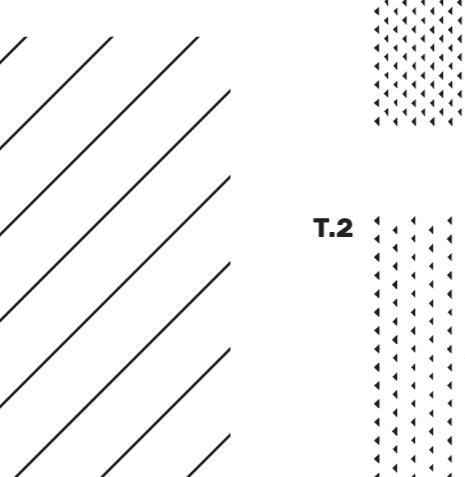
T.1



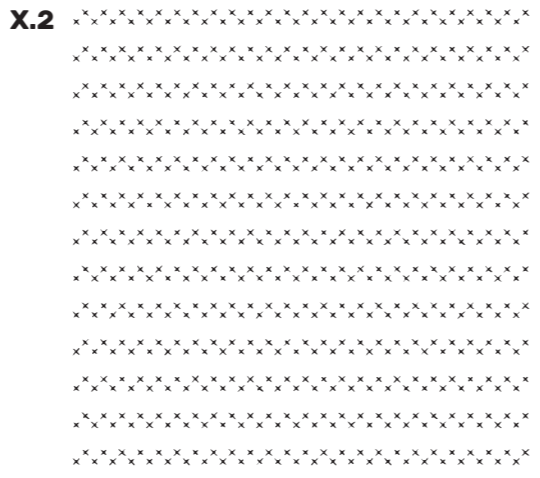
X.1



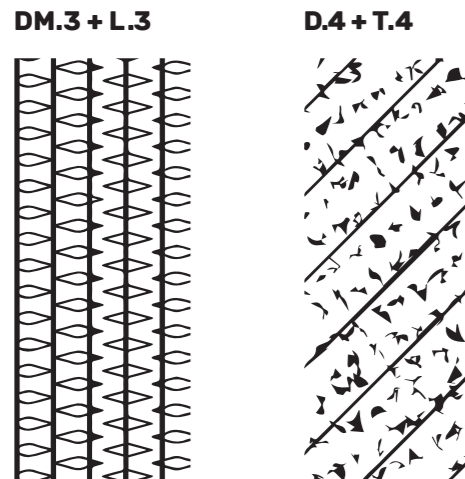
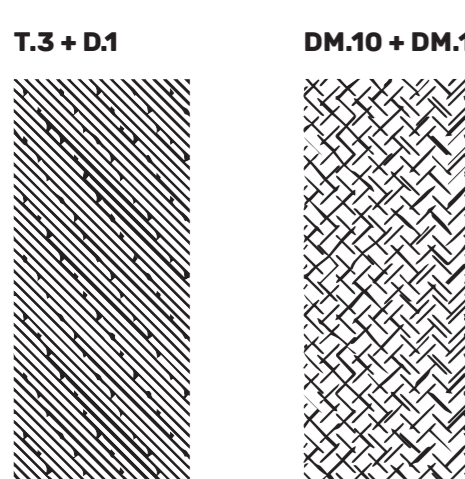
D.4



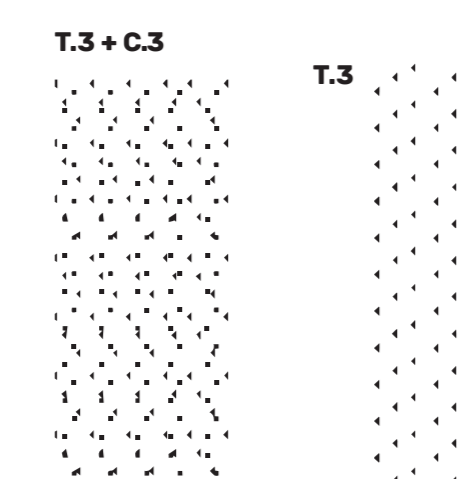
T.2



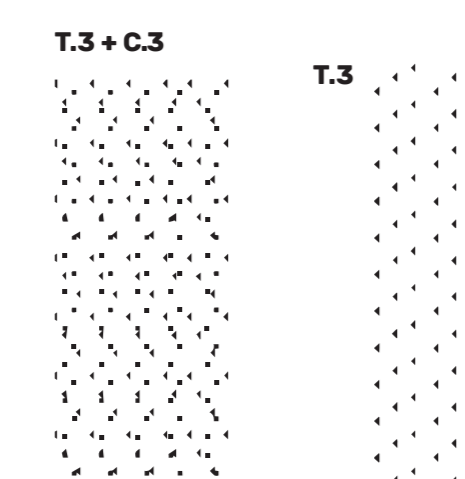
X.2



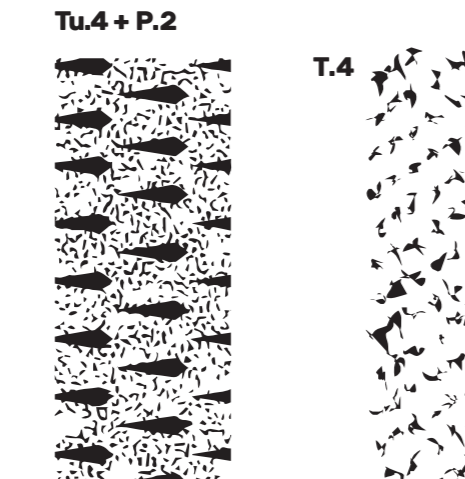
DM.3 + L.3



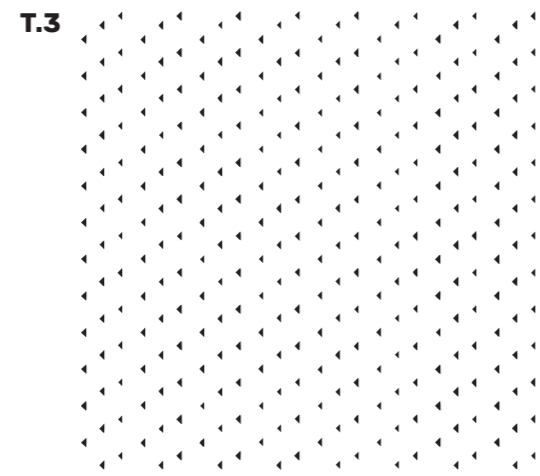
DM.10 + DM.10



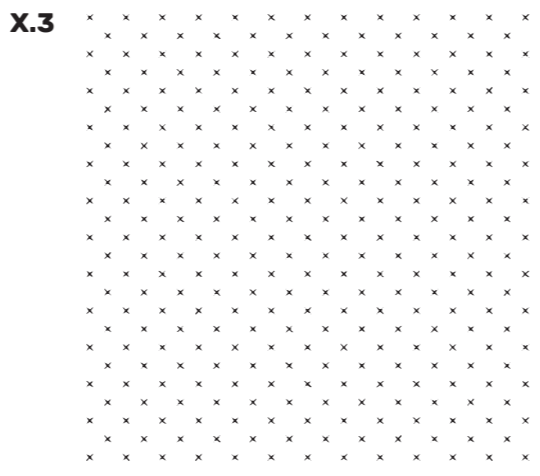
T.3 + C.3



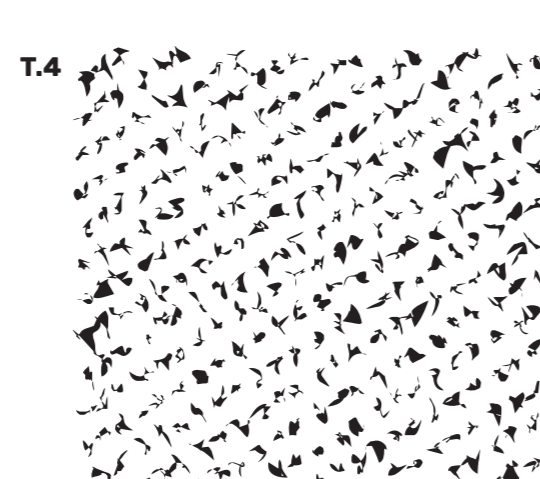
D.4 + T.4



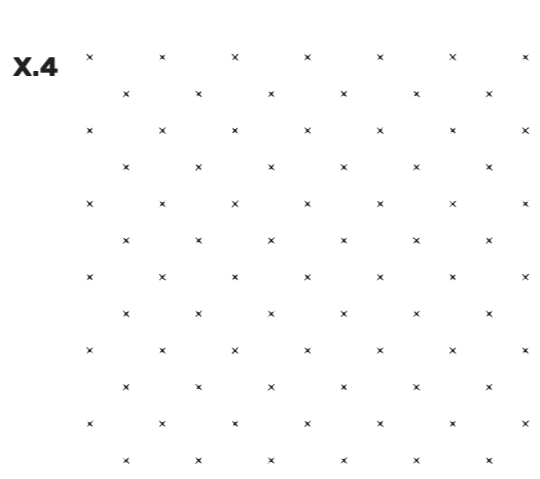
T.3



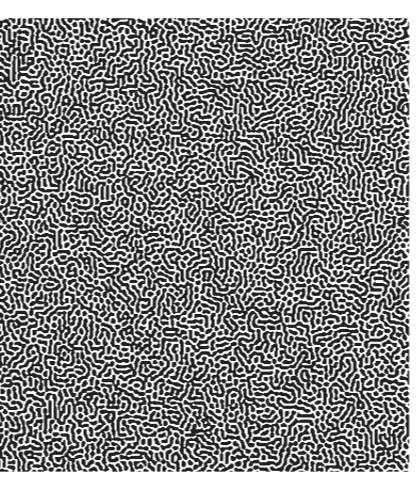
X.3



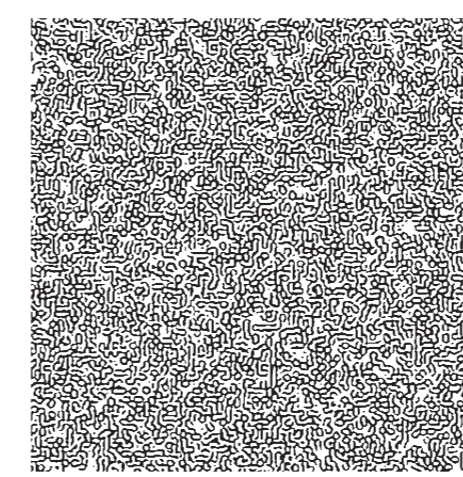
T.4



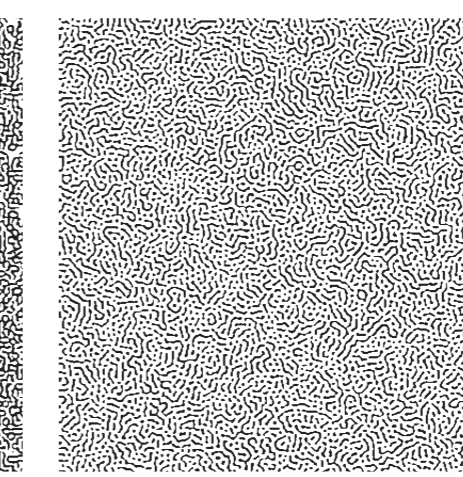
X.4



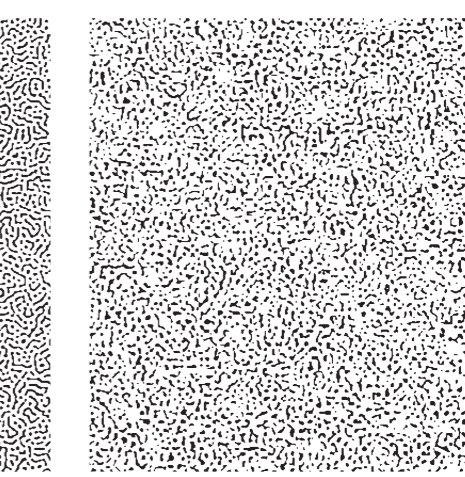
Tu.1



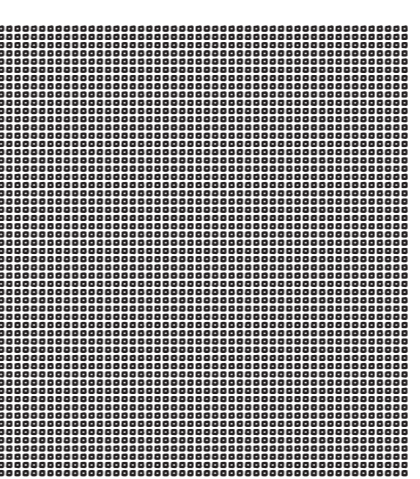
Tu.2



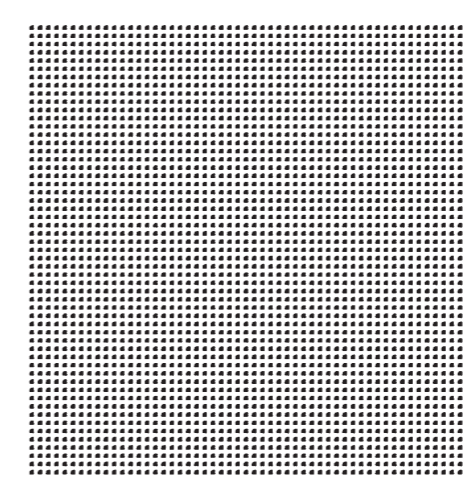
Tu.3



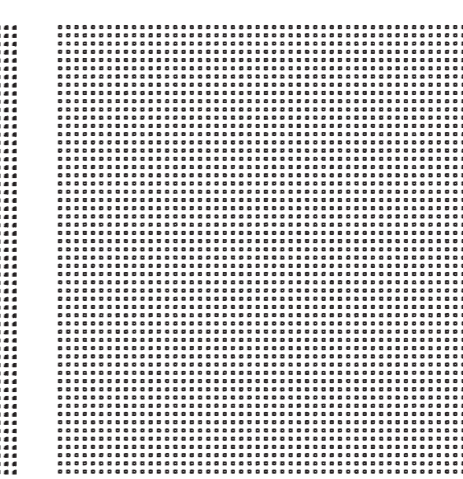
Tu.4



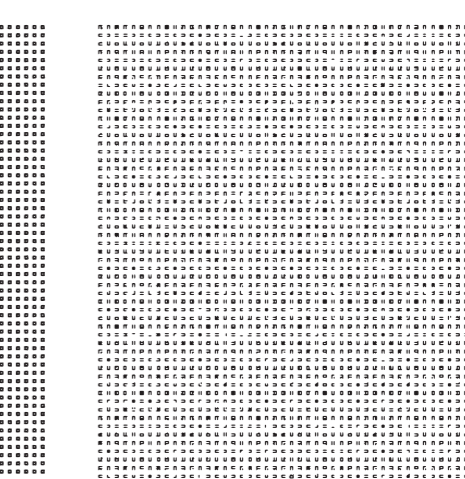
R.1



R.2



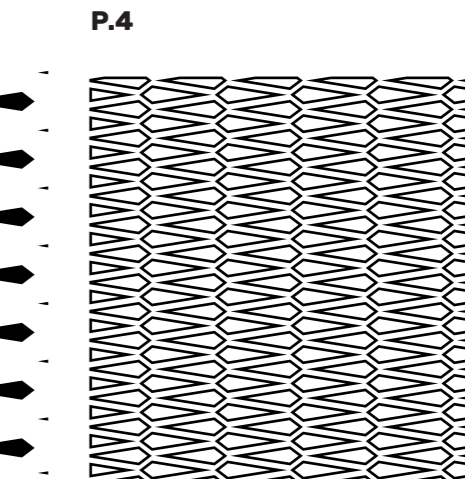
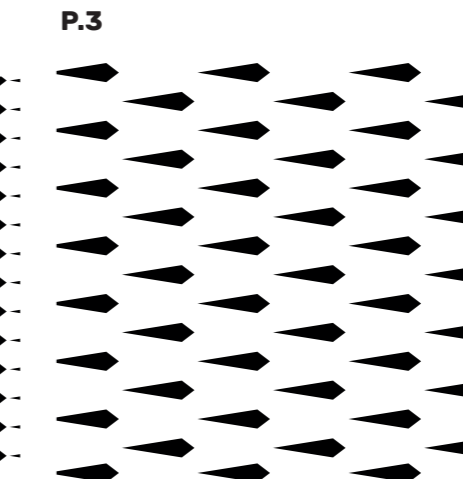
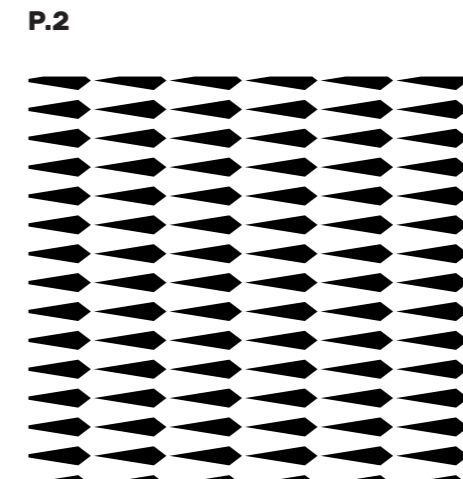
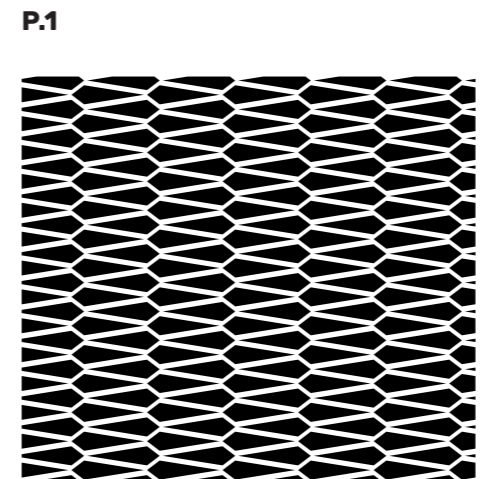
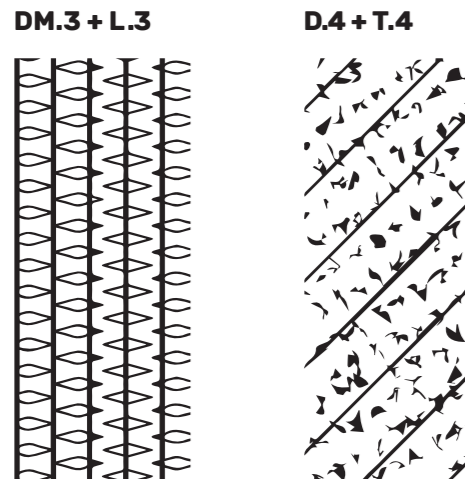
R.3



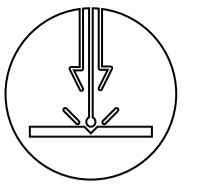
R.4

A GraphLab astuce **outils graphiques**

Machines are cool! 72pt
 Machines are cool! 60pt
 Machines are cool! 48pt
 Machines are cool! 36pt
 Machines are cool! 24pt
 Machines are cool! 21pt
 Machines are cool! 18pt
 Machines are cool! 14pt
 Machines are cool! 12pt
 Machines are cool! 10pt
 Machines are cool! 9pt
 Machines are cool! 8pt
 Machines are cool! 7pt
 Machines are cool! 6pt



Laser engraver



Marking

Introduction : The laser engraver have two option, cut and engrave, it does have two data on this option than you can decide, the speed calced between 10mm/sec to 500mm/sec.

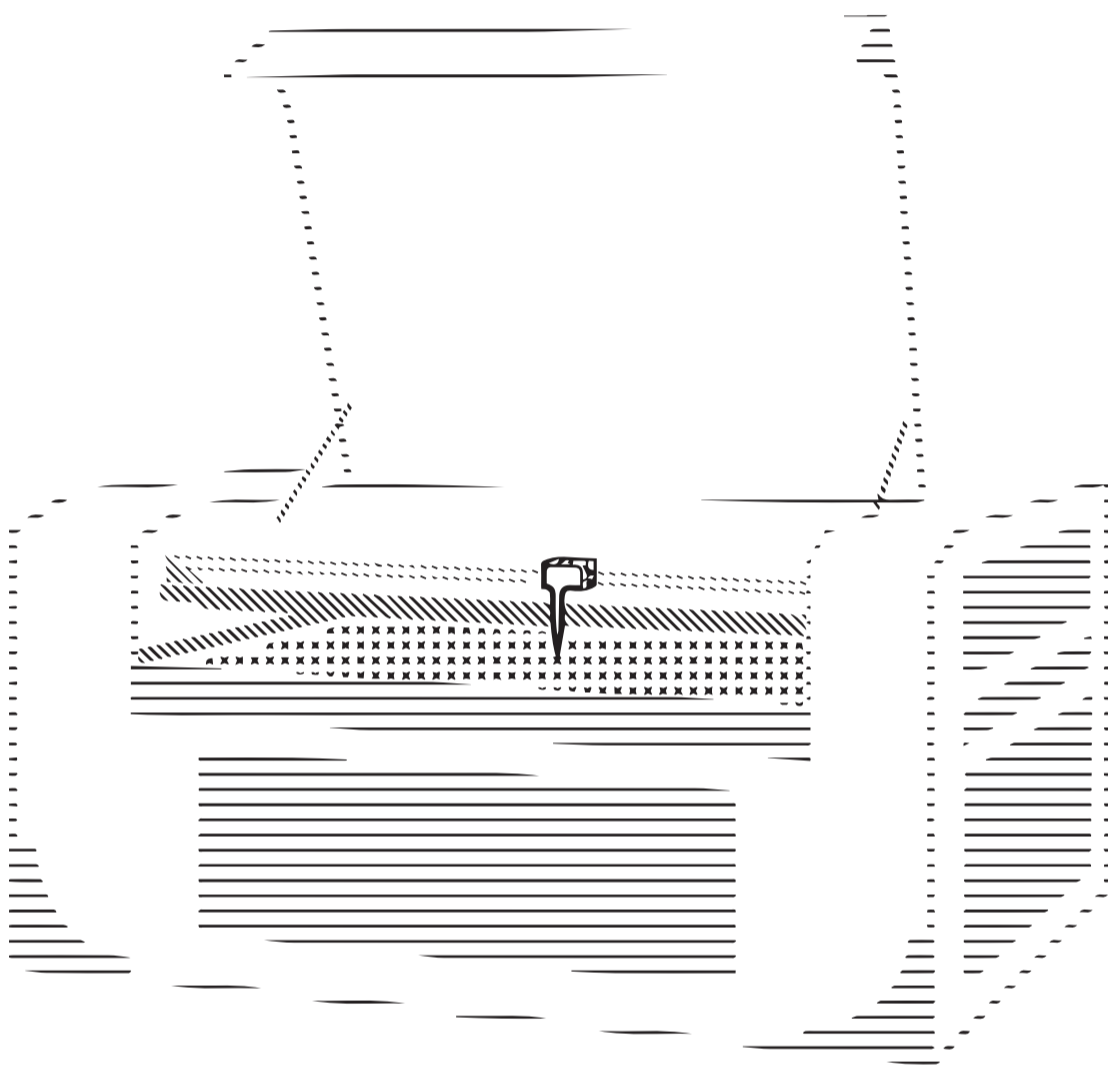


Cut

And power calced between 0% to 100%. With the option cut you can cut but also marking with a low power. So it is possible to make engraving with the option marking, engraving patern.



Engrave



Poster data

Font :

- Text : 12pt marking
- Title : 24pt engrave

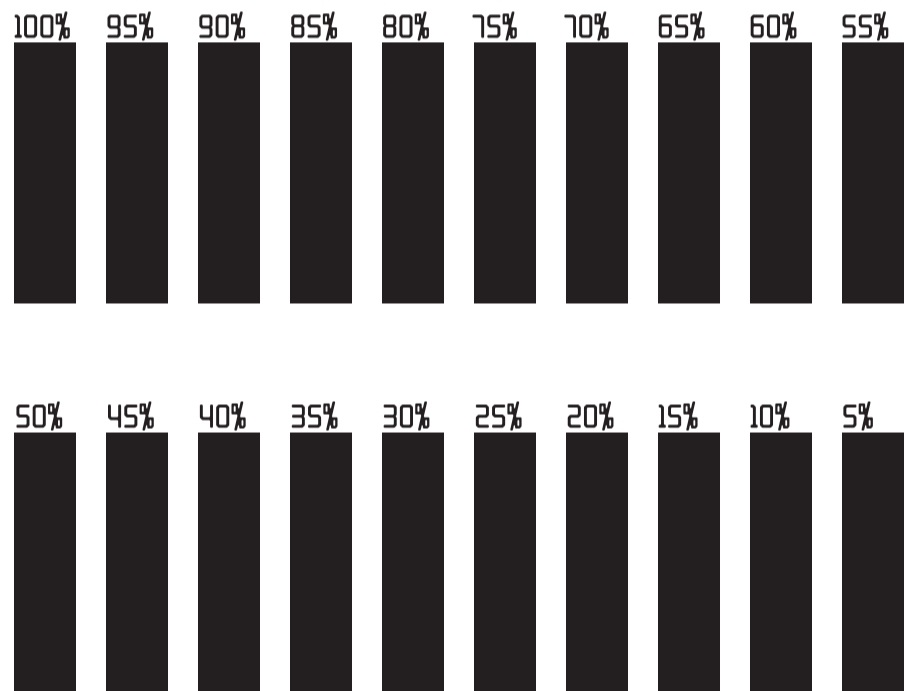
Marking : 500mm/sec, 15%

Cut : 10mm/sec, 50%

Engrave : 500mm/sec, 35%

Symbol :

- Introction : engrave
- Astuce : engrave
- Machine : marking
- Marking patern : marking
- Controler : engrave
- Contouring : cut



Machine : Laser engraver

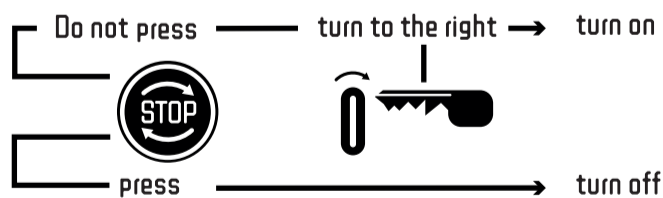
Test : power scale of engrave

Support : Wood

Speed : 500mm/sec

WARNING : Over 80% of power damages the laser

Controler



Laser : Test the laser(!)

Darum : mount the tray to its highest point(!)

Stop : Stop the projet

Test : Show the limit of the projet

Start : Start the projet

Menu : Open the menu(!)

 : Lead the menu

 : Lead the laser head

Machine are cool !12pt

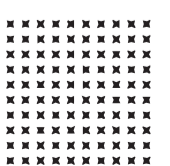
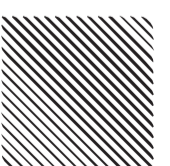
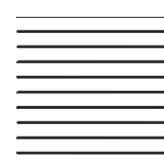
Machine are cool !18pt

Machine are cool !24pt

Machine are cool !36pt

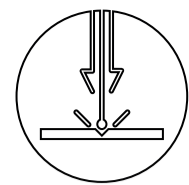
Machine are cool !48pt

Marking patern



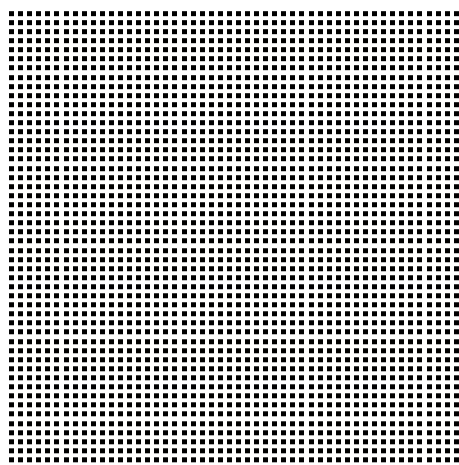


Pattern test

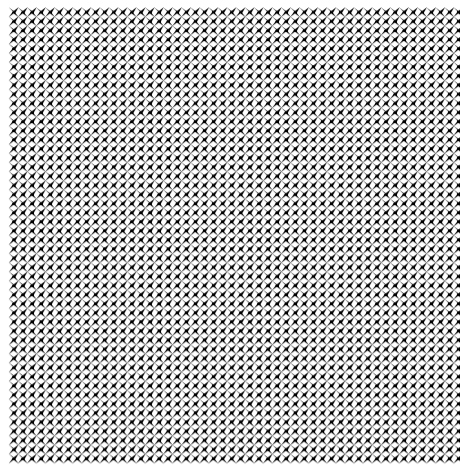


A lot of machine used which is the basic one can often process in one color, or matter. The way to create variation in color and degraded is to use pattern. This patterns are created into Illustrator.

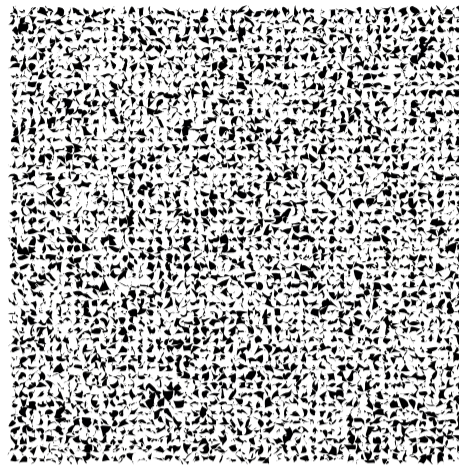
Some of them (embroidery and 3d printer) can use more than one color is often a machine which is often industrial so less accessible for citizens. In case of CNC and laser engraver, pattern is the only way to create mass and volume.



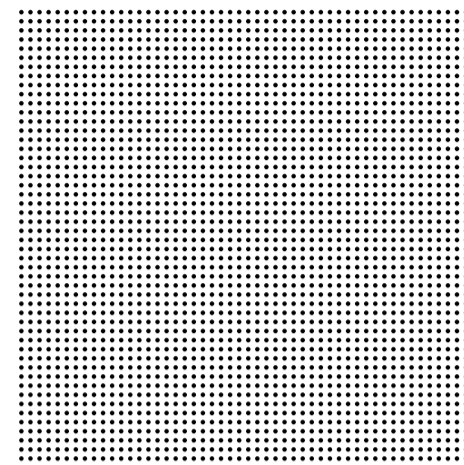
origine pattern (o.p.) :
square, 0,6 mm,
espacing, 0,6 mm,
forming a square, 60 mm.



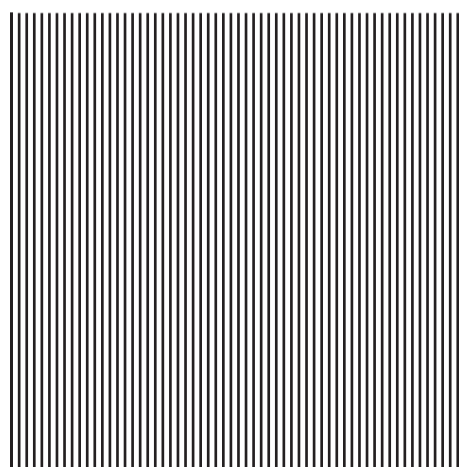
o.p. with zigzag effect :
size, 0,5 mm, absolut,
ridges per segment, 0,5mm, corner.



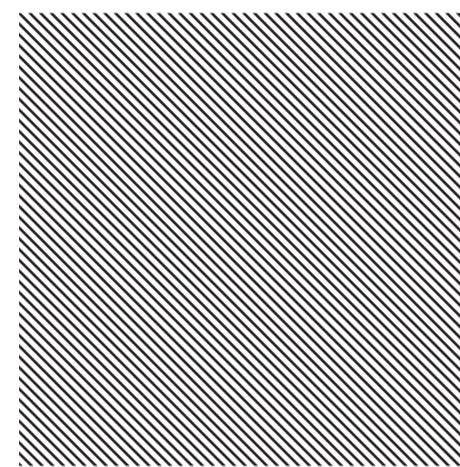
o.p. with tweak effect :
horizontal, 0,5 mm,
vertical, 0,5mm, absolute,
points, anchor, in, out control.



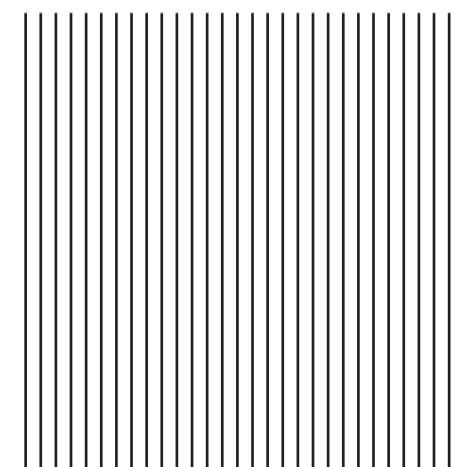
o.p. with stylize round corners effect :
radius, 5 mm.



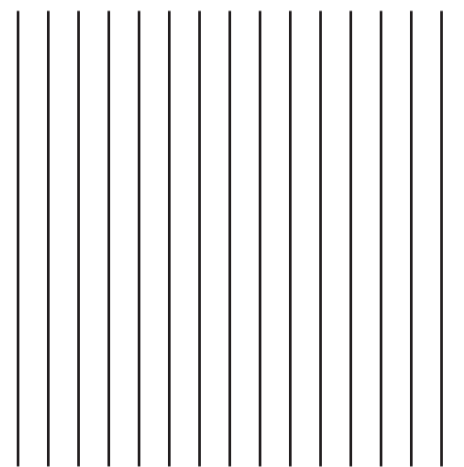
origine pattern (o.p.) :
line, 90°, 1 pt, 0,353 mm,
espacing, 0,6 mm,
forming a square, 60 mm.



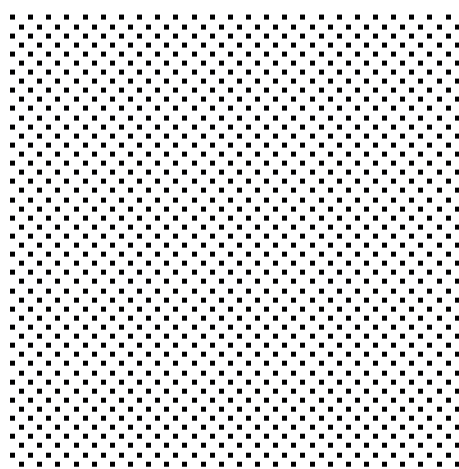
origine pattern turn to a 45° angle.



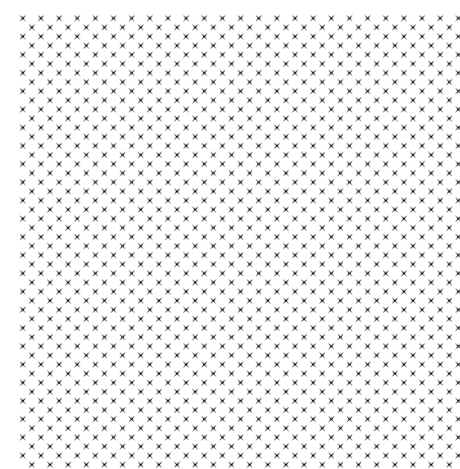
origine pattern with :
espacing, 1,553 mm,



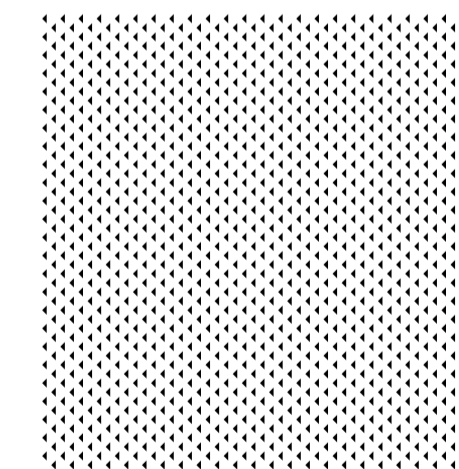
origine pattern with :
espacing, 3,721 mm,



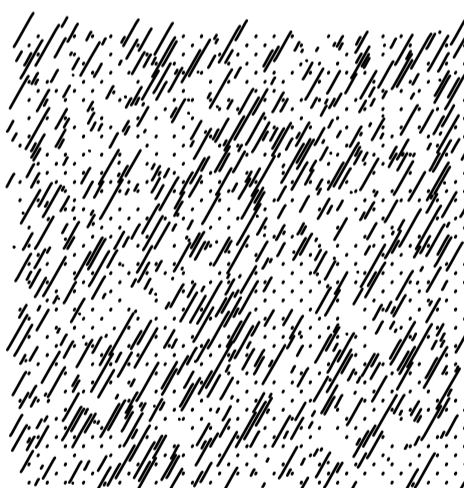
origine pattern (o.p.) :
square, 0,6 mm,
espacing, 1,8 mm,
forming a square, 60 mm.



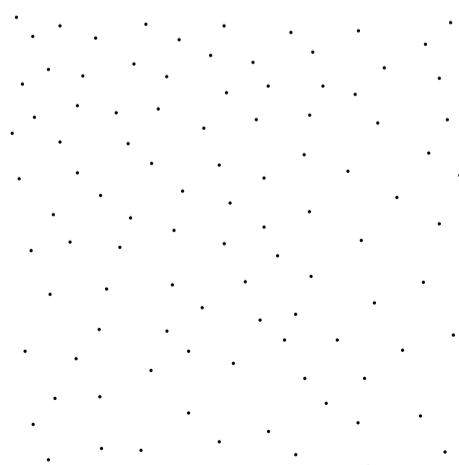
o.p. with zigzag effect :
size, 0,5 mm, absolut,
ridges per segment, 0,5mm, corner.



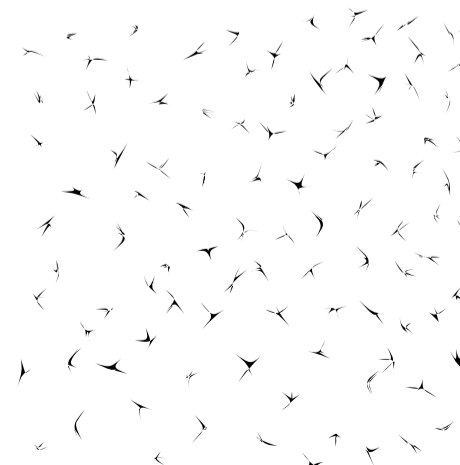
o.p. with warp option :
style, wave, horizontal,
inflexion, -100%,
horizontal, 100%, vertical 0%.



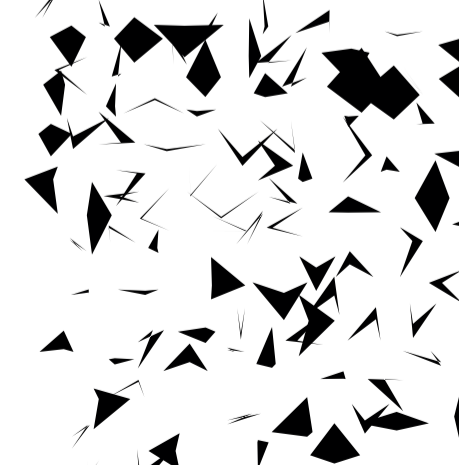
o.p. with stylize scribble effect :
option, loop,
angle, 60°.



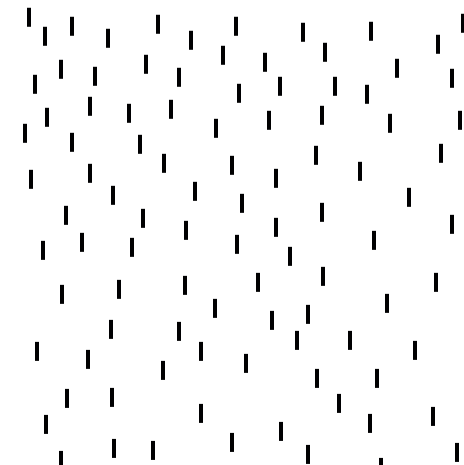
origine pattern (o.p.) :
round, 0,433 mm,
disposition, random,
forming a square, 60 mm.



o.p. with tweak effect :
horizontal, 2 mm,
vertical, 2 mm, absolute,
points, anchor.



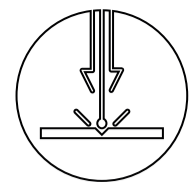
o.p. with roughen effect :
size, 10 mm, absolute,
detail, 10/in
points, corner.



o.p. convert shape rectangle effect :
size, absolute,
width, 0,5 mm,
height, 2 mm.



Font test



ZCool QingKe HuangYou was designed and produced by Zheng Qingke, and donated to the ZCOOL font project for public use. It features innovative character shapes and rounded lines, with right angles adjusted to a rounded 4pt corner radius.

The lower right corner of the radicals are notched at a 45 degree angle. Mainly the engraver needs less details and less angle in the typography. So the point to take this font is than it keeps its identity (point cited above) after its processing in a machine.

Each machine can be a graphic tool.

6pt

Each machine can be a graphic tool.

12pt

Each machine can be a graphic tool.

18pt

Each machine can be a graphic tool.

24pt

Each machine can be a graphic tool.

36pt

Each machine can be a graphic tool.

48pt

Each machine can be a graphic

60pt

Each machine can be a

72pt

Each machine can

108pt

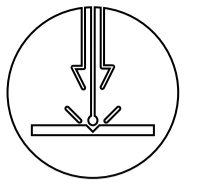
Each machine

132pt

Each machine

156pt

Pictogram test



Test of the limit on the pattern. A set of pictogram to show the limit for the laser engraver. We see this limit between marking and engrave option. My process to achieve these pictogram. First, i creat the form, second i fill it with pattern.

The first and second steps are vectorized. Finally, i pixelate the pictogram (with pattern inside) and revectorise the picture, and delete the white. By this way, vector points does not covers each other and the engraver will work. If it covers, engrave will not work.

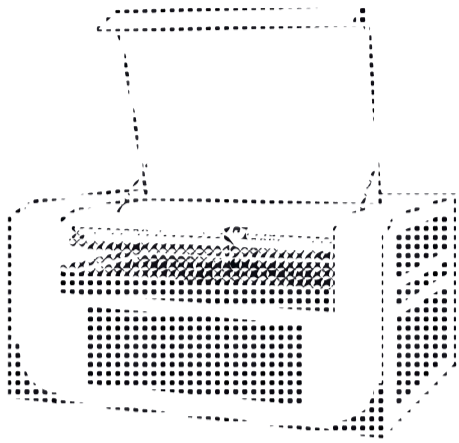


figure 1 - marking

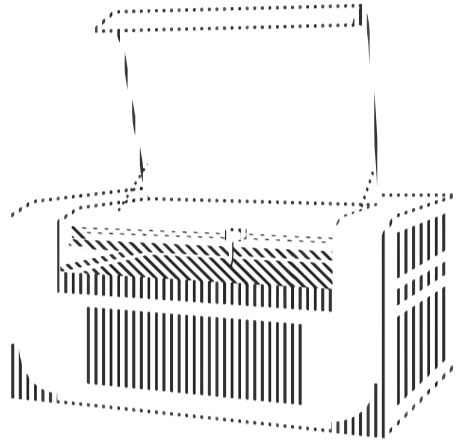


figure 2 - marking

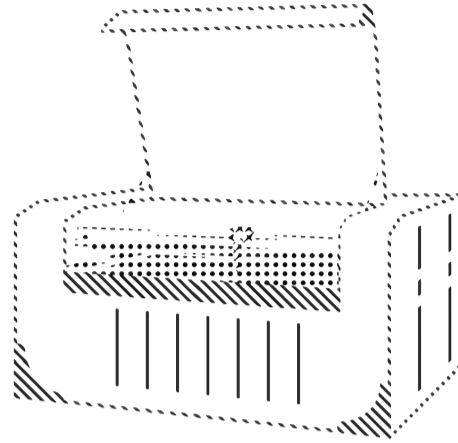


figure 3- marking

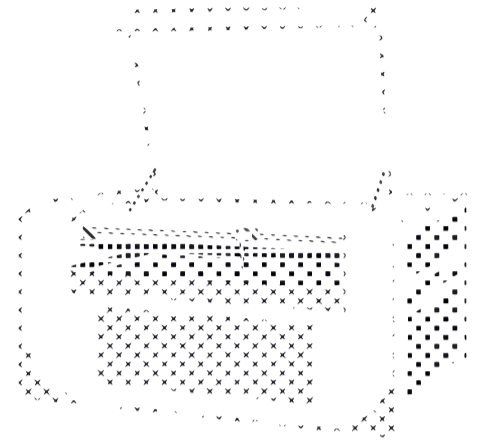


figure 4 - marking

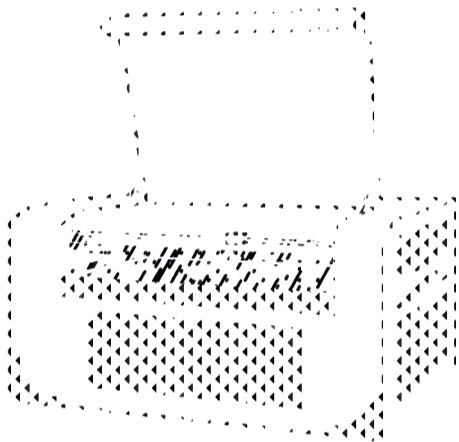


figure 5 - marking

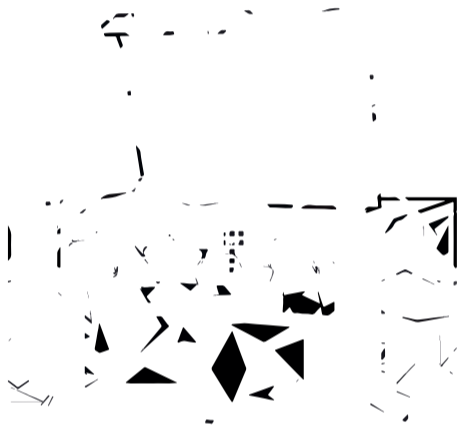


figure 6 - marking



figure 7 - marking



figure 8 - marking

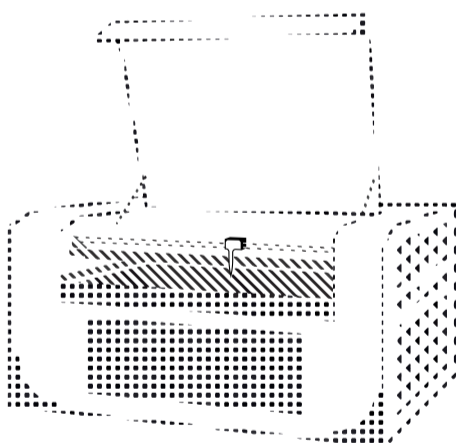


figure 9 - marking / engrave

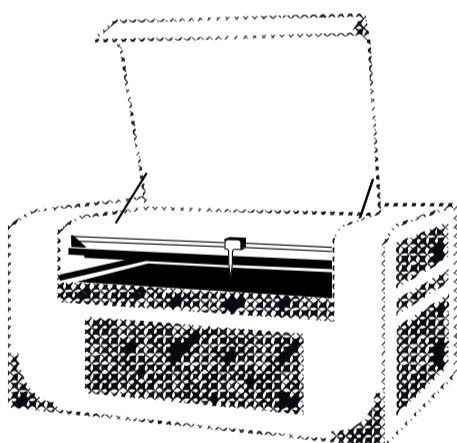


figure 10 - marking / engrave

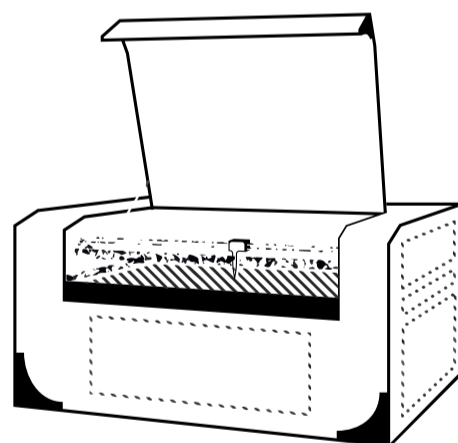


figure 11 - marking / engrave

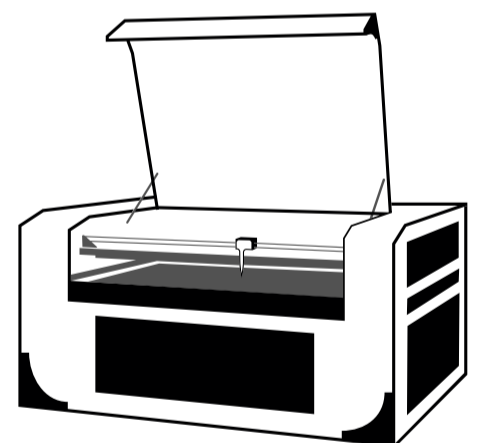


figure 12 - marking / engrave

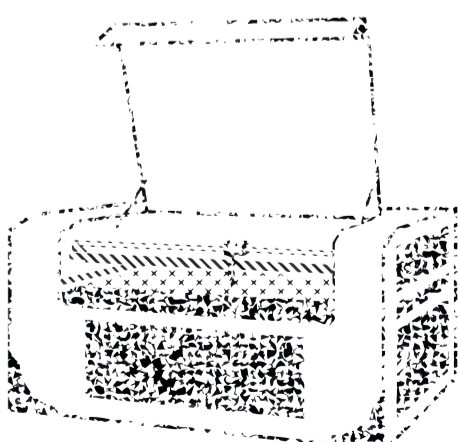


figure 13 - engrave

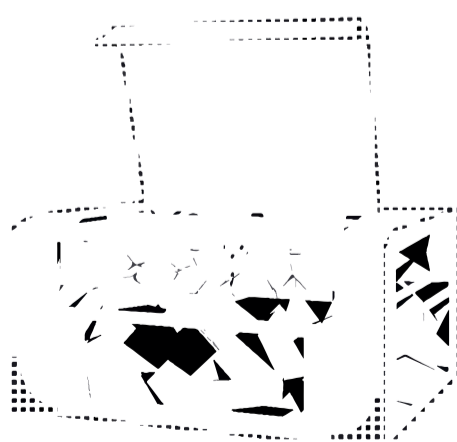


figure 14 - engrave

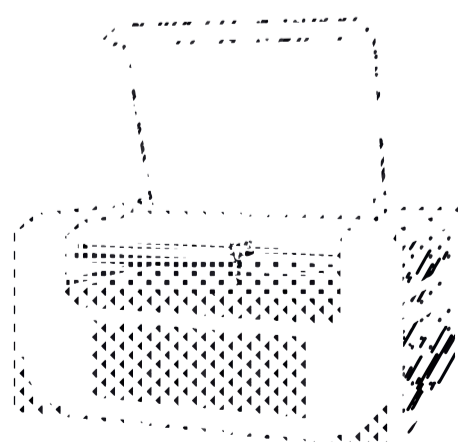


figure 15 - engrave

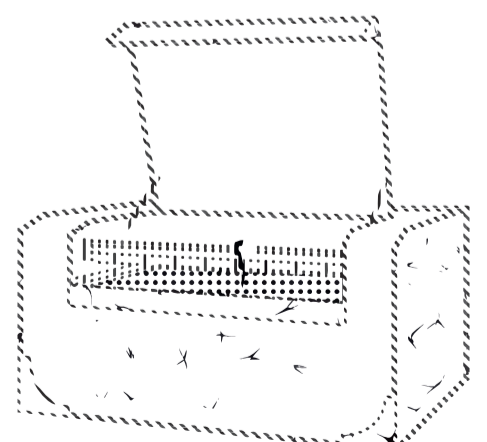
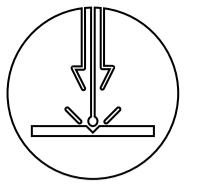


figure 16 - engrave

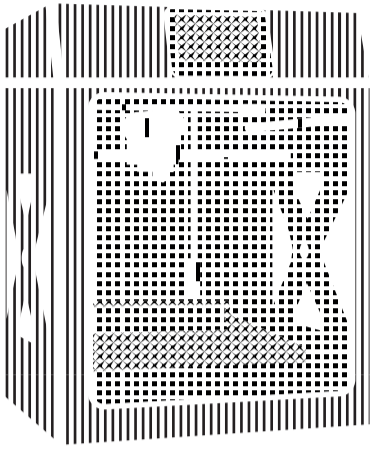


Pictogram test

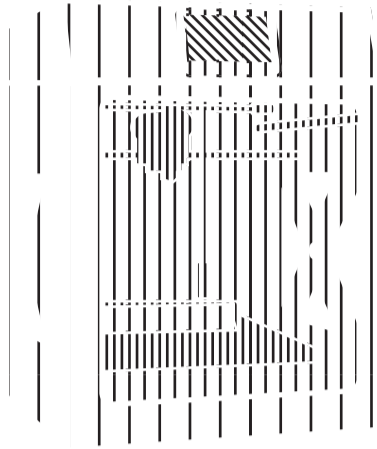


A lot of machine used which is the basic one can often process in one color, or matter. The way to create variation in color and degraded is to use pattern. This patterns are created into Illustrator.

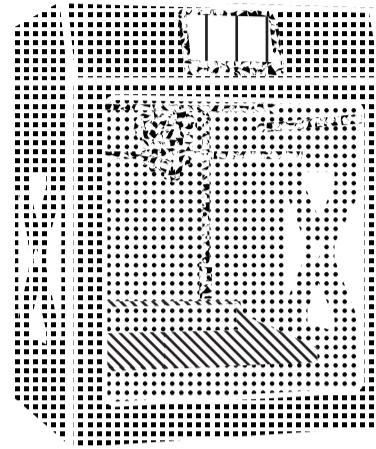
Some of them (embroidery and 3d printer) can use more than one color is often a machine which is often industrial so less accessible for citizens. In case of CNC and laser engraver, pattern is the only way to create mass and volume.



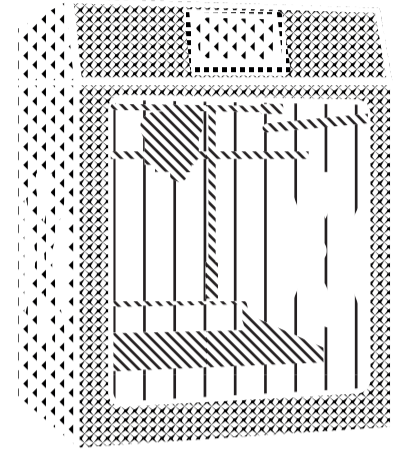
o.p. with zigzag effect :
size, 0,5 mm, absolut,
ridges per segment, 0,5mm, corner.



o.p. with zigzag effect :
size, 0,5 mm, absolut,
ridges per segment, 0,5mm, corner.



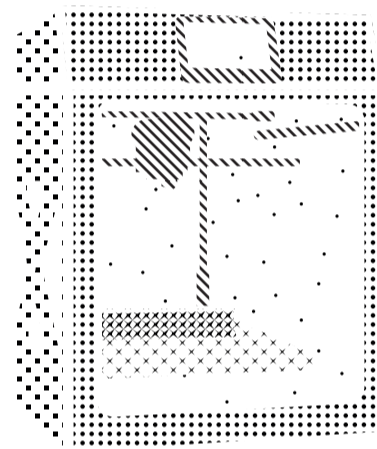
o.p. with tweak effect :
horizontal, 0,5 mm,
vertical, 0,5mm, absolute,
points, anchor, in, out control.



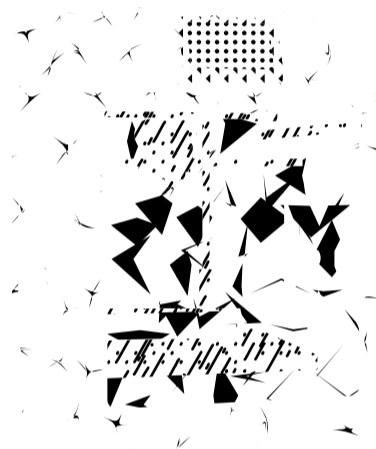
o.p. with stylize round corners effect :
radius, 5 mm.



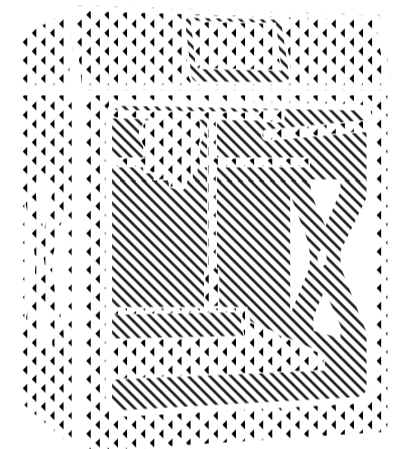
origine pattern (o.p.) :
line, 90°, 1 pt, 0,353 mm,
espacing, 0,6 mm,
forming a square, 60 mm.



origine pattern turn to a 45° angle.



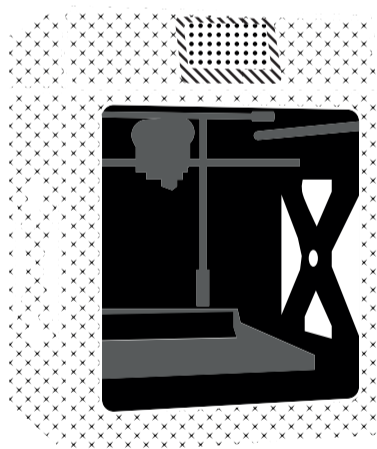
origine pattern with :
espacing, 1,553 mm,



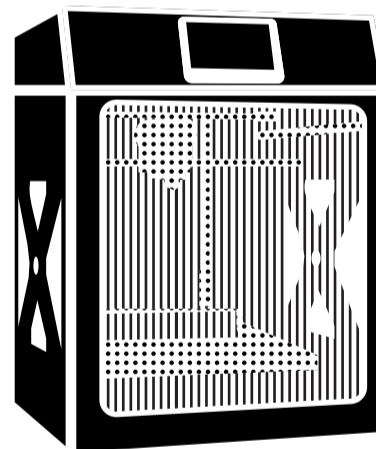
origine pattern with :
espacing, 3,721 mm,



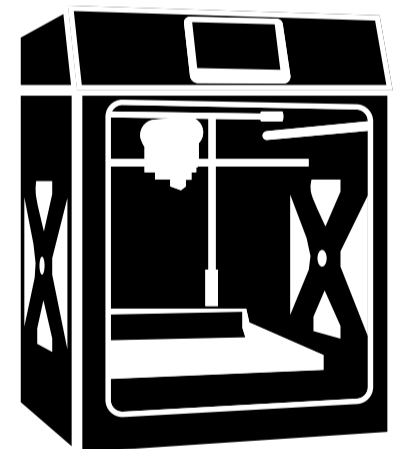
origine pattern (o.p.) :
square, 0,6 mm,
espacing, 1,8 mm,
forming a square, 60 mm.



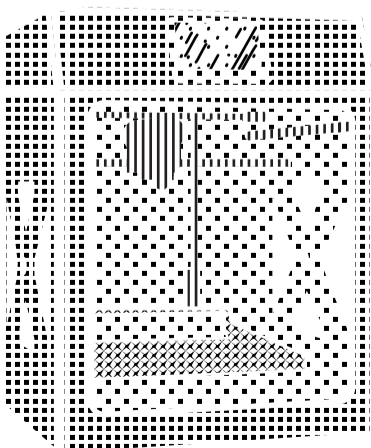
o.p. with zigzag effect :
size, 0,5 mm, absolut,
ridges per segment, 0,5mm, corner.



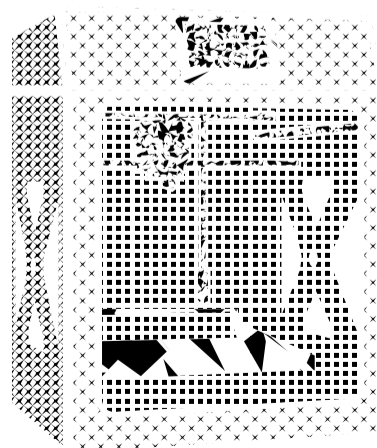
o.p. with warp option :
style, wave, horizontal,
inflexion, -100%,
horizontal, 100%, vertical 0%.



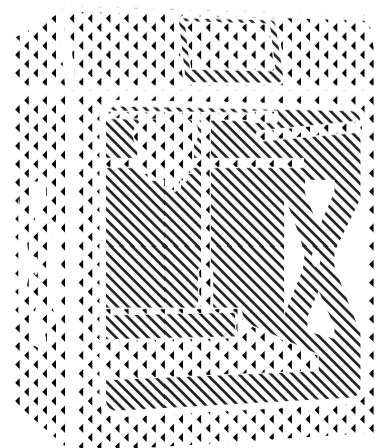
o.p. with stylize scribble effect :
option, loop,
angle, 60°.



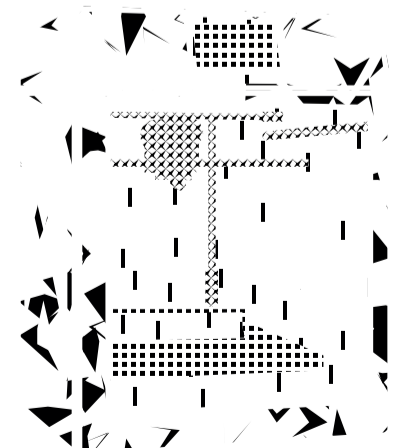
origine pattern (o.p.) :
round, 0,433 mm,
disposition, random,
forming a square, 60 mm.



o.p. with tweak effect :
horizontal, 2 mm,
vertical, 2 mm, absolute,
points, anchor.

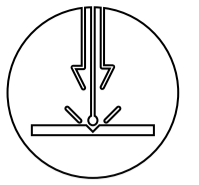


o.p. with roughen effect :
size, 10 mm, absolute,
detail, 10/in
points, corner.



o.p. convert shape rectangle effect :
size, absolute,
with, 0,5 mm,
height, 2 mm.

Pictogram test



Test of the limit on the pattern. A set of pictogram to show the limit for the laser engraver. We see this limit between marking and engrave option. My process to achieve these pictograms. First, I create the form, second I fill it with pattern.

The first and second steps are vectorized. Finally, I pixelate the pictogram (with pattern inside) and revectorize the picture, and delete the white. By this way, vector points do not cover each other and the engraver will work. If it covers, engraving will not work.

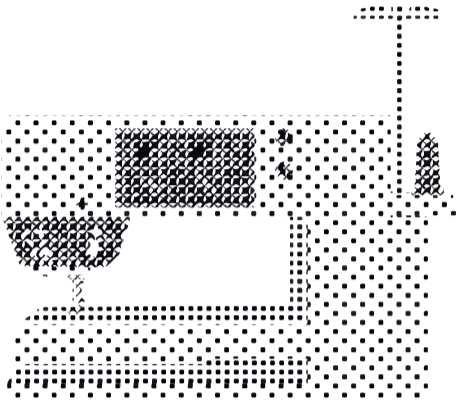


figure 1 - marking

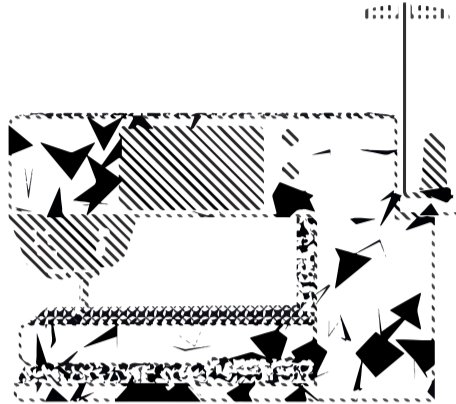


figure 2 - marking

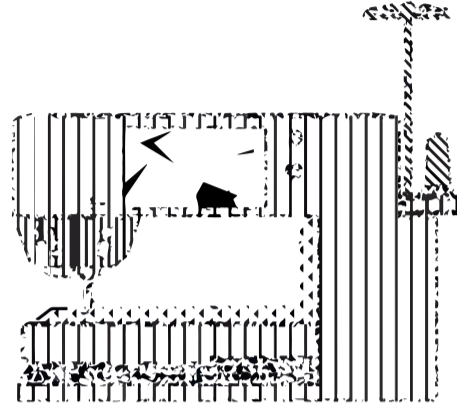


figure 3 - marking

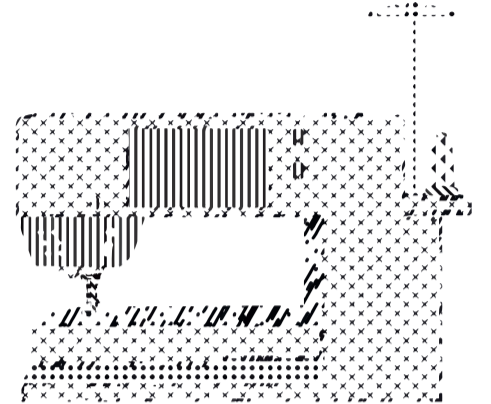


figure 4 - marking

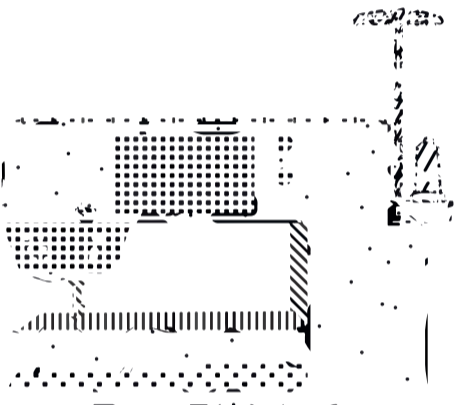


figure 5 - marking

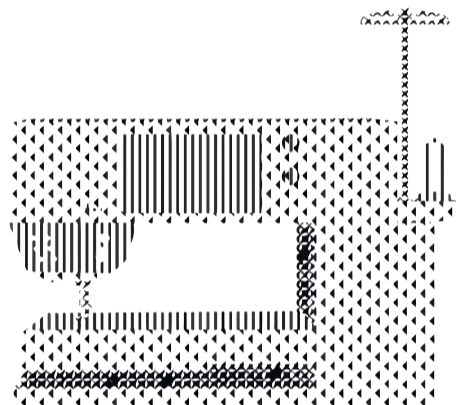


figure 6 - marking

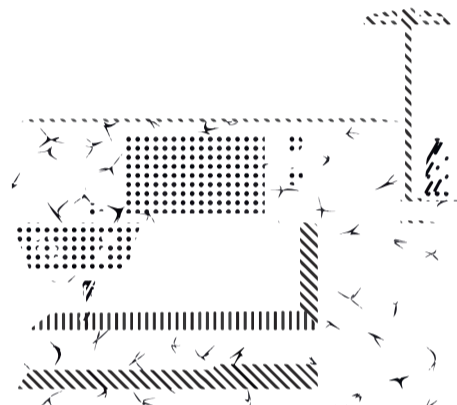


figure 7 - marking



figure 8 - marking

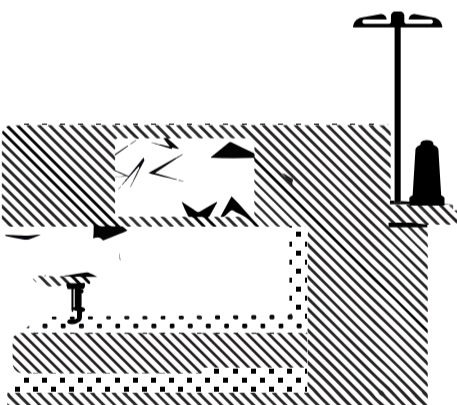


figure 9 - marking / engrave

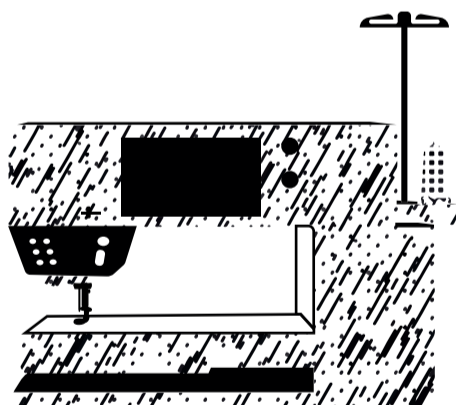


figure 10 - marking / engrave

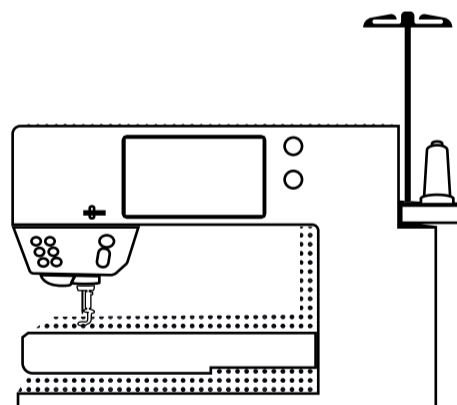


figure 11 - marking / engrave

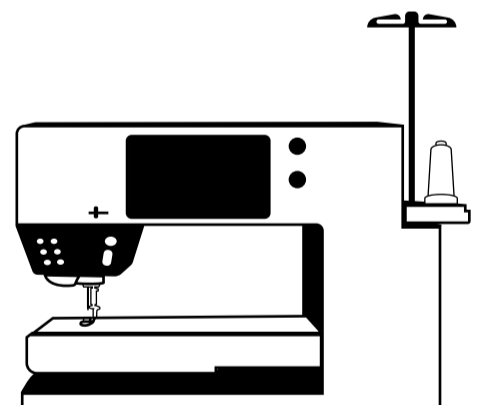


figure 12 - marking / engrave

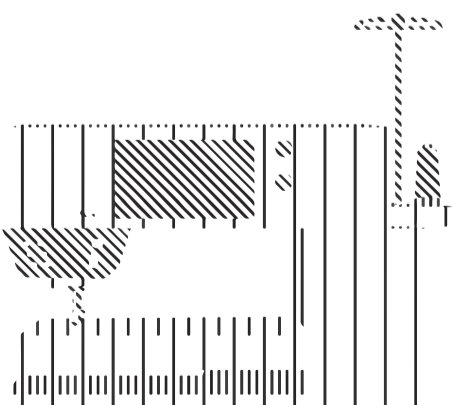


figure 13 - engrave

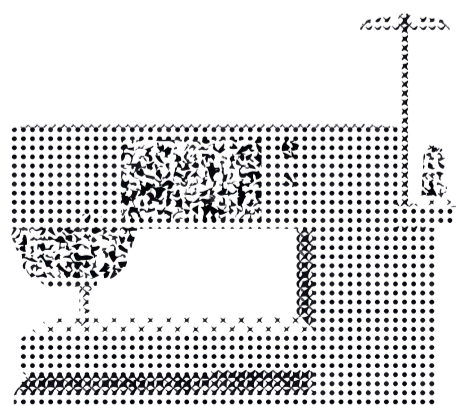


figure 14 - engrave

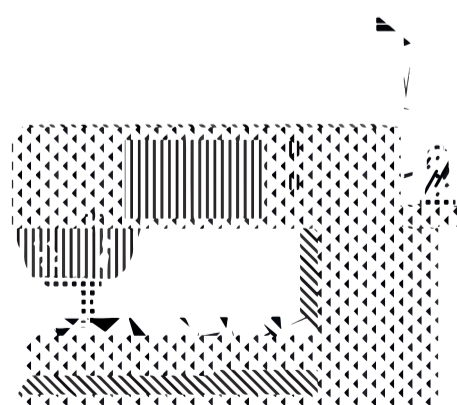


figure 15 - engrave

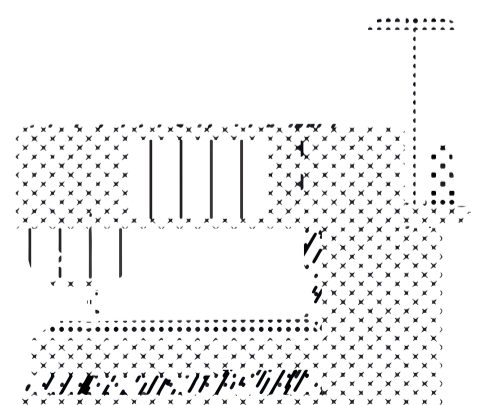


figure 16 - engrave