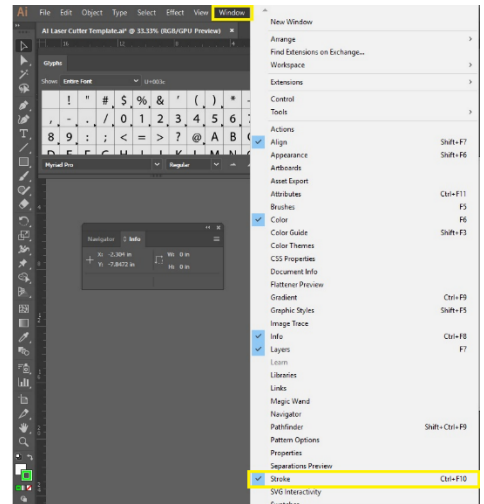


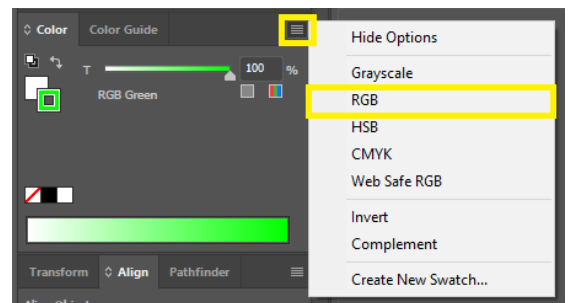
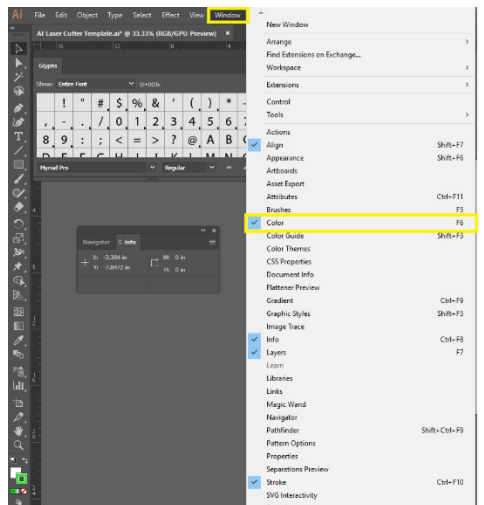
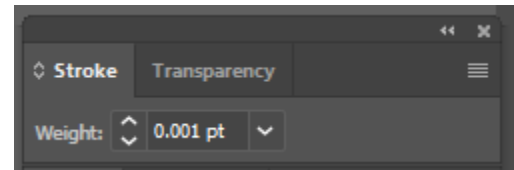
# Laser Cutting from Adobe Illustrator Instructions

## Tips

1. Line stroke must be .001 pt
  - a. Click the Window tab from the top left menu to produce a drop down menu
  - b. Find Stroke and look to see if there is a blue check mark beside it.
    - i. If yes, don't touch it
    - ii. If no, click it
  - c. Go to the Stroke Window and type in the appropriate stroke weight.

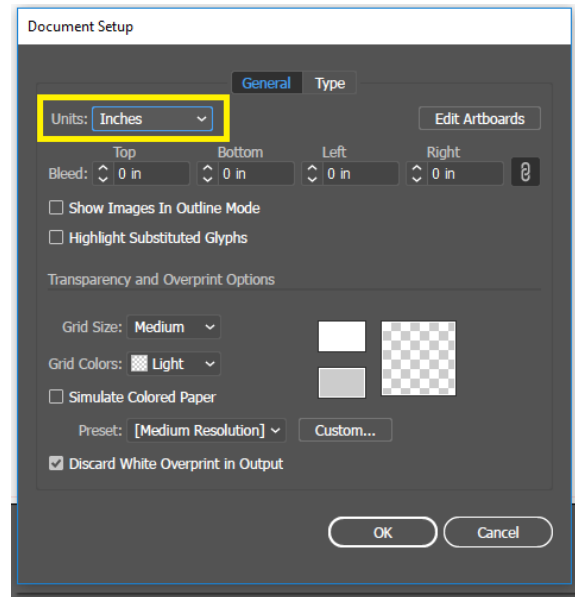
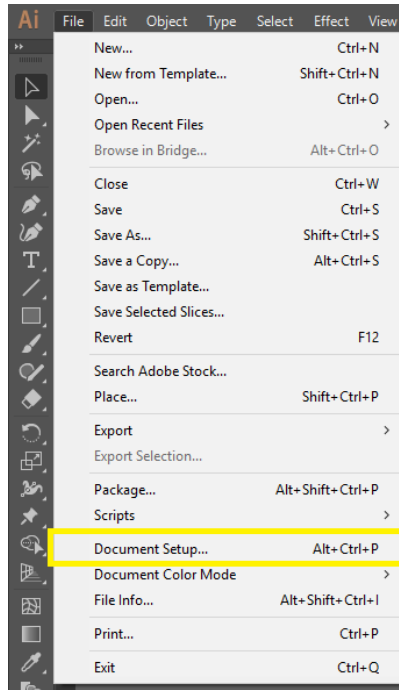


2. Color Setting must be in RGB
  - a. Click the Window tab from the top left menu to produce a drop down menu
  - b. Find Color and look to see if there is a blue check mark beside it.
    - i. If yes, don't touch it
    - ii. If no, click it
  - c. Go to the Color Window and click on the menu button on the top right of the window. It has 4 horizontal lines.
  - d. Look to see if there is a blue check beside RGB.
    - i. If yes, don't touch it
    - ii. If no, click it.



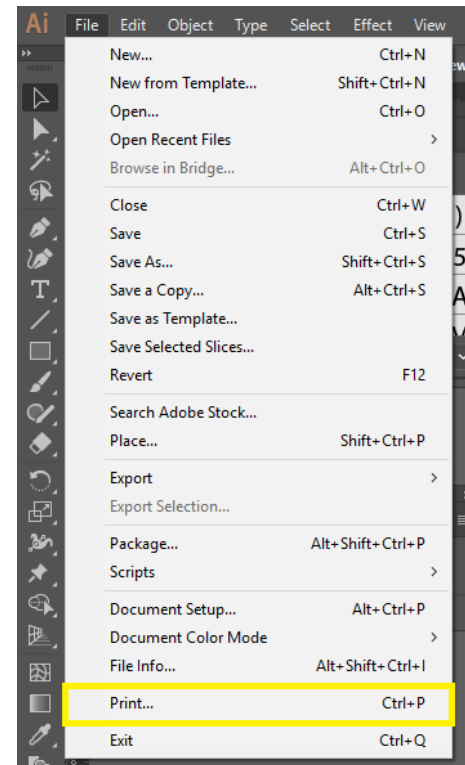
### 3. Changing Units -> Inches

- a. Click the File tab from the top left menu to produce a drop down menu
- b. Click Document Setup
- c. Click Units to produce a drop down menu
- d. Select Inches



### Printing Instructions

1. Click the File tab from the top left menu to produce a drop down menu
2. Click Print at the bottom of the menu
  - a. Short cut Ctrl+P



3. Printer: "PLS6.150D" or "PLS6.75" depending on the laser cutter you are using
4. Media Size: "Define by Driver"
  - a. The preview window will be in portrait orientation however it is still correct
5. Click Setup at the bottom left of the window
  - a. If you get a pop up saying "The Print Setup dialog box is provided by the operating system. To ensure that you can use the full print capabilities of Illustrator, please set all print options from the Print dialog box." Click Continue
  - b. Click Preferences
  - c. Assign Settings to Colors
    - i. Refer to the Laser Cutting Setting for the appropriate materials
  - d. Click Ok
  - e. Click Print
6. Click Print
7. Go to UCP

