

A few people have asked how to do multi process when using Luban. The following will be a quick short tutorial on how it is done without going into too much detail.

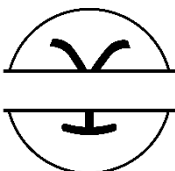
There are a few tricks that you can use that will make the process easier especially if you intend to repeat the make over and over again.

Number one would be to use all pictures of the same size in order to have them place at the same coordinates within Luban, and overlay without the need to tweak. Handy, but not always necessary or needed too.

Secondly I would use an SVG file or a scalable vector graphic if you intend to resize things within your picture. It just makes things a little easier and you don't lose definition when resizing.

Having said that for the purpose of this instruction I'm going to use a PNG file of a fixed size.

I have started with a whole picture and for me to do the different levels I start with the whole and then I edit the pictures to make multiple layers with what I do and don't want on each layer. That means I start with a whole picture and I edit out what I don't want for each layer and each separate picture becomes a separate layer.

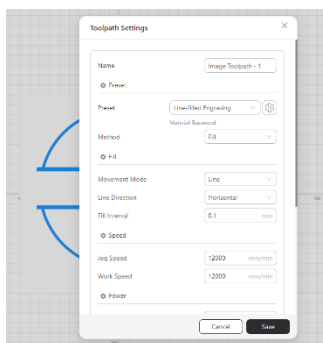


The three pictures above show the full logo, the Y and ring and the text that sits around it. I am using this as an example of parts to make the whole.

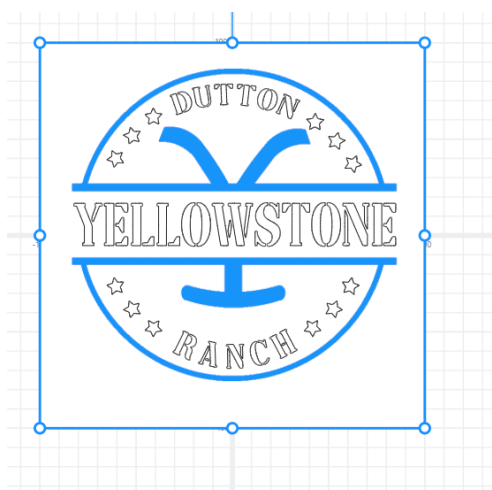
So for this example I have the Yellowstone Dutton ranch logo and I intend to do the outside ring and Y as a line filled engraving and the text as vector engraving so it only does the edges and then I will cut a circle around it to cut it out and make a coaster, and do it all as one file, one job, one task.

Easiest way to imagine how this is done in Luban is if you imagine that the Y and ring picture and the text picture were on pieces of tracing paper that you are going to place over the top of each other to make the full logo again. (Layers).

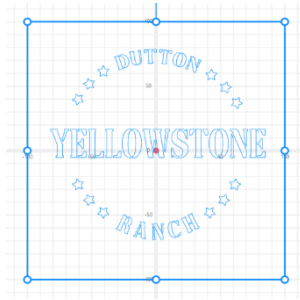
Firstly I have place down the Y and ring a background and made it the size that I want. In place down as a black and white picture. I then create a process for it where it is a line filled engraving.



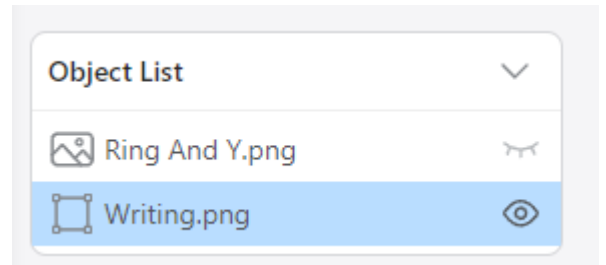
I then place my text picture over the top of this picture so that it is exactly the same size and is in exactly the same coordinates and make it a vector image.



I then go the object list and make the ring and Y invisible, and then I select the writing picture. Then I create a vector engraving process for the writing picture alone .



If you are only working with a few pictures then it is not necessary to make the other picture invisible however when you are working with multiple layers and you want



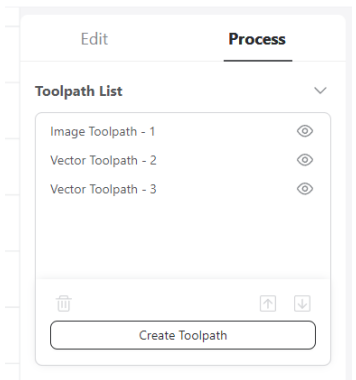
half to be one process and half to be some other process, then making the ones you don't want invisible and use control-A to select the rest is a quick and easy way to create one process for multiple pictures.

Now I have two pictures overlaid and two processes ready to go. Tool path 1 will line fill engrave and tool path 2 will vector engrave.

If I were making something like a coaster I would then draw a circle or a square using the shapes tool, and go around the outside of the 2 pictures.

I would then create a third process that is a cut for the wood that I'm using. For this example I am going to use a bit of scrap MDF that is 3 millimetres thick.

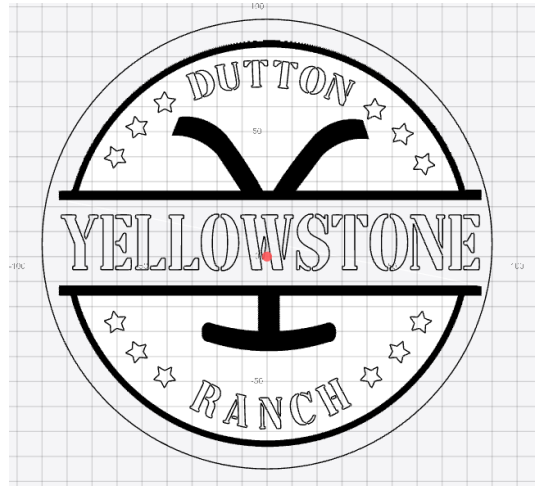
Now I have a screen like this with three objects and three tool paths.



If you really want to make sure that your pictures are all exactly over the top of each other and that your shape is exactly around all of them use the coordinates function in the edit screen.

So to understand what is going to happen here in Luban once I generate the G code... Luban will create a file that will tell the machine to engrave the first picture using line fill and then vector engrave the second picture and then cut a line around the outside without me having to recenter or re origin the workpiece.

The preview should look like this, very similar to what you would expect your final piece to look like.



This is the final product. Bear in mind that this was made with the snap maker ray and a 40 Watt laser and default settings. It would look a lot better if I tweaked things first, so I could make things the correct darkness etc,

A 16 minute job for an 18cm wide coaster. Save the file and you can repeat this as many times as you like but make the coasters smaller. This one is too big.... It's like a pot stand or trivet really.

(This is a really easy and cheap way to create custom coasters for your mates too, but use ply and seal or stain them).



Once you have the way that the layers work in your head you can apply this to all sorts of jobs where you sometimes need vector engraving and sometimes you need to cut and

sometimes you need dot or line filled engraving and you can still do them all in one job on one piece without having to re-origin the machine or work piece.

Hopefully this helps some of you guys to understand how to do slightly more complex jobs in Luban.