Zeke Barnett

Mr. Cribbs

CAD/CAM - B2

15 December 2020

8x8 Project Reflection

I first took out a ruler and measured certain shapes to see what size I would like to make my 8x8 board. I decided on 6x8, knowing I wanted a rectangle. To create this project I utilized tools that I had learned to use from other projects as well as reviewing old videos to remind myself how to use certain tools. I aligned the text on both the bottom and top by using align at the very top and bottom and on center axis. I then put the image 15 pixels from the top or bottom using arrow keys. I tried trimming the image using object>clip>set with the selected portion and it looked fine until I traced bitmap. Once I traced the bitmap, I realized that the image of Baptiste I had originally chosen did not vector well. I then searched for "Baptiste Vector" and found an image that worked better with trace bitmap. I then split apart the traced image to remove a small vector at the top I did not want. The next class I learned that I had to place an object so the lazer knew what to cut out. I played around with the "Masters" rank symbol from Overwatch, the game the character, Baptiste, is from. I decided that there was not enough space inside the symbol so I stuck with a rounded edge rectangle. I started off slow, not knowing anything but the size I wanted, but I was able to get the work done after I figured out where I was going.

I used the laser cutter to "cut" my 8x8 project. I decided to vector the entire project after I saw that rastering it would be fairly dark for the text. At first my power was way too high, at 50, so I had to adjust it down to 8. I also accidentally put the part that goes all the way around my

8x8 first, so I had to restart the laser once again. On the third try, I was able to successfully print

out my 8x8 project and it came out of the printer first try with ease.