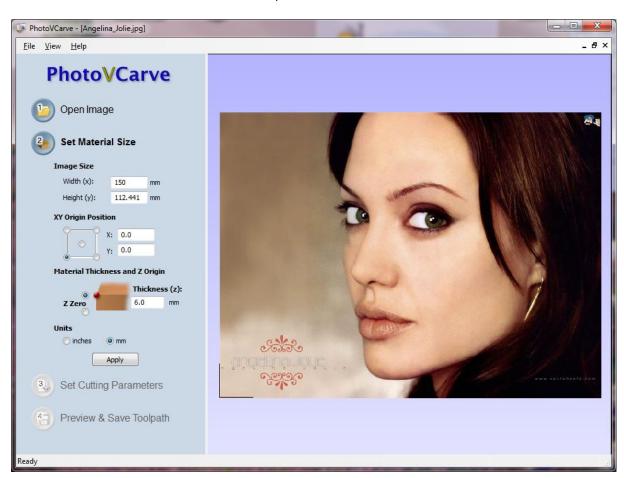
1 Load Image



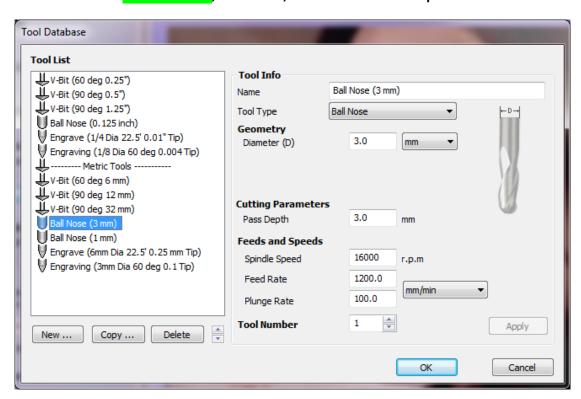
2 Set size and origin press apply

We use 6mm thick Corian, remember the size 150 x 112.44 mm

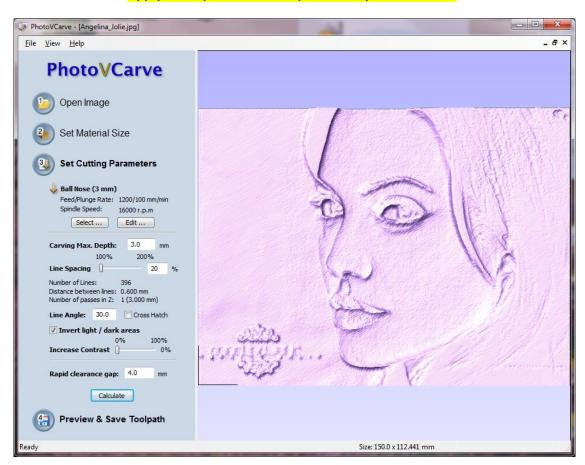


3 Set cutting parameters pass 1

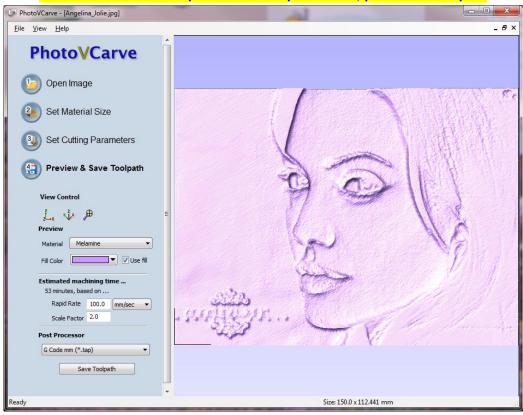
Select ball nose 3mm, if not exist, create one with these parameters:



Apply these parameters for pass 1 and press Calculate:



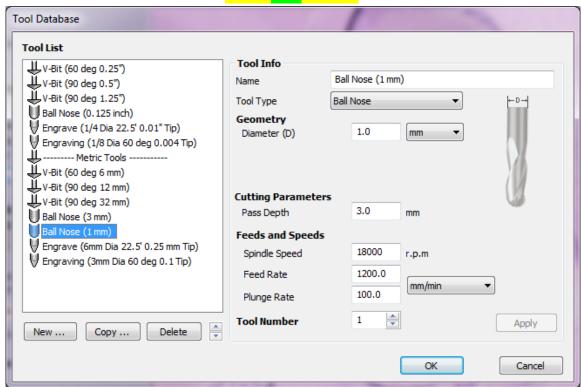
4. Preview and save toolpath with these parameters, press save tool path



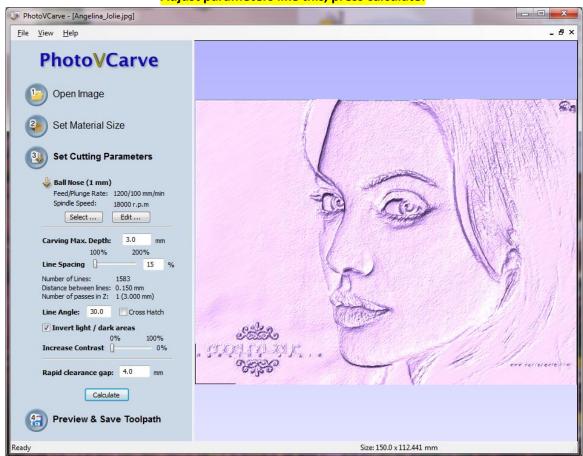
Save it and call it PhotoVCarve-3mm.tap

Repeat step 3 and 4 for pass 2 with a 1 mm ball nose:

3. Now 1mm ball nose



Adjust parameters like this, press calculate:



Save tool path as Photo VCarve-1mm.tap

Close PhotoVcarve, start QCad and draw a rectangle of 150x112.44

Save it.

Start USBCNC and home you machine. Zero the XY at the lower left corner of the material.

Zero Z at the surface of the material, but now we do something special.

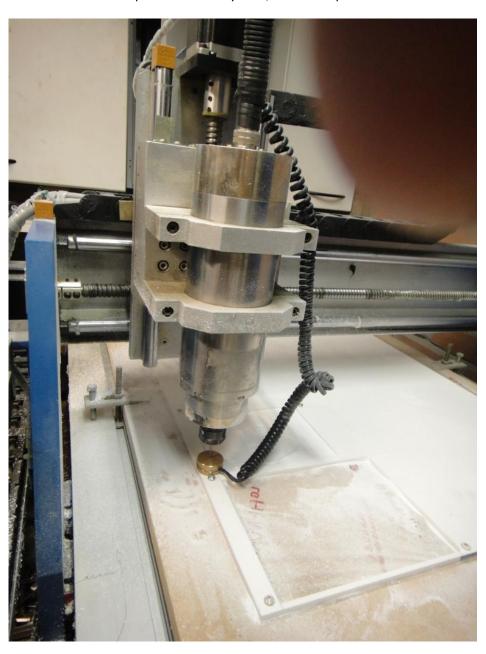
Our Photo relief depth is 3mm. Our material thickness is 6mm.

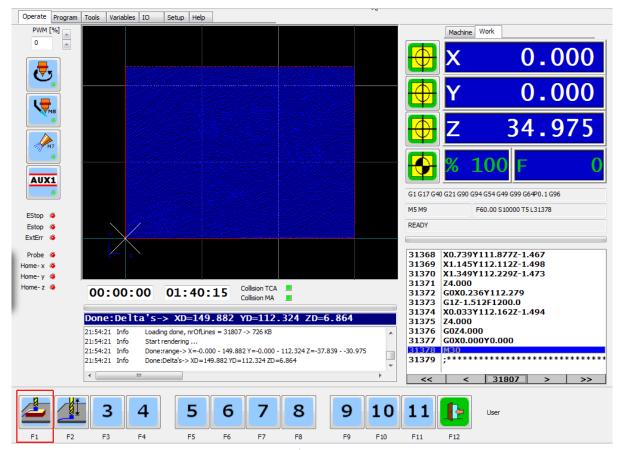
We want it as follows:

At the bottom of the end product 1 mm untouched material.

Above that the relief 3 mm thick.

So our Z height must be set to zero at +4 mm from the bottom of the material. So Z at the top is +2mm. In my case, I use a simple tool setter :

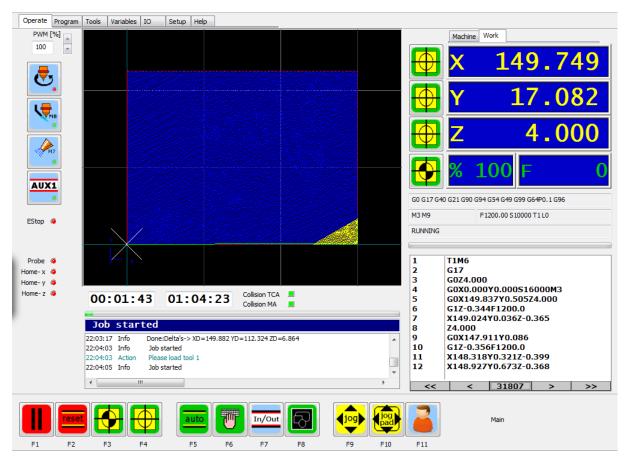




When done it is at 48 in my case. Now I must fake this because ZO is at 2mm inside the material.



Now we can press reset to render, then run to let it do the first pass with 3mm ball nose.

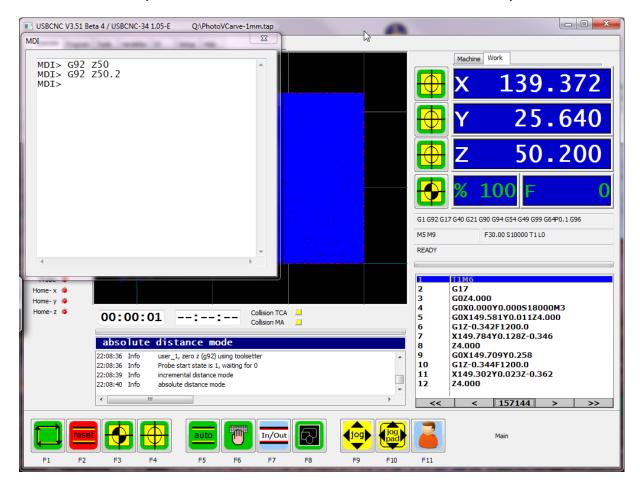




After it is done we mount the second pass tool 1mm ball nose.

We zero again the same way, but now we do G92 Z50.2. This way the next pass comes 0.2 mm deeper, it makes sure that we will not see any more pass 1 milling afterwards.

We accept that the bottom thickness will be 0.8 mm at the thinnest place.



Now Run this, it will take about 4 hours with F1200

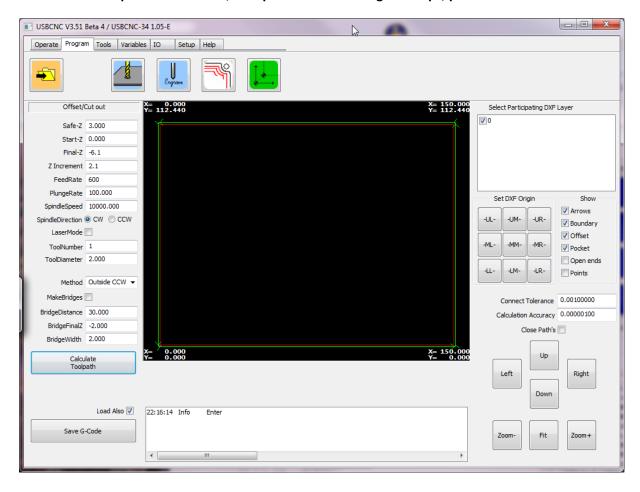
When done, we put in a plastic cutting tool 3mm.

We load the rectangle in USBCNC program tab.

We zero Z again, but now we leave the value at 48 (in my case).

So the upper level of the material is exactly Z=0.

We put Final Z at -6.1, 3 step size of 2.1 so we get 3 steps, press calculate:



Press save g-code and save it.

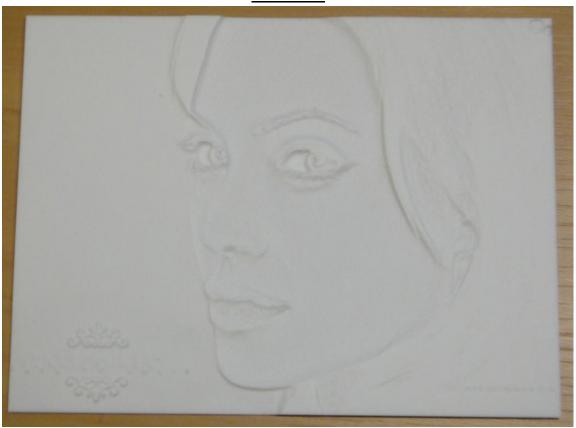
It will automatically be loaded:



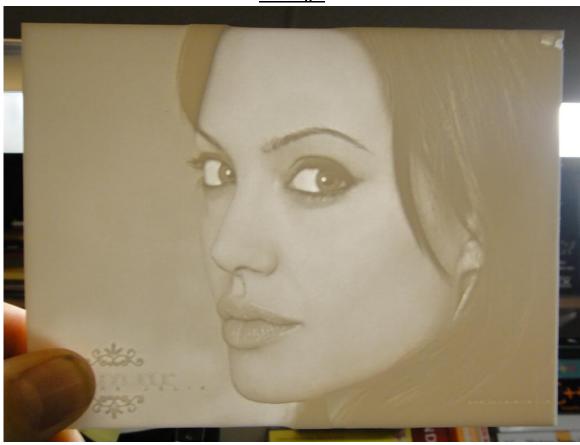
Run it and ready is your beautiful Litho pane.



On the desk



In the light



Now do it yourself, SUCCESS! BERT