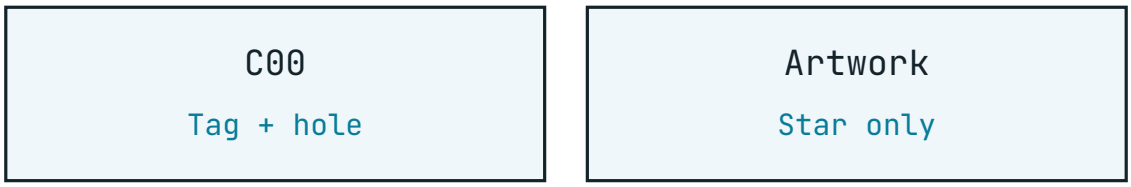
LESSON GUIDE

Assigning objects to layers

Move one selected object to a new layer while preserving the rest of the design.

Disconnected software practice

Leave **No Machine** selected and stay disconnected. This exercise changes layer membership. Supplied projects exclude all operations from output. The saved values are not material settings. Keep this lesson pack in its own folder.



Demonstration membership after assignment. C00 keeps the tag and hole; Artwork contains Star.

1. Open **layers-start.lzrproj**. Outliner contains Tag outline, Key-ring hole and Star in C00.

2. Click the **plus beside the layer tabs** to add C01. In Layers, name it **Artwork**, then press Enter or Return.

3. Turn off the **main Output beside Show** for Artwork. This excludes every operation on that layer.

4. Select only **Star** in Outliner. In Properties, set its **Layer** dropdown to Artwork. Its color changes; its geometry stays put.

5. Click the C00 tab and inspect Outliner. The tag and hole stay in C00. Clicking a tab makes a layer active; it does not reassign objects.

6. Save your own copy, reopen it and compare with **layers-finished.lzrproj**.

INDEPENDENT PRACTICE

Independent practice

Open **layers-practice.lzrproj**. Move only Arrow to a new Artwork layer, with main Output off. Keep the tag and hole in C00. Save a separate copy and reopen it before comparing with **layers-practice-answer.lzrproj**.

☐ Create and name the layer before assigning the selected arrow.

☐ Select only Arrow and use its Layer dropdown in Properties.

☐ Preserve every object's size and position. Keep the supplied starters unchanged.

Which two objects should remain in C00?

How can you change the active layer without changing object membership?

If an operation Output is on but main layer Output is off, is it included?

Check after reopening

Use Outliner to confirm two objects in C00 and one arrow in Artwork. A new layer tab or matching color alone is not a membership check.

EXPLAINED ANSWER

Explained answer

Membership
C00 contains the 80 x 30 mm tag outline and 4 mm hole. Artwork contains only the arrow in practice, or only the star in the demonstration.

Active layer
The layer tab chooses the active layer. Existing selected objects move only when you change their Layer property.

Two Output controls
Artwork main Output is off. Its smaller operation Output may remain on, but cannot override the disabled layer. C00 operation Output is also off in the supplied files.

layers-start.lzrproj
Star demonstration starter; three objects in C00.

layers-finished.lzrproj
Star answer; Artwork is excluded by its main Output switch.

layers-practice.lzrproj
Independent arrow starter.

layers-practice-answer.lzrproj
Arrow answer; two objects in C00, one in Artwork.

The palette chooses the next unused C-number when other colors already exist. Use the supplied starter for the same C01 shown in the lesson.

Matches the demonstrated Beam Bench 0.2.37 interface. Panel layout may differ in later versions.