LESSON GUIDE

Preparing a job from chosen artwork

Choose what runs through layer membership and Output while retaining the full design.

Software practice

Leave **No Machine** selected and stay disconnected. These files retain example operation values for software Preview. They are not tested material settings. Course machine-profile links have been removed from the learner copies.

Artwork	Job
Shown; Output off	Target only; Output on

Selection alone does not filter this job. Layer membership and Output determine the planned contents.

1. Open **selection-start.lzrproj** and inspect Preview with Show Travel off. All three shapes start on Artwork; Job is empty.

2. Close Preview and use Outliner to select **Target circle**. Check its name and **16 x 16 mm** dimensions in Properties.

3. Change only its **Layer** from Artwork to Job. The two plates stay on Artwork; the circle keeps its geometry.

4. Select Artwork in Layers. Turn off its **main Output beside Show**, leaving both layers shown.

5. Leave Job's main Output and operation Output on. Preview again with Show Travel off: only the circle should remain.

6. Check Outliner still contains all three objects. Save a separate copy and compare with **selection-finished.lzrproj**.

INDEPENDENT PRACTICE

Independent practice

Open **selection-practice.lzrproj**. Move only **Target ellipse** to Job, keep Artwork shown with main Output off, and inspect Preview.

☐ Preserve all object geometry and keep the two plates on Artwork.

☐ Save a separate copy and compare with selection-practice-answer.lzrproj.

Does selecting the ellipse alone limit the job to that object?

Which layer should contain the ellipse?

Should the other artwork be deleted?

Keep the comparison meaningful

Preserve the supplied starter. Save your own result separately before opening the answer.

EXPLAINED ANSWERS AND FILES

Explained answers and files

Practice result
Target ellipse belongs to Job. Artwork remains visible but excluded by main Output. Job's operation and main Output remain on.

Selection and output
A selected object is an editing selection. This exercise uses Output and membership to limit the plan.

Editable design
Keep the plates. They remain in the project for later editing without entering this job.

selection-finished.lzrproj
Saved demonstration setup, not a completed physical result.

selection-practice-answer.lzrproj
Compare saved fields and artwork after your attempt.

selection-practice.lzrproj
Independent starter for this lesson.

selection-start.lzrproj
Follow the demonstrated setup.

Recheck positioning after changing included artwork. The whole job bounds used by an anchor may change.

Matches the demonstrated Beam Bench 0.2.37 controls and the corrected ending where applicable. Later panel layouts may differ.