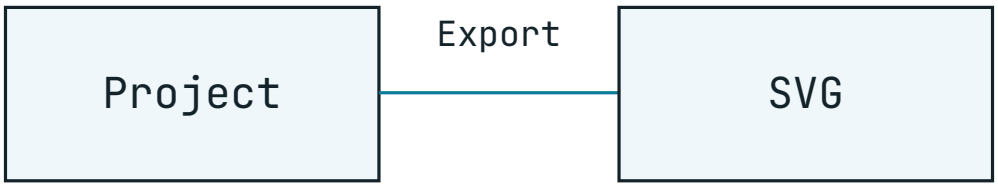
LESSON GUIDE

Projects and imported artwork

Keep a Beam Bench master project and use SVG when you want to share vector artwork.

Software practice

No laser is needed. Supplied native files have no machine profile and operation Output is off. Their saved settings are not a material recipe.



An illustration of the two file types. Exporting artwork does not replace the native master.

1. Use **Open** for **project-start.lzrproj**. It restores the tag as a Beam Bench project.

2. Use **Import** for **star.svg**. It adds the artwork to the drawing; it does not replace the project.

3. Use **Save As** for your native **tag-master** copy. Keep Beam Bench's .lzrproj extension.

4. Clear the selection. Choose **File > Export**, select **SVG Files (*.svg)**, and save **tag-artwork.svg**.

You can view the supplied project note through **File > Project Notes…**. The native project preserves notes and layer operations; the SVG is artwork.

INDEPENDENT PRACTICE

Independent practice

Extract the practice pack to a folder you can find again. Keep the supplied answers for comparison.

1. Open **project-start.lzrproj**. Import **practice-arrow.svg** into the current drawing.

2. Save As your own native project, such as **my-project.lzrproj**. Save it in your working folder.

3. Clear the selection, then use File > Export with SVG Files to save **my-artwork.svg**.

4. Compare the project with **practice-project-check.lzrproj** and the SVG with **practice-artwork-check.svg**.

☐ The tag and hole stay unchanged, with one arrow beside them. No move or resize is required.

☐ Keep the native master as well as the SVG.

☐ Do not resize the artwork to match the exported document page.

Which file should you open to recover project notes and layer operations?

Which command adds artwork to the drawing you already have?

EXPLAINED ANSWER

Explained answer

Open a project; Import artwork
Open returns to the saved Beam Bench project. Import adds SVG geometry to the current drawing.

Native master keeps more information
It preserves objects, layer operations, setup, notes and native shape controls. The SVG keeps vector paths and relative geometry, with no project notes or laser settings.

Editable vectors are not the original objects
In the demonstrated release, importing the complete exported SVG makes one combined vector-path object. It does not restore the original three separate objects.

File roles: project-start.lzrproj is the native starter; star.svg is the demonstration import; tag-master.lzrproj and tag-artwork.svg are the recorded project/export answers. practice-arrow.svg is your import; practice-project-check.lzrproj and practice-artwork-check.svg are your two answers.

The complete SVG uses a **400 × 400 mm document**. That is page size, not artwork size. The standalone star has a 20 × 20 mm page with a 17.12 mm × 16.27 mm path; the arrow has a 24 × 16 mm page with a 22 × 14 mm path. The margins are intentional.

SVG uses the destination project's settings

Importing the SVG does not carry the native answer's disabled Output setting into another project. Check that project's layer operations separately.

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