

# **Configuring Adobe® Illustrator CS3 to Work with Your Universal Laser System – Quick Start Tutorial**

## **Section I: Getting Started**

### **1.1: Configuring Illustrator CS3 to Work with Your Universal Laser System**

Before you can begin processing any materials, you must configure Illustrator CS3 to work with your Universal laser system. The basic setup includes these three steps:

- You must set the Illustrator CS3 default workspace orientation to fit the laser system's work table size
- You must set the Illustrator CS3 line thickness to 0.001 inch (hairline) for vector output\*
- You must set the Illustrator CS3 color palette to match the laser system's color processing management software

This last step is particularly important because the colors that you assign to your artwork tell your Universal laser system what to do when using the Materials Based Driver. The color RED instructs the laser system to cut all the way through material; the color BLUE instructs laser system to score or vector etch the surface of a material without cutting it; and the color BLACK instructs laser system to raster engrave\*\* the surface of a material.

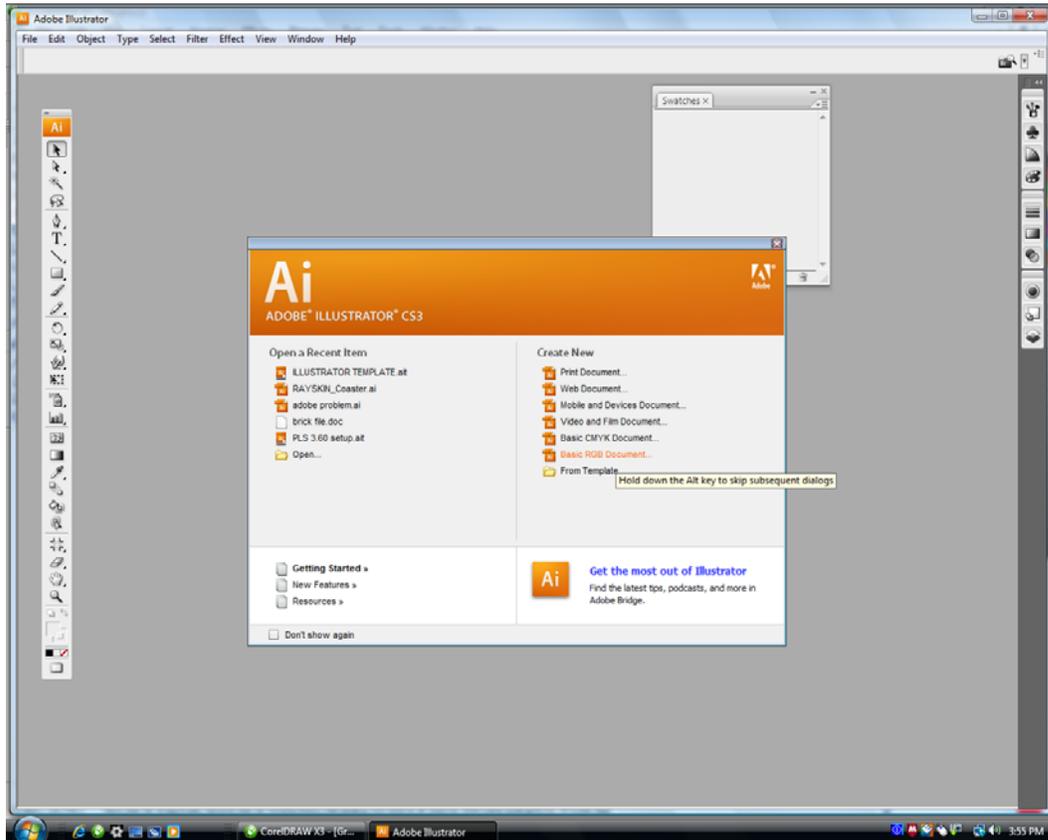
## **Configuring Illustrator CS3**

### **Section 1: Setting the Default Workspace**

1.1: Start Illustrator CS3 from your Window XP/Vista compatible PC as follows:

Click START → ALL PROGRAMS → ADOBE ILLUSTRATOR CS3 → ILLUSTRATOR CS3

The Illustrator CS3 Preferences box will open. (See Graphic 1)



**Graphic 1**

1.2: Select FILE → CREATE NEW → BASIC RGB DOCUMENT.

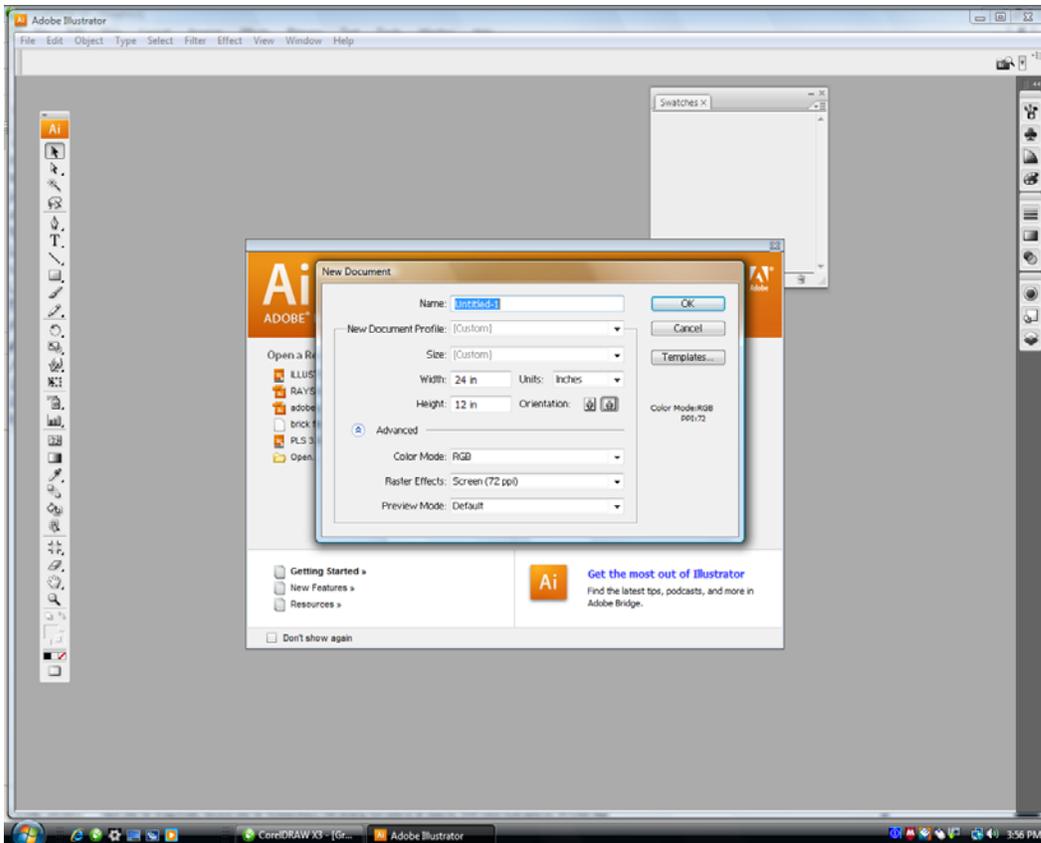
The new document options box will open. Make the following settings:

1.3: Set Units to inches.

1.4: Set the Height and Width to match the size of your laser system's work table.

1.5: Set the Color Mode to RGB.

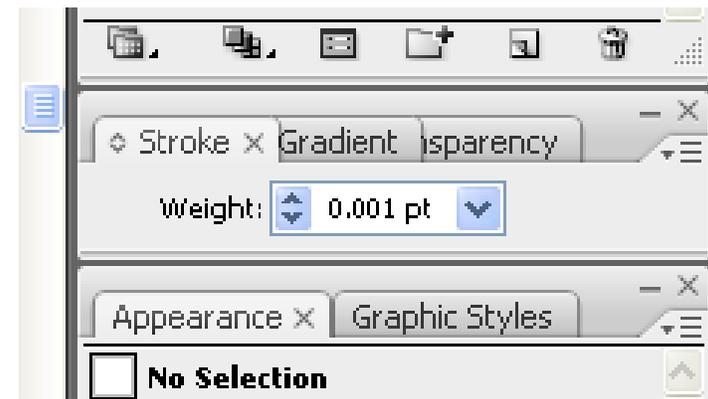
1.6: Click "OK". (See Graphic 2)



**Graphic 2**

## **Section 2: Setting the Stroke**

2.1: Next, change the weight of your Stroke to 0.001". This is essential for vector cutting and scoring. (See Graphic 3)



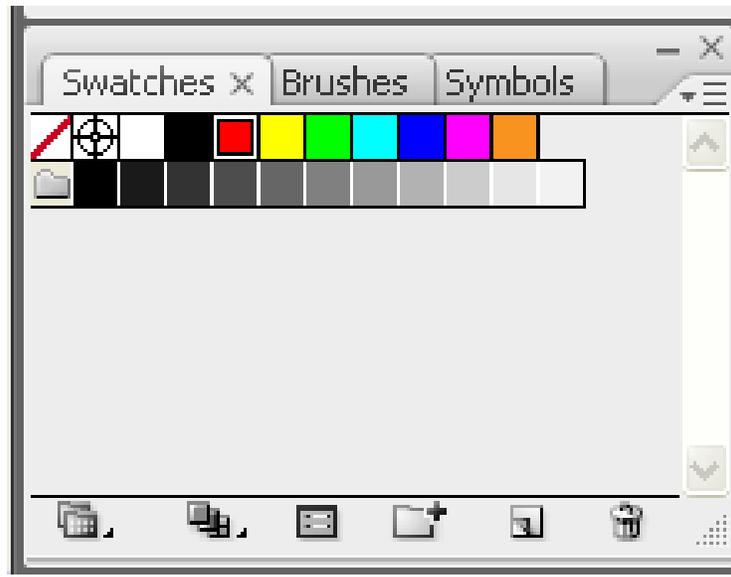
**Graphic 3**

## **Section 3: Editing the Swatch Palette**

3.1: Open your Swatch Palette as follows:

Main Menu → Window → Swatches → Left Click “OK”

Delete all swatches that are not basic RGB or gray scale by left clicking to select them and then clicking the “Delete Swatch” garbage can icon in the lower right-hand corner of the swatch box. When you are finished, your colors should consist of RGB white, black, red, yellow, green, cyan, blue, purple, orange (See Graphic 4).



**Graphic 4**

Note: If you wish to use the color orange for full palette cutting and engraving operations, you can create a swatch for it using the following settings:

R = 255

G = 102

B = 0

## **Section 4: Saving the Template**

4.1: Illustrator CS3 is now correctly configured to work with your Universal Laser System. Be sure to save the document as a template for future documents as follows:

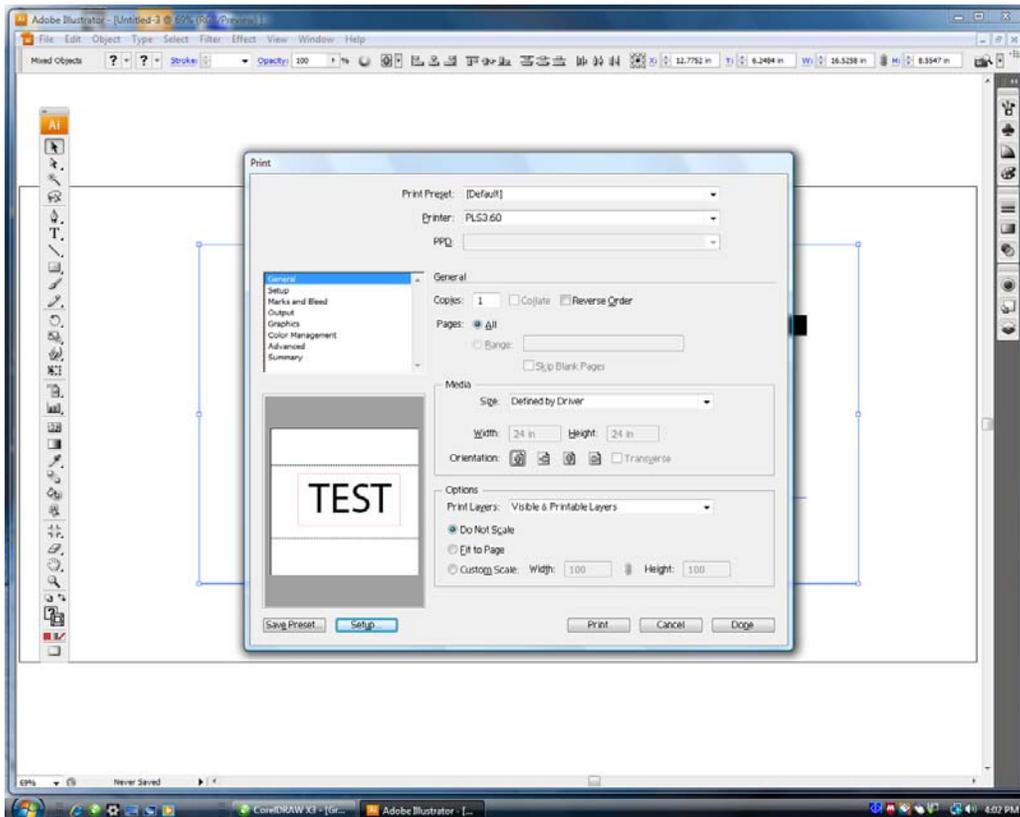
FILE → SAVE AS TEMPLATE → (ENTER FILE NAME) → CLICK “OK”

## Section 5: Some Notes About Printing

5.1: When you are ready to print to your laser system, disregard the print preview dialog box and select the following from the Main Menu:

FILE → PRINT → SETUP → PREFERENCES

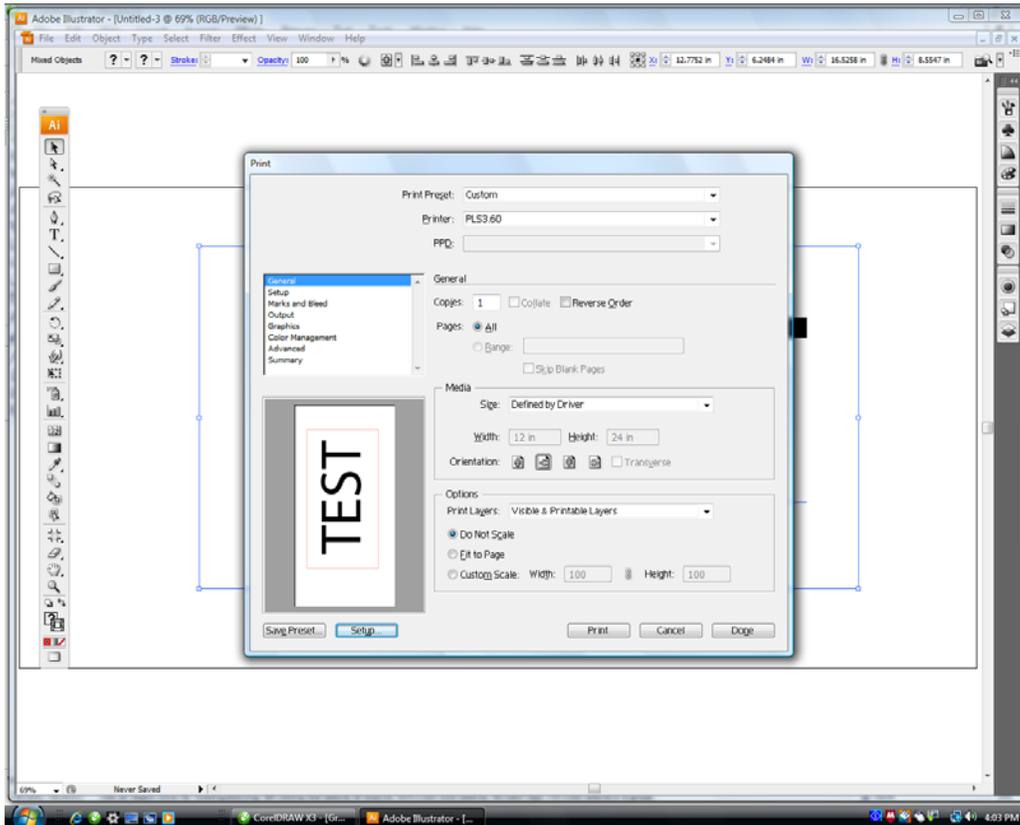
(See Graphic 5)



Graphic 5

5.2: Prepare the file for printing using the Universal Laser System print driver.

5.3: When your settings are complete, choose print. The image in the print preview box will appear sideways but the placement of your images will be correct. (See Graphic 6)



Graphic 6

5.4: Print as usual from the Universal Laser System Universal Control Panel.

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