

CNC File submission process:

What you need to do to get your file cut!

For Fall Semester 2015, L3 and E2 technicians will be processing and cutting your files. For the fastest turn-around times, your files and materials should meet the requirements listed below. If you need help setting up your digital models or vector files, selecting materials, or choosing what fabrication processes to use, please come to either the E2 or L3 shop and ask for help!

This is how it works:

Consult with a technician

- Bring file and material (pre-cut to size)**
- Work with technician while they process your file**

Job will be added to Queue

- You will be emailed when job is complete**

Other stuff you need to know!

- You must be present while the technician processes your file
- Your job cannot be added to the queue unless your file+material are 100% ready to go
- Once your job is in the queue, If you want to make changes, your file will be moved to the bottom of the queue!
- Files are accepted and cut on a first come first served basis

For more technical details, see our online Cheat Sheet, or come ask us in person in E2 or L3!

For 2d File Submission:

- Close or Join vectors
- No duplicate geometry, or geometry unrelated to part being cut
- Material must be cut to size and ready for machining at the time of file submission
- 2D vector files should be submitted using the Illustrator or Autocad Template files available online
- All vectors must be separated into layers according to their intended machined feature (i.e. pocket, inside or outside contour, drilled hole) as per the Template files
- Please export as DXF, DWG, Ai, PDF, or EPS file types

For 3d File Submission:

- Surfaces/geometry should not have open gaps
- No duplicate geometry, or geometry unrelated to part being cut
- Material must be cut to size and ready for machining at the time of file submission
- For best results use Rhino, solidworks, or autodesk Fusion360
- Export file as .stl
- Bring original file as well

For more technical details, see our online Cheat Sheet, or come ask us in person in E2 or L3!