

ShopBot Basic Training 2017

Day One

- A. Introduction (9:00-10:45)
 - a. Welcome to ShopBot
 - b. Explanation of Weekends Training
 - c. Who are you and what do you do
 - d. Cut a Project on Machine
 - i. Machine Overview
 - ii. Starting Up Machine
 - iii. Starting Software
 - iv. Basic Commands
 - v. Axes Orientation
 - vi. Moving the Axes
 - vii. Load, run and cut a Part File
 - e. Facility Tour

--BREAK--

- B. What Is (11:00-12:00)
 - a. Terminology
 - b. CAD to CAM
 - c. V-Carve Pro Basics
 - d. ShopBot 3 Basics

--LUNCH--

- C. ShopBot Vision (1:00-2:15)
 - a. Digital Fabrication in Your World

--BREAK--

- D. Cut class Sign (2:30-2:45)
 - a. Import names/logo, toolpath, preview, cut

- E. ShopBot Accessories (2:45-2:55)
 - a. Probe
 - b. WidgetWorks
 - c. Air Drill

- d. Vector Art Collections
- e. Donek Drag Knife
- f. Indexer
- g. Custom Tools
- h. Handout with websites
- i. ShopBot Newsletter

F. Techniques and Troubleshooting (2:55-3:30)

- a. Goals
- b. Hold Down
- c. Part Verification
- d. Tolerance Build-Up
- e. Bit, Collet, Nut Wear and Tear
- f. Maintenance
- g. CAD to CAM

--QUICK BREAK--

G. Intro V-Carve Pro (3:35-4:15)

- a. Vectric website and Tutorials
- b. File Types .crv and .sbp
- c. Job Setup
- d. V-CarvePro Overview
- e. Material Setup
- f. Create Vectors
- g. Toolpath Vectors

H. Cut Your Own Sign (4:15-4:45)

I. Questions and Wrap-Up (4:45-5:00)

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Day Two

- A. Introduction (9:00-9:10)
 - a. Day 1 Review
 - b. Explanation of Day 2 Training

- B. Importing/Exporting (9:10-9:45)
 - a. Bitmap
 - b. Vectors
 - c. Node Editing

- C. Cut Project (9:45-10:15)
 - a. Use Previous Import
 - b. Custom XY Data Position
 - c. Temporary Zero of All Axis

- BREAK--

- D. Chipload (10:30-11:00)
 - a. Compression, Up-Spiral, Down-Spiral
 - b. Purchasing Bits (Onsrud)
 - c. Chipload Calculator
 - d. Adding bits to Tool Database

- E. Table Surfacing (11:00-11:15)
 - a. Job Setup
 - b. Bit Selection
 - c. Run File

- F. V-Carve Pro Toolpathing (11:15-12:00)
 - a. Profile
 - b. Pocket
 - c. V Carve
 - d. Drilling
 - e. Texture
 - f. Inlay
 - g. Fluting
 - h. Moulding

--LUNCH--

- G. V Carve Pro 3D (1:00-1:45)
 - a. About 3D Relief Carving
 - b. Design and Make Projects
 - c. Import Model
 - d. Toolpath with V-Carve Pro drawing
 - e. Cut 3D Model

--QUICK BREAK--

- H. V-Carve Pro (2:00-3:00)
 - a. Transform Objects
 - b. Edit Objects
 - c. Offset and Layout
 - d. Gadgets

- I. Project Design and Cutting (3:00-4:45)
 - a. V-Carve Pro Worksheet
 - b. Design/cut beginner project
 - c. Individual assistance when needed

- J. Review (4:45-5:00)
 - a. Both Days Reviewed
 - b. Question and Answer