

How to Remove a Delicate Print from Thick Material without Damaging It

If you have a file that has thin extrusions that you suspect might be damaged by trying to remove it from the waste material behind it, you can easily include a few weeding lines into your design to make removal a snap.

For this file, trying to remove the delicate branches from the middle of the sheet of plywood caused damage to several of the branches.



If you suspect a particular design might cause this to happen, design in a layer of weeding cuts in a separate layer, (*with a different line color than your main print*), before you save the file as an SVG. The cut lines make it easy to remove the waste from around the main print, instead of having to pry the print up out of the waste area, bending it and taking the chance of damaging it.



I didn't notice any evidence of overburn on the spots where the weeding lines contact the main print, but if you want to be on the safe side, start the lines in the center of the waste area, and drag them towards the main print. You can end the weeding line on the main print lines, and by the time the kerf is removed from the original print, there should be no overburn in the spot where the lines end.

It does cause some additional residue shading, which can either be used as a design element, or just leave the masking on to eliminate it.

