

Anycubic Slicer Photon Workshop User Guide

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Anycubic Slicer

Any cubic Slicer installation package is located in memory stick, please install the software as following steps.

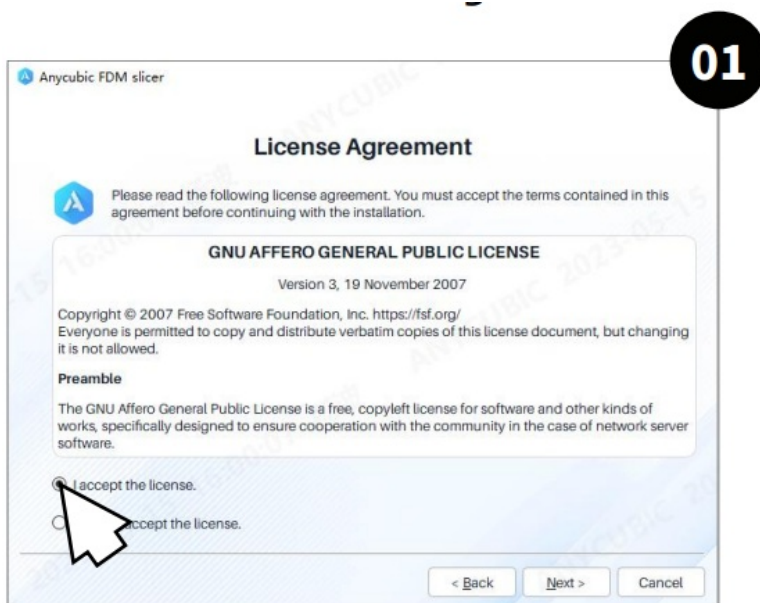
Contents

- [1 Installation](#)
- [2 Overview](#)
- [3 Settings](#)
- [4 Introduction to Functions](#)
- [5 Export Sliced File](#)
- [6 Documents / Resources](#)
- [7 Related Posts](#)

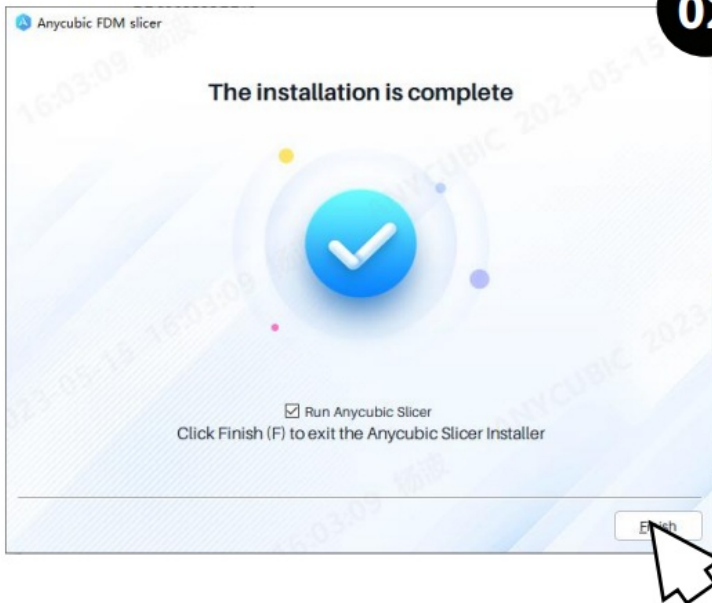
Installation

• Windows

Close the anti-virus software before installation. Open the suitable package and then follow the guide as shown below.



02



• Mac



Anycubic Slicer System Recommended Configuration

Windows

CPU: Intel® Core™i5 6600K or higher AMD Ryzen™5 1600 or higher

RAM: ≥ 16GB

Free Disk Space: 2GB

Display Resolution: ≥ 1920*1080 ≥ 2560*1440 (suggested)

GPU: NVIDIA GeForce GTX1050 or higher AMD Radeon RX480 or higher

GPU RAM: ≥ 1GB

Mac OS

CPU: Intel® 4-Core (OS version 10.15) or higher Apple M1 4-Core (OS version 13.0) or higher

RAM: ≥ 16 GB

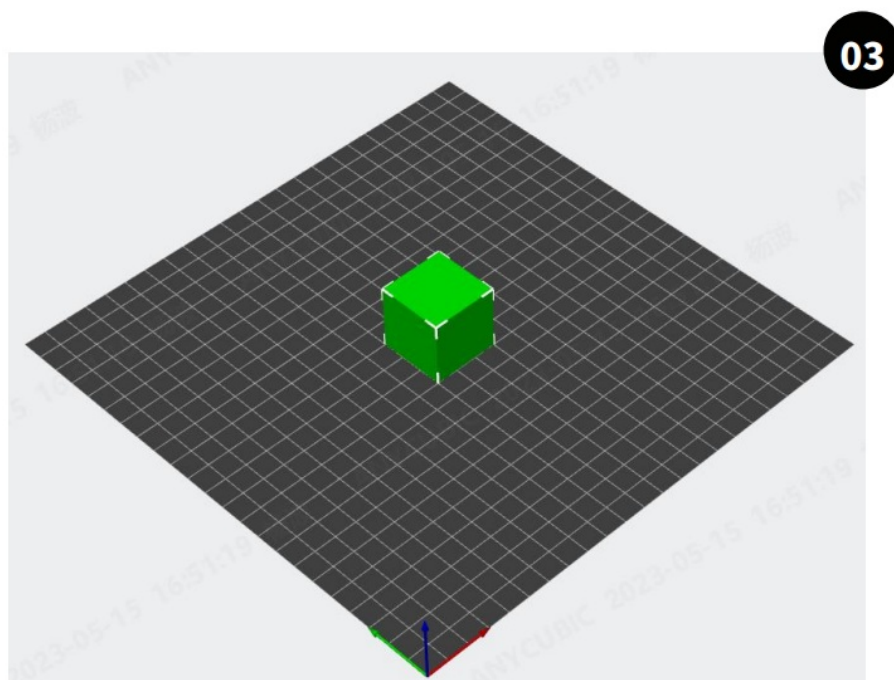
Disk Space: ≥ 64 GB

Display Resolution: ≥ 2560*1440

Language



Overview

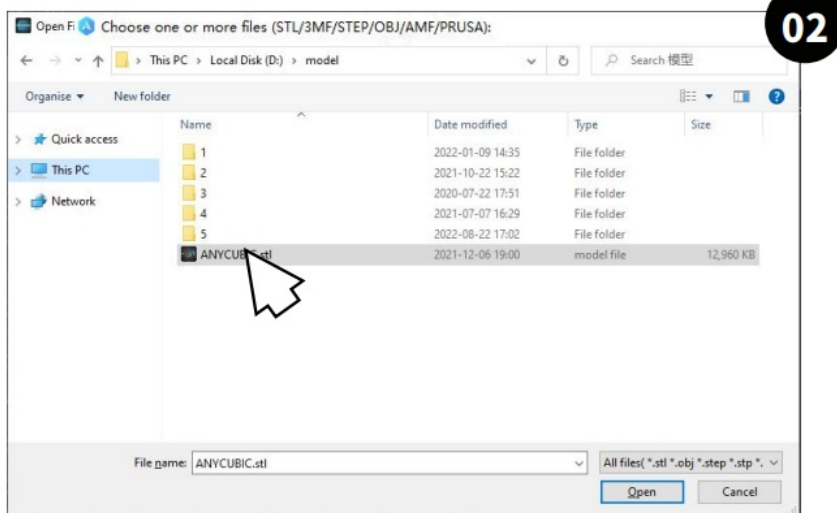


The object is imported

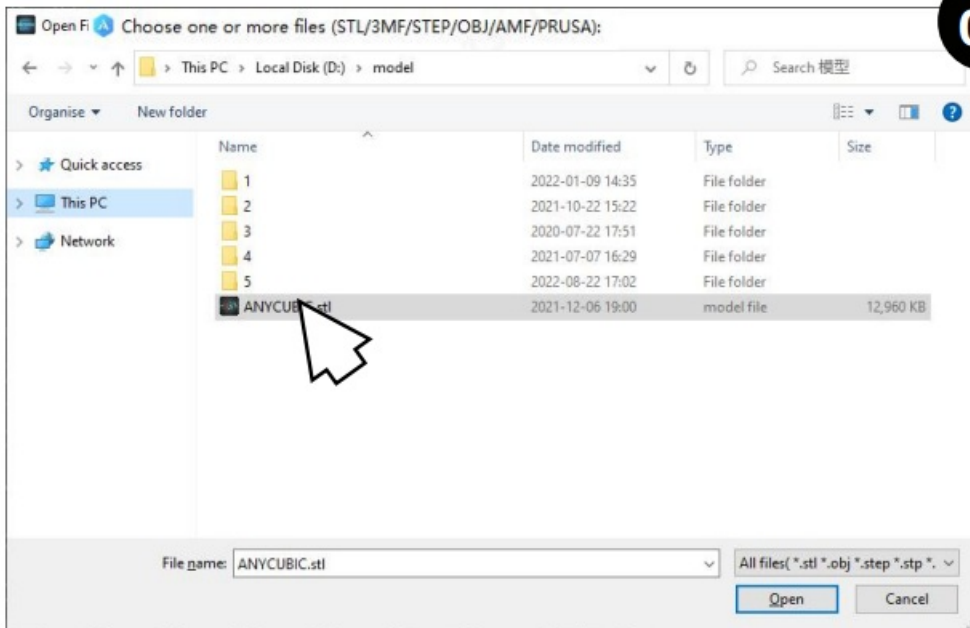
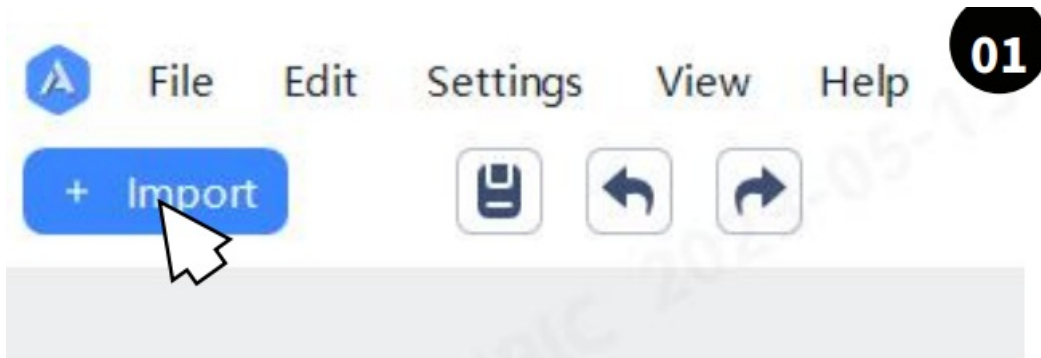
1. Import file, save file, undo/redo
2. Functions to edit objects
3. 3D model view
4. Configuration of printer, filament and printing settings
5. choose printer, filament, print settings
6. Object list
7. Slice and Preview button

Settings

Import

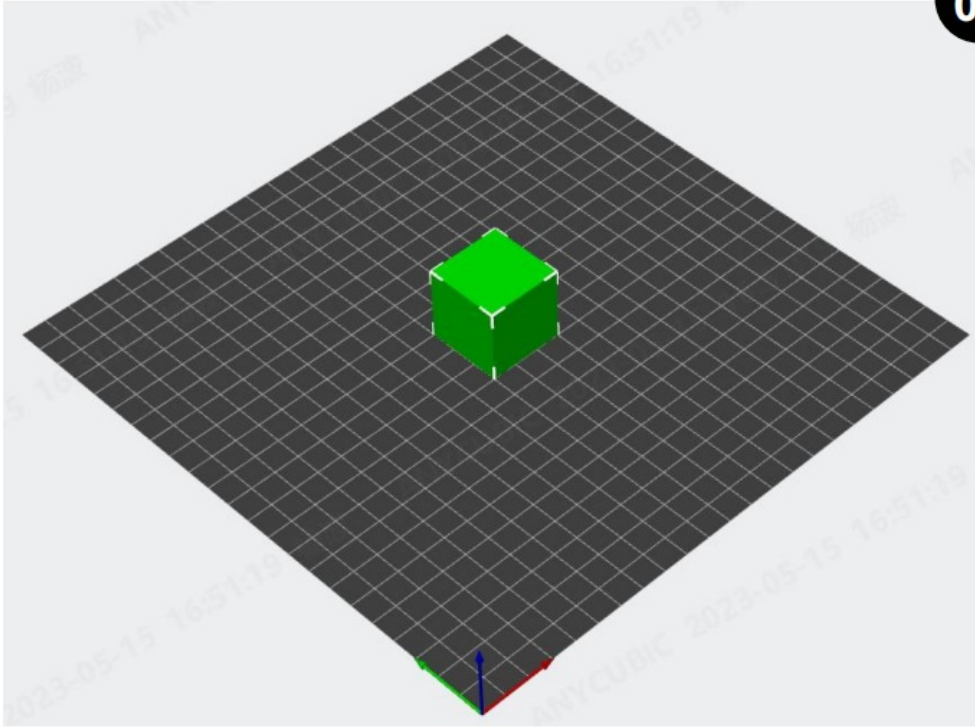


Select model file



Select model file

03

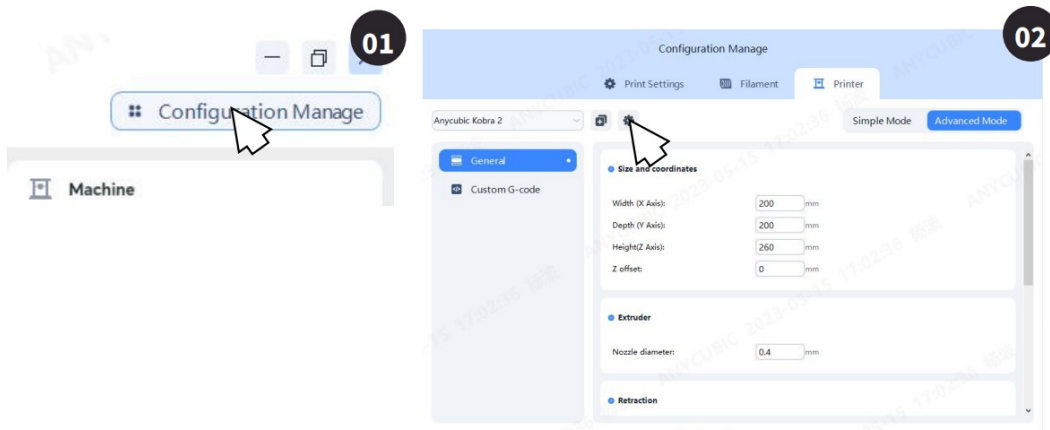


The object is imported

print Configuration Manage

1. Printer settings

Click [Configuration Manage](#) add the type of your printer in the interface. Different printer types have different parameters, please choose the printer you use to avoid print failure.

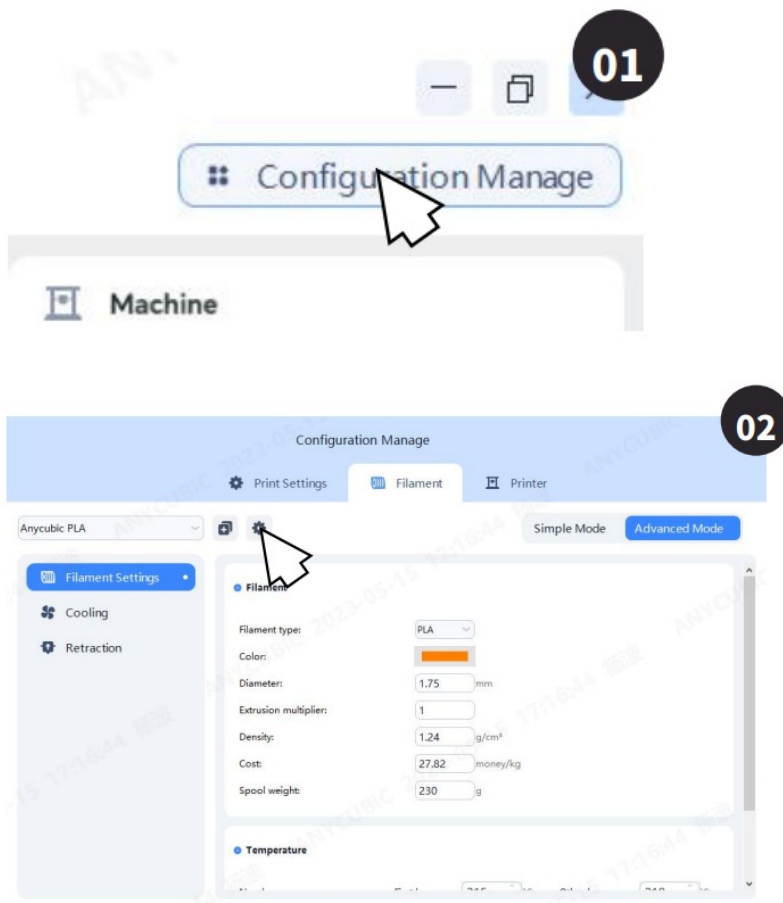


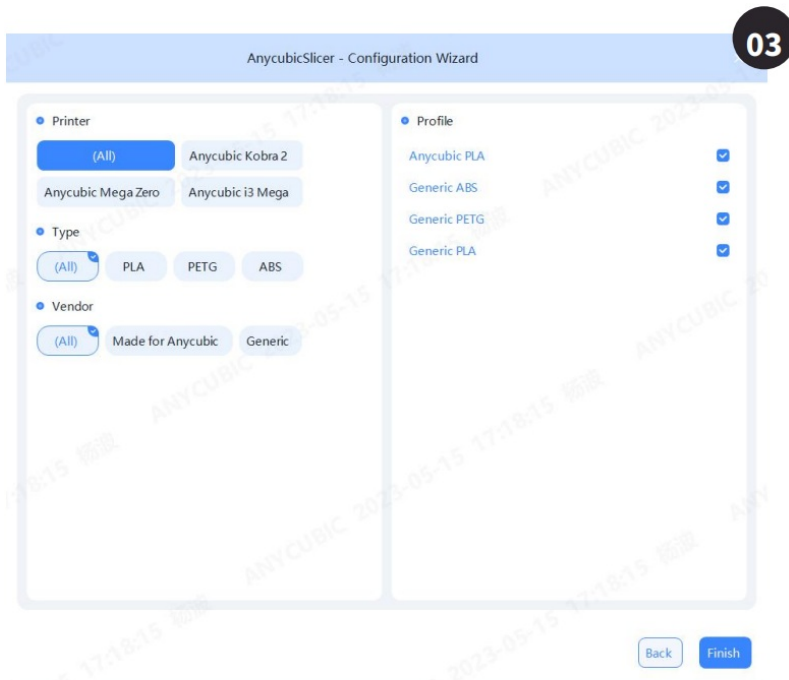


**Select your 3D printer then
click finish**

2. Filament Settings

Add and edit filament parameters for different filament or mode requirements, as shown in the following:

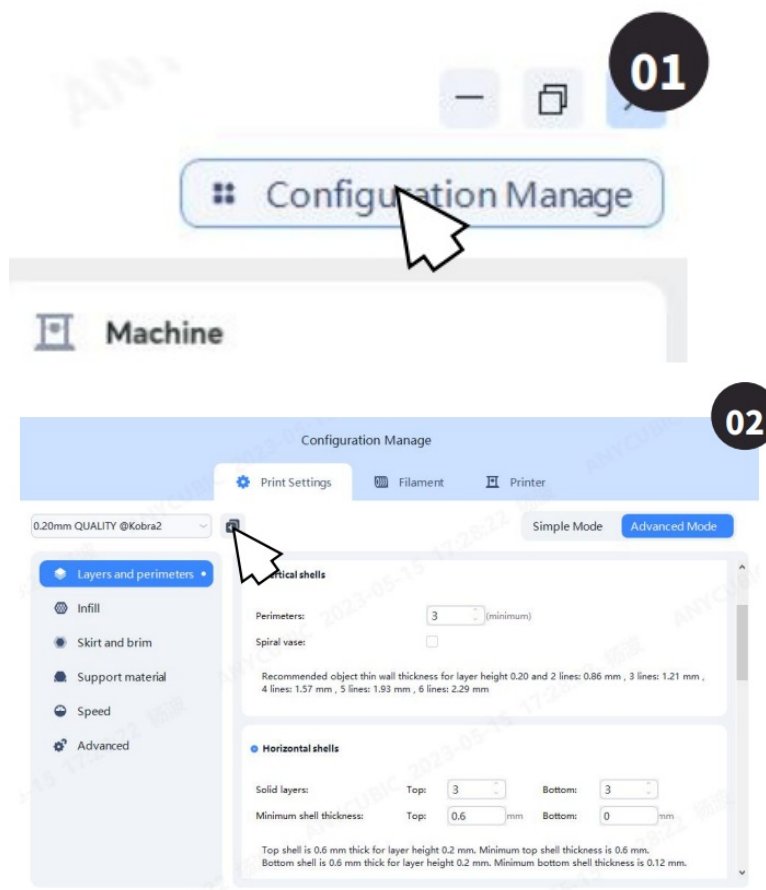


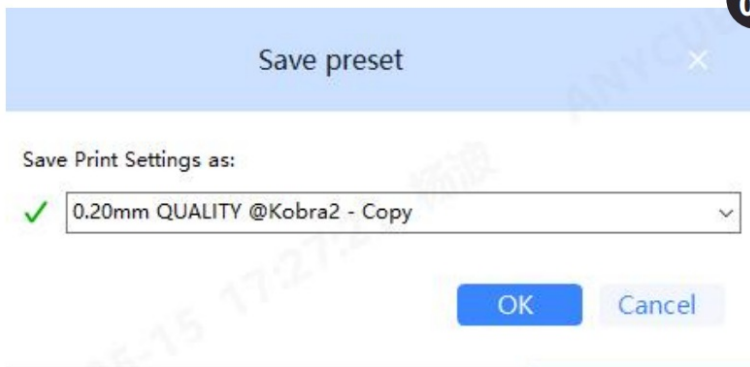


Select your filament then click finish

3. Printing Settings

The system has preset printing settings for each type of printer, you can choose corresponding printing settings as needed. You can create custom printing settings by copying the preset printing settings:



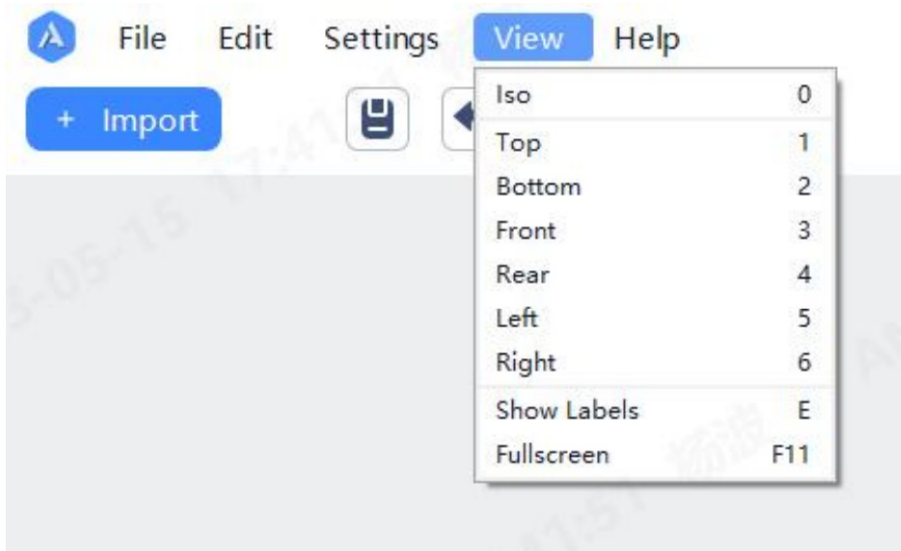


Enter the print setting name then click ok to finish creating custom print setting

Introduction to Functions

View Changing

- **Mouse:** scroll the mouse wheel to zoom in/out; right click the plat form and drag to move it; left click the platform and move to change view angle.
- **View menu:** Switch to different views.



Model Edit

Move: Input a number or manipulate the controls to move the model.

Rotate: Input a number or manipulate the controls to rotate the model.

Scale: Input a number or manipulate the controls to scale the model.

Place on face: select a face to align model to the build plate.

Layout: Place the models according to the settings of model spacing.

- The Bigger the model spacing, the less the models can be placed.
- Enable rotations to increase the space utilization.

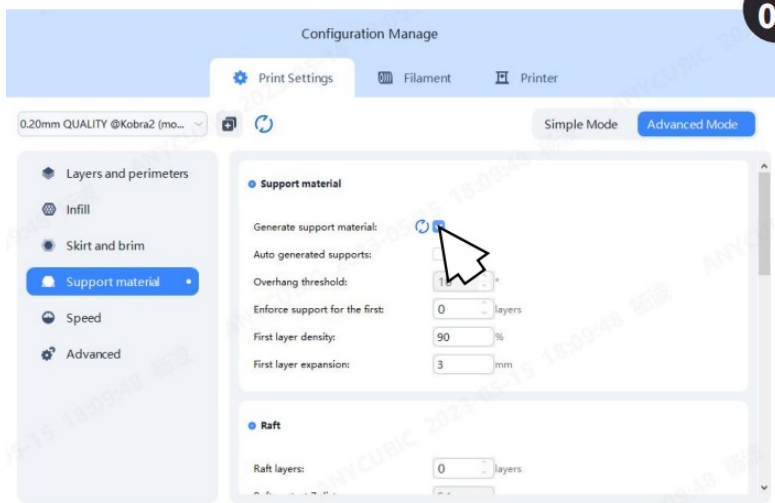
Cut: Input a number or manipulate the controls to set the height of the cutting plane parallel to the build plate to split the model in top and lower parts.

Paint-on support Paint on the model to mark areas where support generation is required or prohibited.

- The left mouse button marks the area that enforce support.

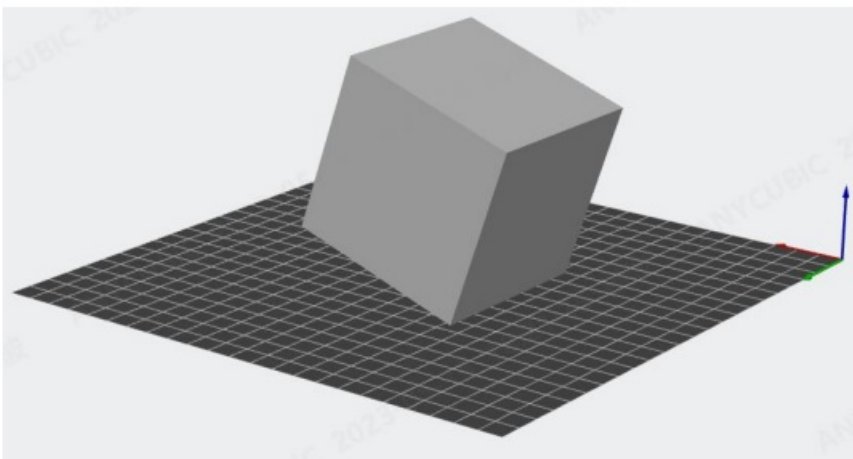
- The right mouse button marks the area as forbidden support.
- To take effect the paint-on support, you should enable the general support material option and meanwhile Select the support option to something other than None

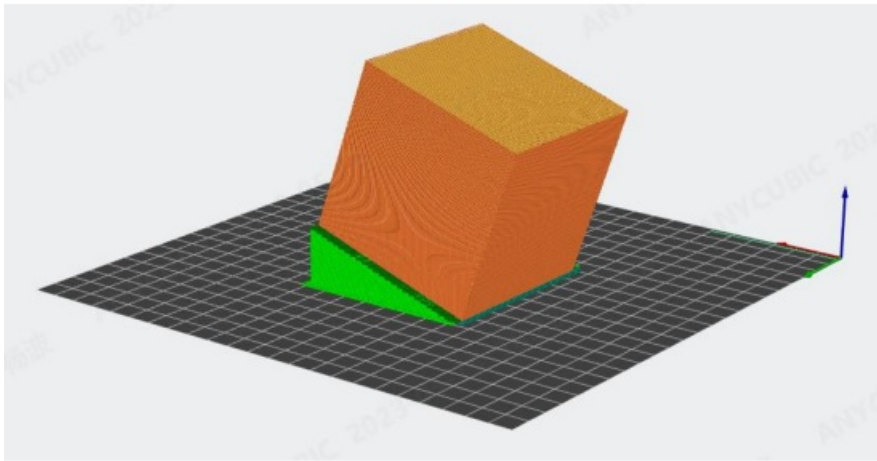
Paint-on support



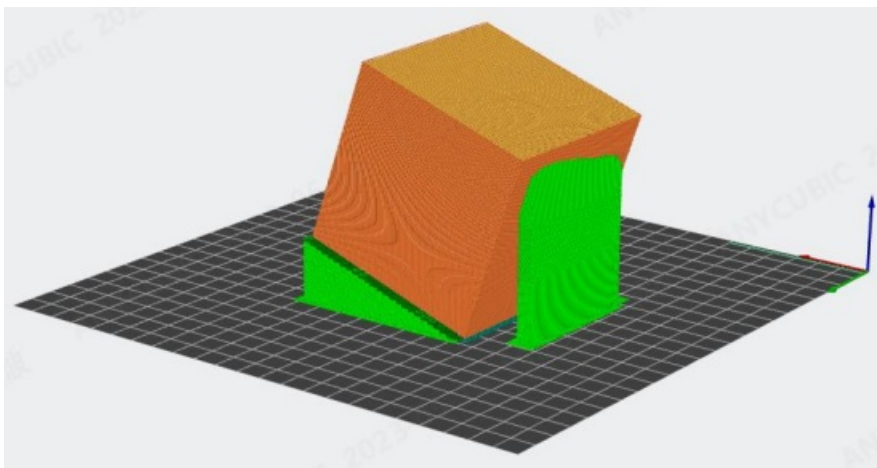
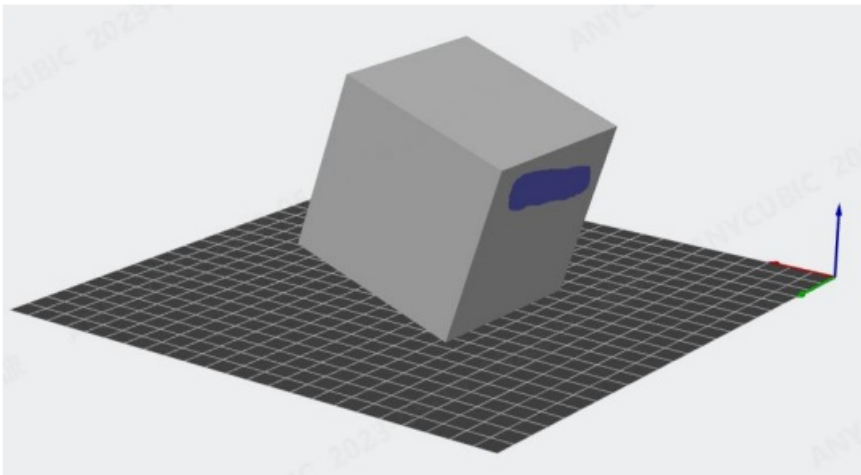
Select an option other than None

No paint-on support





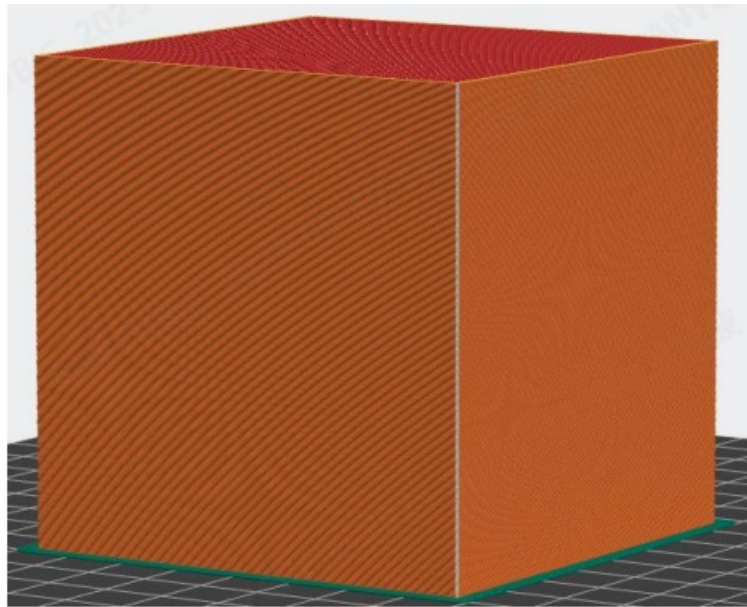
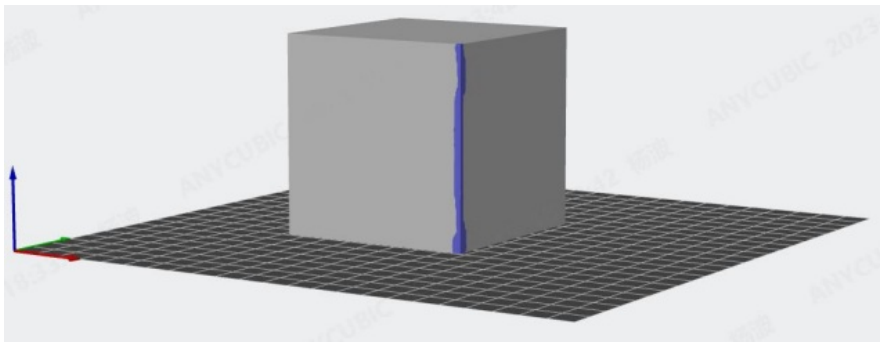
Enable paint-on support



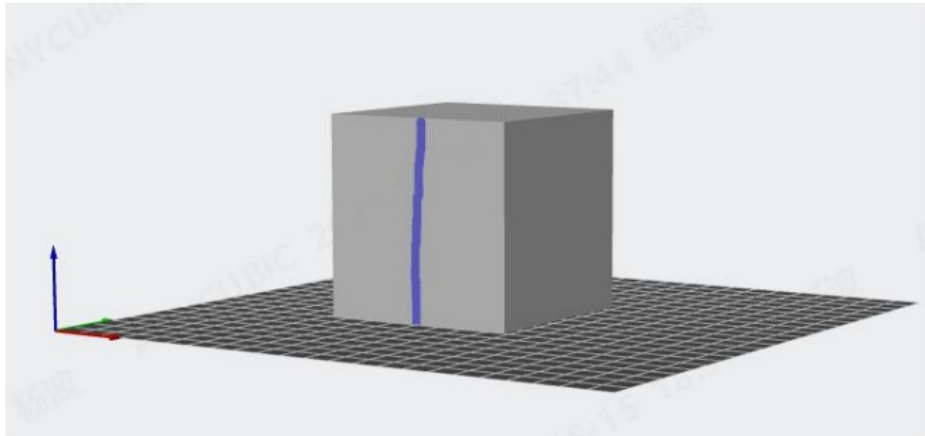
Model Edit

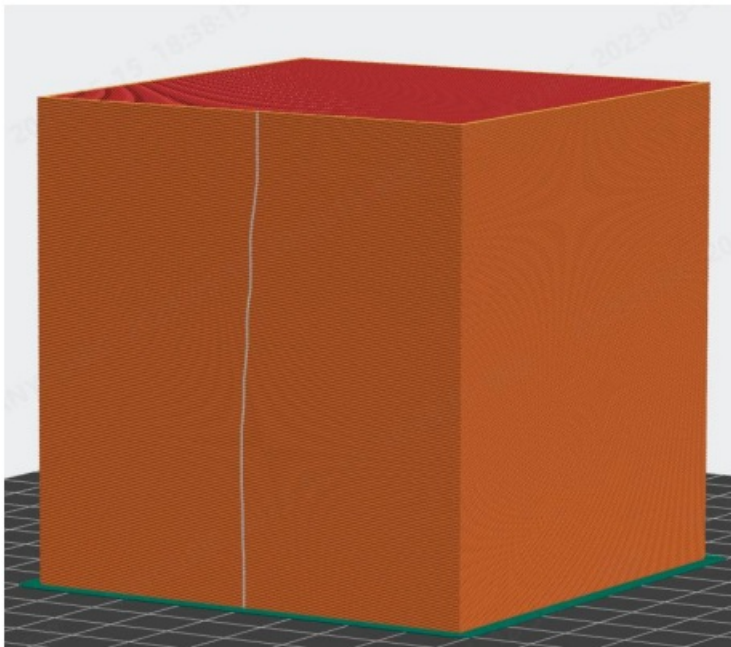
Seam Painting: Paint on the model to mark location where the seam point of each layer.

Draw seam points on corner



Draw seam points on face

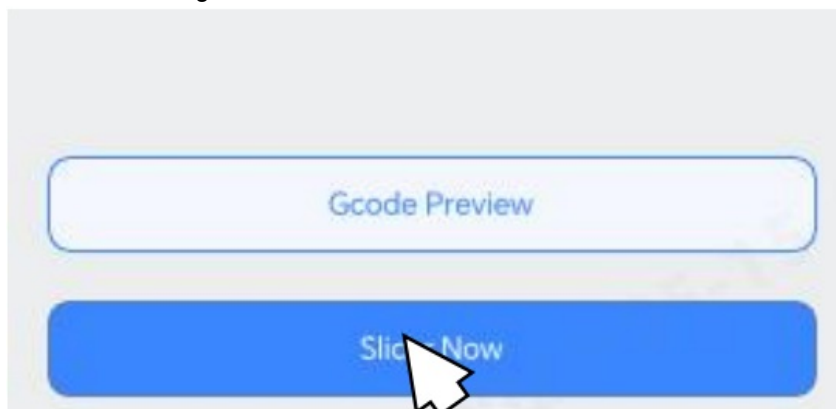




Export Sliced File

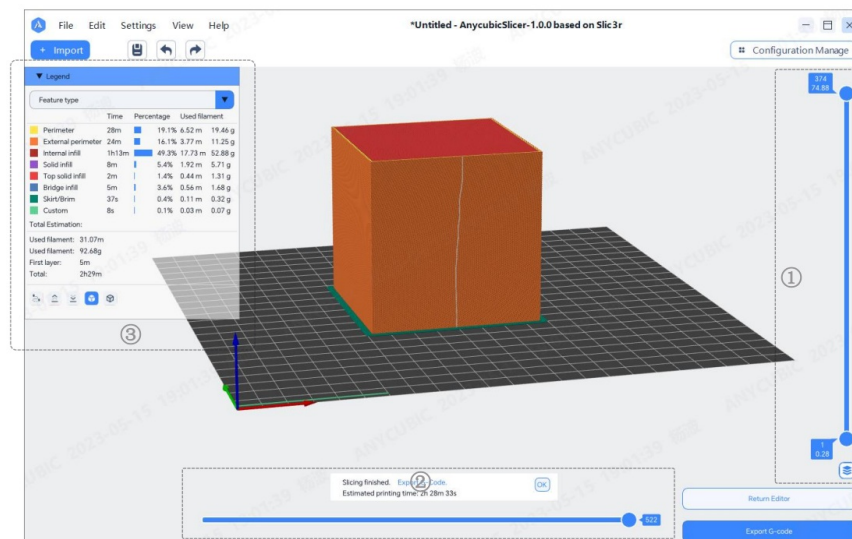
Slice

When the setting is finished, click Slice Now.



Preview

In the slice file view interface, you can see printing paths by feature type

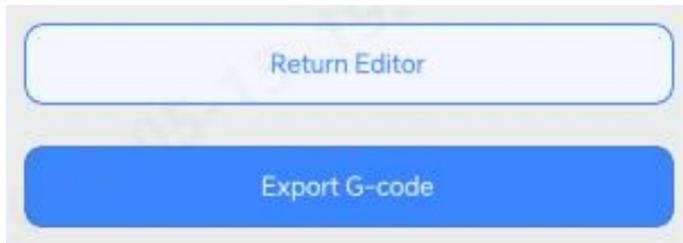


1. Drag the vertical slider to preview different layers

2. Drag the horizontal slider to preview the moving path of the nozzle
3. Preview the estimated printing time and filament usage

Export

- **Return Editor:** If some other manipulations of model are needed ,click“ Return Editor” and go back to editing interface.
- **Export G-code:** Export G-code file to a local device then use touchscreen to start printing



Anycubic Slicer

Documents / Resources

	ANYCUBIC Anycubic Slicer Photon Workshop [pdf] User Guide Anycubic Slicer Photon Workshop, Anycubic, Slicer Photon Workshop, Photon Workshop, Workshop
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