

Exporting Production Files — PNG, SVG, LightBurn, xTool & the full package

When the design is done, the Export dialog gives you exactly the files your printer or laser needs — at the resolution and format they expect.

patchforge.makerfoundryco.com · a Maker Foundry tool

1 Open Export

In the Patch Builder toolbar, click **Export** ▼ and choose **Export Production Package**. The dialog shows a simple checklist of file groups — **machine-ready files**, **engrave layer**, **cut line**, and **mockup preview** — preselected with smart defaults for your design type. Name the export and click **Export ZIP**.

Need finer control? Open **Advanced options** for exact file formats, **color mode**, **DPI** (300 by default, or 600 for maximum detail), and the LightBurn machine type.

2 Choose your files

- **PNG** — high-resolution raster (up to 600 DPI, transparent option) for UV printing.
- **SVG** — true vector, ideal for cutters and laser software.
- **Production Package (ZIP)** — everything bundled together.

Engrave designs — laser leather/vinyl *and* dual/tri-layer acrylics — also export native **LightBurn (.lbrn2)** and **xTool (.xs)** project files, a vector **engrave layer**, a combined engrave+cut SVG with the cut line in red, and a DXF cut file. On tri-layer acrylics the two engrave depths arrive as separate machine layers (black = first depth, blue = deep), so each can run its own power and speed.

3 Send to your software

If you run the optional local bridge, PatchForge can hand files straight to LightBurn or xTool Creative Space. Otherwise the files download to your computer, ready to import.

Check the Print Specs page (account menu) for bleed, safe area, and resolution guidance before a big run.

Design here, produce anywhere.

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