



Photonsters Validation Matrix v2



RedNightPrinting

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Summary

Layer Exposure Time is the crucial parameter that when dialed in will change your print into a crisp clean one.

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How to use Validation Matrix (Tyler Schubert)

<https://youtu.be/GL-9la0SibQ>

The Validation Matrix must be printed with 4 or less base exposures for a correct test result.

The Photonsters Validation has a couple of features to make it easy to find if the exposure is balanced.

Pins/Holes should be the same number

Teardrops in the central square should barely touch at the intersection point

The central square should measure 20mm with 1mm edge

Editors Note: All credit goes to the original authors of the file, and I am not claiming that I have had any input on the design, testing, or was involved with the upload of this file in its original source.

This file was designed originally by Photonsters, and was uploaded by **X3msnake. You can find the thingiverse file **here**.**

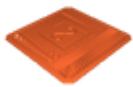
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<https://www.fabbaloo.com/news/hands-on-with-the-halot-one-3d-printer-part-2>

<https://3dprinterly.com/how-to-calibrate-resin-3d-prints-testing-for-resin-exposure/>

<https://core-electronics.com.au/guides/perfect-resin-print-exposure-setting/>

Model files



validation_matrix_v2200701.stl

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