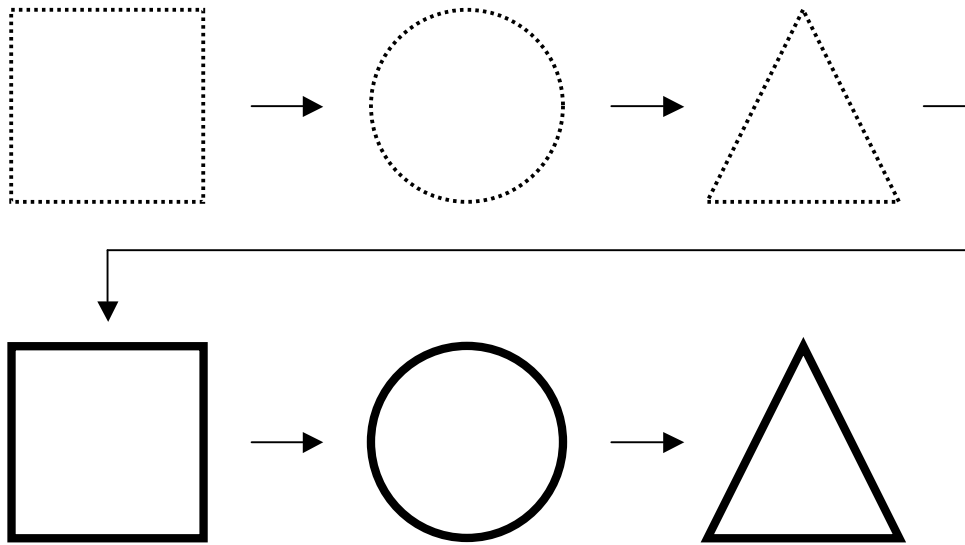
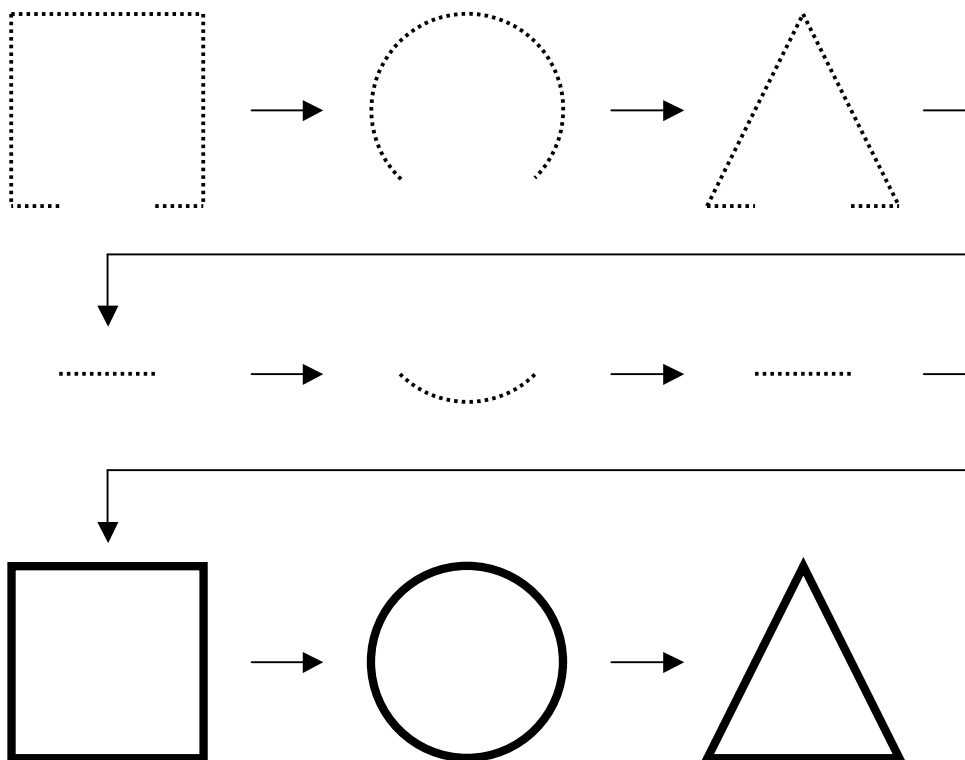


● DIE-cut (ダイ形状) 1st path (荒加工) — Finish (仕上加工)

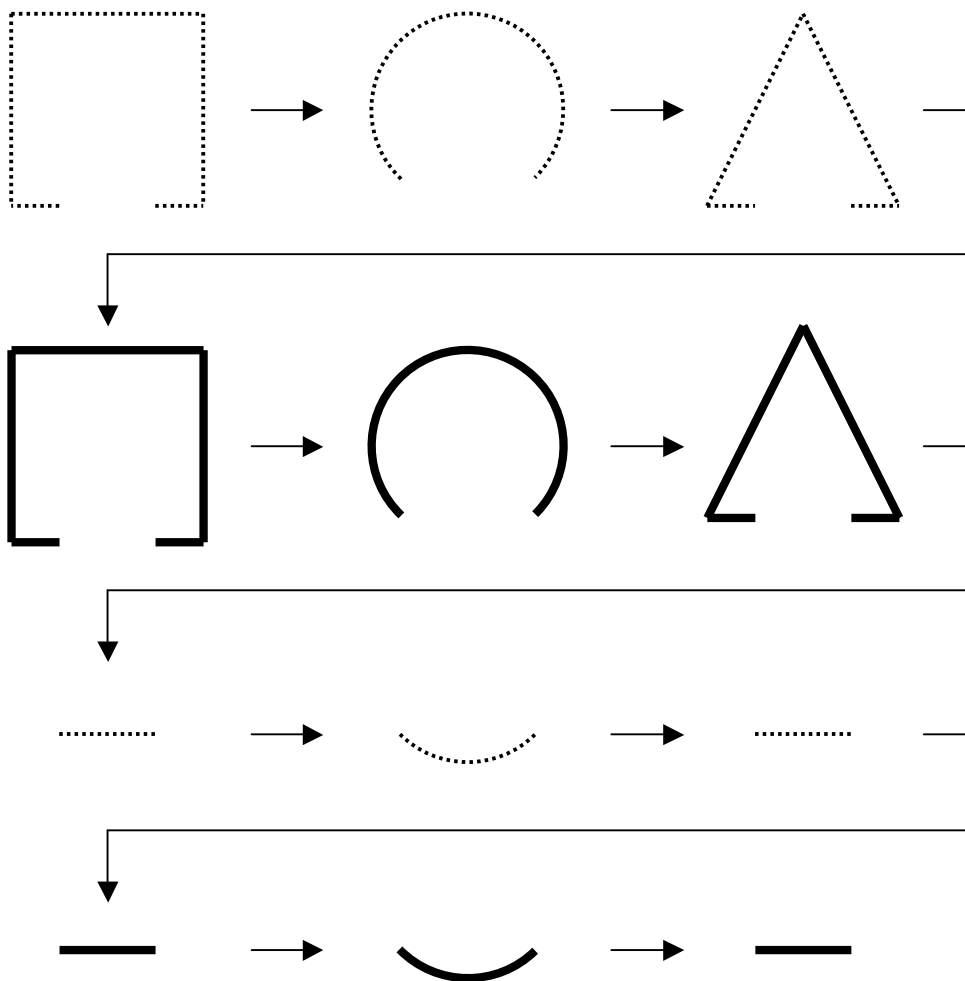
○ DIE-cut in advance (Single) (ダイ切り落とし最初 (単独))



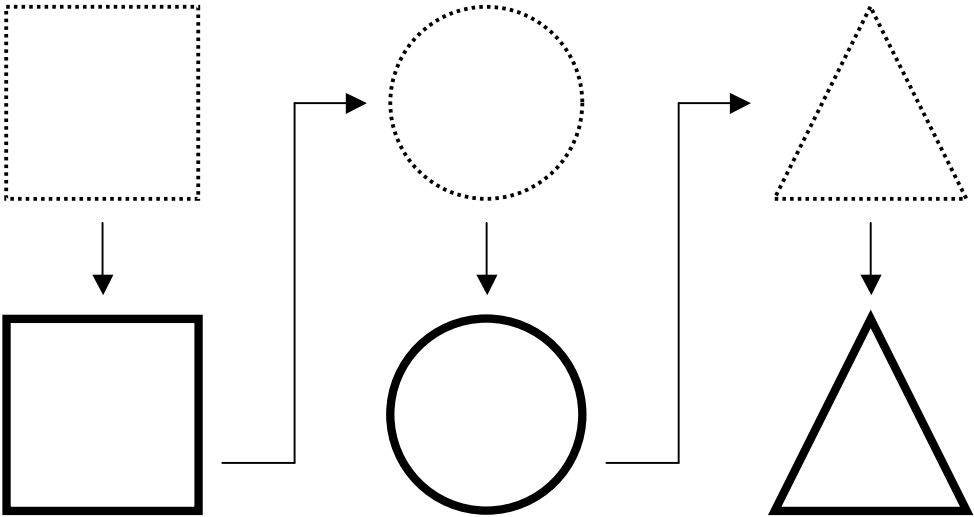
○ DIE-cut in advance (multi) (ダイ切り落とし最初 (連続))



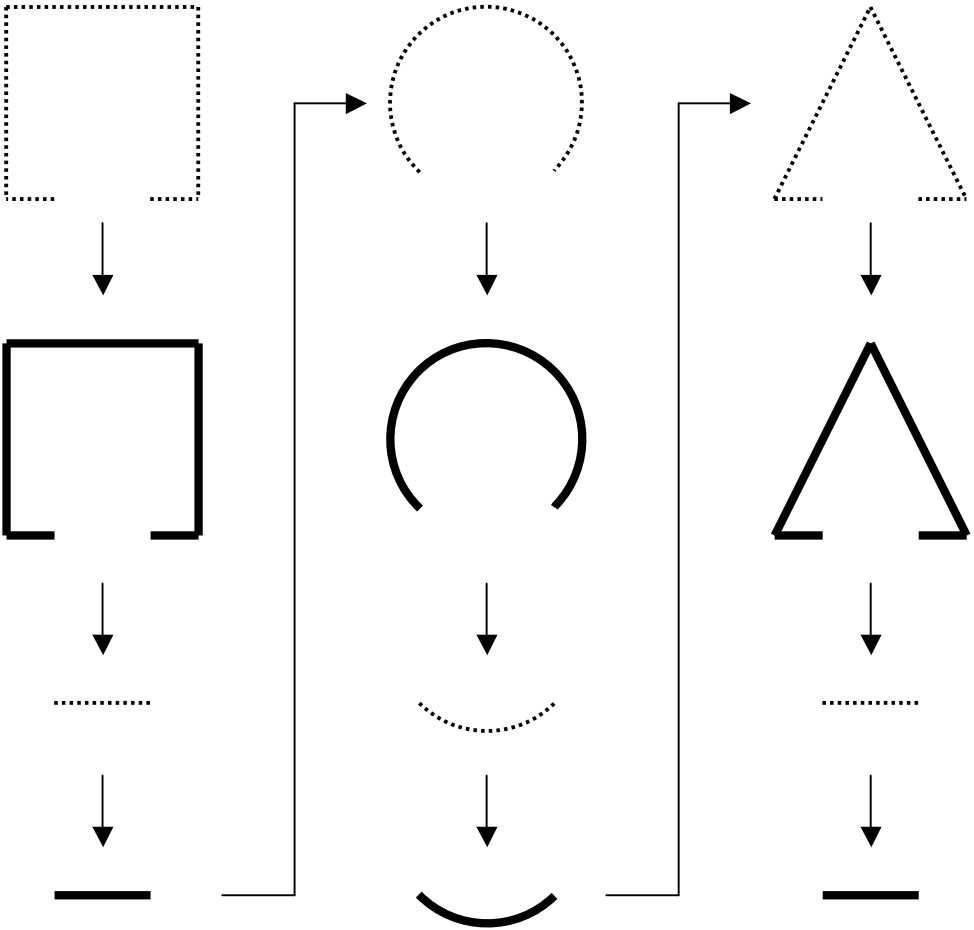
○ DIE-cut at last (ダイ切り落とし最後)



○ DIE-cut in advance (fine) (ダイ切り落とし最初 (仕上げ))

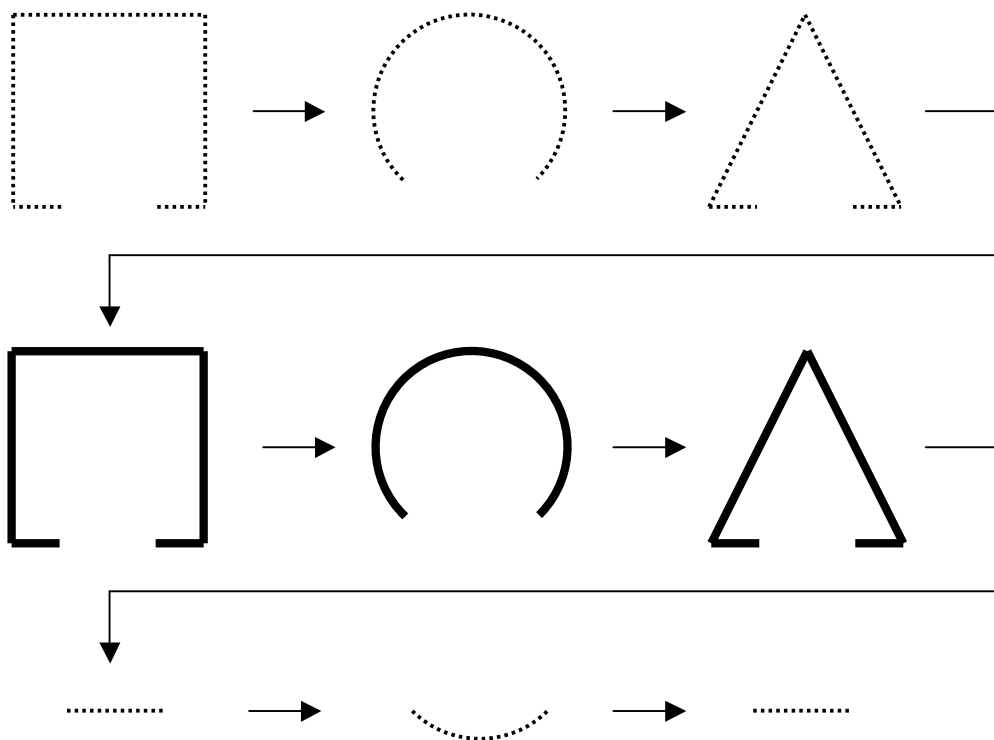


○ DIE-cut at last (fine) (ダイ切り落とし最後 (仕上げ))

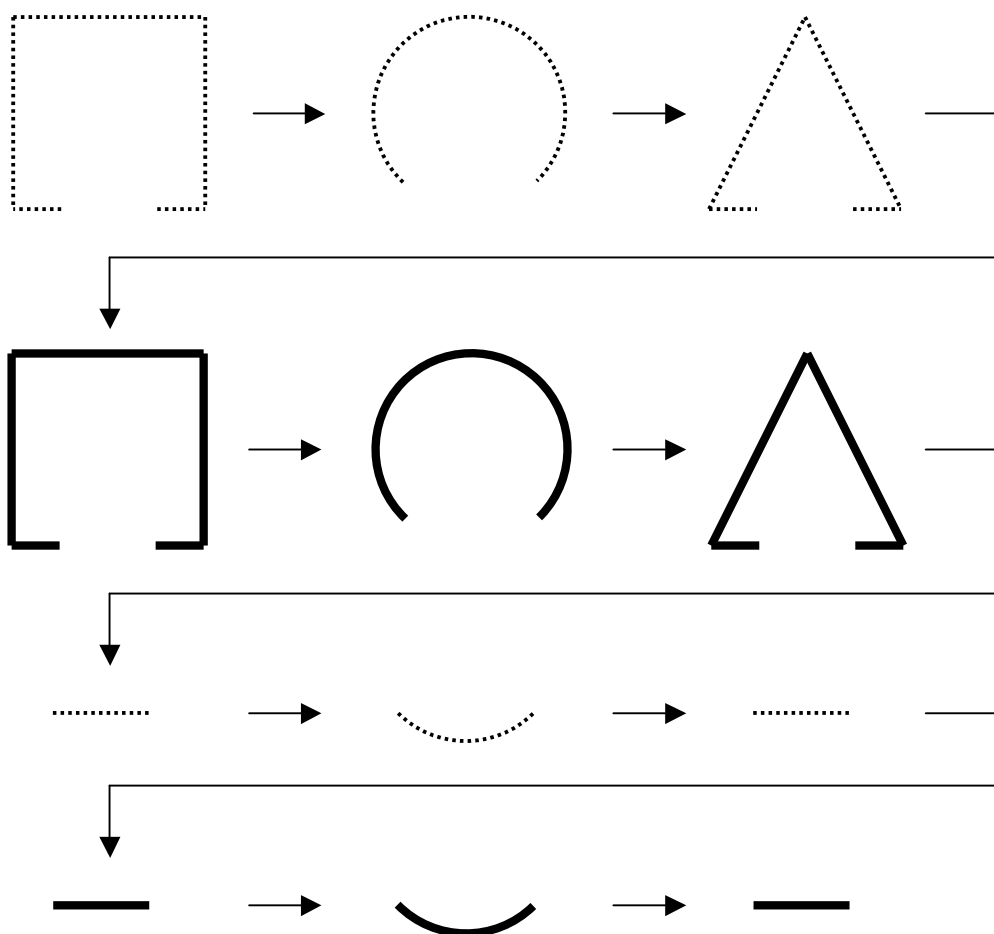


● PUNCH-cut (パンチ形状) 1st (荒加工) — Finish (仕上加工)

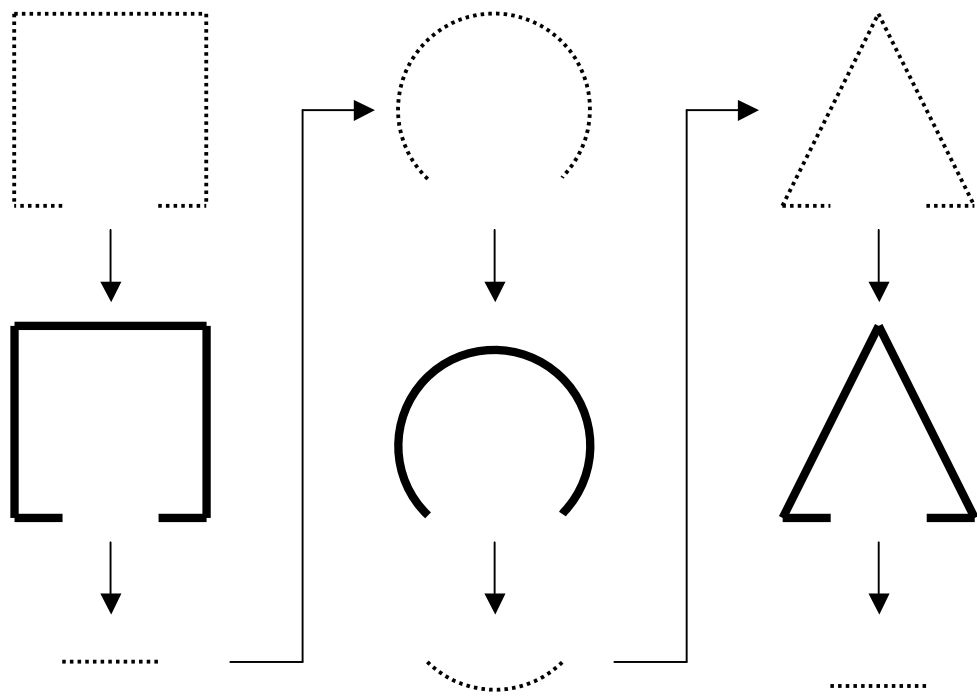
○ PUNHC-cut in advance (パンチ切り落とし 1st)



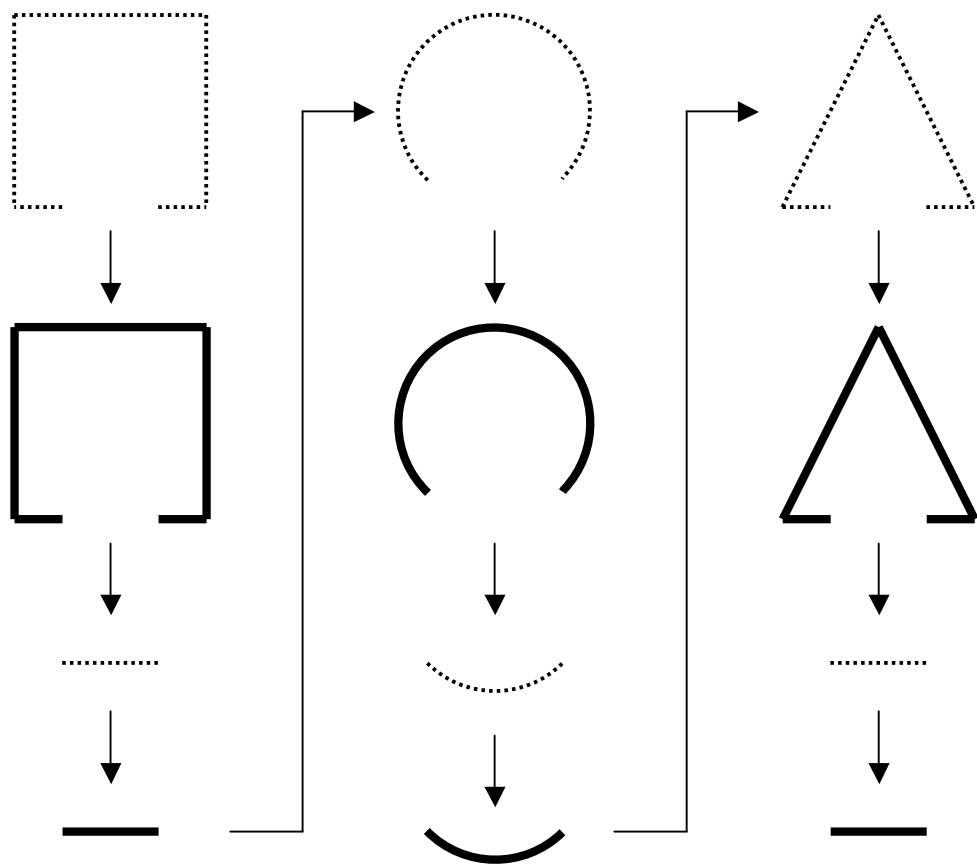
○ PUNCH-cut at last (パンチ切り落とし 仕上げ)



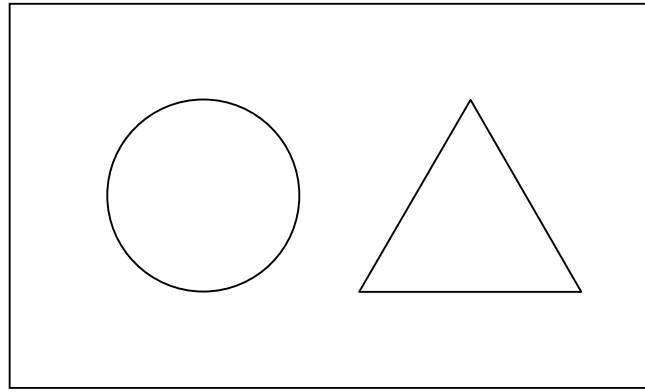
○ PUNCH-cut in advance (fine) (パンチ切り落とし 1st (仕上げ))



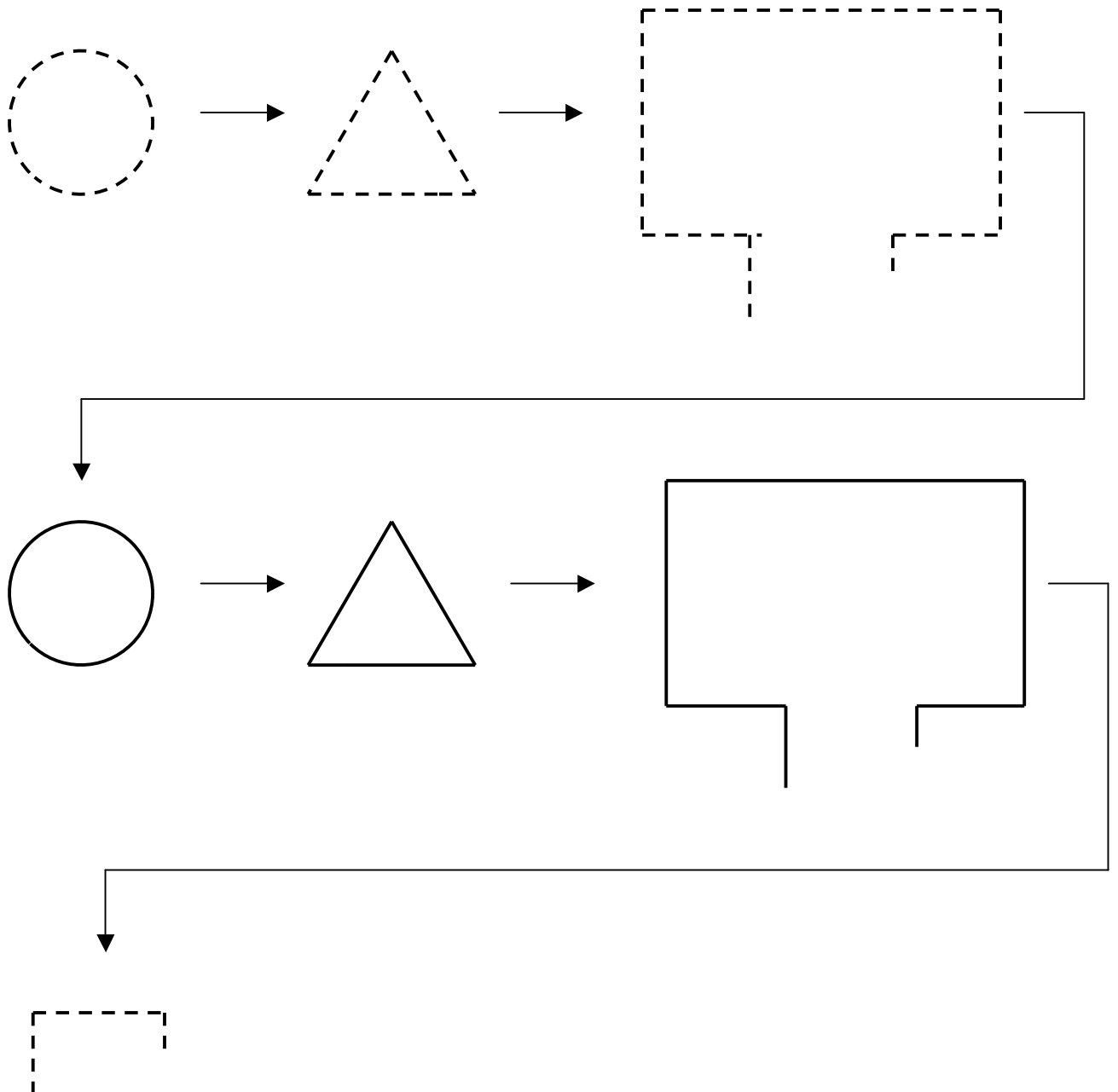
○ PUNCH-cut at last (fine) (パンチ切り落とし 仕上げ)



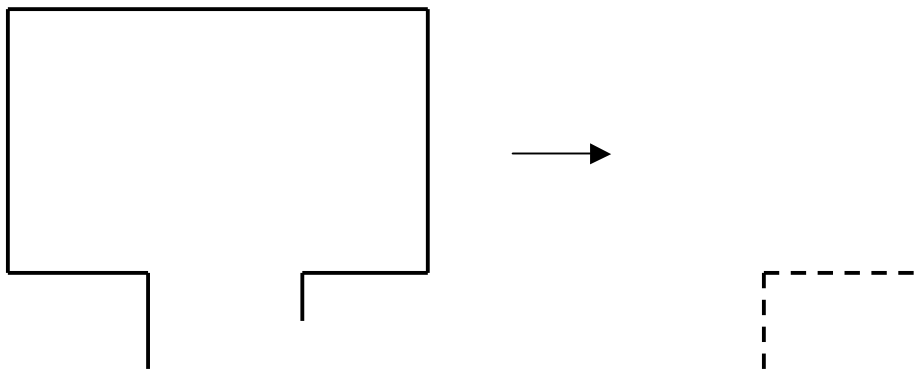
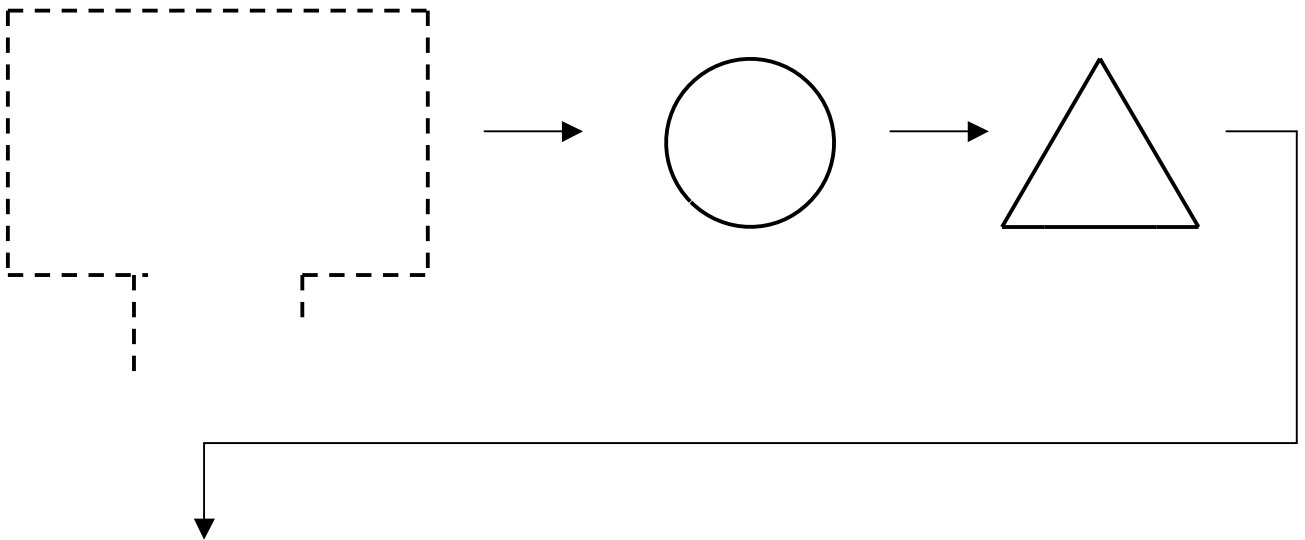
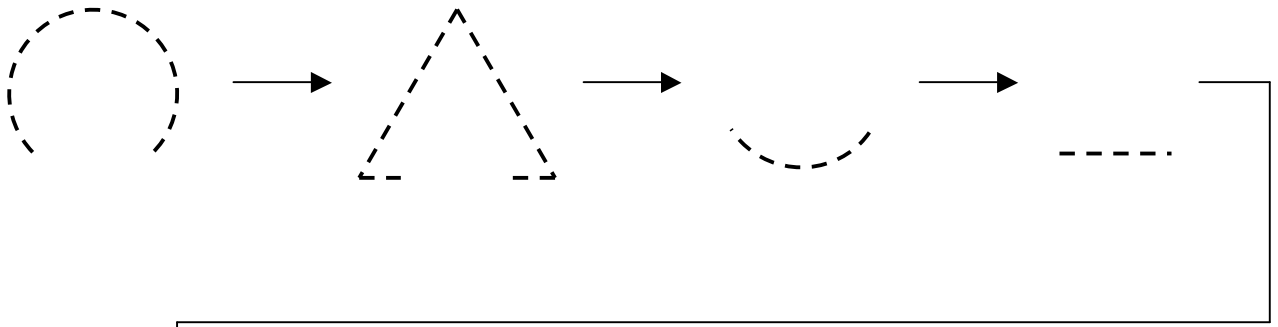
● DIE/PUNCH-cut (ダイ・パンチ加工)



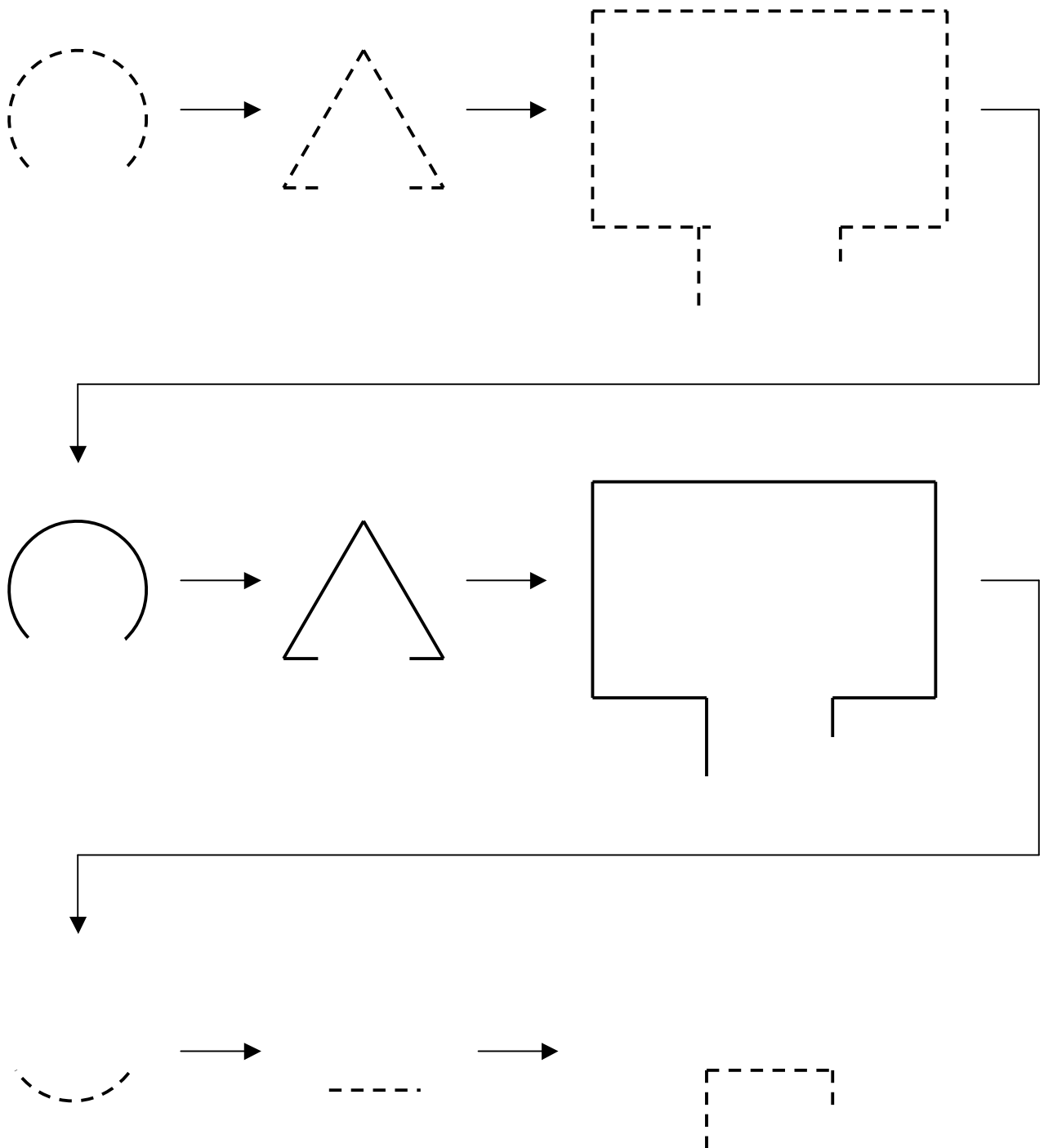
○ DIE/PUNCH-cut in advance (single) (ダイ・パンチ切り落とし最初 (単独))



○ DIE/PUNCH-cut in advance (multi) (ダイ・パンチ切り落とし最初 (連続))



○ DIE/PUNCH-cut at last (ダイ・パンチ切り落とし最後)



○ DIE/PUNCH-all circumference (1st cut) (ダイ・パンチ全周 (1st-cut のみ))

