Design Project 1-12 | "My First Carve"

This project covers the following design concepts:

- ✓ STARTING SOFTWARE
- ✓ MENUS, TOOLBARS, SHORTCUT KEYS OR MOUSE BUTTONS
- ✓ MANIPULATING THE WORKPIECE
- ✓ PATTERN PLACEMENT
- ✓ PATTERN MANIPULATION
- ✓ CENTERING
- ✓ MOVE ELEMENT
- ✓ MIRRORING
- ✓ FINE TUNING & OPTIMIZATION
- ✓ ADJUSTING DEPTH
- ✓ MANAGING DATA
- ✓ UPLOADING TO MEMORY CARD
- ✓ SELECT QUALITY SETTING
- ✓ NAME PROJECT

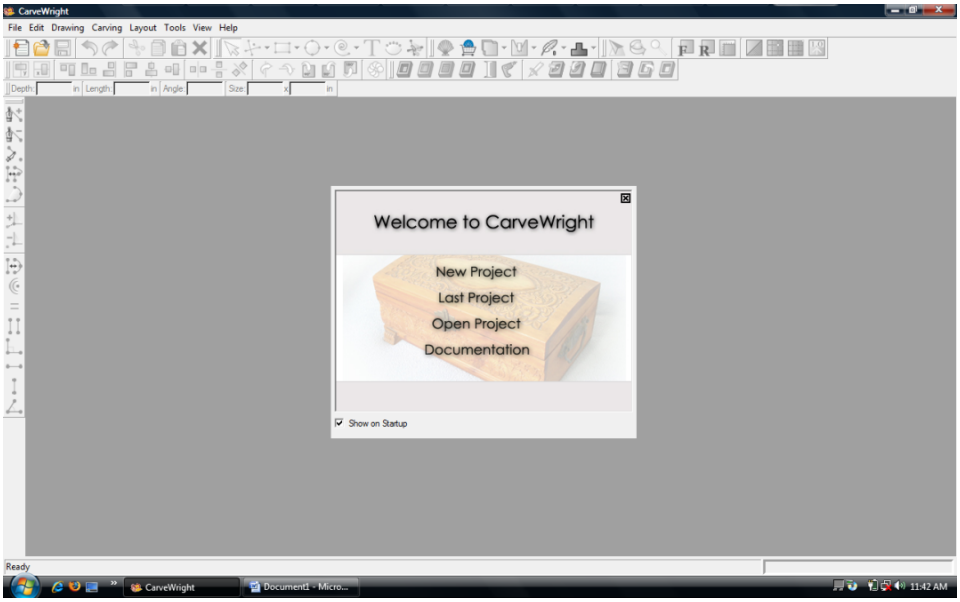
INSTRUCTIONS:

✓ STARTING THE SOFTWARE

Open the CarveWright Project Designer Software

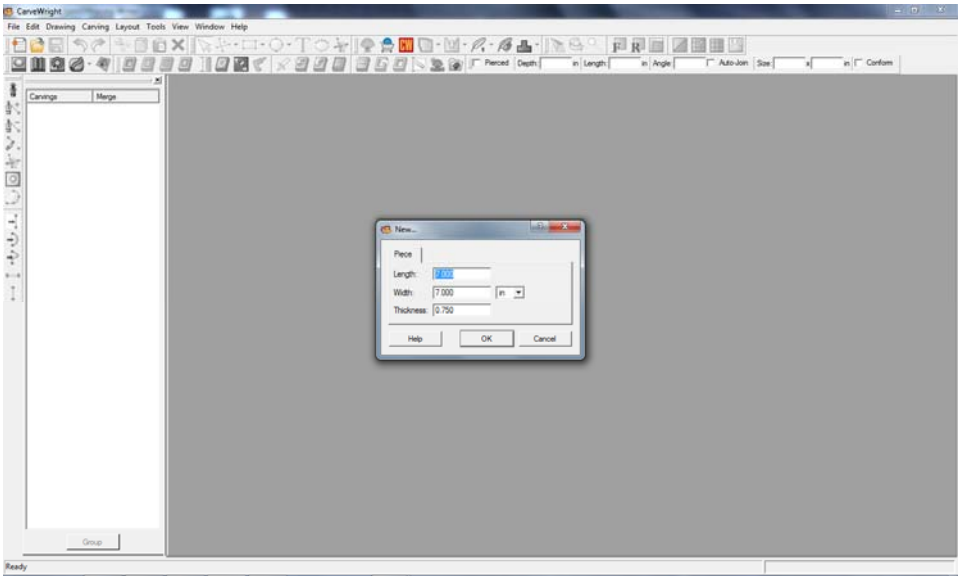
The Welcome screen appears with project options.

Select “New Project”



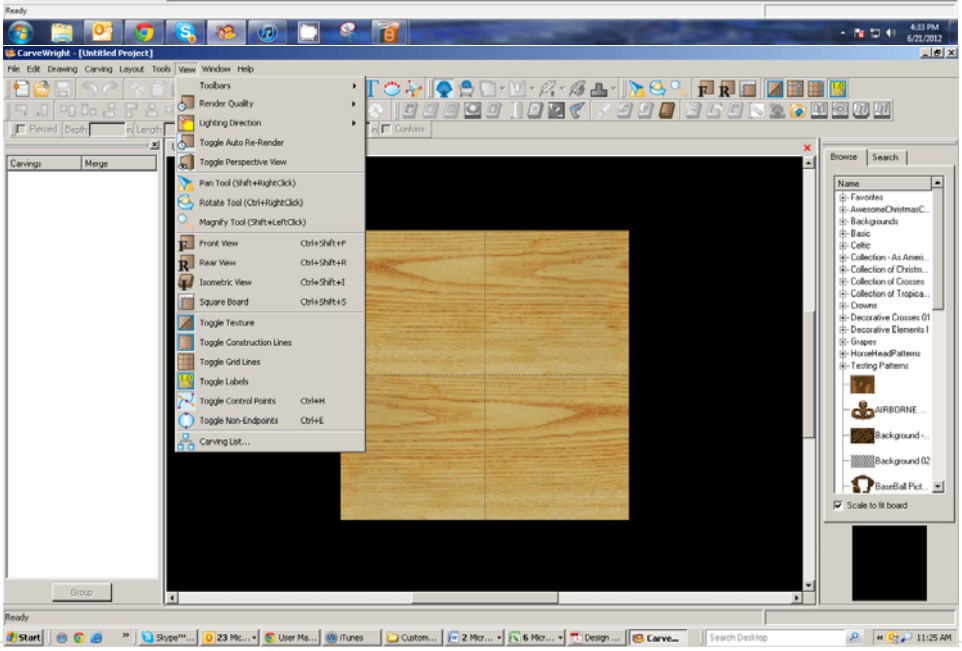
Set your project board dimensions.
Length: 7”
Width: 7”
Thickness: .75”

Click OK



The project board size is not necessarily the actual size of the board being put into machine.

✓ MENUS, TOOLBARS, SHORTCUT KEYS OR MOUSE BUTTONS



For every software function, we provide you three distinct ways to access that function. They are usually menu, icon or right-click. Some common functions, such as Copy and Paste, also use shortcut keys. These will also work in Project Designer.

✓ MANIPULATING THE WORKPIECE

Board piece will display on screen in three dimensions. You can use these tools to get a different view of your project board.

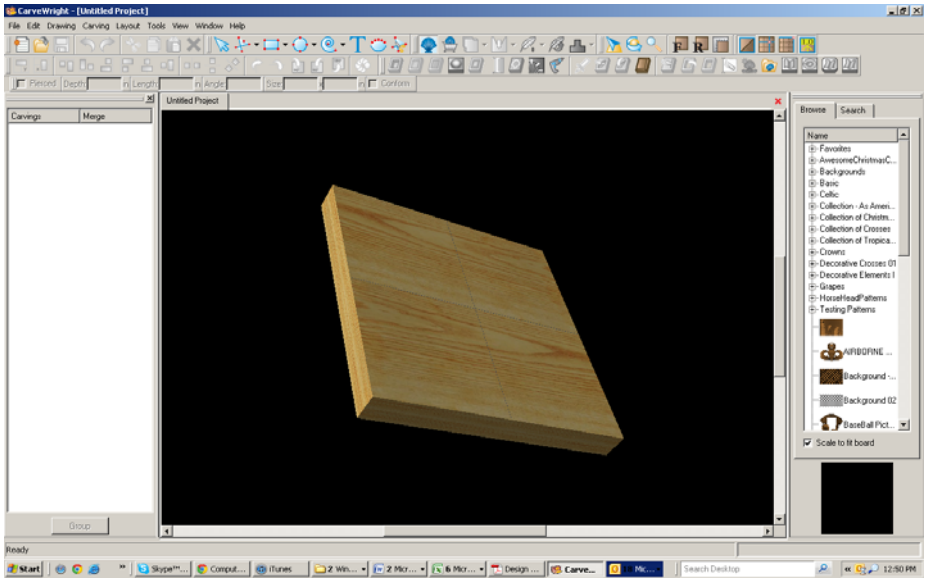
Zoom

Rotate

Pan

Front

Rear



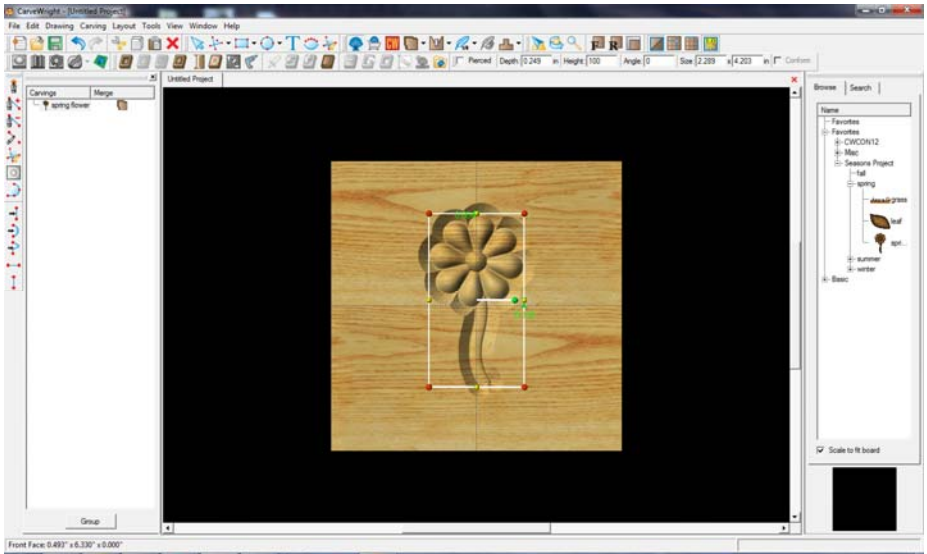
✓ PATTERN PLACEMENT

Select the "Pattern Tool" icon to open the pattern library along the right side.

Select "spring" under "Season Patterns" in your Favorites library.

Click once on pattern and once on board to place or click and drag to the board.

Double-clicking will attempt to open it in Pattern Editor Software.



✓ PATTERN MANIPULATION

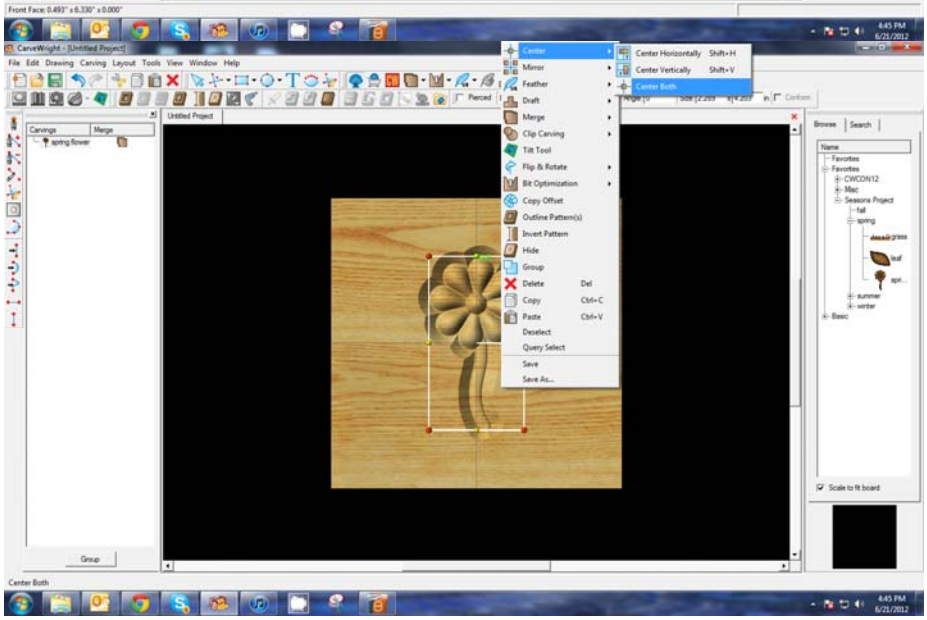
Use Red Nodes on the corner to Scale the element larger or smaller.

Yellow nodes will stretch or skew the element.

✓ CENTERING

Right-Click on "spring" to bring up menu of available options.

Select "Center" > "Center Both"



If item is grey, then it is not available with the selected element.

✓ PATTERN PLACEMENT

Select “leaf” under “Season Patterns” in your Favorites library.

Place on board next to the stem.

✓ MOVE ELEMENT

To move a selected element, find the point of the element where your cursor turns to 4 arrows pointing in north, south, east & west directions.

Click once and drag to location.

✓ MIRRORING

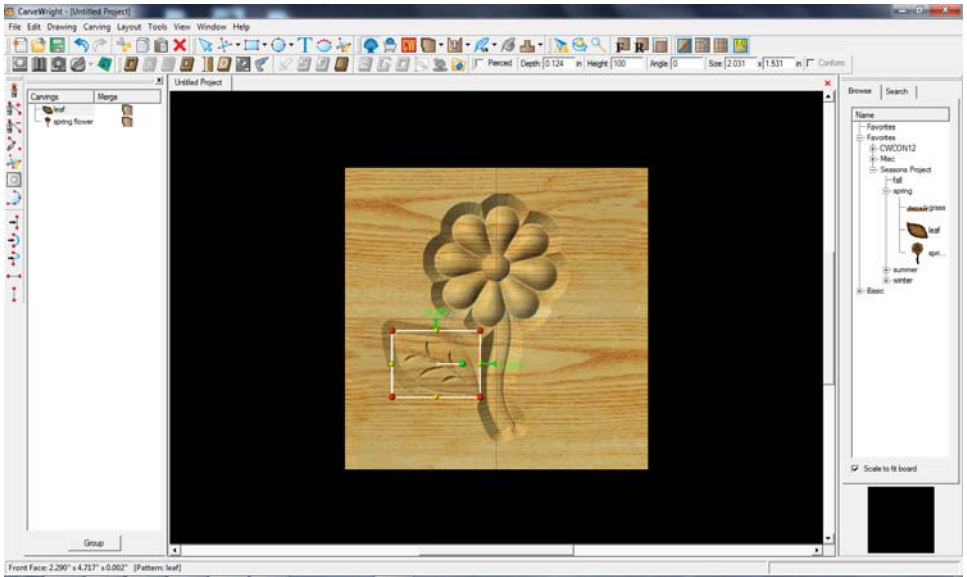
Right-Click on the element and then select “Mirror” > “Mirror Horizontally”.

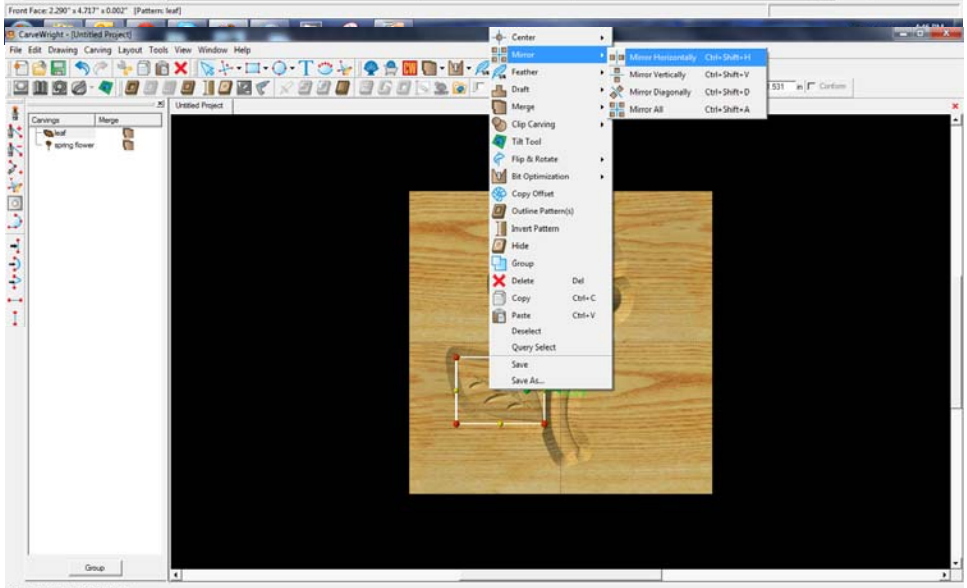
Notice the pattern is reflected across the board’s centerline.

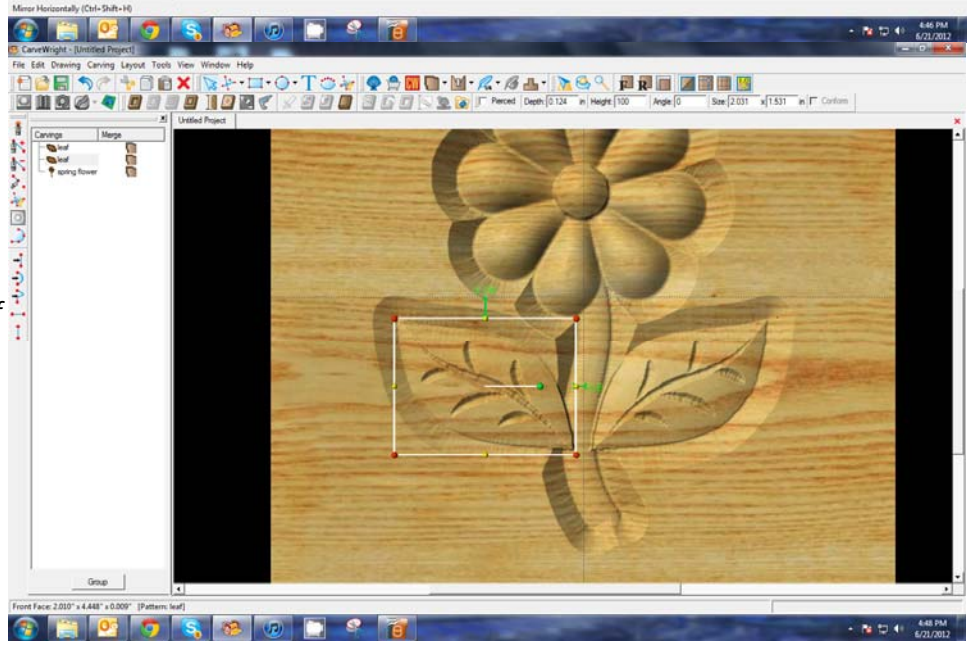
Scale the pattern to size and position around the base of the stem.

✓ FINE TUNING & OPTIMIZATION OF YOUR PROJECT

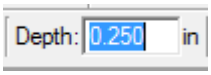
You should make adjustments to one of the two elements. Adjusting the depth of the flower may make it loose some of its detail. Plus, you may want the leaf to appear behind the stem.







✓ ADJUSTING DEPTH



Change the “Depth” of the leaf to .250” Hit “Enter” to apply.

If you make changes to one mirrored object, it is reflected in the other(s).

Rotate or zoom in on your project to view it from different angles and make any necessary adjustments.

✓ MANAGING DATA

Select “File” > “Save”

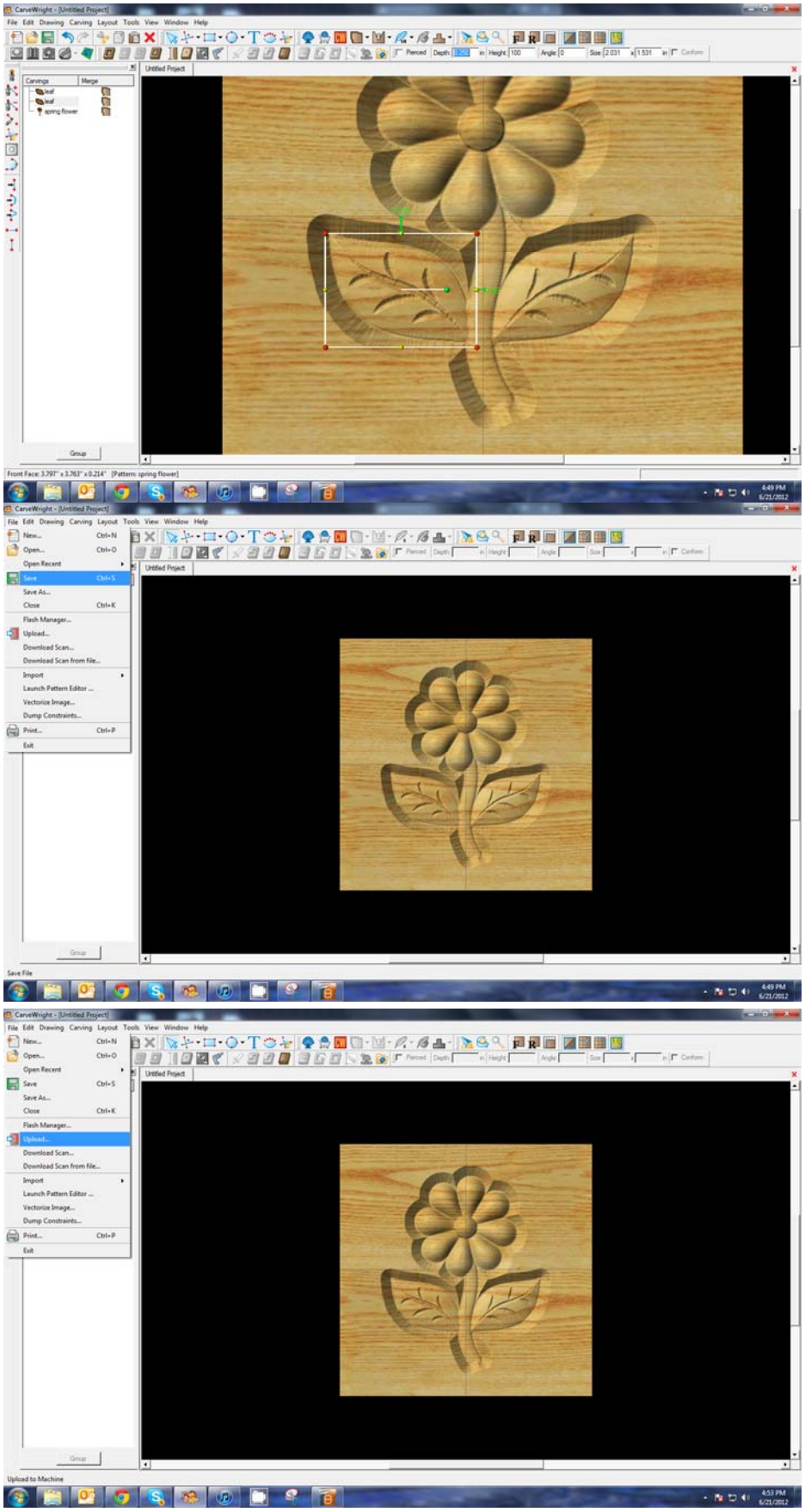
*******IMPORTANT*******

Once a project is uploaded to a memory card, it cannot be brought back from the memory card into the software. Always SAVE YOUR PROJECT on your hard drive. A Projects folder is recommended and you should know where you saved it.

Name file and click “Save”

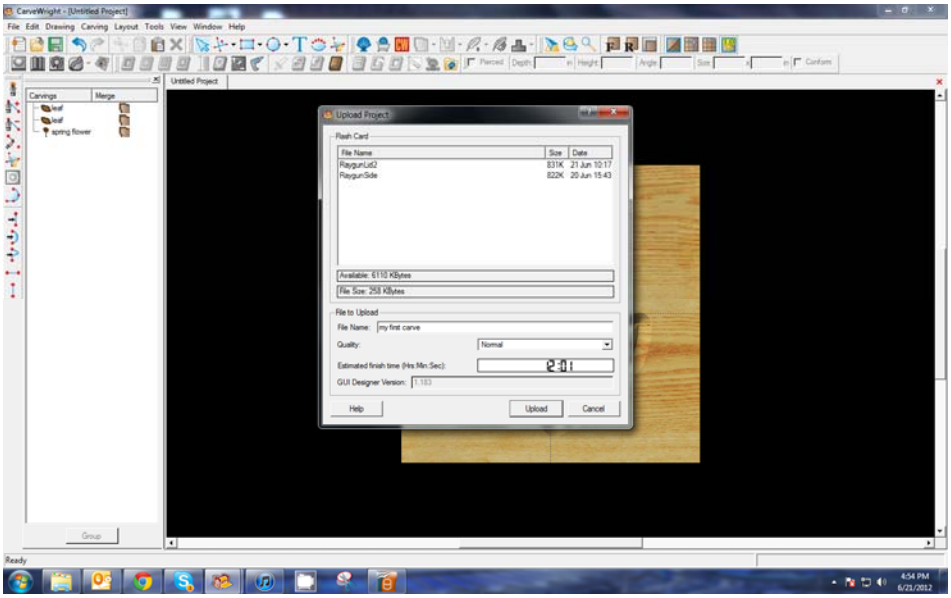
✓ UPLOADING TO MEMORY CARD

Make sure your Memory Card & Programmer are properly attached via your USB port, Select “File” > “Upload” to save to your memory card.



Select Quality Setting

- *DRAFT*
- *NORMAL*
- *BEST*
- *OPTIMUM*



These settings determine the number of passes the machine makes to carve your project. The more lines the better the surface finish. Make your decision based on material type, fondness of sanding vs. machine time, & test carve vs. final. Notice the estimated carving time differs by quality setting.

Name Your Project

Example:
myfirstcarve_N_12m
(recognizable name_quality setting_estimated time to carve)

Click “Upload”

NOTE: Actual board to be placed in machine should be 7” longer or you should use a sled that has 3.5 extra inches on each end to STAY UNDER THE ROLLERS.