

This project covers the following design concepts:

- ✓ OPEN PROJECT OR LAST PROJECT
- ✓ DRAWING TOOLS
- ✓ CENTERING
- ✓ CARVE REGION
- ✓ FEATHERING
- ✓ TEXTURES
- ✓ FINE TUNING
- ✓ ADJUSTING HEIGHT
- ✓ PATTERN PLACEMENT
- ✓ TEXT TOOL
- ✓ ADJUSTING DEPTH
- ✓ USING DRAFT
- ✓ BOARD SETTINGS
- ✓ MANAGING DATA
- ✓ UPLOADING TO MEMORY CARD
- ✓ SELECT QUALITY SETTING
- ✓ NAME PROJECT



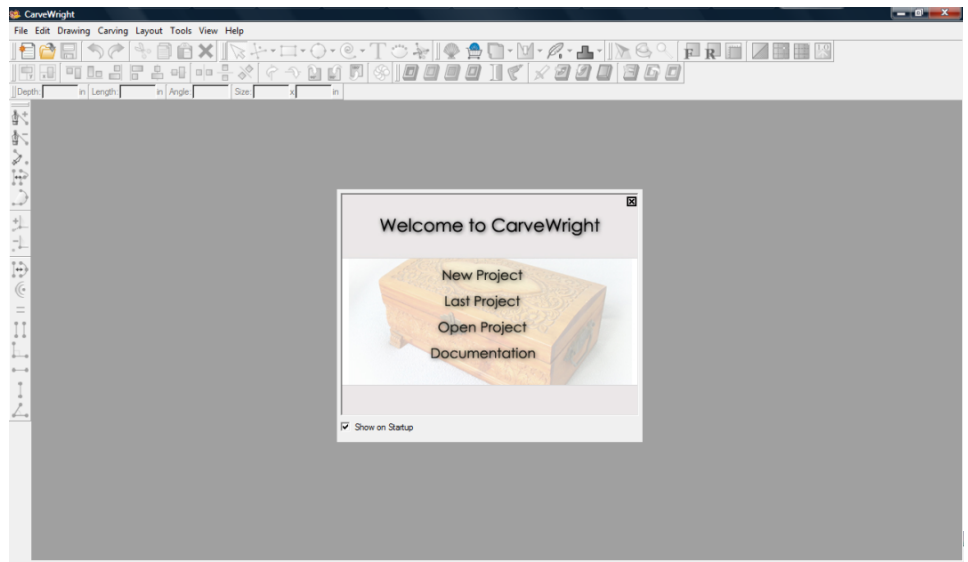
INSTRUCTIONS:

✓ STARTING THE SOFTWARE

Open the CarveWright Project Designer Software

The Welcome screen appears with project options.

Select “Last Project” or “Open Project” (if you have done something else, since Project 1-12 “My First Sign”).



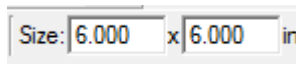
✓ DRAWING TOOLS



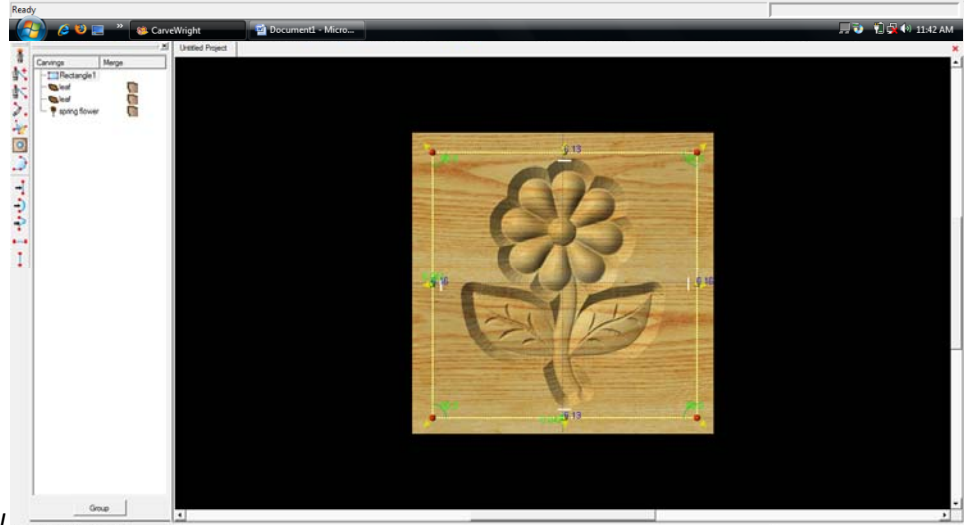
Select the “Rectangle” tool.

Click in top left corner and drag to subscribe rectangle area around the flower.

Set the “Size” to 6” x 6” and hit Enter to apply.



You could have also used the square tool for this.



✓ CENTERING



With the rectangle selected, right-click to bring up menu of available options.

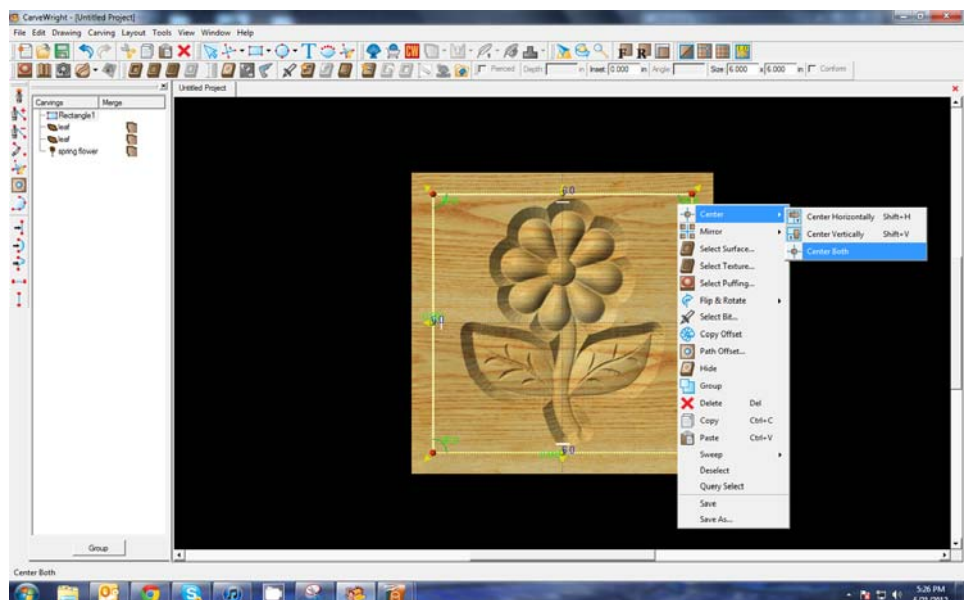
Select “Center” > “Center Both”

✓ CARVE REGION



Click on the “Carve Region” icon.

This creates a carved out region inside the boundary. Automatically defaults to .250” depth. Remember depth of pattern & how depth effects carve time.



✓ FEATHERING

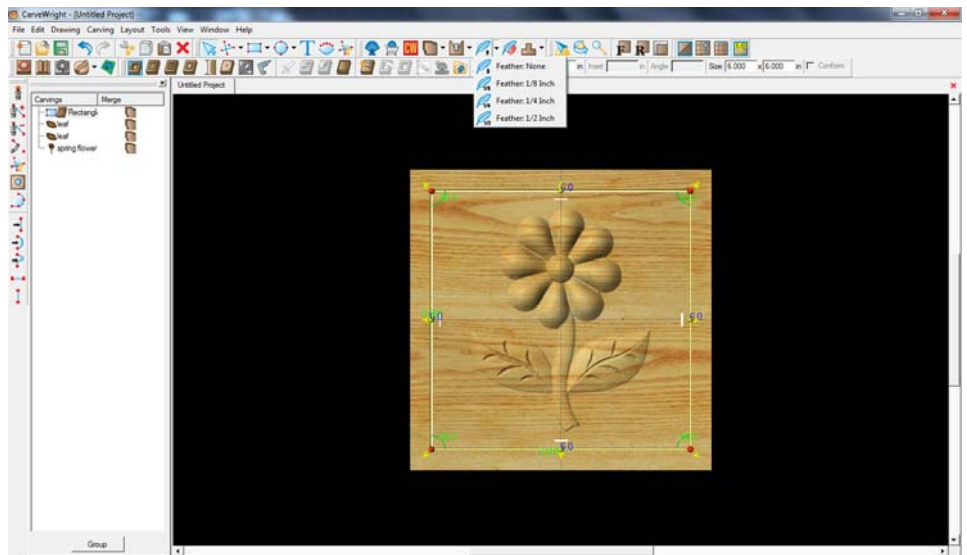


Click on “Feather” dropdown tool and select 1/4” feather.

Select “Accept”.



This produces a ramped area and allows you to avoid “cliffs” while using a tapered bit.



✓ TEXTURES

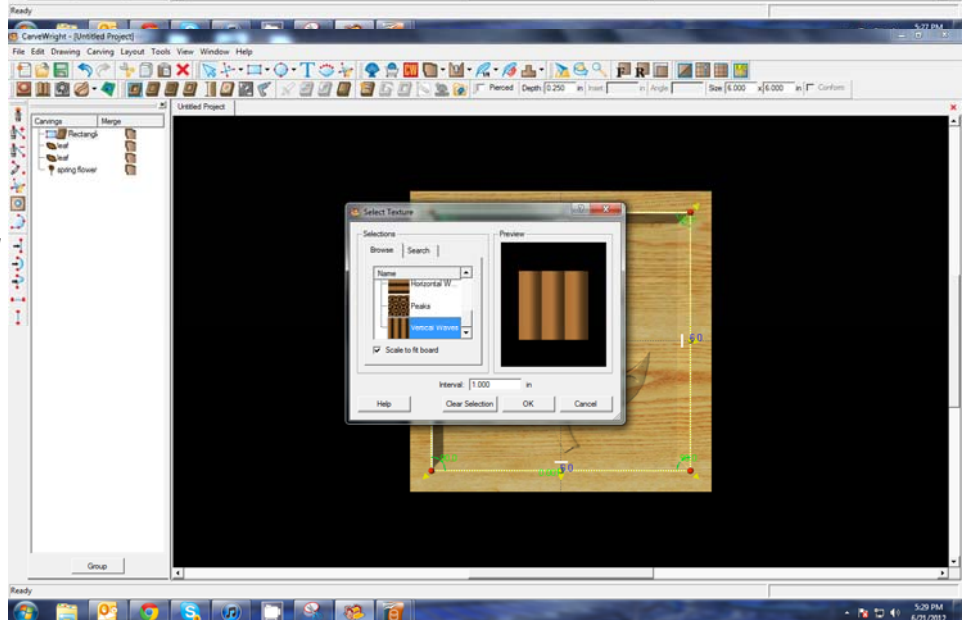


Select “Texture” tool.

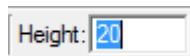
Texture dialog box appears displaying a variety of available textures.

Select “Vertical Wave” and leave the interval at 1”

Texture appears in the rectangular region, but is overtaking parts of the design.

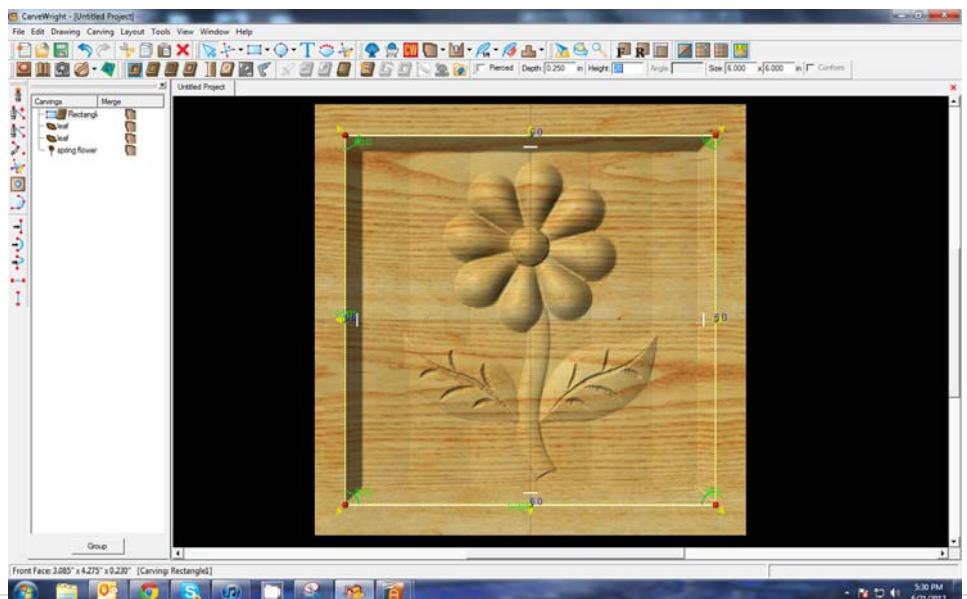


✓ ADJUSTING HEIGHT



Correct this by adjusting the Height of the texture to “20”.

This sets the height low enough to not overpower the foreground objects.



✓ PATTERN PLACEMENT



Open Pattern Library and click:

- + sign to open Favorites then
- + sign to open Seasons then
- + sign to open Spring pattern folder.

Select "Grass" pattern and place onto board as shown.

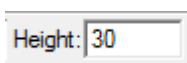
✓ CENTERING

Right-click to see available options and select Center > Horizontally.

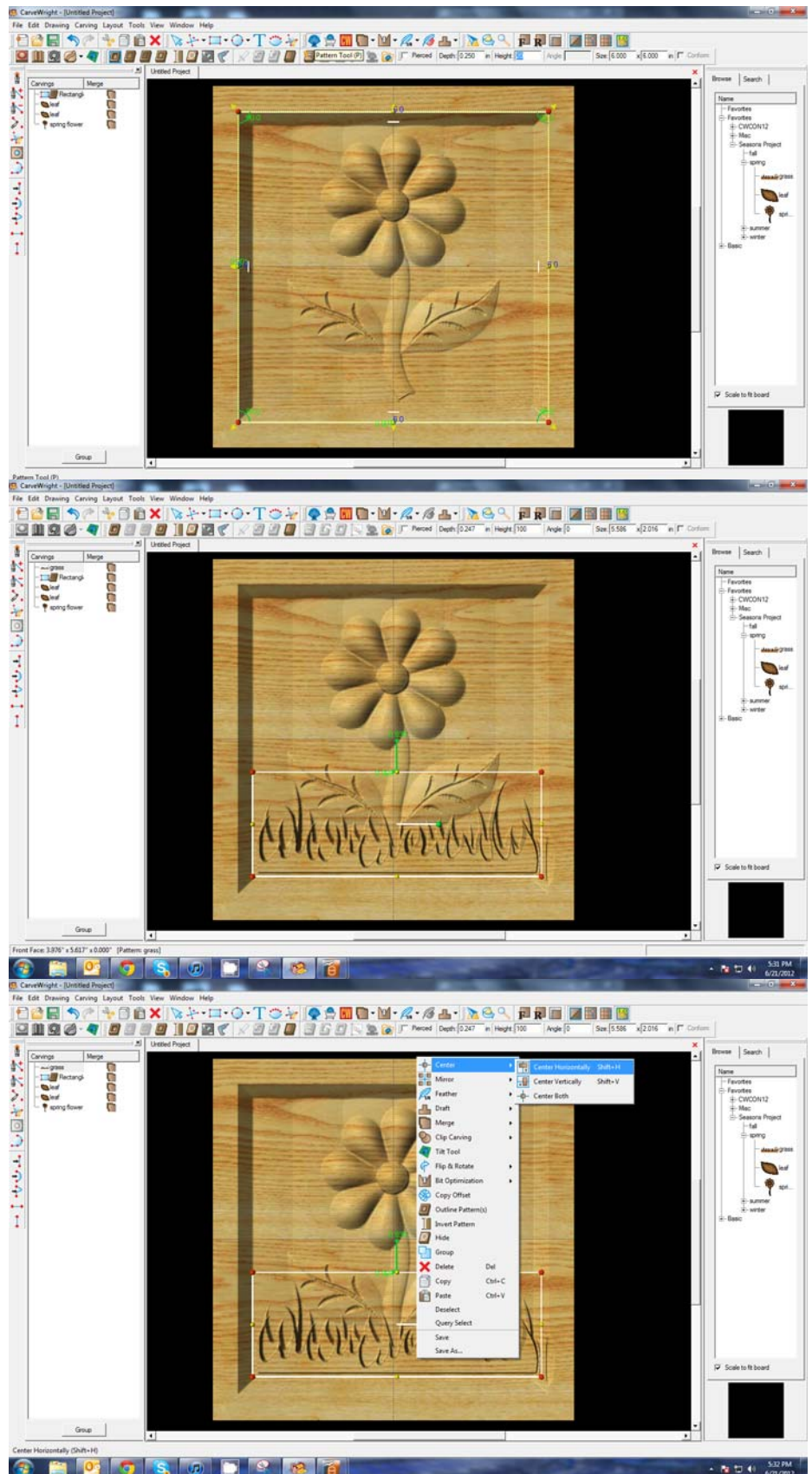


✓ ADJUSTING HEIGHT

Change Height of grass to 30.



✓ FEATHERING



Change Feathering to None.



Make necessary adjustments to leaves or grass.

✓ TEXT TOOL



Next, select the “Text Tool” and click on board.

Text dialog box will appear. Select from any of the true type fonts that you have on your computer. *Some work better than others.*

Type the word “Spring”

Select “Raster” from one of the available Rout Modes.

Notice the other options available from “Text Tool”.

✓ FINE TUNING

Manipulate the size and placement of the word, just as you would a pattern by scaling to size.

✓ CENTERING



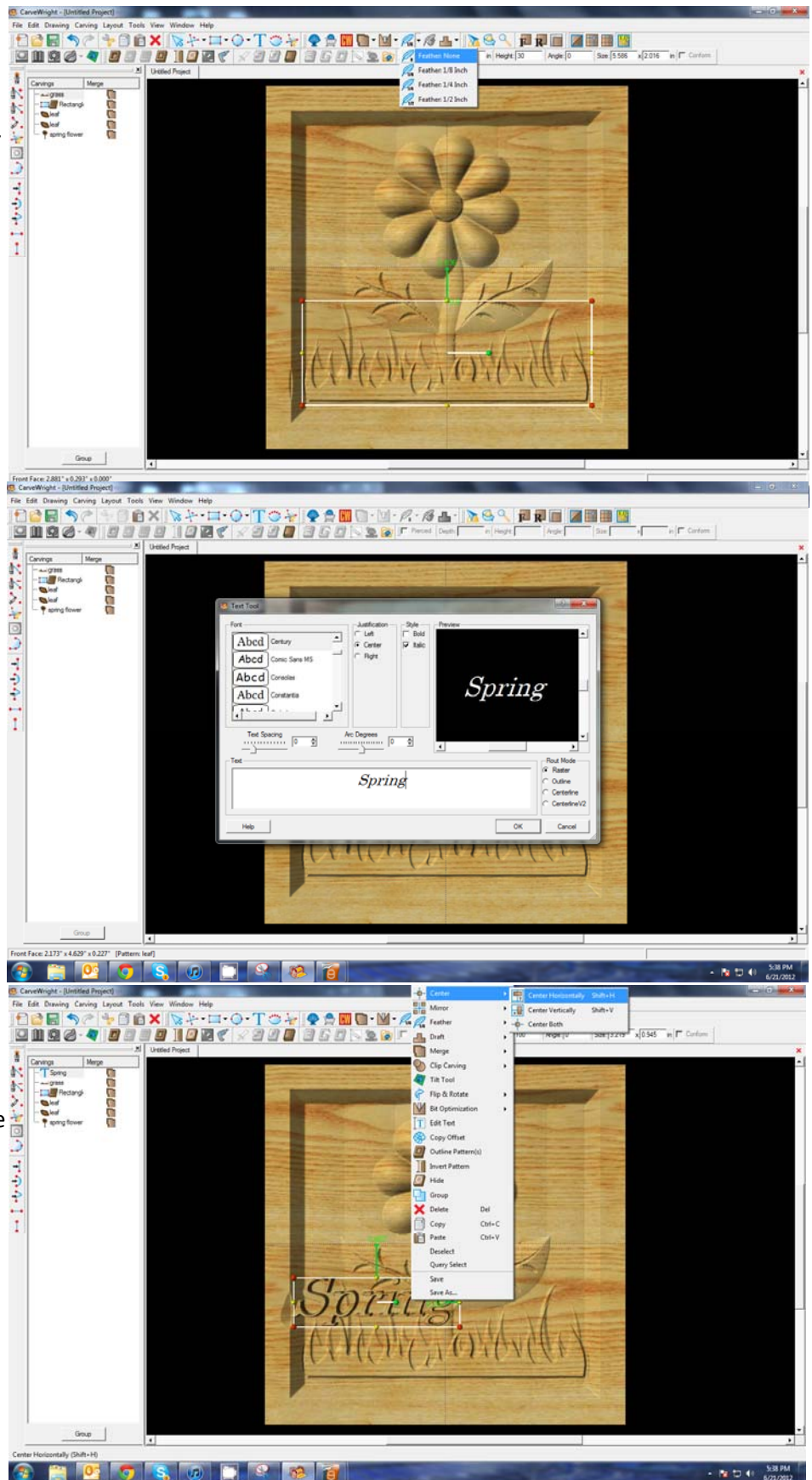
Right-click to see available options and select Center > Horizontally.

✓ ADJUST DEPTH

Set depth to .25”

✓ ADD DRAFT

Depth: 0.250 in



Select “Draft” drop-down menu and change to Medium.

Draft gives a ramped area for the carving bit and avoids “cliffs” that may lead to chip out. Reducing the Height of the text may also help.

✓ BOARD SETTINGS

Use “Toggle Texture” to remove wood grain for better viewing.



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

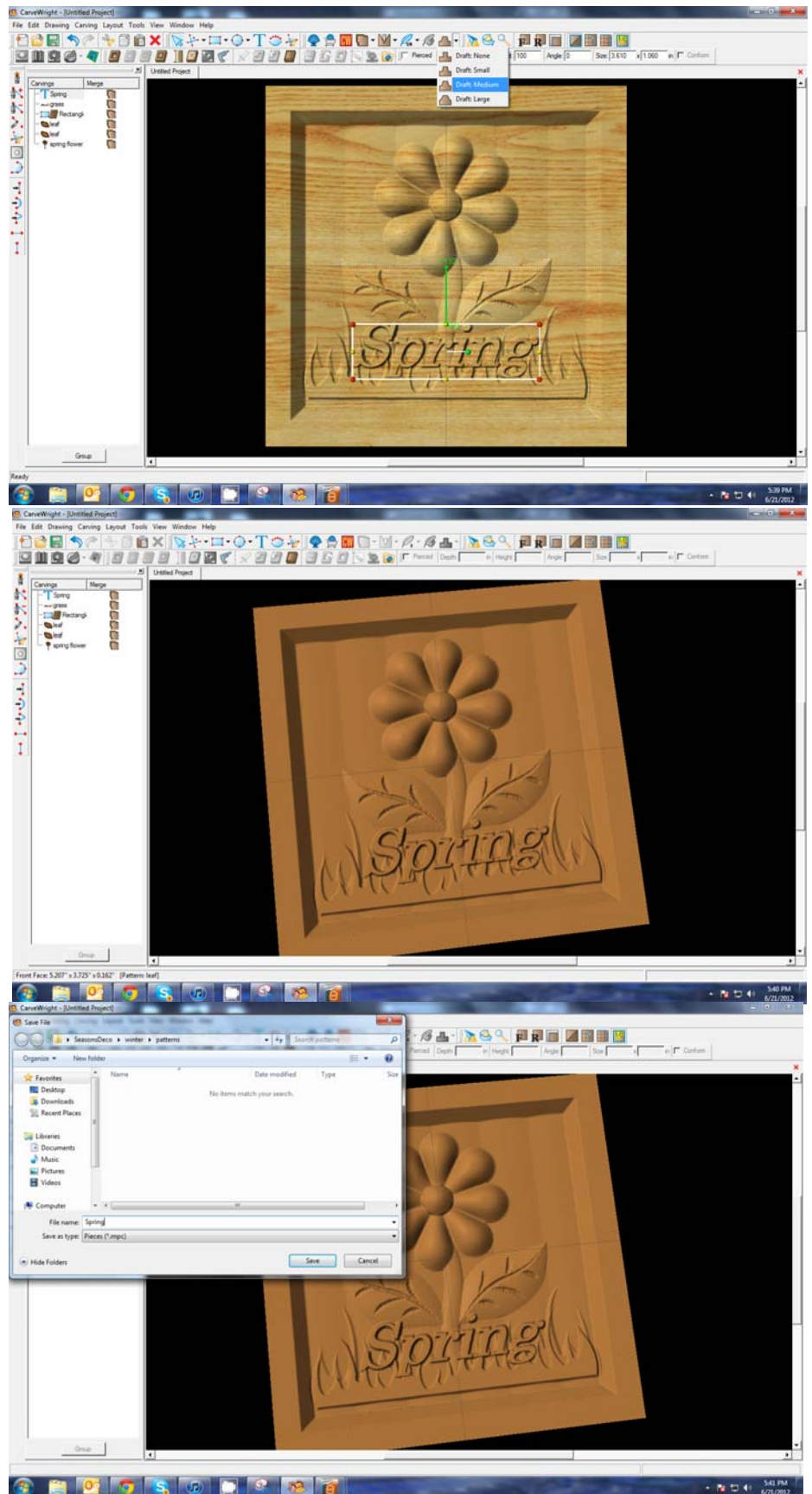
✓ MANAGING DATA

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.



✓ 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:

springbloom_N_45m

(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.

