This project covers the following design concepts:

- STARTING SOFTWARE
- MENUS, TOOLBARS, SHORTCUT KEYS OR MOUSE BUTTONS
- DRAWING TOOLS
- CENTERING TOOLS
- CARVE REGION
- PATTERN PLACEMENT
- CREATING A RAISED REGION
- CHANGE DISPLAY
- TEXT TOOL
- USING THE CARVING LIST
- CREATING A TEXTURE
- GROUP PATTERNS
- MANAGING DATA
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: 15”
Width: 10”
Thickness: 0.75”

Click OK

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

✔ 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.
✓ DRAWING TOOLS
Using the rectangle tool create a box on the front face of the work piece.
Resize the box to be 12” long and 7” tall using the Sizing box found on the toolbar.

✓ CENTERING TOOLS
With the rectangle selected, right-click to bring up menu of available options.
Select “Center” > “Center Both”

✓ CARVE REGION
Select “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.
**PATTERN PLACEMENT**

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

Select “Raygun” under “RaygunProject” folder in your Favorites.

*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.*

Place the Raygun pattern onto the board.

With the Raygun pattern still highlighted, change its length dimension to 9”, set its height to 999, and set the depth to .25”. All of these variables can be found in the size box on the top toolbars.

Click on the “Atom Logo” in the pattern library and place it on the board in front of the Raygun.

Set its depth to .25”

Rotate the Raygun pattern slightly. You can do this by using grabbing and dragging the center green handle.

OR by inputting an angle in the Angle Input Box on the toolbar.
✓ CREATING A RAISED REGION

With the connected line tool, draw a tapered shape coming from the Raygun to the Atom logo.

✓ CARVE REGION

Select “Carve Region” icon and set the depth to 0.2”.

✓ CHANGE DISPLAY

Using the icons in the view toolbar, toggle texture off, toggle grid on, and toggle the snap to grid.
✓ CREATING A RAISED REGION

Select connected line tool again and draw starburst shape centered to the lower left.

✓ CARVE REGION

Select “Carve Region” icon and set the depth of the starburst to 0.23 in.

✓ TEXT TOOL

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

Text dialog box will appear. Choose your font and type the name of your Raygun and click on OK (We call ours MARAUDER and use a font called Bend2Squares downloaded for free from urbanfonts.com)
Select “Raster” from one of the available Rout Modes.

Scale the text and position it on the board.

Add more text where desired using the above steps. (The other font used is Neuropol and was free at dafont.com)
USING THE CARVING LIST
Now with all your text placed, open the caving list by selecting the “carving list” icon on the toolbar.

From the carving list, select all of the text elements.

Set their depth to .25” and the height to 50.

Set the draft of the text to medium using the “Draft” icon found on the toolbar.

CREATING A TEXTURE
Select the background region that you created earlier and select the “texture” icon from the toolbar.
The Texture dialog box appears displaying a variety of available textures.

Select the Vertical Waves texture and set the interval to .25”

Click OK.

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

Correct this by adjusting the Height to “10”.

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

In the carving list select everything that is in it and select the group button at the bottom of the list.

MANAGING DATA

Save the project as Raygun box lid and we’ll revisit it in a later project.

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.