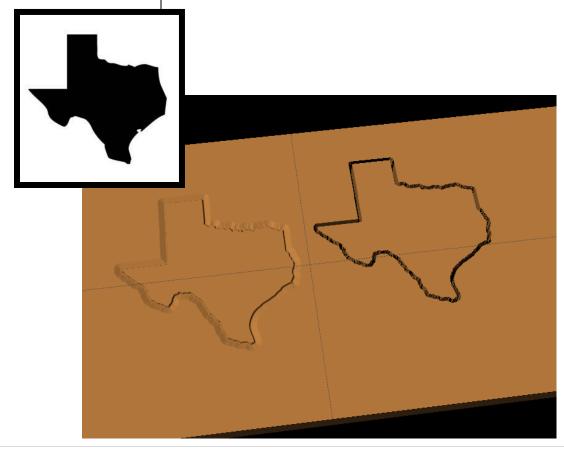
"Importing Images"

This project covers the following design concepts:

- ✓ IMPORT IMAGE
- ✓ SELECT CROP
- ✓ 3D VIEW
- ✓ CHANGING DEPTH
- ✓ LOWER TO REMOVE IMAGE BACKGROUND
- ✓ SAVE ITEM

There are several different types of images that can be imported into the Designer software and made into patterns. Besides various file formats, there are different types of images from logos to clipart to photographs to scanned drawings. As unique and different as they may be, so too, are their challenges. This Design Project aims to assist you in overcoming some of the basic challenges.



The Designer software comes preloaded with over 50 quality patterns to use in your project designs. There are also over 7,000 patterns available on the CW PatternDepot in virtually any subject imaginable. Add to that the ability to import digital images and the possibilities with your CarveWright Designer Software become endless.

BASIC IMAGE INFORMATION:

A digital image is a numeric respresentation (normally binary) of a two-dimensional image. (Wikipedia)

IMPORT IMAGE

Open Designer Software.

Go to "FILE > IMPORT > IMPORT IMAGE FILE".

Navigate to wherever your image is located on your computer.

IMAGE FILE TYPES & RESOLUTION

The basic Designer Software can import various file types. These file types are considered "raster" and are made up of pixels, rather than geometric shapes (vector).

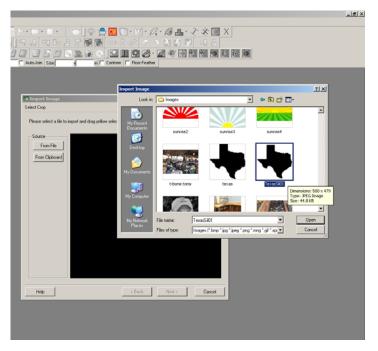
- .png
- .jpg (.jpeg)
- .bmp (bitmap)
- .gif
- .mng
- .xpm

Image resolution is the detail an image holds. There are several types of resolutions, but importing higher resolution images results in better quality patterns.

Digital images come from a variety of sources. Some of these may not be satisfactory to use or may require additional "clean-up" to be of usable quality.

The Internet is a great source for variety, but remember, images on the internet are usually low resolution, so that they will load onto your computer screen faster. Some

- -Welcome to CarveWright Last Project



digital photographs are very high resolution. Scanned photographs have other issues, such as low resolution flatbed scanners, poor quality image being scanned, debris on scanner or defects on image. Scans of hand-drawn images also take into account how hard or lightly you are pressing down on the pencil.

A high resolution logo from your customer is much better than a customer's company logo pulled off of their website.

Select the image you want to import. Click "Open".

SELECT CROP

During import image, you can crop your image. (Licensed patterns cannot be cropped in this method. For those we use the "clip carving" function.)

Mage Import Image

To crop, hover over the dotted yellow line until you get the double ended arrow, then Click and Drag to frame the image, however you would like to crop that image.

Converting a 2d image into 3d has presented itself as quite a challenge, and is almost impossible as there is simply not enough information in a flat 2d image to make it true 3d. The Designer software gets you close by converting your 2d image into a grayscale and "assigning" a carving depth based on that grayscale. White gets the deepest carve and black the shallowest. There are 254 levels of gray inbetween that make up the detail. This conversion takes place by clicking the NEXT button.

? | X | Select Crop Please select a file to import and drag yellow selection grid to choose the desired area From File From Clipboard Help Cancel

Click "Next".

3D VIEW

There are several things you can do to manipulate your pattern at this point in the import process:

Zoom & Rotate: The Pattern View window that is the larger area on the right side will allow you to ZOOM or ROTATE the pattern to get a better view of it.

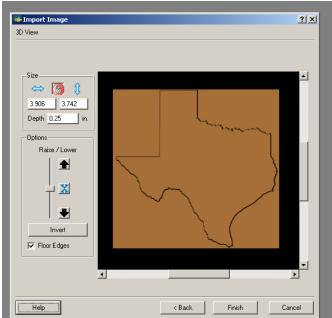
Size: The image width and height can be changed. The lock keeps the pattern in proper aspect without skewing it.

Depth: The depth is the size difference between white & black. Default is always .25, but you may often want to narrow the difference for a smoother transitioning pattern by *lowering the depth.*

Raise / Lower: Raise moves the pattern up and eliminates the top layers (default is black). X resets it to the original. Lower moves the pattern down and eliminates the bottom layers (default is white).

Invert: Changes the pattern to white on top and black on bottom.

Floor Edges: Floor edges should be left on to keep the edges all at the same depth for consistent feathering of the pattern.



This image technically should have two levels – white and black. White is the deepest & black is the shallowest by default unless you selected Invert.

✓ CHANGING DEPTH

Change depth to 0.1 or leave for thicker pattern.

✓ LOWER TO REMOVE IMAGE BACKGROUND

Click the down arrow once to remove the white background.

If it is not a pure white background, you may need to click several more times to get rid of most of the background that you do not want. Pattern Editor (advanced software purchase required) may need to be used to clean up some patterns.

Select "Finish".

✓ SAVE ITEM

Select the location in your Pattern Library Favorites folder (or create a New Category), where you want to save your new pattern.

Name the pattern.

Select "Save".

Now you can use the new pattern in your projects or use the shape of it to make cut-outs.

EXPERIMENT TO FIND A PATTERN THAT WORKS:

