

This project covers the following design concepts:

- ✓ STARTING SOFTWARE
- ✓ DRAWING TOOLS
- ✓ CARVE REGION
- ✓ MERGE - SUBTRACTIVE
- ✓ TEXTURE
- ✓ CLIP CARVING – EXCLUSIVE
- ✓ TEXT TOOL
- ✓ CONFORMING VECTORS
- ✓ CUT PATH
- ✓ SAVE & UPLOADING TO MEMORY CARD



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: 14"

Width: 14"

Thickness: .75"

Click OK

✓ DRAWING TOOLS

Draw two circles using the drawing tool making one smaller than the other.

Center both circle on the board.

✓ CARVE REGION



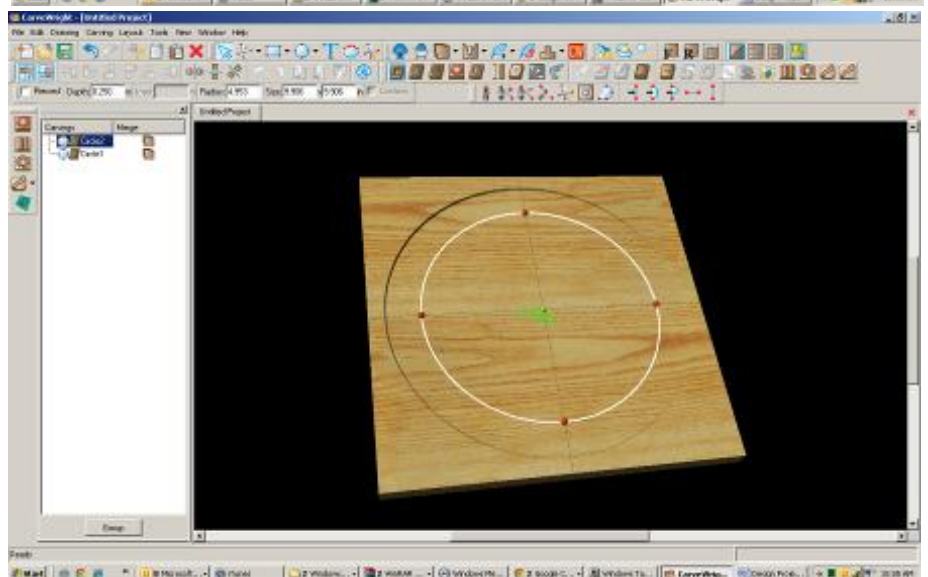
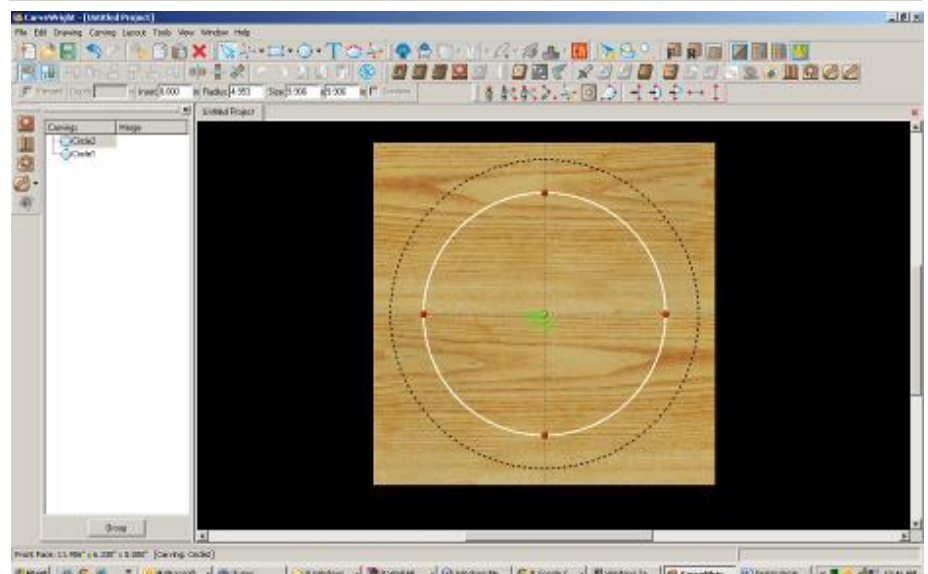
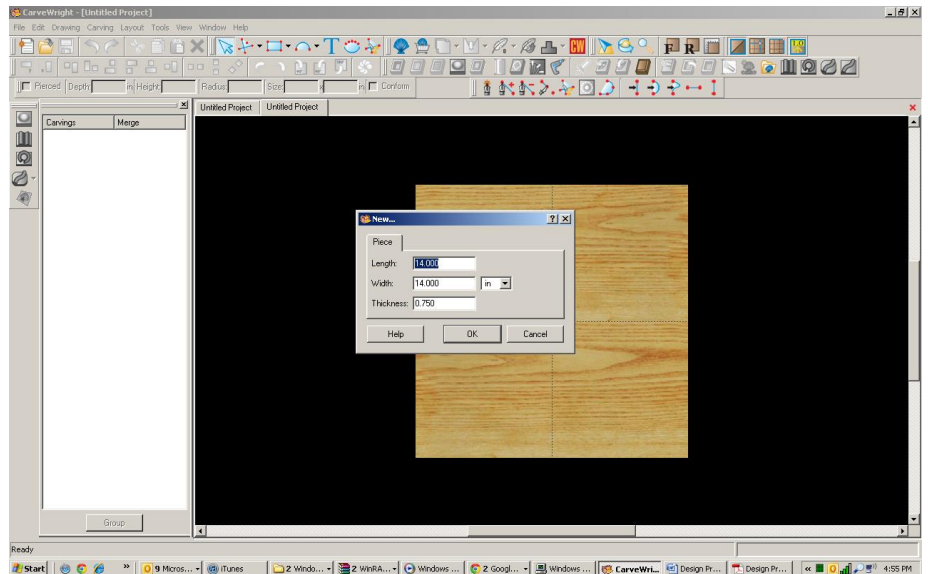
You can make the carve region whatever depth you like.

I selected the following:

Larger circle depth: .125"

Smaller circle depth: .250"

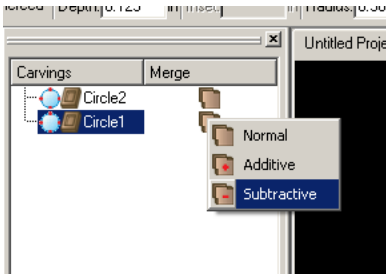
Notice that the center (smaller circle) does not show a carve region of .250".



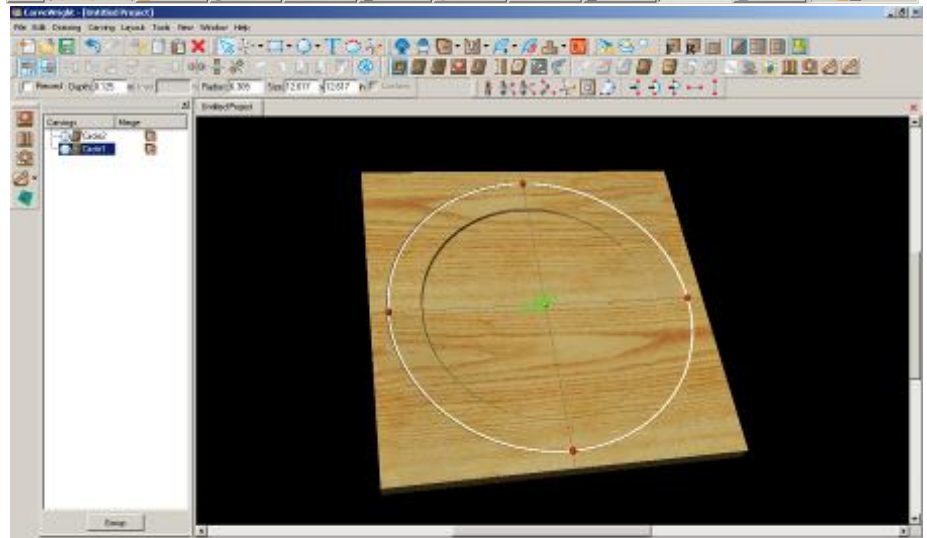
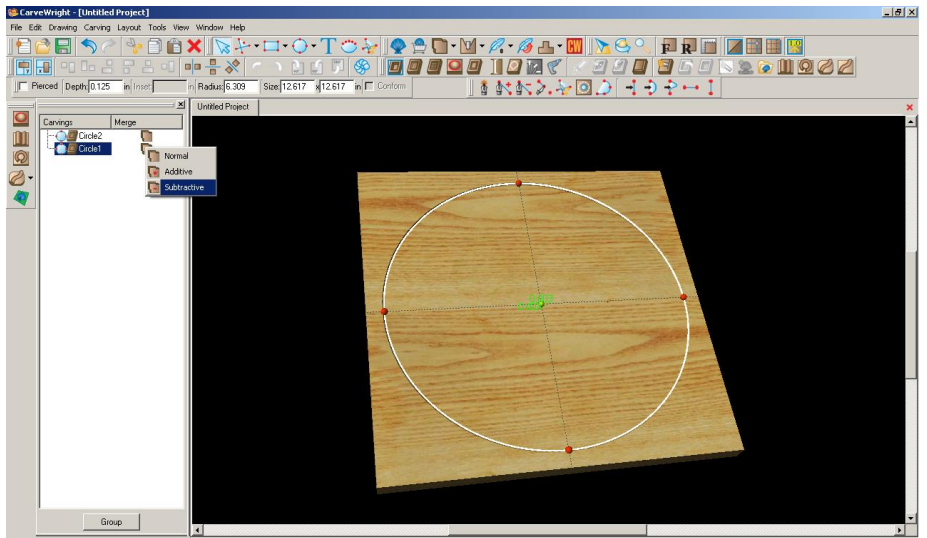
✓ MERGE - SUBTRACTIVE

Open your Carving List, if it is not by going to VIEW > CARVING LIST.

Select the outer circle, right click on Merge Icon and select Subtractive.

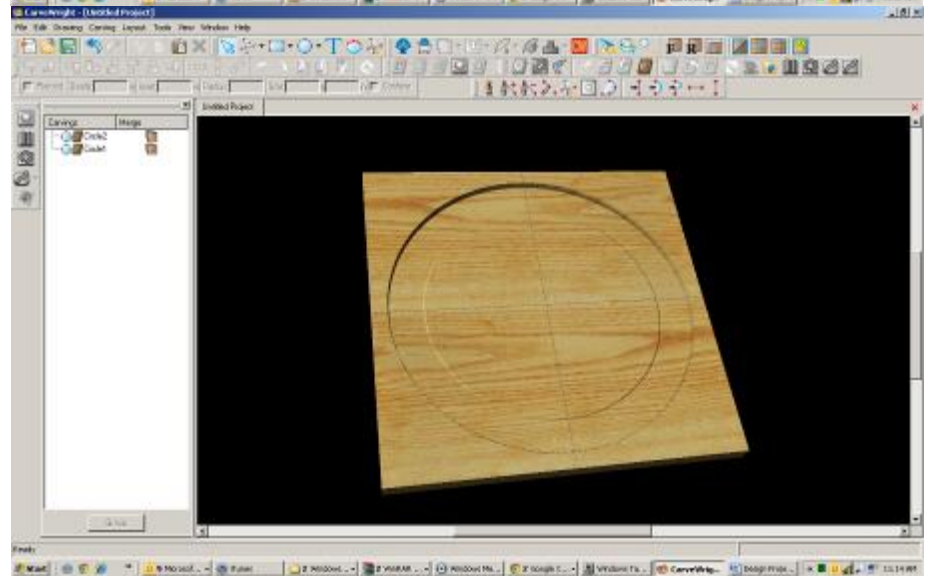


Now you can see the inner circle with a slightly deeper carving depth.



Alternative uses of this same technique:

Both circles could actually have the same carving depth or the outer circle could have a deeper carving depth than the inner circle.



✓ TEXTURES

Select "Texture" tool.



Texture dialog box appears displaying a variety of available textures.

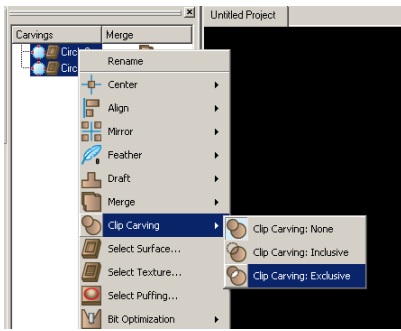
Select "Checkering1" and change the interval to .5"

Click OK.

Notice the texture is applied to both circles.

✓ CLIP CARVING

Select both circles then apply Clip Carving – Exclusive



Now you have your circle inside a textured circle.

✓ FINE TUNING

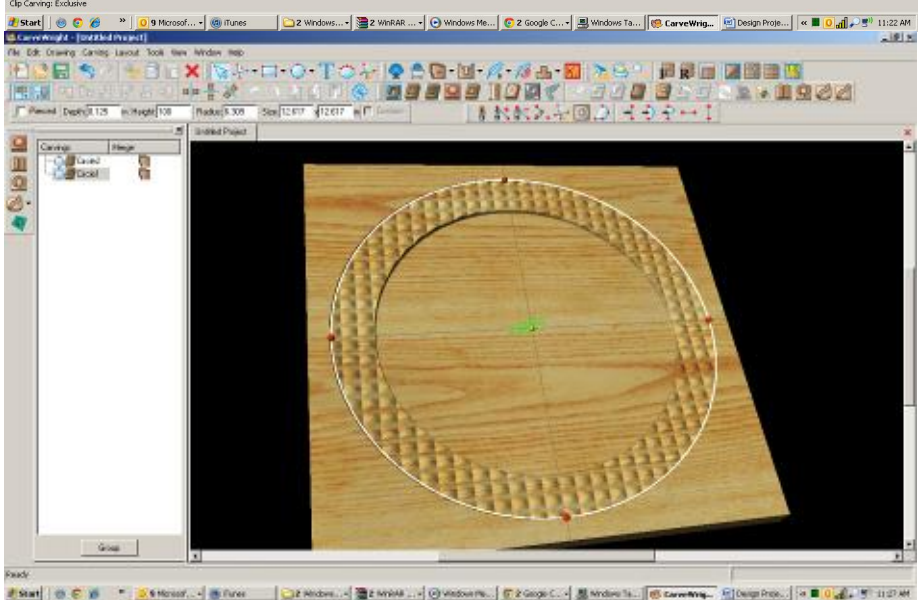
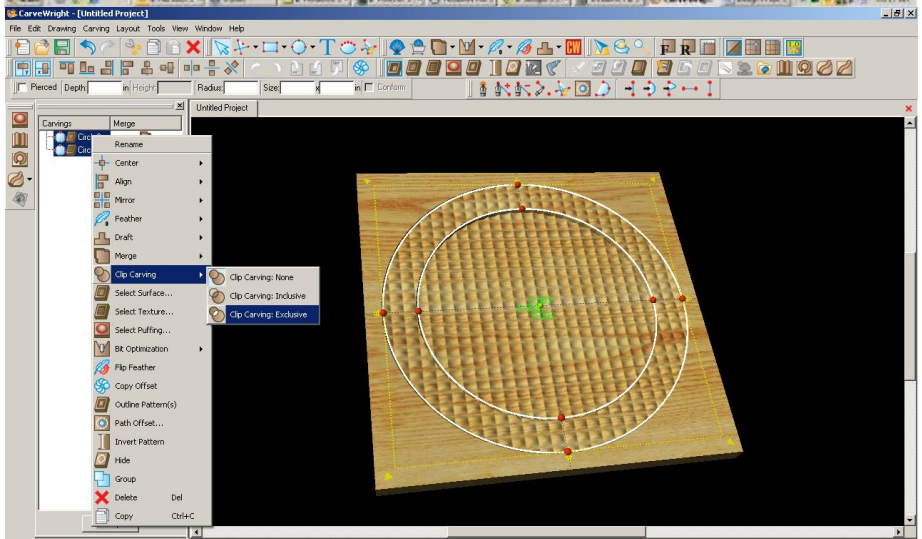
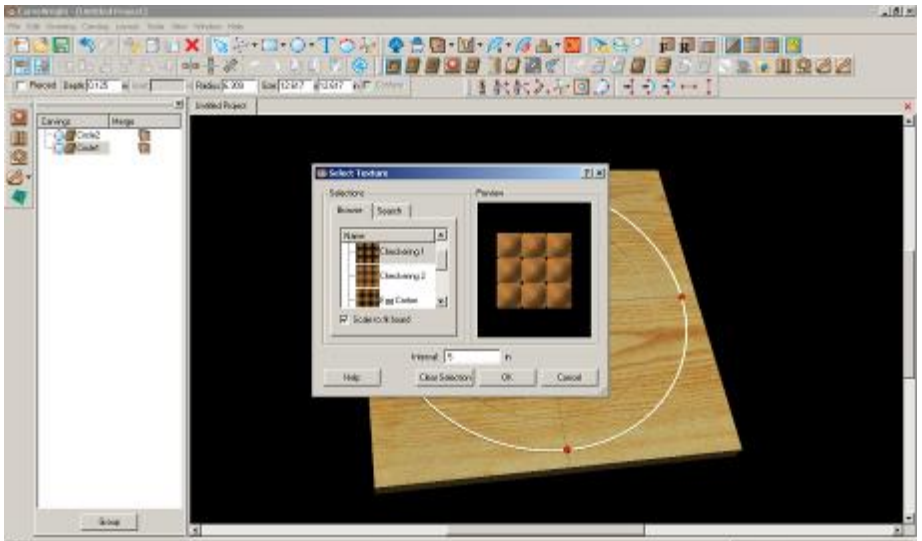
I would do a few other things to this project before carving.

HEIGHT

I selected the following:
Larger circle height: 40"

✓ GROUPING

Group these two circles.



✓ PATTERN PLACEMENT

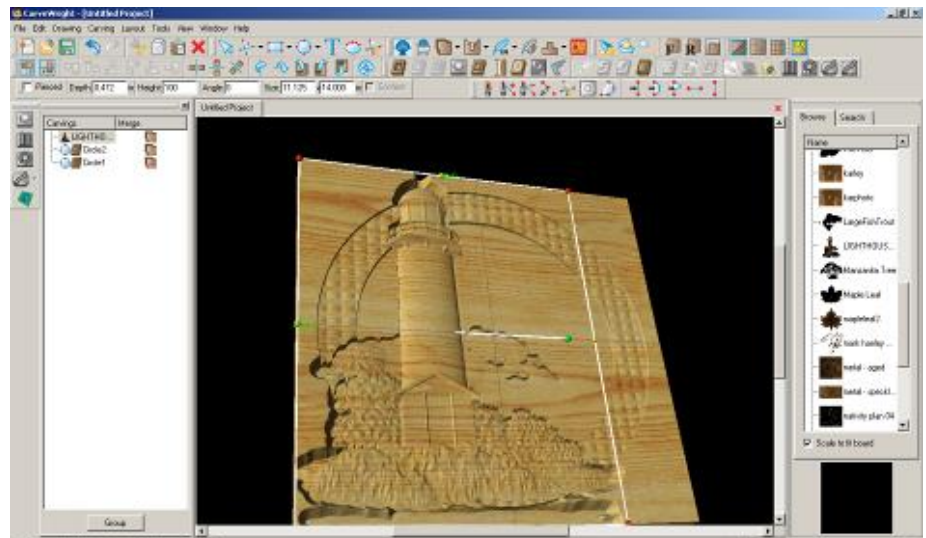
Place a pattern on the board. Not sure where I got this one, but it is nice.

Select a pattern and place it on the board.

Resize to fit where you would like it.

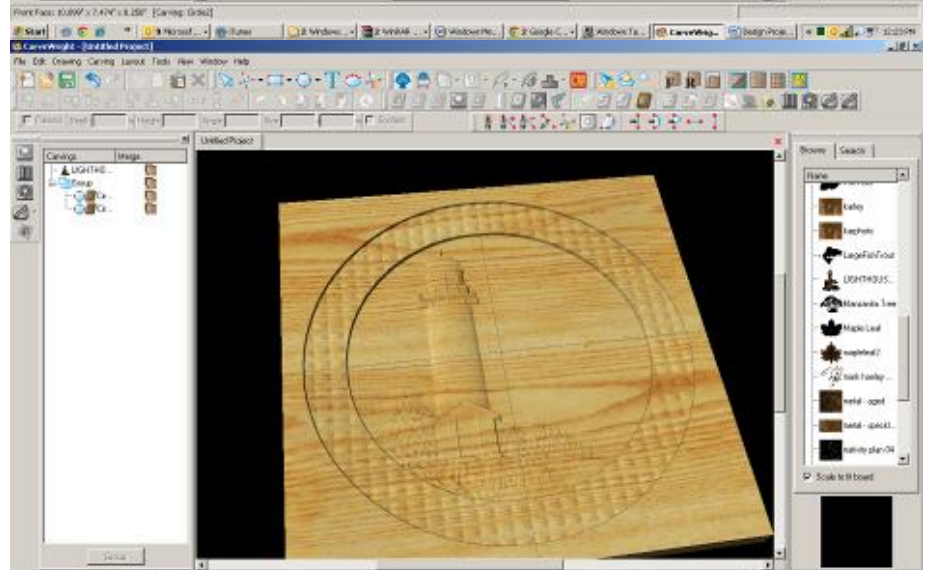
Change depth to meet the inner circle - .250"

Change feather to NONE.



✓ CLIP CARVING - INCLUSIVE

With the pattern selected, right-click and select Clip Carving – Inclusive.

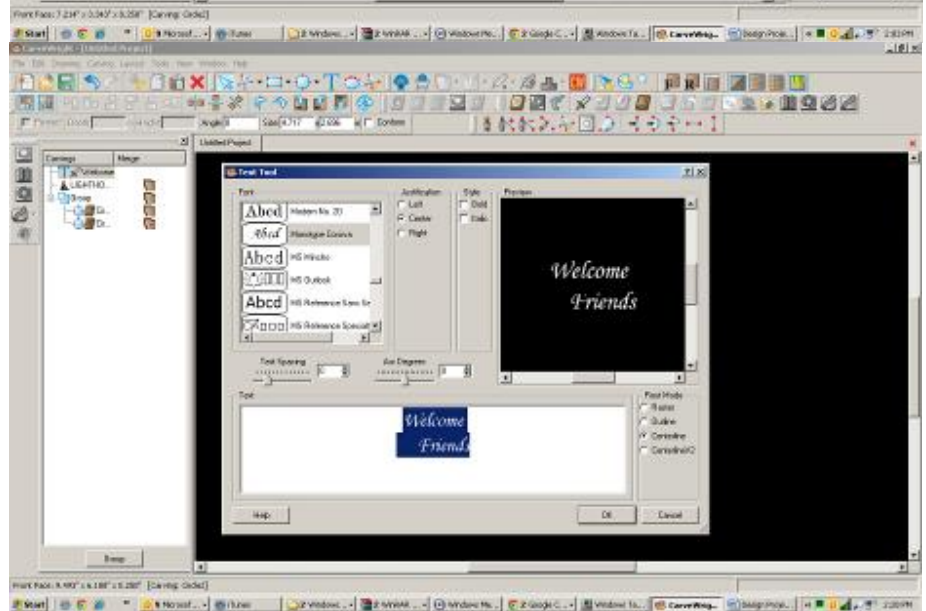


✓ TEXT TOOL

Open your Text Tool and make your selections.

I used the following:
Font: Monotype Corsiva
Justify: Center
Rout Mode: Centerline

I added both lines of text to one screen, but added spaces before the word Friends to offset it slightly. When using multiple lines, it may be easier to manipulate if you do them as separate items, however getting the fonts to the same size is a bit trickier.



Click OK.

✓ CONFORMING VECTORS

Because we are placing text over a carved region and Centerline by itself only works on the top surface of the board, I am applying Conforming Vectors. Centerline is a vector.

With the vector (Centerline) selected, click on the Conform box.

Resize and place where it looks best.

✓ CUT PATH

Select outer Circle and click on Cut Path Tool. Assign Maximum Pass Depth to .27" Flip Cut to cut outside of the path and Accept.

I turned off my wood grain to see my project better.

✓ SAVE & UPLOAD TO CARD

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

Name Your Project

Click "Upload"

