



# CARVEWRIGHT™

## WOODWORKING SYSTEM

# TIPS & TRICKS

November 2007



## Group & Merge Features in Designer

by Michael Tyler of [www.CarveBuddy.com](http://www.CarveBuddy.com)

Welcome! In this month's Tips & Tricks I'll demonstrate the function of the group and merge tools while creating a simple trivet layout. Later, you can apply these techniques to designs of your own.

Despite its appearance, this trivet design does not require any special jigging or sled for carving it out.



It only uses two patterns included with your Designer software and the two bits included with your machine – the 1/16" carving bit and the 1/8" cutting bit. In addition, a standard flat board loaded conventionally into the machine is all that's required.

The patterns are in your "Library 01" that is included with Designer.

### Patterns used:

Filagree 01  
Fleur de Lis 04

First, I'll review the two reasons you might want to group your patterns and objects:

### 1) It is a method you can use to organize items in your design layouts.

For instance, you may have created a design with several (or even dozens) of components. By making groups of related components you can more easily find and select any item from the carving list later.

**2) It is a method to apply merge or clipping attributes to selected objects within a group.** This is handy when you want to isolate individual merge characteristics from other design elements or groups, or apply a characteristic such as clipping or merge, to an entire group.

If you group items in a logical, organized fashion you will have an easier time locating items within a group (shorter list of objects to go through!).

What if you grouped a bunch of items, and then later want to ungroup them or move an item to a different group? It's easy, although not exactly obvious at first! Open your Carving List, and then simply click-and-hold-select the item(s) you want to ungroup and drag it out of the existing group into another or drag it to a blank area of the carving list if you no longer want the item in a group at all.

For those of you who use other graphics programs that have a 'group' tool, be aware that the group function in Designer does not work the same way as it does in other programs. There's a good reason for that. In Designer, a group allows you to apply attributes (such as merge or clip) to individual items within the group independent of all other objects, or apply attributes to all the grouped items at once. Conventional graphic programs don't usually give you that choice. Designer removes that limitation by using a somewhat more flexible grouping method.

To learn about the CompuCarve and CarveWright machines, please visit the manufacturer's website at:  
[www.carvewright.com](http://www.carvewright.com)

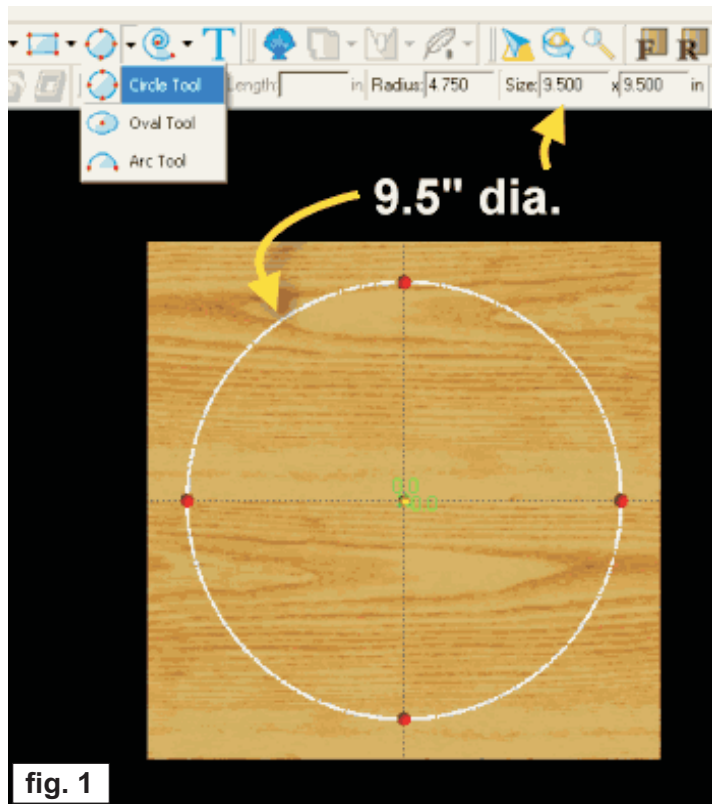
For Patterns you can add to your Designer software library, please visit:  
[www.carvebuddy.com](http://www.carvebuddy.com)

# Group & Merge Features in Designer

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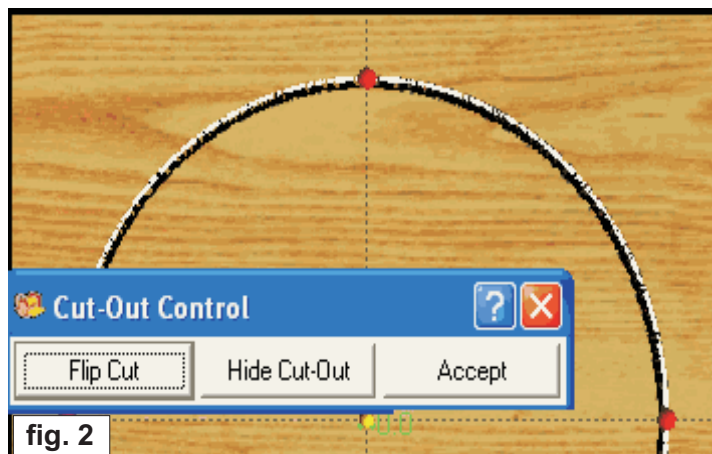
## STEP 1

Start the Designer software and create a new project board with these dimensions: 11.25" x 11.25" x 0.75" thick... or change the dimensions/thickness according to the stock you use. I recommend 5/8" or less thick stock if carving this project in hardwoods. Now select the "Circle Drawing Tool" and drag out a circle measuring 9.5"x9.5" right-click the circle and select "Center Both" from the context menu.



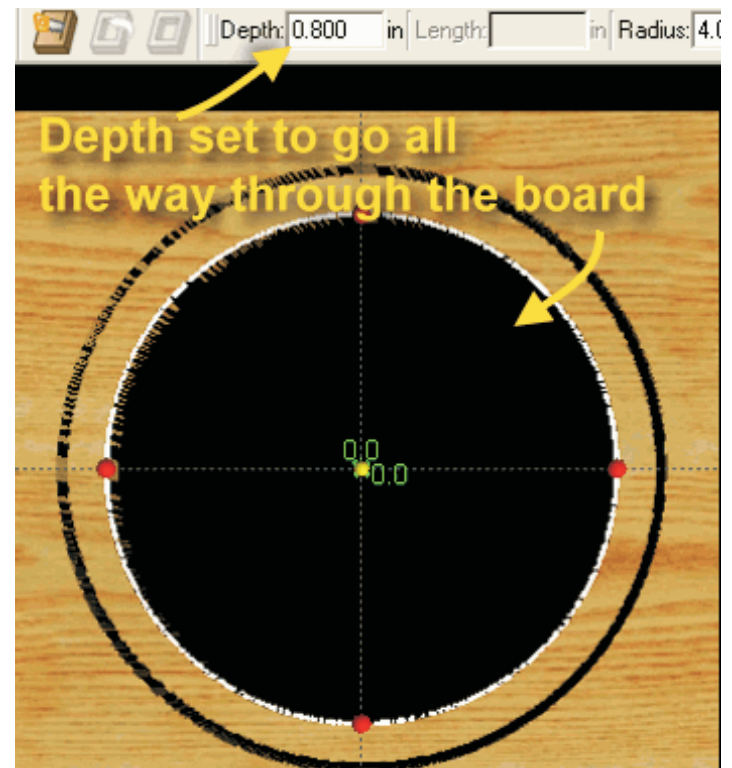
## STEP 2

Click the Cut-Path tool/Flip Cut/Accept.



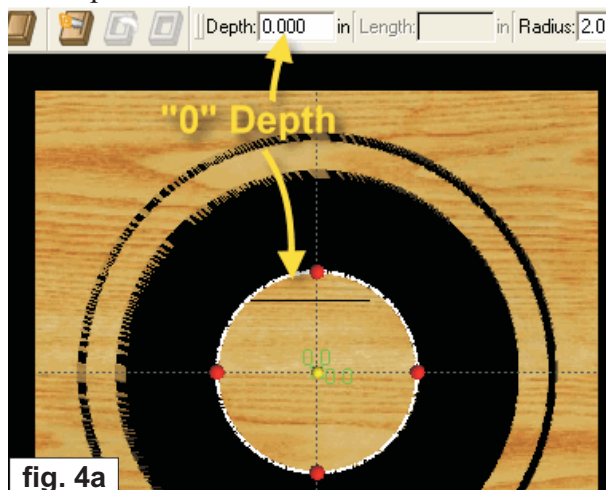
## STEP 3

Draw an 8" circle and center it as well. Then select the "Carve Region" tool and type in a depth of .8". This will force the carving bit to go all the way through the board by a very small (and safe!) amount. NOTE: If you are using a different thickness stock, rule-of-thumb is to set the carving depth to no more than one-tenth of an inch beyond the thickness of the board.



## STEP 4

Now draw a 4" circle, select "Carve Region" and set the depth to "0".



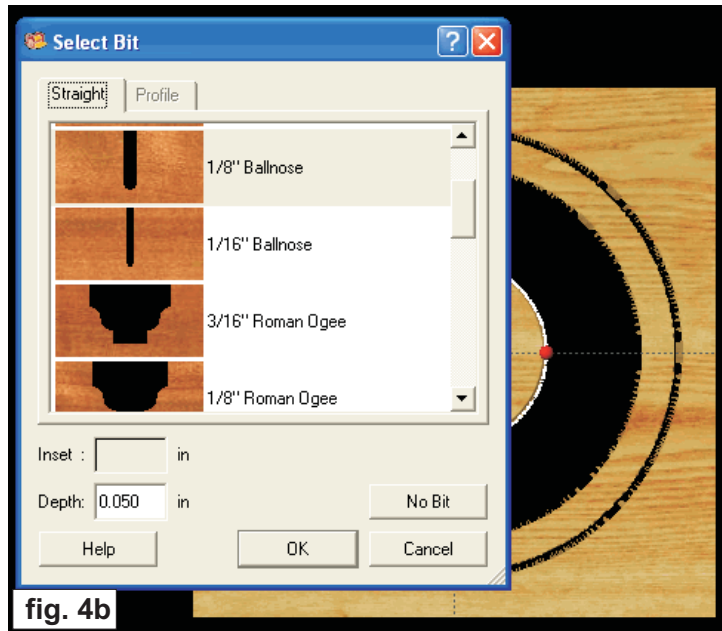


# Group & Merge Features in Designer

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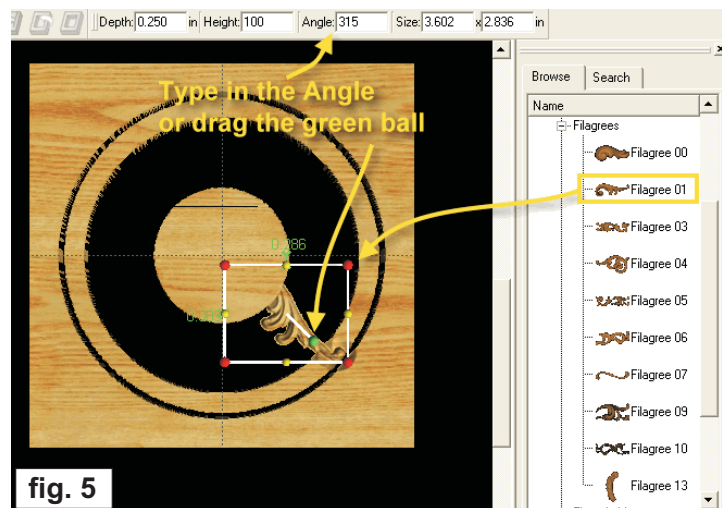
## STEP 4 (cont.)

Draw another circle, set the diameter to 3.95" and center it. Now select the "Bit Selection" tool and choose the 1/8" Ballnose and set the depth to 0.050". This will make the center circle carve a little cleaner.



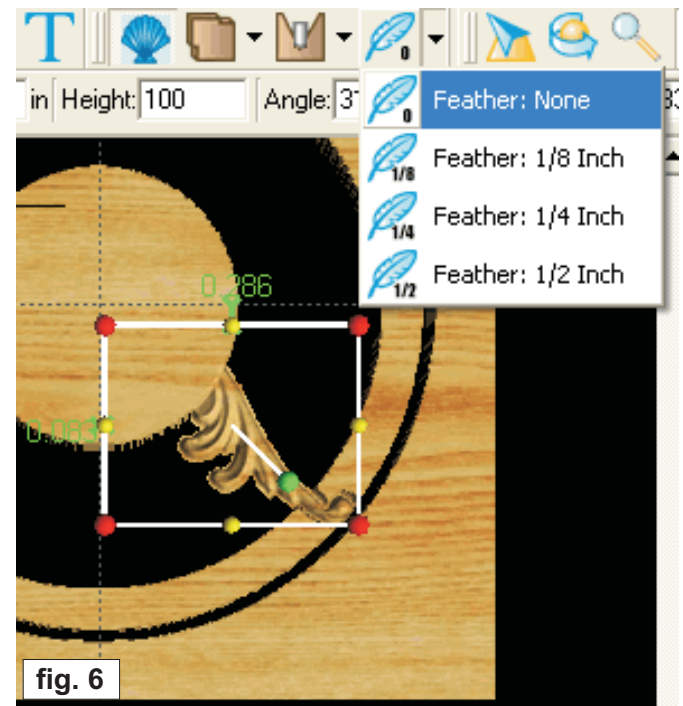
## STEP 5

Open your Pattern Library and drag the Filagrees/Filagree 01 pattern onto the board, bridging the gap between the inner circle and the outer ring. Overlap a good bit of it and set the angle and resize as shown. I set the angle to negative 45° (negative 45 or positive 315 is the same thing).



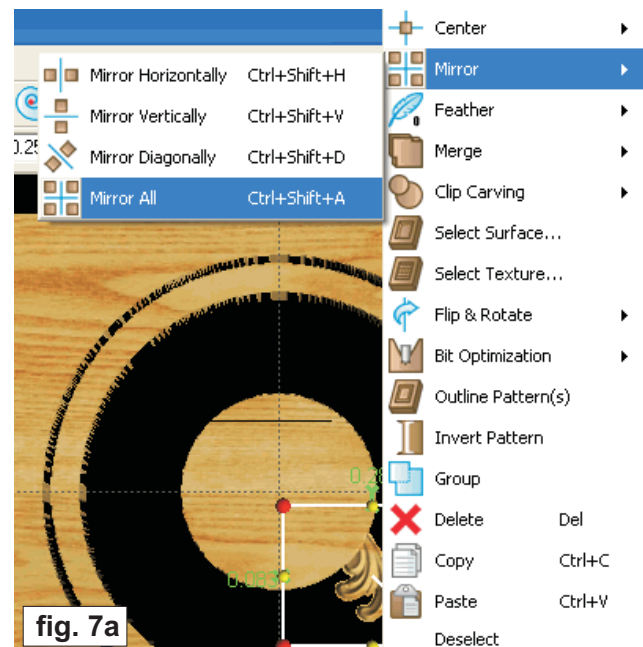
## STEP 6

With the pattern still selected set Feather to "None"



## STEP 7

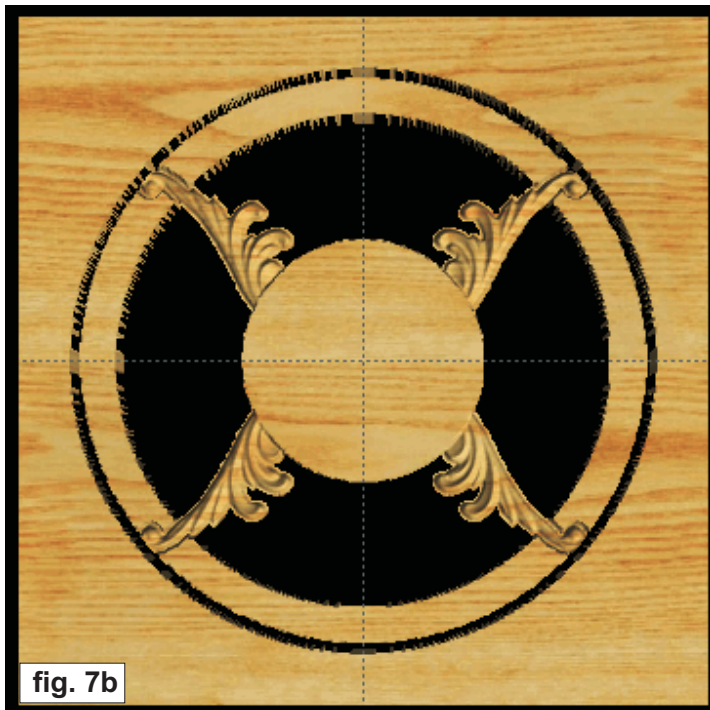
Right-click the pattern and select "Mirror All" in the context menu.



# Group & Merge Features in Designer

(cont.)

Here's what it looks like after "Mirror All".



## STEP 8

Open the Carving List (go to View/Toolbars/Carving List) and select all four "Filagree 01" then Group them (right-click/select 'Group' or just click the Group button at the bottom of the Carving List).

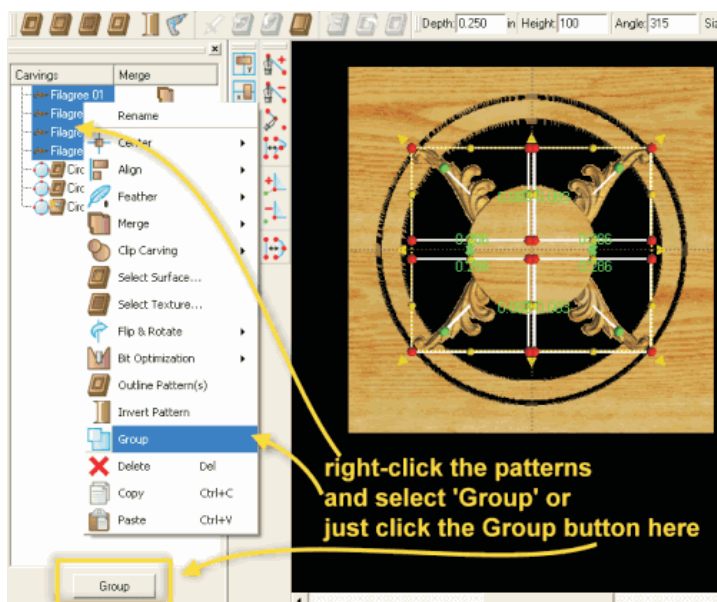
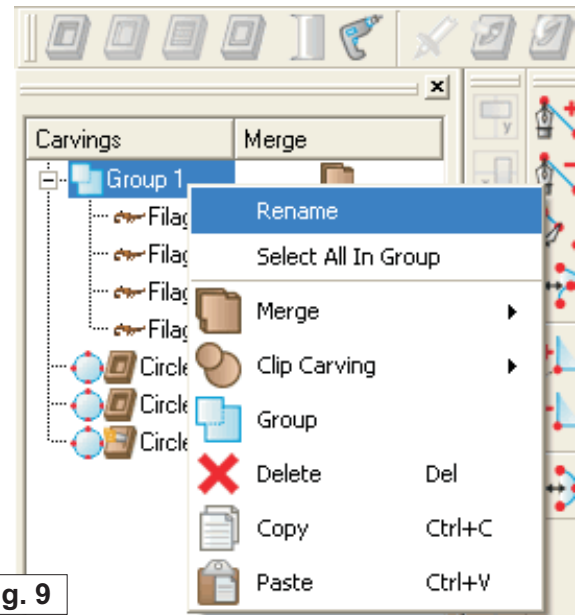


fig. 8

## STEP 9

We want to be able to keep track of which group is which, so we'll rename "Group" to "Group 1". Right-click on the "Group" name then select "Rename" from the context menu and type "Group 1" then press "Enter" on your computer keypad.



## STEP 10

Continue to drag three more Filagree 01 patterns onto the board, put into position, angle, size, and mirror each one as you go along just as we did in the previous steps. Make a new group for each set of four mirrored filagrees and rename each group. Should look like this:



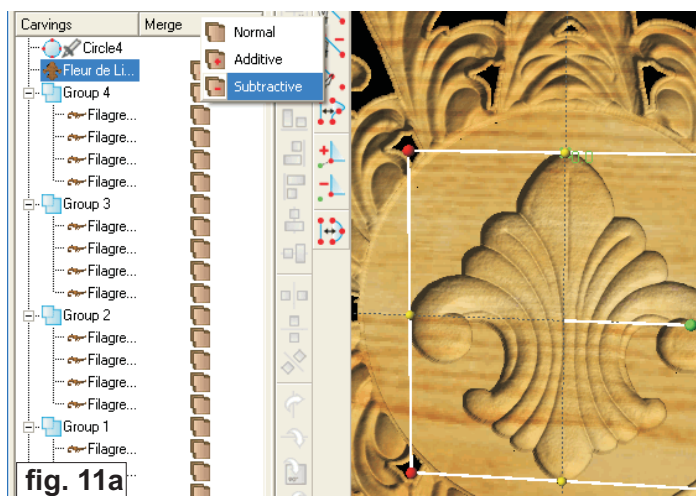


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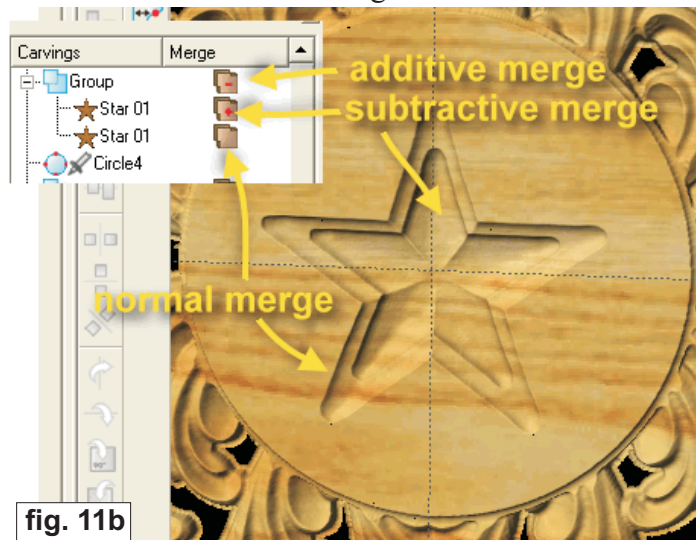
(cont.)

## STEP 11

Now drag the pattern Fleur de lis/Fleur de Lis 04 onto the board and center it. Hey! It doesn't show up! Where is it? Now for the magic... the merge function will make it visible. You have a choice between "Merge Style Additive" or "Merge Style Subtractive". Right-click the pattern and select "Merge Style Subtractive" to give us a recessed fleur and leave the surrounding area flat for part of our trivet surface. Now it shows up and will carve properly. NOTE: We could also have chosen "additive" if we wanted, but I thought it was more appropriate to choose "subtractive" for this design.

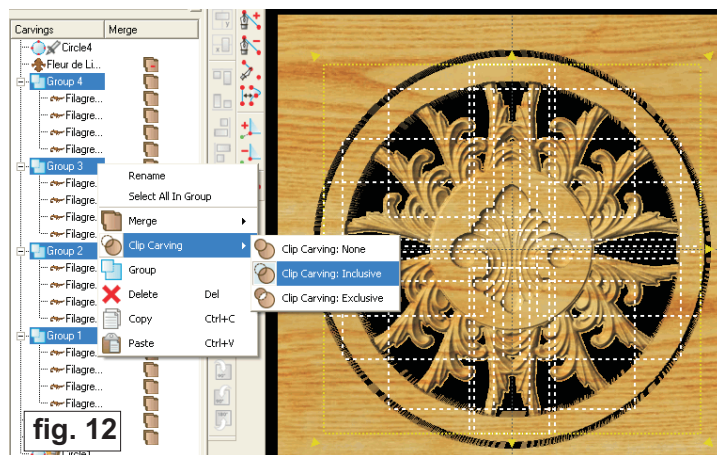


Feel free to experiment with layering a couple designs on top of each other, setting a merge style then grouping the patterns for a variety of effects. Example: You could layer two differing size stars together, group, then set the group to "subtractive", then one star to "additive" for the following effect!



## STEP 12

Select all four groups, right-click, select "Clip Carving/Clip Carving: Inclusive" to neatly and automatically trim all the fleurs to the outer ring. Because we grouped the fleurs, we can do this quickly and easily all at once.



**And here it is!** Fresh off the CarveWright machine! I hope you've enjoyed learning more about the Designer software and it's fun and powerful features. Don't miss next month's issue of CarveWright Tips & Tricks for some miscellaneous "secrets" on how to get the most out of your Designer software and your remarkable machine!



**Special thanks to Michael Tyler of [www.carvebuddy.com](http://www.carvebuddy.com) for providing the content for this issue of CarveWright TiPS and TRiCKS.**