CARVEWRIGHT™ Create Anything!

PROJECT

3D Horse Head Sculpture

The 3D Horse Head Sculpture utilizes the Carvewright software add-modules. Such as the Pattern editor and the STL importer.

PROJECT DETAILS

This project does not require the add on modules since it is already laid out on the board for you. However, if you want to resize or scale this 3D model to a much larger size you will need the two software upgrades to do so.

TOOLS AND MATERIALS - Board size: 58"L x12"W x .75" thick

- CLAMPS OR STRAPS FOR HOLDING SLICES TOGETHER WHILE THE GLUE DRYS. Wood Glue, Sandpaper, Wood Filler, Wood finish

BEFORE YOU START:

This Project assumes that you have complete comprehension of the Carvewright Software and have already completed projects using the Carvewright machine. Oh and I'm not teaching you how to become a wood worker either…

SPECIAL INSTRUCTIONS

- All this project requires is for you to puzzle piece the halves together using wood glue and straps to wrap around the model securely while the slices dry.

TIP: You will need to pull some fine hand sanding and filling work to elimante any visible seams.

Pattern Depot- Projects

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