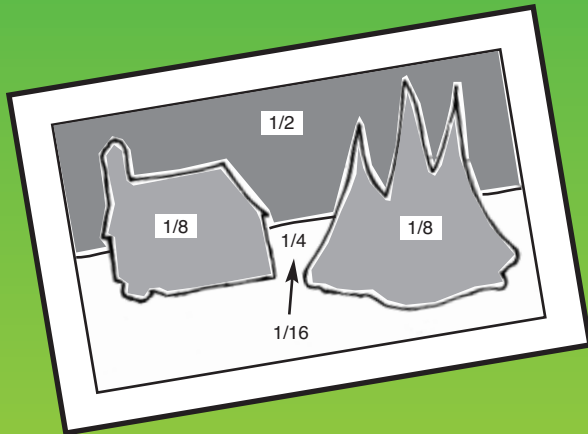


3-Step Relief



1. Rough

Create the different levels of each element in the design. In this landscape the background is the lowest level and the area in front of the cabin is the nearest. You can use a router to set these levels or a v-tool to outline the area and shallow gouges to carve away the wood. Use the largest tool you can for the area available.

It is a good general rule to carve down to 1/2 the thickness of the wood for your deepest level and then cut that distance in half each time as elements get closer. In this example (if this board is 1" thick) ... the background is cut down to 1/2", the cabin and the trees are cut down to 1/8" and the ground is tapered from being higher (1/16") in front down to being lower (1/4") behind the cabin. (You want to make sure all parts of relief carvings have a hand-carved finish.)



2. Shape

Create the shape of each element. A tree is rounded, a cabin has sharp corners and the walls are slanted in angles, the mountain in the background is rounded over. Don't move on to the details until everything is shaped properly.



3. Detail

Here is when you get out the small U & V tools. Add the little details that bring the carving to life. The bark in the tree, the leaves, the shingles, the rocky chimney ... make clean cuts.

Tools We Use:



- #3-12mm (1/2") ... 550312
- #5-20mm (3/4") ... 550520
- #7-12mm (1/2") ... 550712
- #9-16mm (5/8") ... 550916
- #41-8mm V (3/8") ... 554108

** spc Basic set full-sized tools (55 series Stubai). Perfect combination of 2 shallow, 2 deep, and v-tool.*

