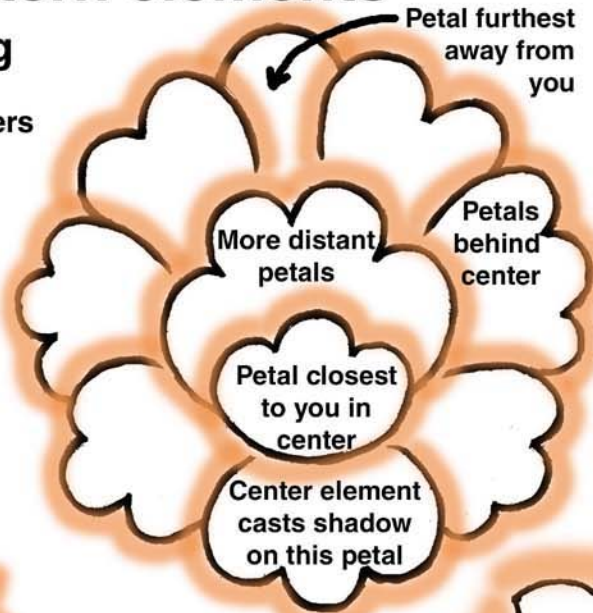


Basic carving pattern elements

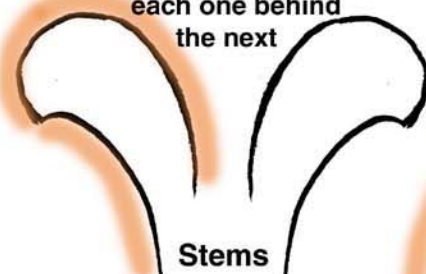
Beveling

Simple flowers based on a circle layout



DO NOT cut flower center with swivel knife!

Stems usually lay in layers: each one behind the next



You may be beveling around some stems and on top of others, depending on distance away from you.

Item more distant.

Item closest to you.

Bisectional

Beveling acts as a shadow. It must be deep and smooth.

Most distant

Element further away from you.

The element closest to you casts a shadow on the item behind it.

Trisectional

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Simple Scroll

Bud usually lays under all elements.

Bud

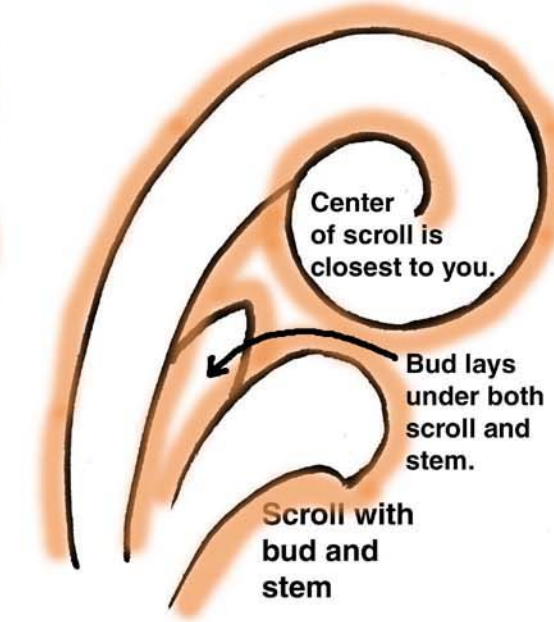
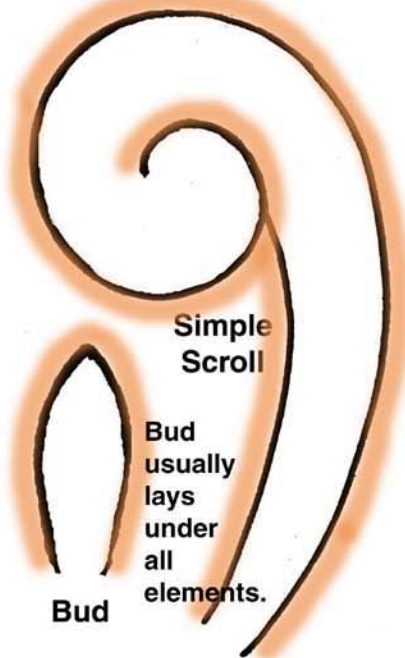
Bisectional with stem

Stem lays under bisectional.

Scroll with bud and stem

Center of scroll is closest to you.

Bud lays under both scroll and stem.

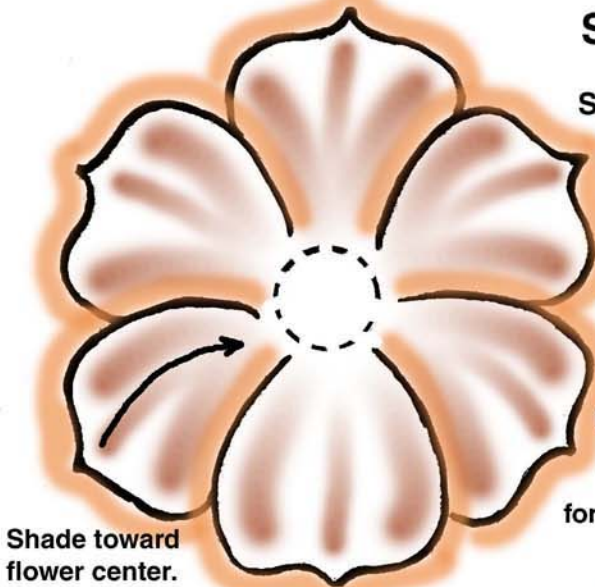


Basic carving pattern elements

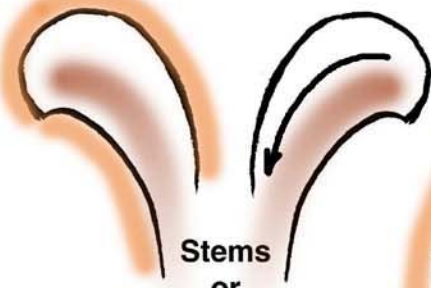
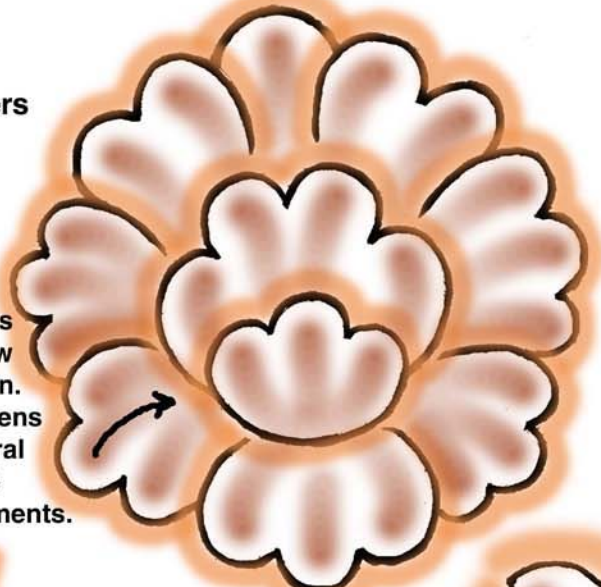
Shading

Simple flowers based on a circle layout

Shading emphasizes pattern flow and direction. It also heightens the sculptural feel of the foreground elements.

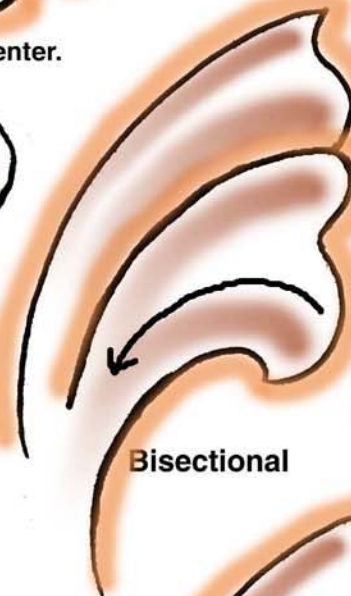


Shade toward flower center.
Fade depth of shading toward center.

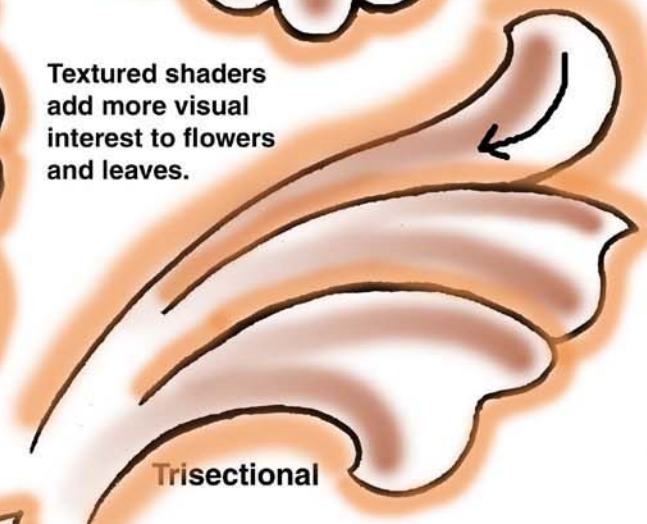


Stems
or
Stickers

Always follow direction of pattern for shading.
Begin deep and fade as shown.

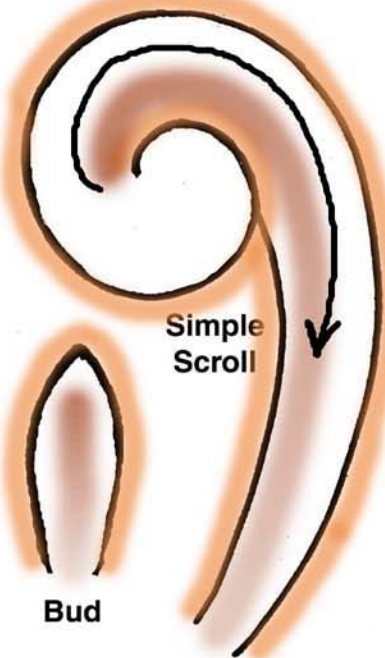


Bisectional



Textured shaders add more visual interest to flowers and leaves.

Trisectional



Simple
Scroll

Bud

"Walk" shader around scrolls.

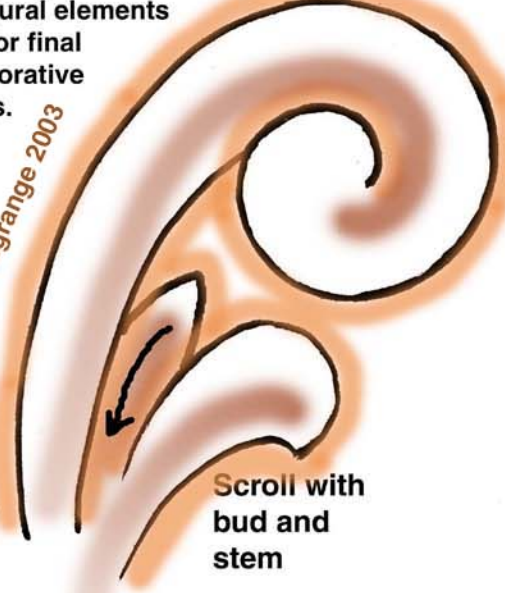


Bisectional
with stem

Smooth shaders work best for stems and scrolls.

Leave empty spaces on stems, scrolls, and buds to add other textural elements or for final decorative cuts.

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Scroll with
bud and
stem