How to Use Carvey
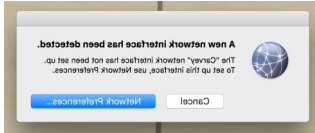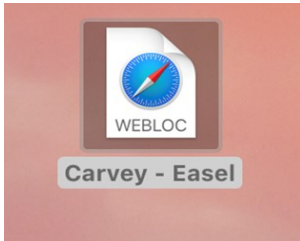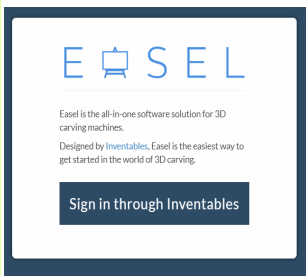
To reserve the Carvey for 4 hours or less, call 970.962.2599. Materials are either 8" x 6" or 6" x 6" and cost $3.00. See Staff for availability.
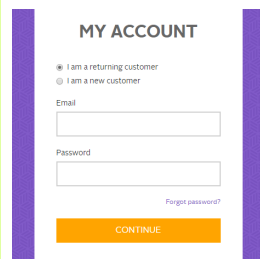
Read safety instructions before starting. Turn on Carvey. Switch is on the back panel in the top right corner. Plug in USB cable into back panel of the Mac. Select **Cancel**.
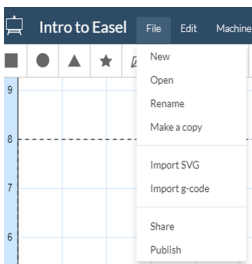
Select **Carvey-Easel** icon from the top left corner
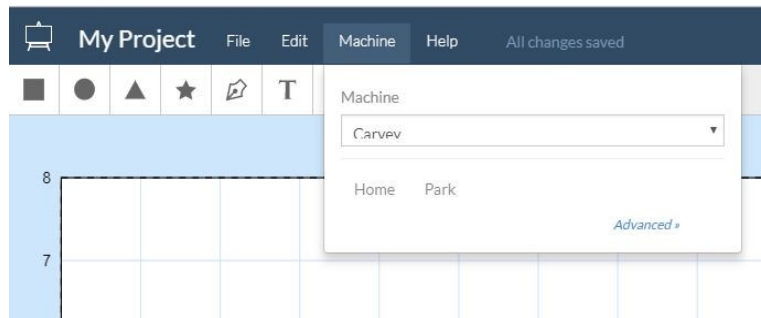
Select **Sign in through Inventables**

If you have not made an account, select **I am a new customer** and follow the instructions to make an account, otherwise select **I am a returning customer.** You will be able to use your login information on any internet computer.
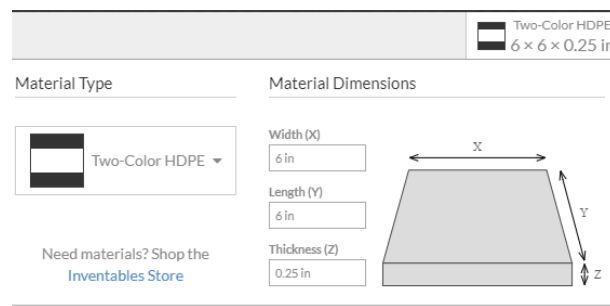
Login to Easel, start a new project by selecting **File** then **New**. Select **Untitled** to name your project.
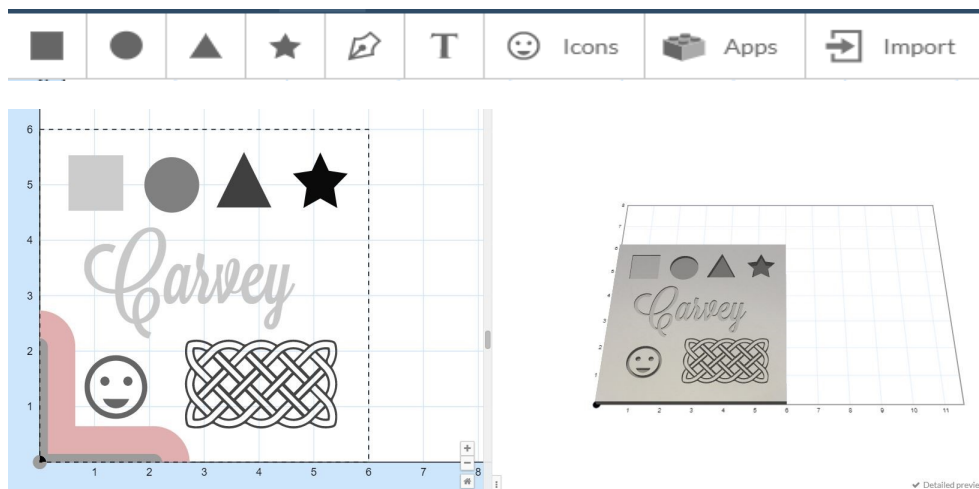
Select **Machine**. Select **Carvey** from the dropdown menu.

My Project File Edit Machine Help All changes saved

Machine

Carvey ▾

Home Park

Advanced »

Select **Birch Plywood** in the upper right-hand corner. Change the **material dimensions** either 6 x 6 or 8 x 6. For other materials, see the Computer Lab Master.

Two-Color HDPE
6 × 6 × 0.25 in

Material Type

Two-Color HDPE ▾

Need materials? Shop the
Inventables Store

Material Dimensions

Width (X)
6 in

Length (Y)
6 in

Thickness (Z)
0.25 in

Using the toolbar in the left corner, design your project

■ ● ▲ ★ ✎ T ☺ Icons 📦 Apps ⇥ Import

✔ Detailed preview

Some tips for designing your project:

- Before moving the graphic or text, highlight them to keep all the pieces together
- Change materials and bits to see what works best with your design
- To undo your last change, hold down **Ctrl** then press **Z**
- See last page for importing a file

Select **Simulate**, after designing your project. Check the time. Your design needs to be finished before you leave.

If everything looks good, select **Carve** and follow the online instructions for clamping down your material. Clamps are in the red box.

Before selecting **Carve**, ask the Computer Lab Master to check your design and install the bit.

Congratulations you have carved your first piece!

To cleanup:

- Turn Carvey off.
- Ask the Computer Lab Master to remove the bit, bring you the handheld vacuum and lint-free cloth.
- Vacuum the chips on your project and the clamps.
- Remove and brush off the clamps and put them in the box.
- Carefully screw the Smart Clamp back in place with the green screws.
- Starting at the top of the machine, wipe down the plexiglass, sides of machine, spindle, and rods.
- Vacuum the waste board, inside the Carvey, the table, and the carpet.
- Return the handheld vacuum and cloth to the Computer Lab Master.

To Import a SVG file

- Convert your image to SVG using https://www.svgcreator.com.
- In Easel, select **Import.** Select the file to import. Use **Scale to Fit** if necessary.
- Design your project

Some tips for finding and importing your file:

- Pngs are the best files for converting to svg
- In Google Images, select transparent, line drawing, and add vector graphic to your search
- Select photos with high contrast. Only the outlines of a photo will convert.
- Edit photos to bring out more detail then import again.