

Content outline

About:

1. The Artist
 - a. Name: Rachel Barney
 - b. Experience
 - i. Is a web designer
 - ii. Has history in graphic design
 - iii. Won on award for wood burning
 - c. History
 - i. Started wood burning four years ago
 - ii. Started as part of a job over the summer
 - iii. Became hobby
 - iv. Won award
2. The materials
 - a. Origin
 - i. Friend's woodworking shop
 - ii. Hobby Lobby
 - iii. Found on Ground
 - iv. Salvaged
3. The History
 - a. Actually call Pyrography
 - b. Super simple history
 - c. Origin
 - i. Thought to have begun 3000 years ago
 - ii. Various locations are known
 1. Peru
 2. Europe
 - iii. Became popular in the Victorian times
 1. Called pokerwork
 - iv. Technological advances occur and modern pyrography evolves
 - d. Very much the same techniques just different tools

Designs/Designing

1. Process
 - a. Input
 - i. Give images/text
 - ii. Give general layout
 - b. Refine
 - i. Check design
 - ii. Approve or continue refining

- c. Approve/Apply
- 2. Using your own
 - a. Submit
 - i. Can design and submit for yourself
 - ii. Can include additional images
 - iii. Choose all placements
 - b. Size approval
 - i. Will check if possible
 - ii. May check image rights if suspicious
 - c. Alterations
 - i. Can alter within few days
 - ii. Images will be converted
 - iii. Customer approval
- 3. Check up
 - a. Check on progress of design
 - i. Request image updates
 - ii. Emails
- 4. The Making Process
 - a. Prep
 - i. Sanding
 - ii. Measuring
 - iii. Design prep
 - iv. Tool prep
 - b. Transfer
 - i. Lay carbon paper
 - ii. Lay design
 - iii. Secure layers to ensure quality
 - iv. Trace
 - v. Check
 - vi. Repeat as necessary
 - c. Burn
 - i. Double check transfer
 - ii. Outlines
 - iii. Check design
 - iv. Shading/ filling
 - d. Stain/Seal
 - i. Identify need for stain
 - ii. Apply as necessary
 - iii. Let set
 - iv. Seal
- 5. The Work
 - a. Materials used
 - i. Works mostly with pine
 - ii. Can work with other materials upon request

- iii. Uses carbon transfer paper
- b. Details
 - i. Fine details=large project
 - ii. Fine details do not translate to some smaller sizes
- c. Time
 - i. Size=time
 - ii. Customization = time
 - iii. Simple= faster
 - iv. Designing = more time