

HALLOWEEN INVITATION 2014

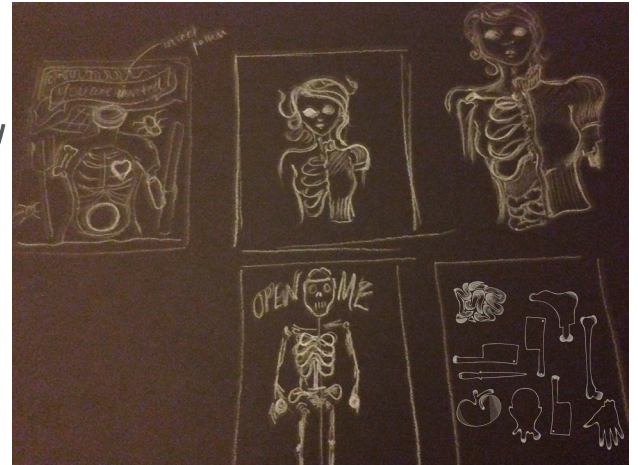
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HALLOWEEN INVITATION 2014 - INSTRUCTABLE

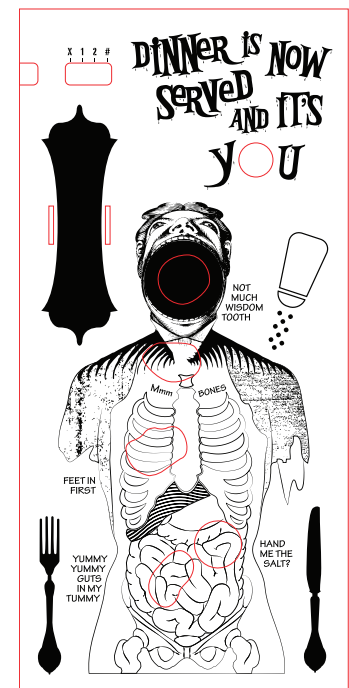
1. THE IDEAS STAGE... SKETCHES

OK YOU MAY HAVE AN IDEA BUT HOW WILL YOU CONVEY WHAT WILL OPEN HER RIBS A TORSO? OR JUST A MACABRE VERSION OF THE OPERATION GAME?...
YEAH THE LATTER



2. ILLUSTRATE - ADOBE ILLUSTRATOR

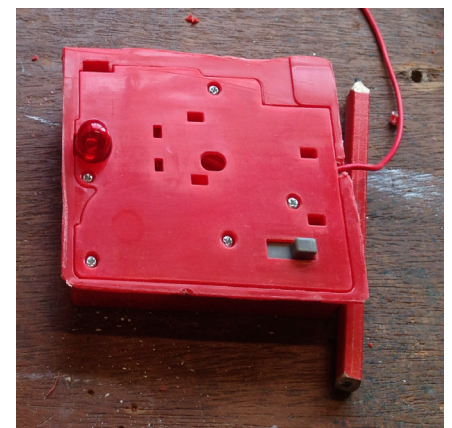
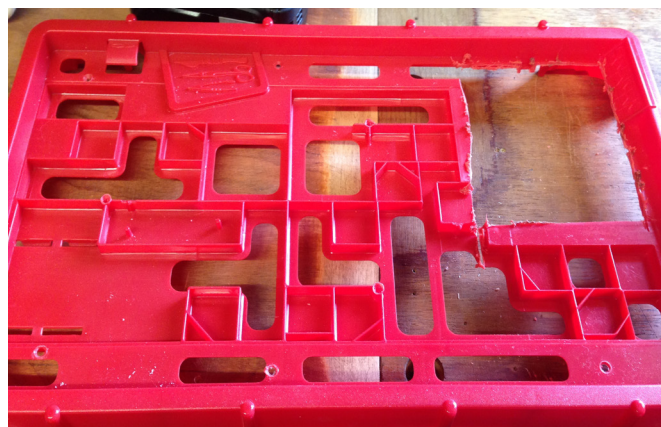
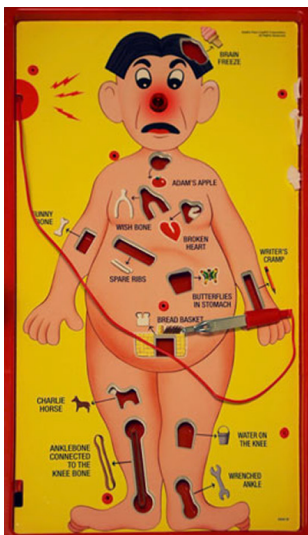
USING A DESIGN PACKAGE YOU'RE GOING TO HAVE TO COME UP WITH A WAY OF REALISING THOSE SKETCHES... I USED A BOUGHT IMAGE FOR THE FACE FROM ETSY WHICH I USED FOR PERSONAL USE (THESE ARE NOT FOR SALE) FROM "MON BONBON" THEN I USED A MIXTURE OF DRAWING THE BODY PARTS AND USING SOURCES SUCH AS VECTORSTOCK.



3. DISMANTLING.... YES YOU NEED TO DESTROY MANY LOVELY OPERATION GAMES

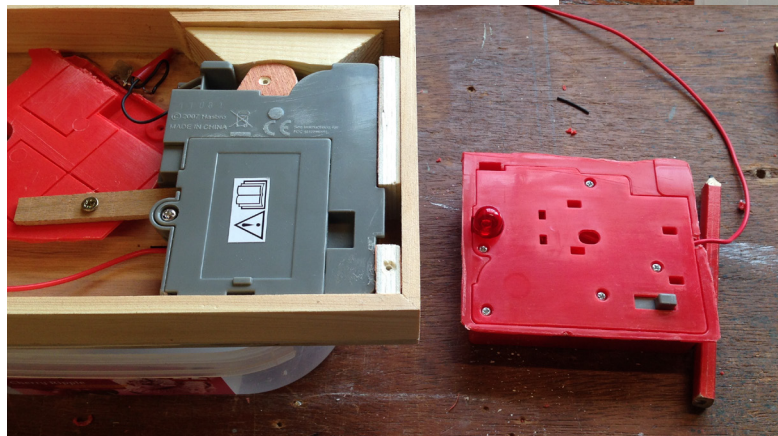
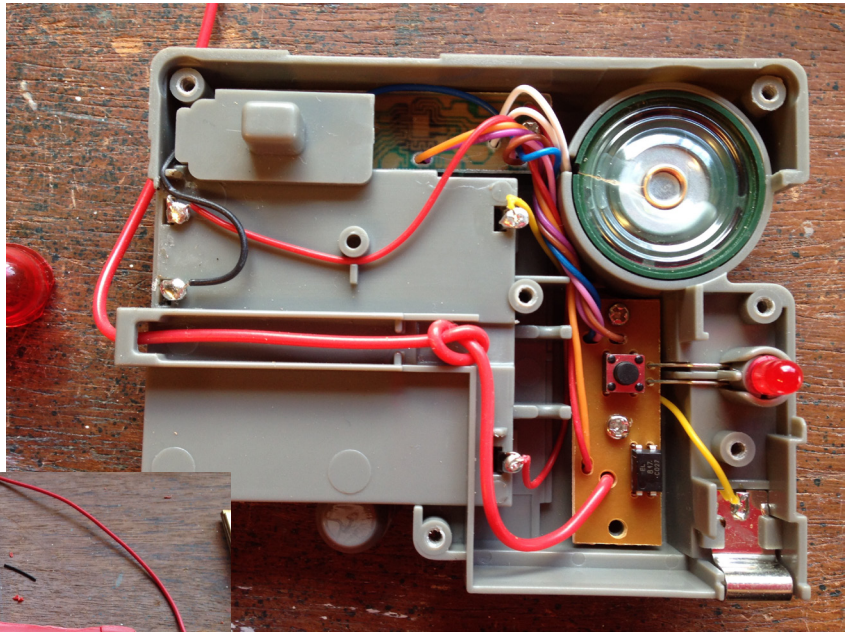
MOST HAVE A CARD FRONT WHICH YOU CAN REMOVE BY JUST POPPING IT OUT

NOW WE WANT THE MECHANICS OUT USE A DREMEL TO CAREFULLY REMOVE THEM



3B. KEEP DISMANTLING... WE NEED THE LIGHT, BUZZER AND WIRES ALL INTACT SO TAKE TO IT WITH A DREMEL.... CAREFULLY!

IF YOU'RE SUPER LUCKY AND YOU HAVE AN EARLY VERSION THE MECHANICS JUST POP OUT BUT I ONLY HAD TWO THAT WERE THIS TYPE THE REST IS JUST HACKING...



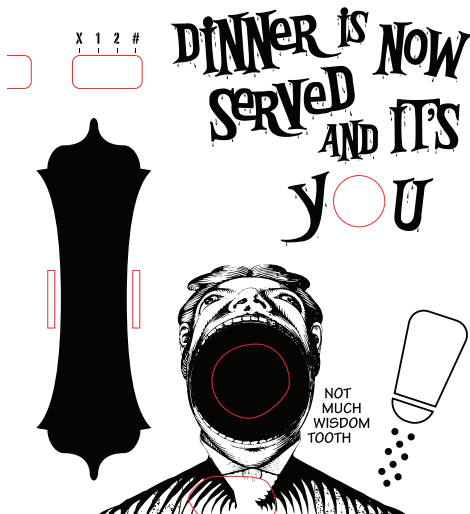
HERE ARE THE TWO TYPES SEE THE GREY ONE LOOKS MORE PROFESSIONAL BUT THEY DIFFER IN DEPTH

4. TRANSFERRING THE HOLES FOR THE NEW FRONT

WHEN YOU ILLUSTRATE YOUR OPERATION GAME YOU WILL NEED TO USE THE METAL HOLES OR THE CARDBOARD FRONT FROM THE GAME AS A TEMPLATE TO KNOW WHERE TO PLOT THE HOLES IN THE GUTS ETC. YOU WILL ALSO NEED TO KNOW WHERE THE SWITCH AND LIGHT WILL BE PLACED.

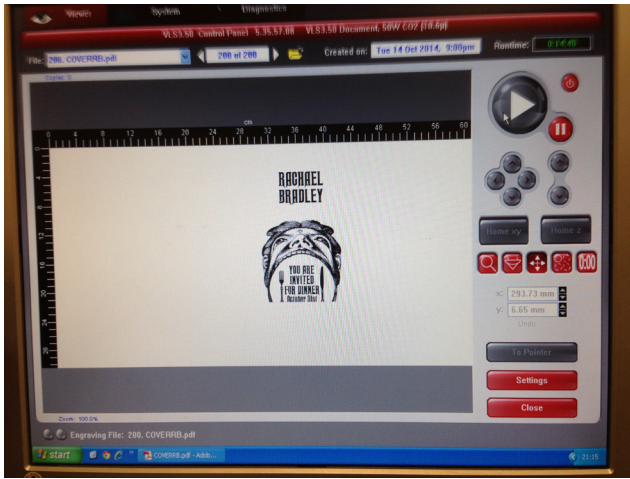


YOU ALSO NEED TO LEAVE A CHECK OUT FOR THE WIRE AND A PLACE FOR THE TWEEZERS TO SIT WITH HOLES FOR THE VELCRO



I SUGGEST DOING A DUMMY IN PAPER OR CARD BEFORE LASER CUTTING AND TRYING TO FILE THE HOLES DOWN!

5. LASER CUTTING THE FRONT, THE INNER GAME FACE AND THE BODY PARTS TO PICK UP



I USED A DENFORD LASER AT MY LOCAL ART WORKSHOP - INC WORKSHOP IN LEEDS (UK) THERE WAS A MIX OF CUTTING AND ETCHING TO GET THESE EFFECTS (WE RUN COURSES TOO)

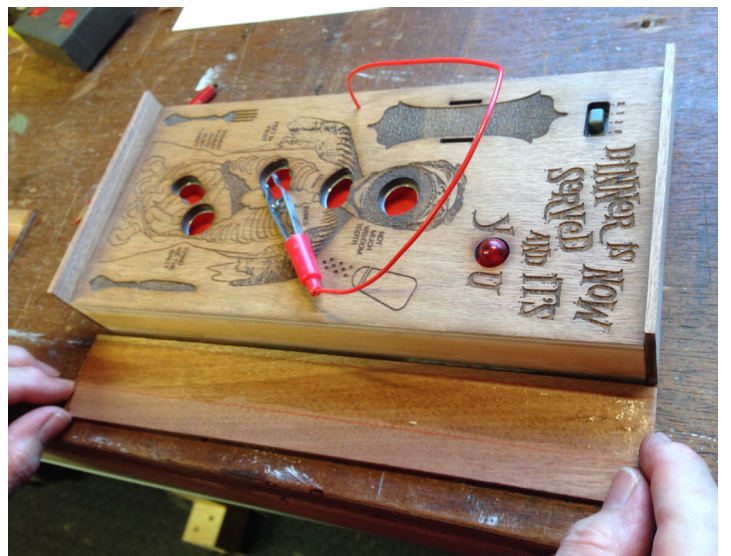
6. ASSEMBLY AND FINISHING INCLUDING MAKING A BOX FOR IT



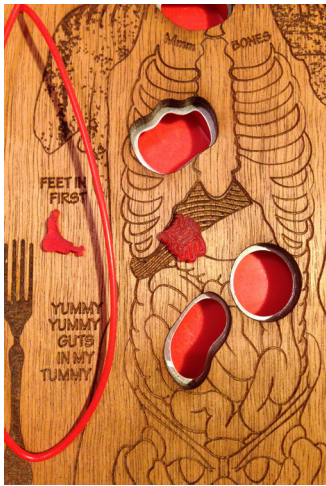
MATCH UP THE MECHANISM TO THE NEW OPERATION FACE AND THEN FIT THE METAL INCLUDING THE RED PLASTIC AS YOU WILL NEED THE LITTLE BACKGROUND "CUPS" TO CATCH YOUR PIECES

7. MAKE A SIMPLE BOX

ELEVATE THE GAME USING SPACING BLOCKS UNDER THE PLASTIC THEN SURROUND THE GAME WITH A SIMPLE GLUED BOX REMEMBER TO THREAD YOUR WIRE THROUGH FOR THE TWEEZERS AND TEST THE BUZZER WORKS. ALSO LEAVE SPACE FOR THE BATTERIES TO BE REMOVED, WE JUST CUT A PANEL AND SCREWED IT BACK IN.



8. FINAL ASSEMBLY AND FINISHING



AS WITH A LOT OF WOOD PROJECTS AND LASER ETCHING THE FEEL CAN BE ENHANCED BY USING A FURNITURE WAX IN A DARK COLOUR AS IT PICKS OUT THE GRAIN OF THE WOOD AND CREATES A PROTECTIVE SURFACE.

HERE IS THE FINAL PRODUCT WITHOUT THE VELCRO WHICH I CHANGED OUT A FEW TIMES.

TO FINISH THE BOX OFF I USED THE TIM HOLTZ RANGE OF HINGES AND A SWING CLIP TO HOLD THE BOX LID IN PLACE AS THE WIRE IS A BIT BULKY AND WANTS TO PUSH THE LID UP.



THE FINAL PRODUCT I MADE 6 FOR A HALLOWEEN DINNER PARTY INVITE

