

Christmas mail envelope with wooden burning

Instructions No. 3153

Difficulty: Beginner 🍷🍷🍷🍷

Working time: 30 Minutes

Conjure up personal works of art: creatively design wooden envelopes!

This wooden envelope is a wonderful project for young and old to discover their artistic streak and create unique works of art. In this simple step-by-step guide, we show you how to transfer and personalize beautiful text or images onto a wooden envelope with little effort.



Step 1: To design your wooden envelope, start by looking for a suitable motif or text. You can print any text or image from the internet. Alternatively, you can also create your own sketch with a pencil. Make sure that the lines are clear and distinct to achieve the best result later.

Step 2: Take a piece of graphite paper and place it graphite side down on the wooden envelope. Then place your chosen motif or text on it. Carefully trace the design onto the wood using a sharp pen or pencil. The graphite paper works like old-fashioned carbon paper here - it transfers what you draw as a copy onto the surface underneath.

Step 3: For those who want to get creative, freehand drawing is a great option. Draw your design directly onto the wooden envelope with a pencil. Be patient and precise when drawing to achieve a successful result. You can

practise in advance on a Paper to gain more confidence.

Step 4: First, heat the branding pen, a special tool that works like a soldering iron and allows you to burn designs into the wood. Make sure that the pen is sufficiently heated before you start tracing the lines. Slow and steady movements lead to the best results. Work with light pressure to achieve an even burn-in of the lines. Branding, also known as pyrography, gives the wood a warm, rustic look and makes each piece unique.

Must Have



[VBS Wooden envelope](#)

● **3,99 €**

[Item details](#)

Quantity: [Add to cart](#) 

Article information:

Article number	Article name	Qty
24099	VBS Wooden envelope	1
580052	Branding pen	1
560566	Graphite paper	1