Technical Information.

A surprising amount has been written about rose turning, but it's awfully scattered, sometimes infuriatingly fragmentary, and not always accurate. The general rule seems to be that the critical detail you want to know isn't covered. That often means that the answer will become obvious if you just carry on. I'm sure you'll find me just as infuriating, but I will try to clarify points you don't understand. Don't expect an instant response. I'm not at home in the digital world, and even simple jobs still require assistance.

This is a very broad field. It will really help if you ask about topics I've not covered yet. If I don't know the answer, I probably know someone who does.

At present, I can only offer some articles written for other purposes, and tweaked to suit the site. I'm making some progress adding detailed stuff to fill the gaps. Most of it won't mean much to you till you understand the basics of rose turning. Remember that an idea that means nothing to you today, may be the key you've been looking for in a few months time. It may become more navigable when there are enough links between photos and text. You'll find some technical information in design articles, linked to pictures in the gallery, and the basic information with the pictures may be helpful.

It would be nice to think that one day I will write a series of detailed pieces covering specific topics without unexpected detours, making it easy to find the information you need. It's such a vast subject that I don't suppose it will happen. I suppose, the truth is, I'm more interested in trying to translate a few of my ideas into strange-shaped bits of wood.

What I write is a personal view of rose turning, but it includes many important ideas which I learnt from members of the SOT. If you have a different point of view, it would be interesting to hear from you. There are many ways of producing rose turned work. I hope to learn as well as offer my view.

Working with improvised equipment describes my working methods.

Rosettes present more puzzles to a beginner than any other part of a rose engine. Most information sources are horribly vague about the important details. See if I've done any better.

Rubbers allow you to modify the shape of the rosette. Very little has been published about them.

Centre Height : not always as obvious as you think.

Nose thread looks at the advantages of ¾ inch 16tpi as a nose thread, and gripping work directly in a 5c collet.

Developing your rose turning looks at practical ways of getting from simple rose patterns to 3D rose shaping.

There are also articles mainly about design, which include some practical information.

Box design

Why mushrooms?

Where did that spring from? How Claws was designed and made. Section on burnt Ash.