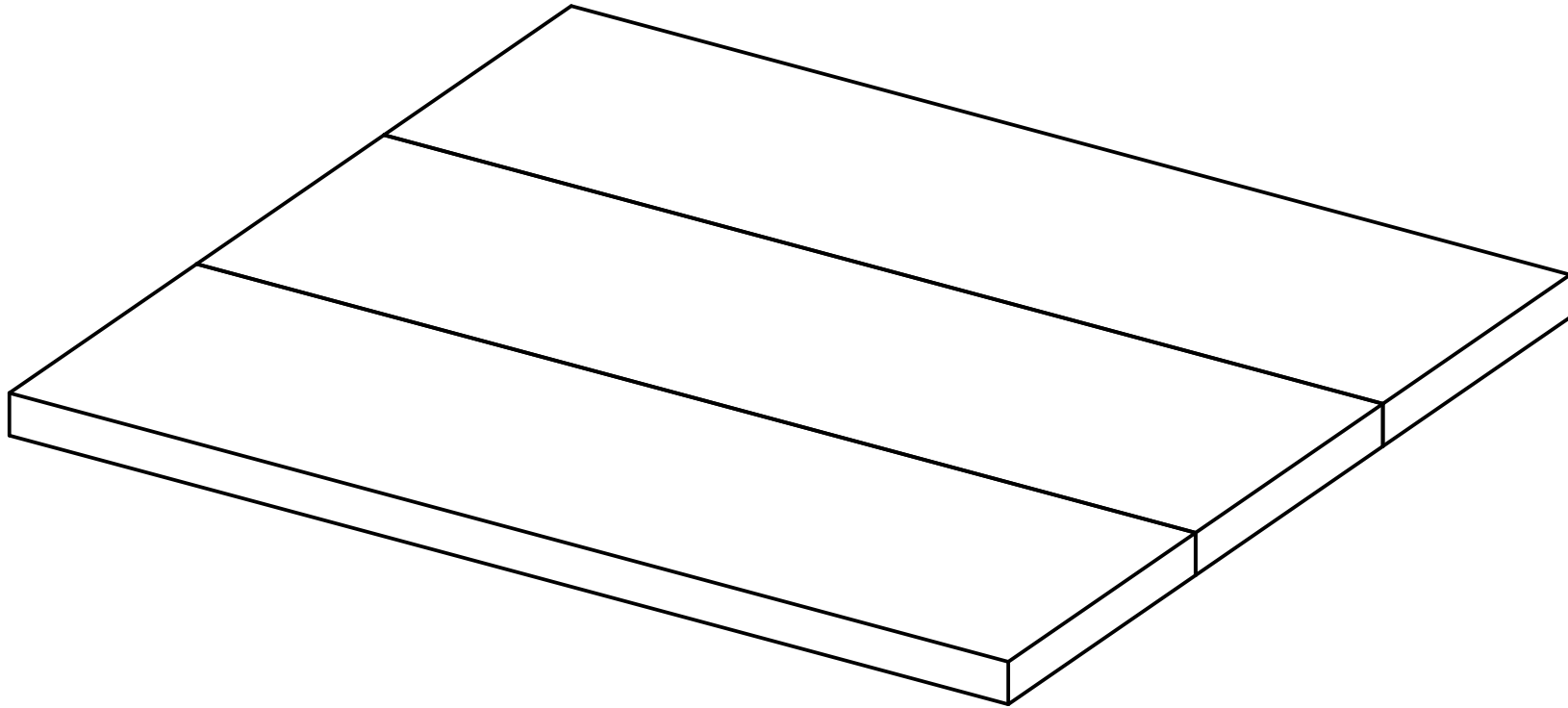


Butt panel



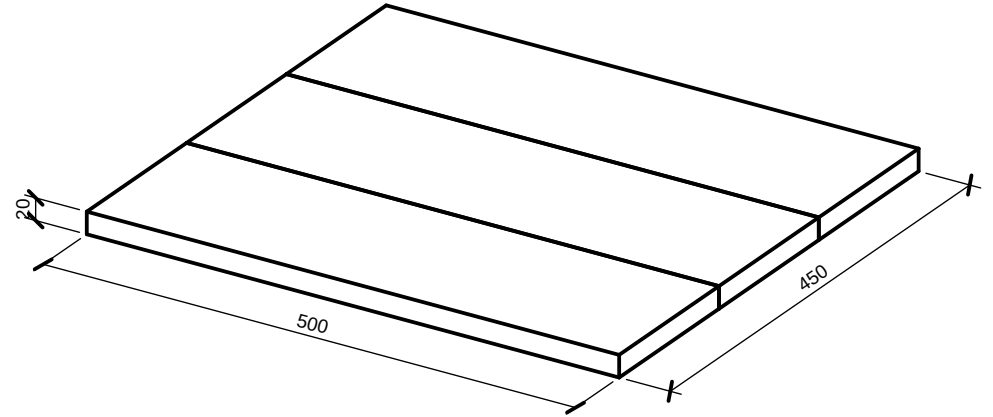
parts	3 (1 different)
overall	500 x 450 x 20 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

Contents

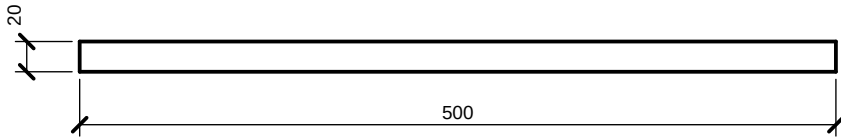
Drawings	3
Assembly	3
Parts	4
1 board	5
Cut list	6
Appendix: source	7



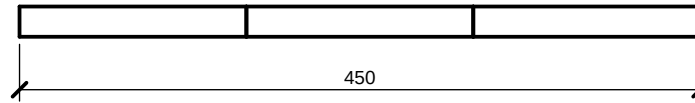
TOP



ISOMETRIC

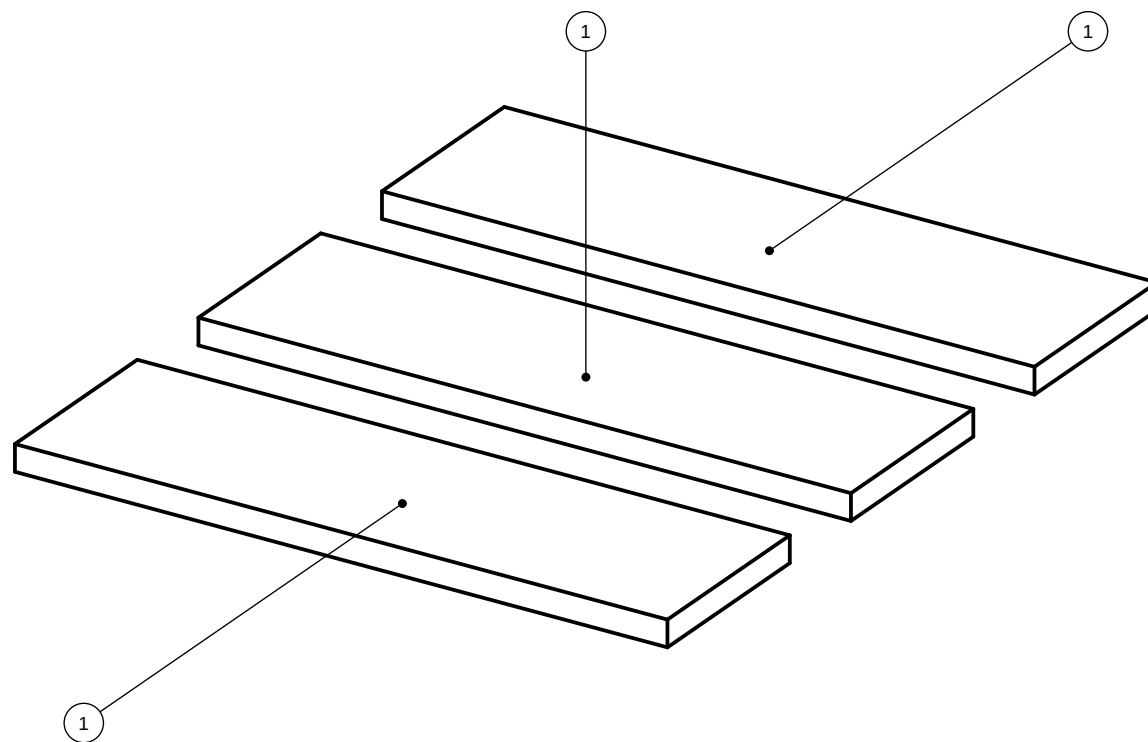


FRONT



RIGHT SIDE

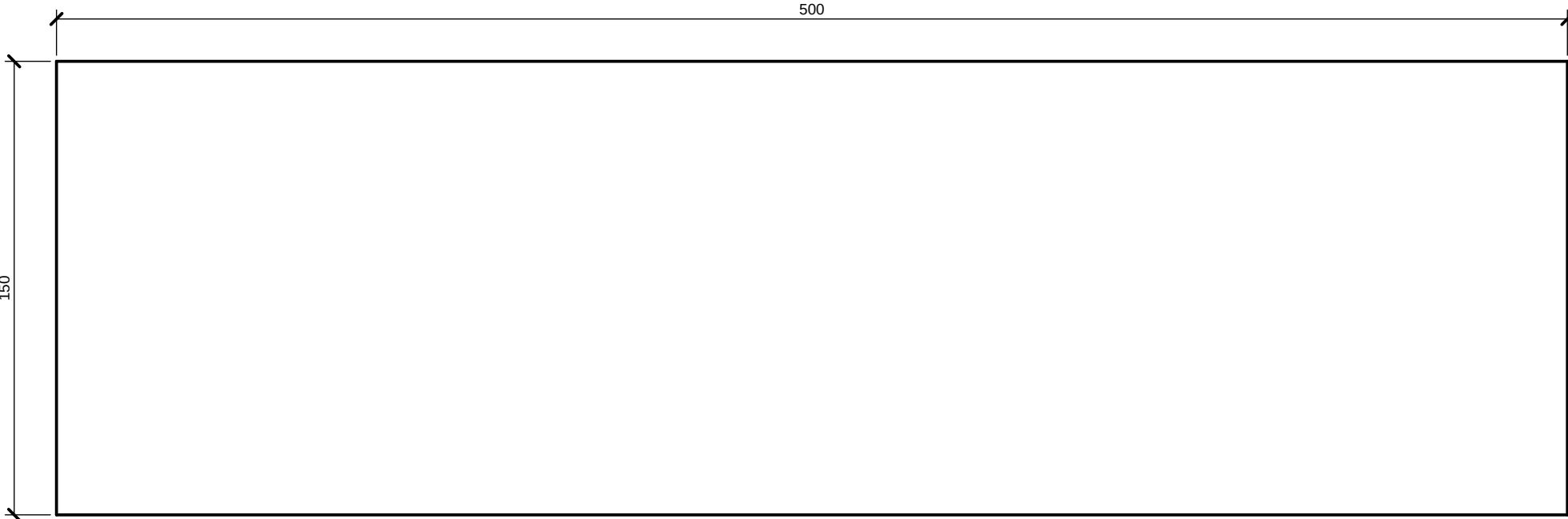
assembly	butt_panel
parts	3 (1 different)
overall	500 x 450 x 20 (W x D x H)
material	oak
scale	1:5, mm



EXPLODED

no.	part	qty	cut size (L x W x T)	material
1	board	3	500 x 150 x 20	oak

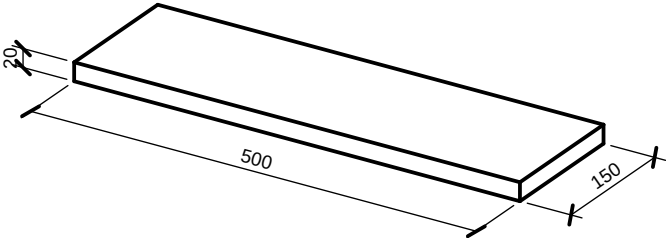
assembly	butt_panel
parts	3 (1 different)
overall	500 x 450 x 20 (W x D x H)
material	oak
scale	not to scale, mm



TOP FACE



FRONT EDGE



ISOMETRIC

3 pieces: board_1, board_2, board_3

part	board
of	butt_panel
make	3
cut size	500 x 150 x 20
material	oak
scale	1:2, mm

Cut list

board 500 x 150 x 20 mm oak, 3 pieces: board_1, board_2, board_3

Appendix: source

Made with woodwright 0.9.0, build123d 0.13.0, Python 3.14.4.

To make these plans again:

```
uvx --python 3.14 woodwright==0.9.0 export joints.butt_panel
```

joints.butt_panel, in woodwright/examples/joints.py

```
def butt_panel(
    length: float = 500, width: float = 150, count: int = 3, stock: Stock = OAK
) -> Assembly:
    """Boards glued edge to edge into a panel."""
    asm = Assembly("butt_panel")
    boards = [
        asm.add(Board(f"board_{i + 1}", stock, length=length, width=width)) for i in range(count)
    ]
    for a, b in itertools.pairwise(boards):
        asm.join(Butt(a.back_edge, b.front_edge))
    return asm
```