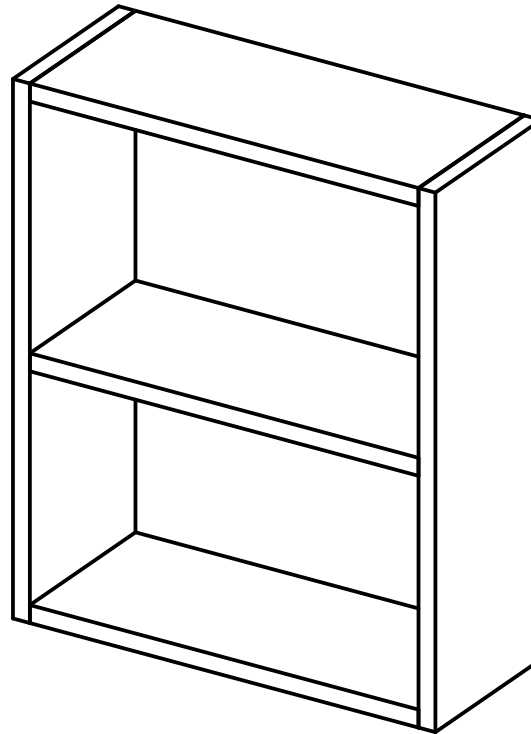


Butt shelf



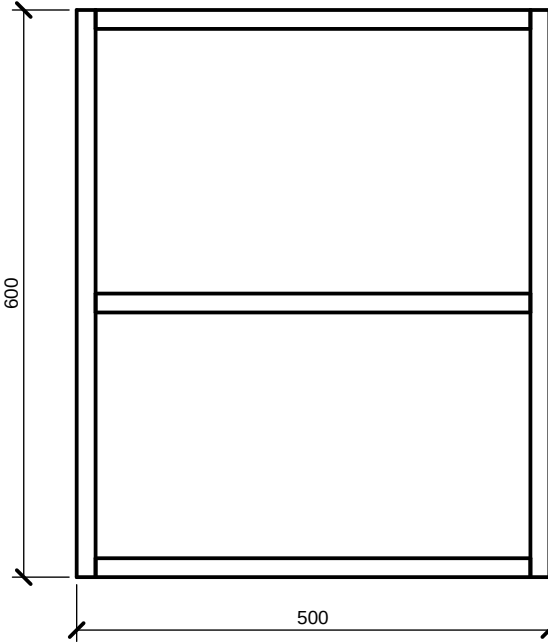
parts	5 (2 different)
overall	500 x 200 x 600 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

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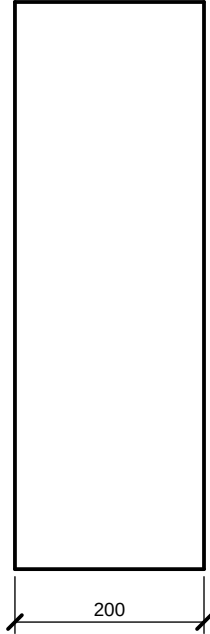
Drawings	3
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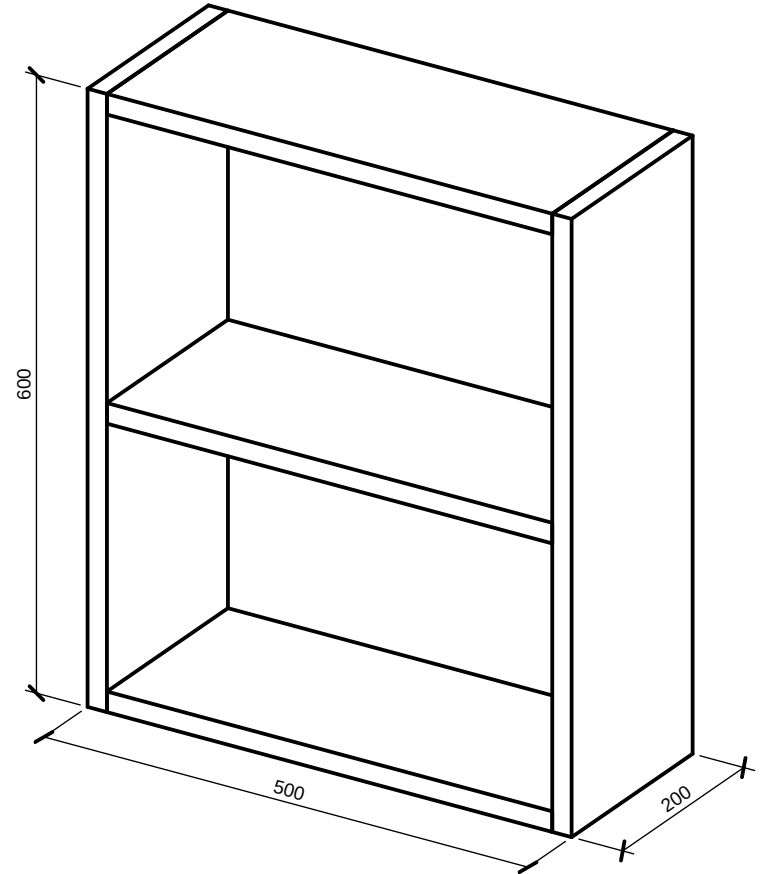
TOP



FRONT

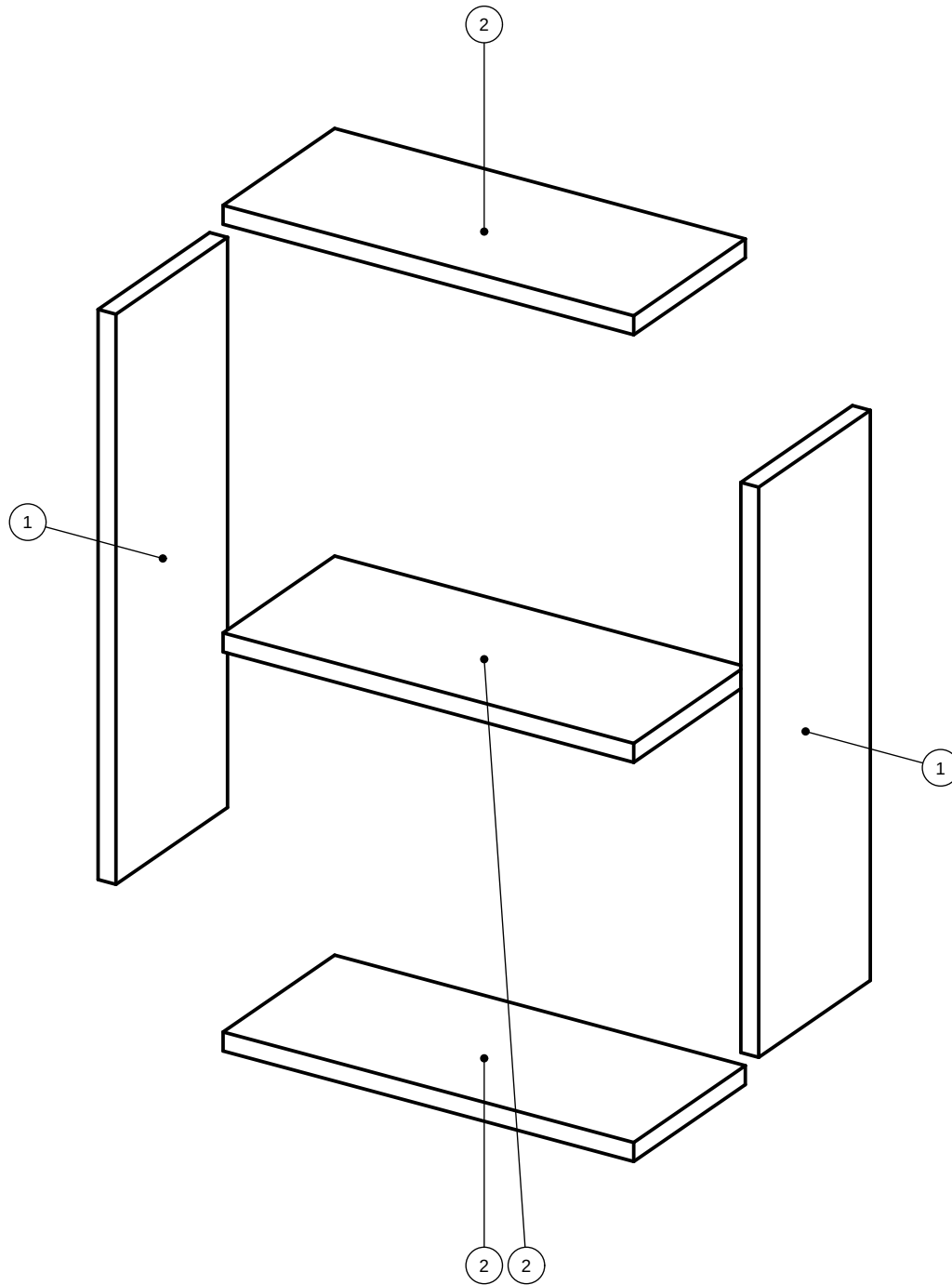


RIGHT SIDE



ISOMETRIC

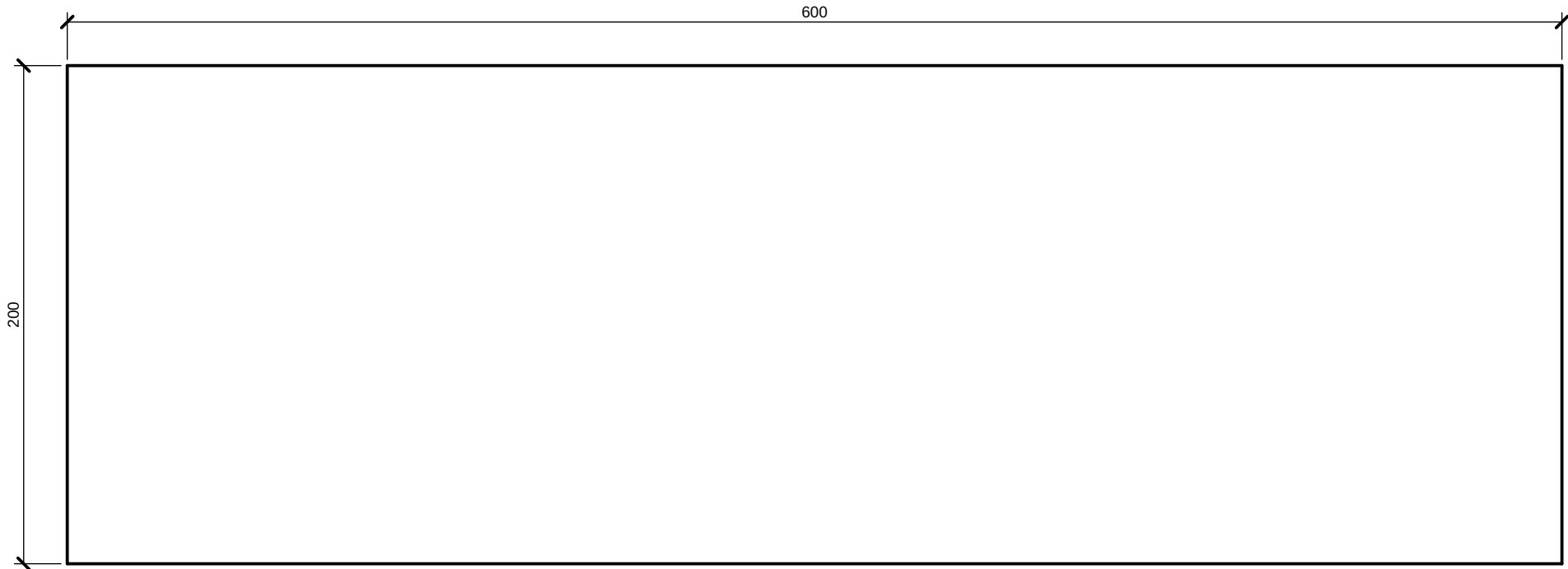
assembly	butt_shelf
parts	5 (2 different)
overall	500 x 200 x 600 (W x D x H)
material	oak
scale	1:8, mm



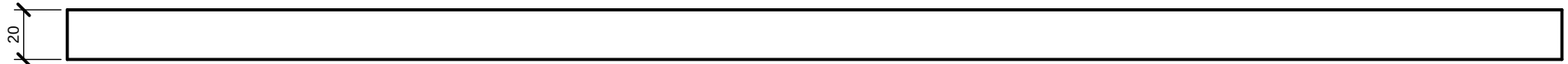
EXPLODED

no.	part	qty	cut size (L x W x T)	material
1	left_right	2	600 x 200 x 20	oak
2	top_bottom_shelf	3	460 x 200 x 20	oak

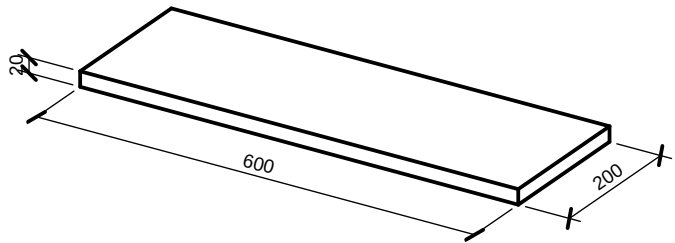
assembly	butt_shelf
parts	5 (2 different)
overall	500 x 200 x 600 (W x D x H)
material	oak
scale	not to scale, mm



TOP FACE



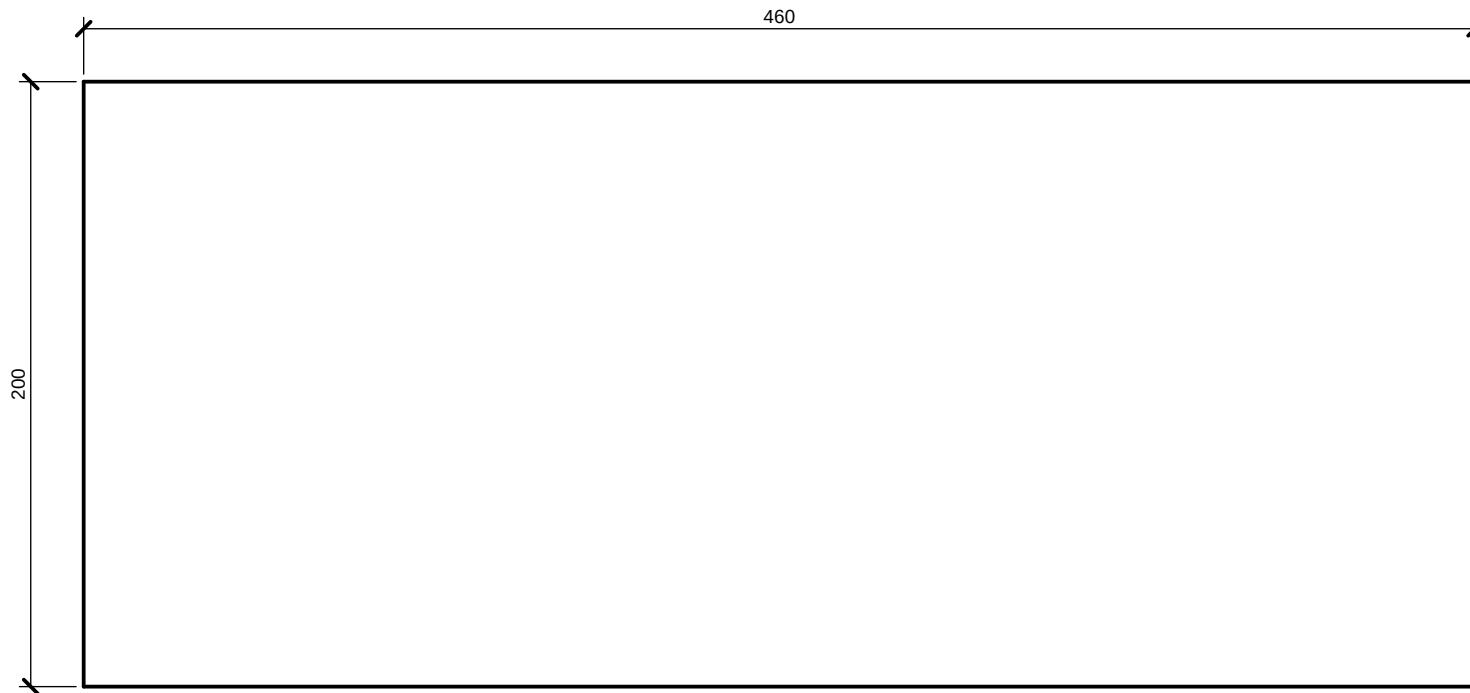
FRONT EDGE



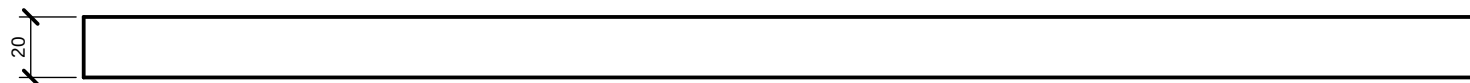
ISOMETRIC

2 pieces: left, right

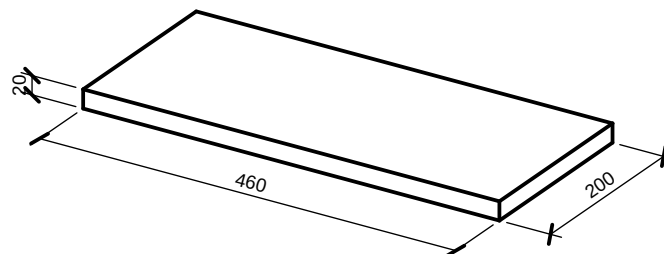
part	left_right
of	butt_shelf
make	2
cut size	600 x 200 x 20
material	oak
scale	1:2.5, mm



TOP FACE



FRONT EDGE



ISOMETRIC

3 pieces: top, bottom, shelf

part	top_bottom_shelf
of	butt_shelf
make	3
cut size	460 x 200 x 20
material	oak
scale	1:2.5, mm

Cut list

left_right	600 x 200 x 20 mm	oak, 2 pieces: left, right
top_bottom_shelf	460 x 200 x 20 mm	oak, 3 pieces: top, bottom, shelf

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 projects.butt_shelf
```

projects.butt_shelf, in woodwright/examples/projects.py

```
def butt_shelf(
    height: float = 600,
    width: float = 500,
    depth: float = 200,
    stock: Stock = OAK,
) -> Assembly:
    """Two sides with a top, a bottom and a middle shelf butted between them,
    e.g. to be screwed through the sides (the screws aren't modelled).

    Outside sizes; the shelves' design length is between the sides.
    """
    t = stock.thickness
    asm = Assembly("butt_shelf", root_location=CASE_SIDE)
    left = asm.add(Board("left", stock, length=height, width=depth))
    right = asm.add(Board("right", stock, length=height, width=depth, mirror=True))
    top = asm.add(Board("top", stock, length=width - 2 * t, width=depth))
    bottom = asm.add(Board("bottom", stock, length=width - 2 * t, width=depth))
    shelf = asm.add(Board("shelf", stock, length=width - 2 * t, width=depth))
    for side, top_end, bottom_end, shelf_end in [
        (left, top.left_end, bottom.left_end, shelf.left_end),
        (right, top.right_end, bottom.right_end, shelf.right_end),
    ]:
        asm.join(Butt(side.bottom_face, top_end, position=flush_with(side.right_end)))
        asm.join(Butt(side.bottom_face, bottom_end, position=flush_with(side.left_end)))
        asm.join(Butt(side.bottom_face, shelf_end, position=offset(height / 2, side.right_end)))
    return asm
```