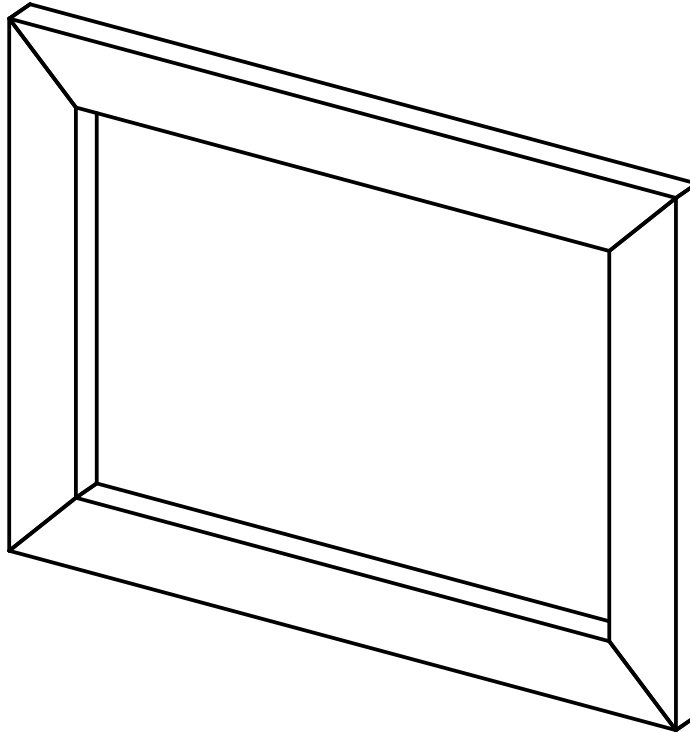


Picture frame

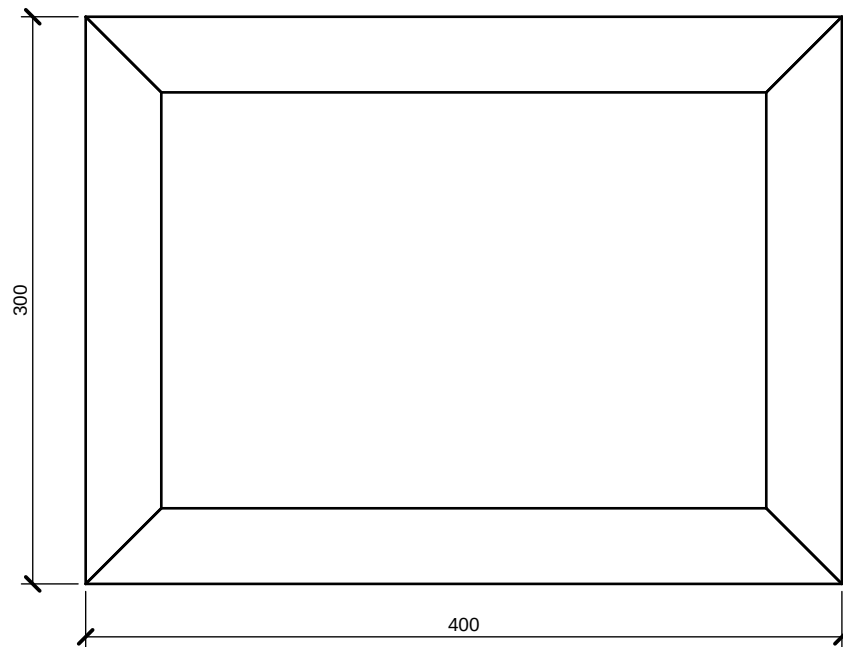


parts	4 (2 different)
overall	400 x 20 x 300 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

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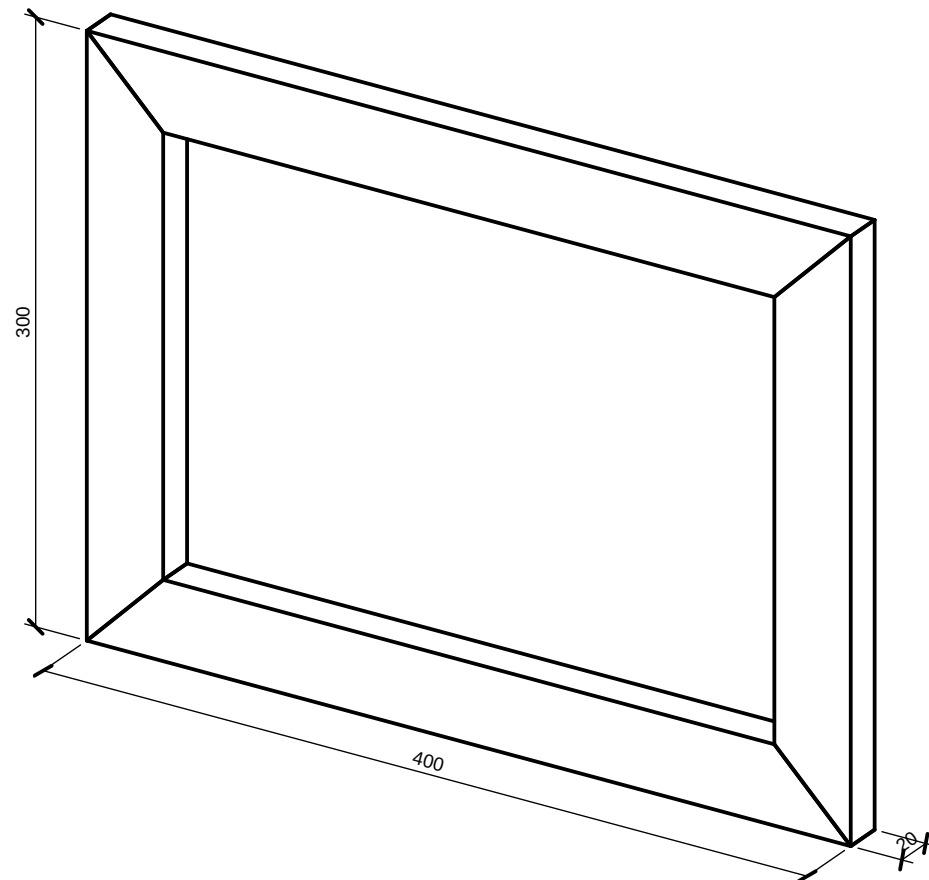
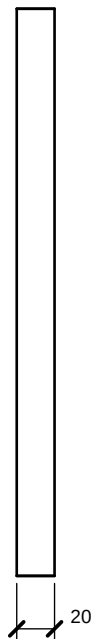
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TOP



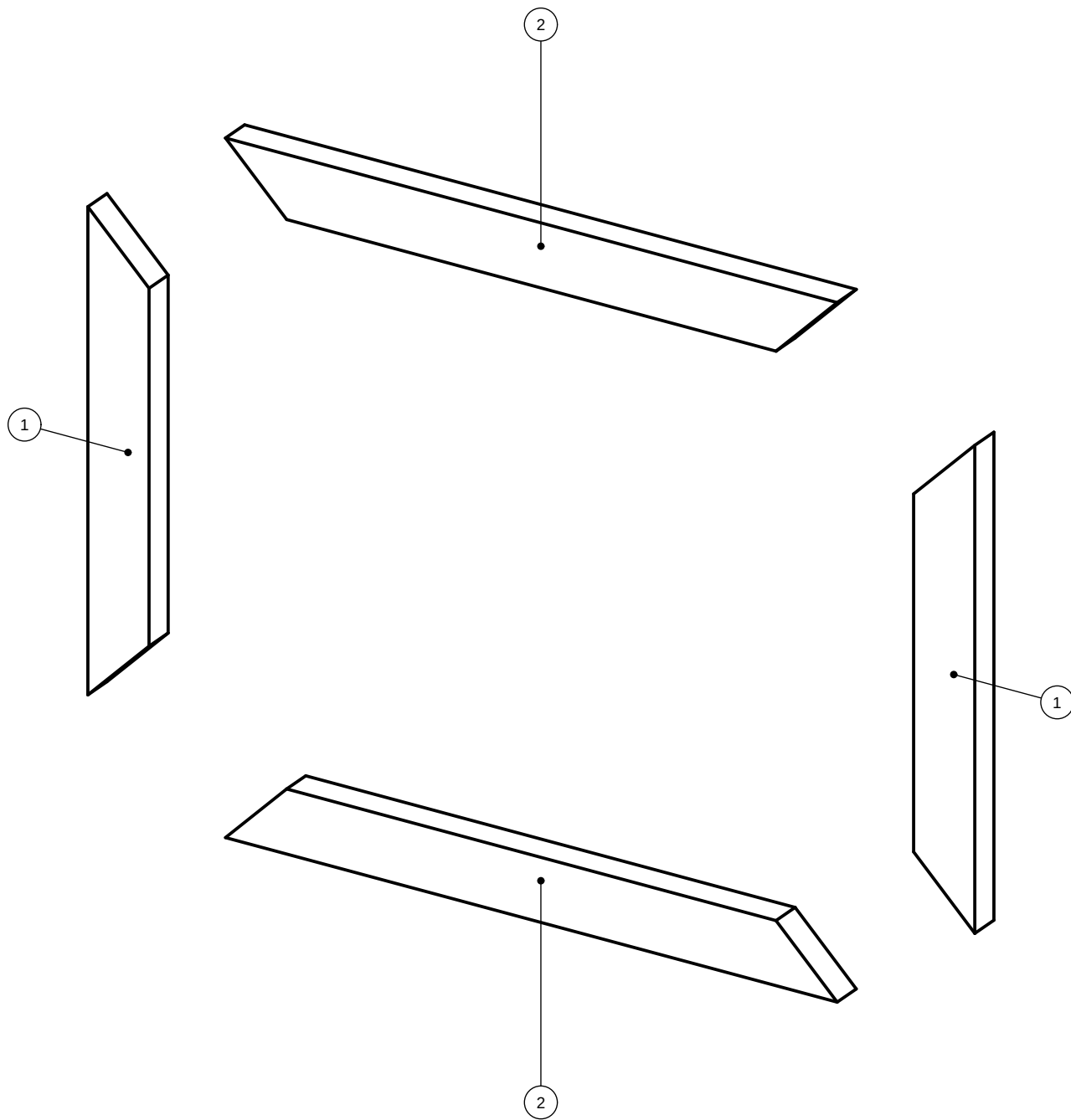
FRONT

RIGHT SIDE



ISOMETRIC

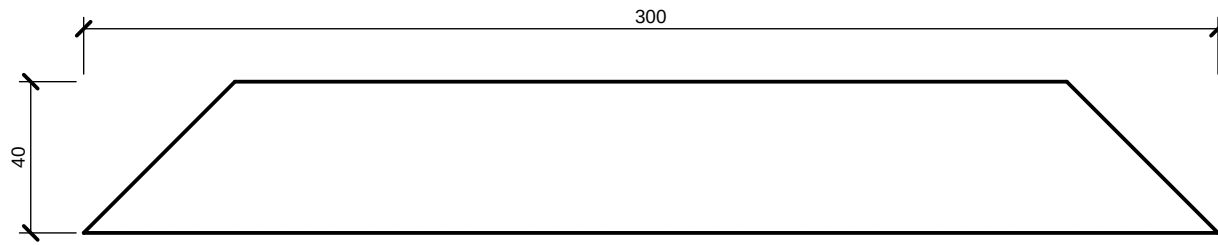
assembly	picture_frame
parts	4 (2 different)
overall	400 x 20 x 300 (W x D x H)
material	oak
scale	1:4, mm



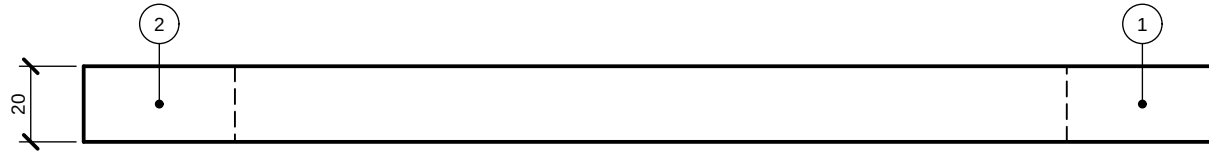
EXPLODED

no.	part	qty	cut size (L x W x T)	material
1	left_right	2	300 x 40 x 20	oak
2	top_bottom	2	400 x 40 x 20	oak

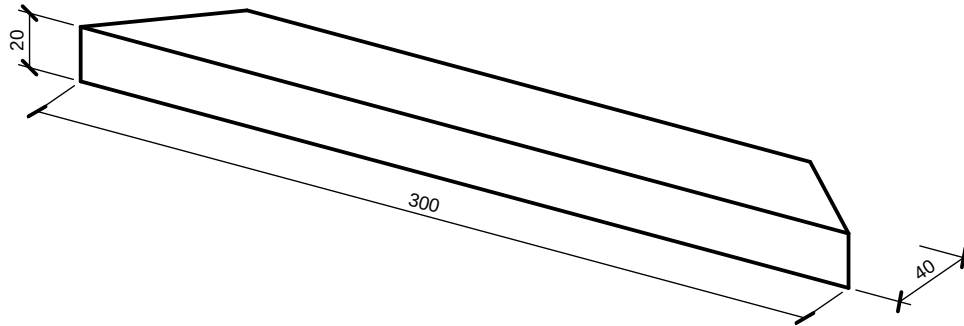
assembly	picture_frame
parts	4 (2 different)
overall	400 x 20 x 300 (W x D x H)
material	oak
scale	not to scale, mm



TOP FACE



FRONT EDGE



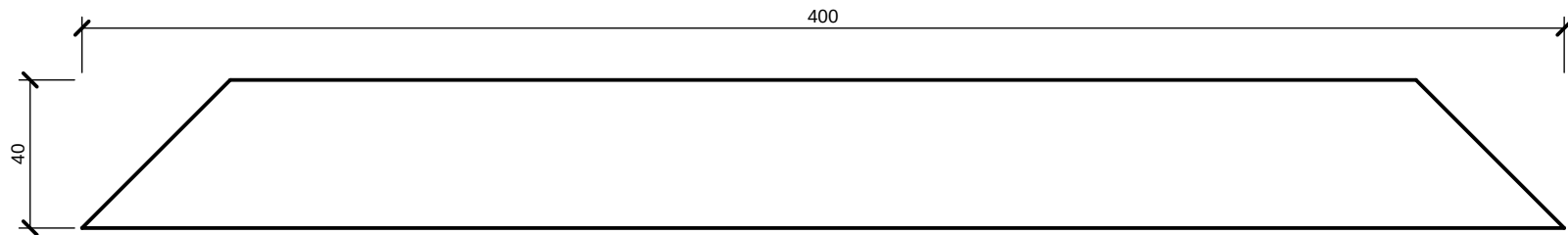
ISOMETRIC

2 pieces: left, right

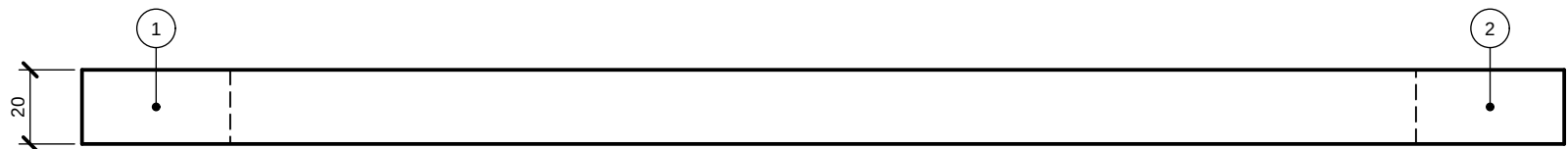
1 mitre 45 deg on right_end, back_edge inside

2 mitre 45 deg on left_end, back_edge inside

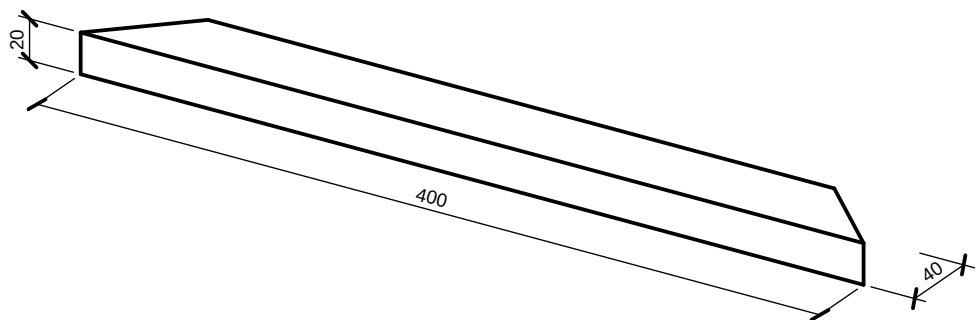
part	left_right
of	picture_frame
make	2
cut size	300 x 40 x 20
material	oak
scale	1:2, mm



TOP FACE



FRONT EDGE



ISOMETRIC

2 pieces: top, bottom

1 mitre 45 deg on left_end, back_edge inside

2 mitre 45 deg on right_end, back_edge inside

part	top_bottom
of	picture_frame
make	2
cut size	400 x 40 x 20
material	oak
scale	1:2, mm

Cut list

left_right 300 x 40 x 20 mm oak, 2 pieces: left, right
- mitre 45 deg on right_end, back_edge inside
- mitre 45 deg on left_end, back_edge inside
top_bottom 400 x 40 x 20 mm oak, 2 pieces: top, bottom
- mitre 45 deg on left_end, back_edge inside
- mitre 45 deg on right_end, back_edge inside

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.picture_frame
```

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

```
def picture_frame(
    width: float = 400,
    height: float = 300,
    member_width: float = 40,
    stock: Stock = OAK,
) -> Assembly:
    """A frame mitred at all four corners; outside sizes."""
    asm = Assembly("picture_frame", root_location=STANDING)
    left = asm.add(Board("left", stock, length=height, width=member_width))
    top = asm.add(Board("top", stock, length=width, width=member_width))
    right = asm.add(Board("right", stock, length=height, width=member_width))
    bottom = asm.add(Board("bottom", stock, length=width, width=member_width))
    members = [left, top, right, bottom]
    for a, b in zip(members, members[1:] + members[:1], strict=True):
        asm.join(MitreCorner(a.right_end, b.left_end, a.back_edge, b.back_edge))
    return asm
```