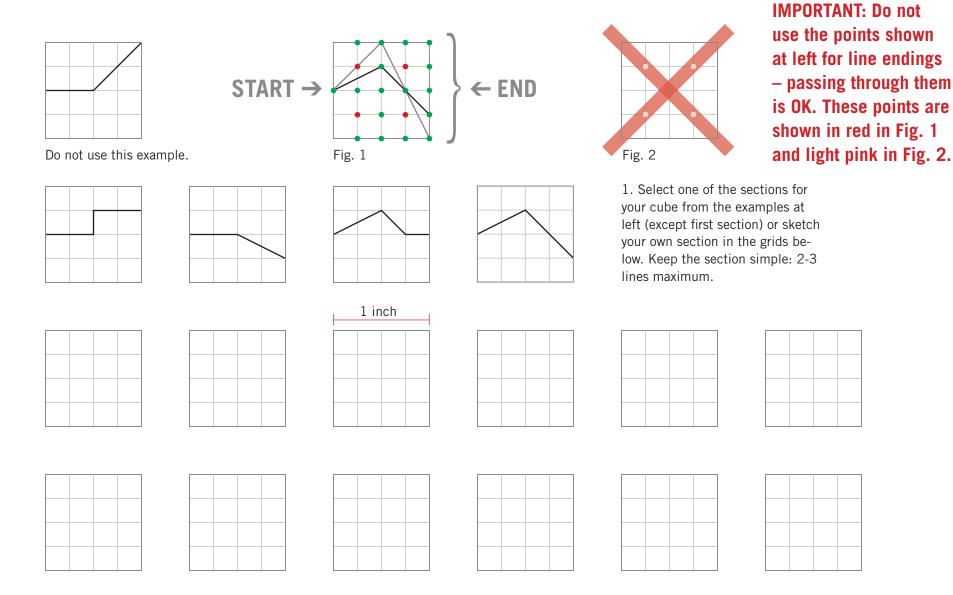
#### **CUBE SECTION – 2 MODULES – EXTERNAL SURFACE**

1

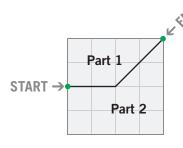
**Step 1** Section square in two parts.

Start at midpoint on left side. End at any point on right side.

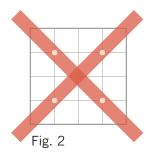


#### **CUBE SECTION — EXTERNAL SURFACE**

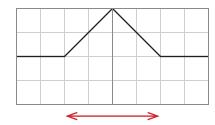
#### **Step 2** Rotate/duplicate initial square.



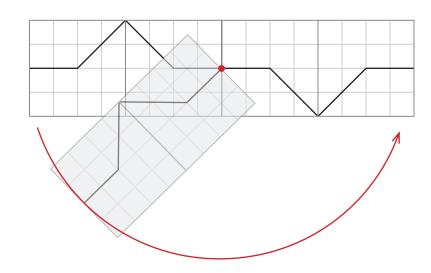
1. Section the face of the cube in two parts. Use two or three segments maximum. Start at the midpoint of the left side. End at any point on the grid of the right side. Example shown is for reference only. Do not use this section for your cube.



IMPORTANT: Do not use the points shown at left for line endings – passing through them is OK. These points are shown in light pink in Fig. 2.



2. Duplicate and mirror the section.



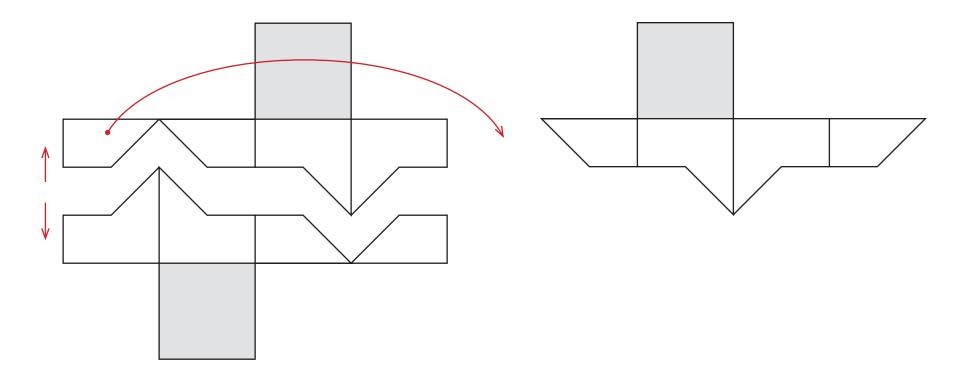
3. Duplicate the two squares and rotate them 180° with pivot on the red dot.

## **CUBE SECTION – EXTERNAL SURFACE**

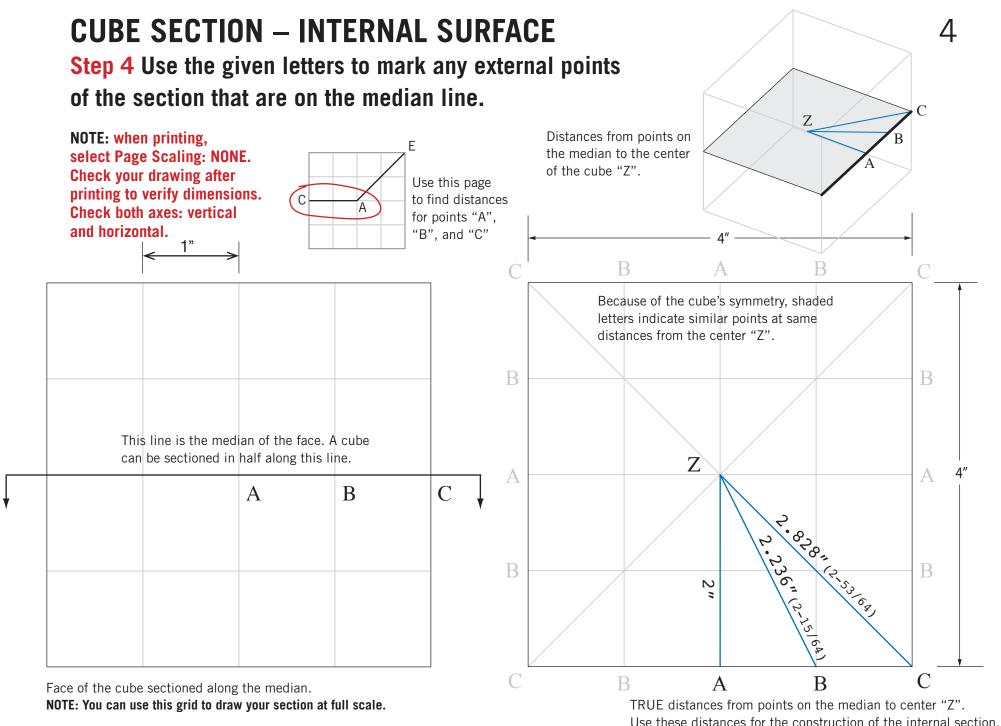
# **Step 3** Add top and bottom squares and separate the two sections.

1. Separate the four squares along the sections. Add the top and bottom squares. This constitutes the external surface of the two modules. Arrow shows how one section was moved from the left to the right, so as not to dangle by a single contact point. This will depend on the specific design.

2. When building the cube, you might want to rearrange the parts so that they all have at least one edge in common.

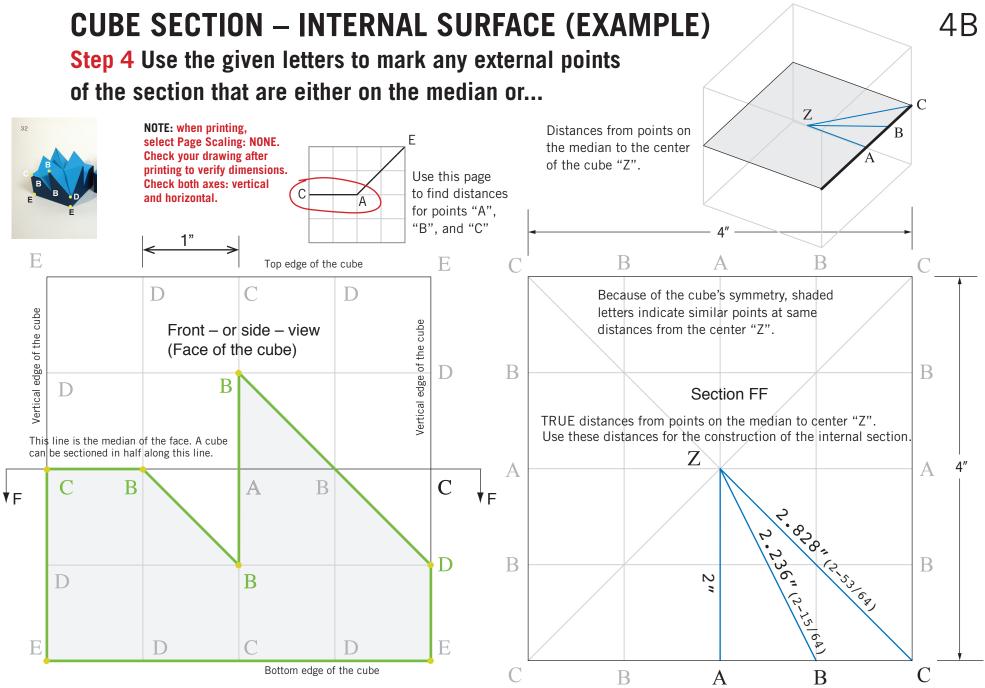


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Face of the cube sectioned along the median.

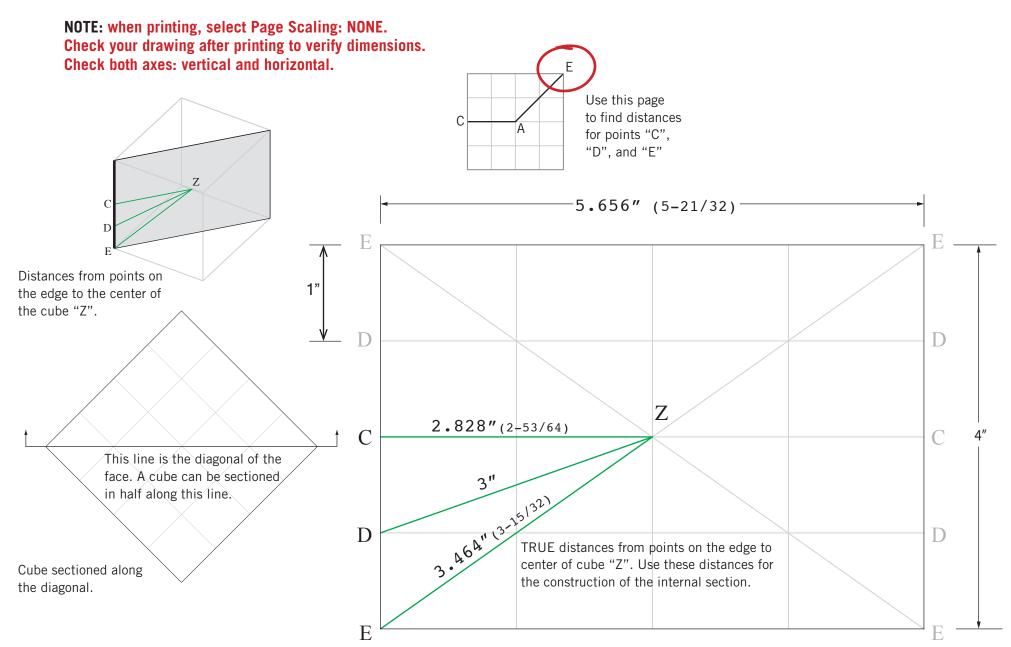
NOTE: You can use this grid to draw your section at full scale.

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#### **CUBE SECTION — INTERNAL SURFACE**

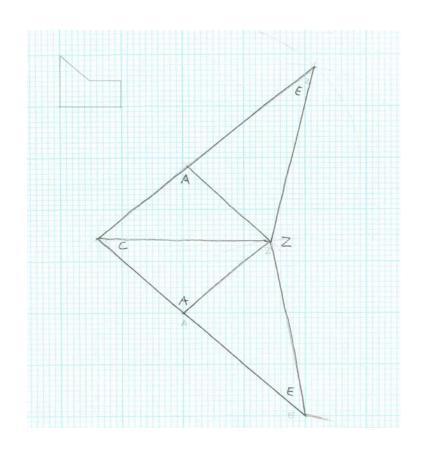
5

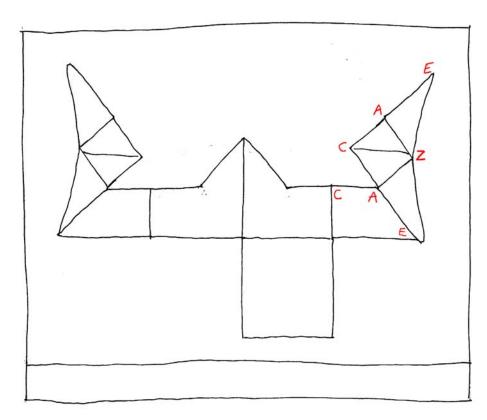
Step 4 Use the given letters to mark any external points that are on the edge of the face/cube.



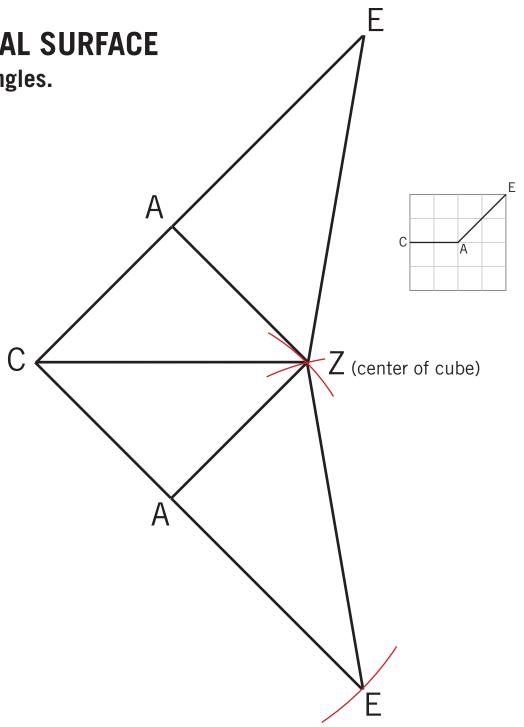
#### **CUBE SECTION — INTERNAL SURFACE**

Step 5 Using actual dimensions from the face section (external), in combination with actual dimensions from internal sections (Step 4), construct the internal faces of the cube module. Refer to class demo and use compass and ruler.

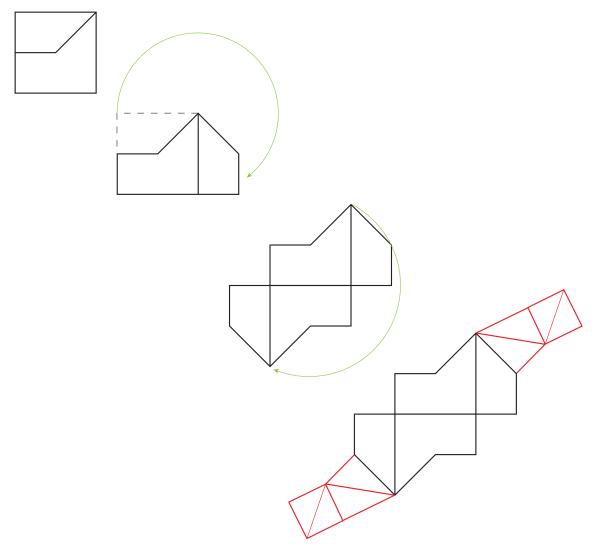


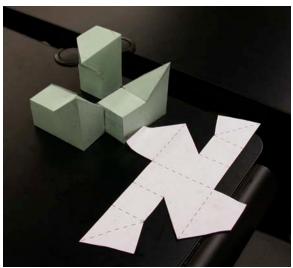


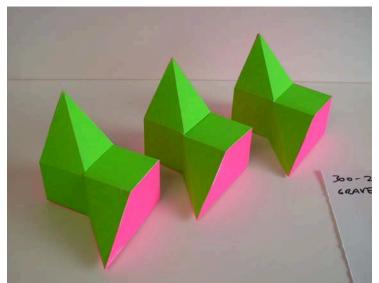
- 1. Start by drawing a segment from the external surface. In this case AE.
- 2. Center in A and length AZ, draw an arc with the compass.
- 3. Center in E and length EZ, draw a second arc. The intersection of AZ and EZ gives the third point of the first triangle (center of the cube.)
- 4. Repeat steps 1-3 as needed to determine the complete internal surface.



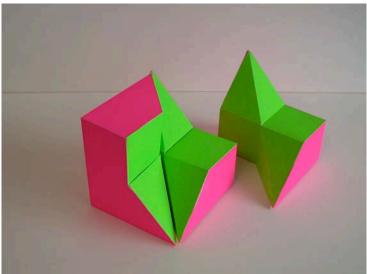
Rotations A similar process can be applied so that the cube is divided into 3 identical modules.

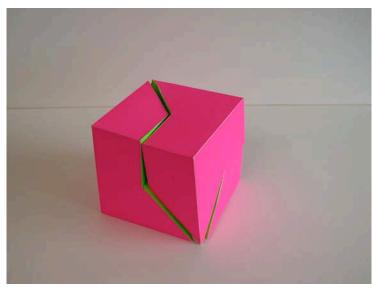






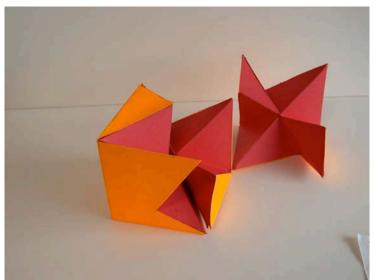


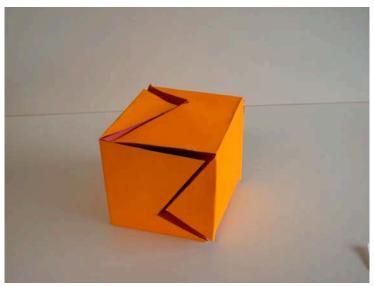




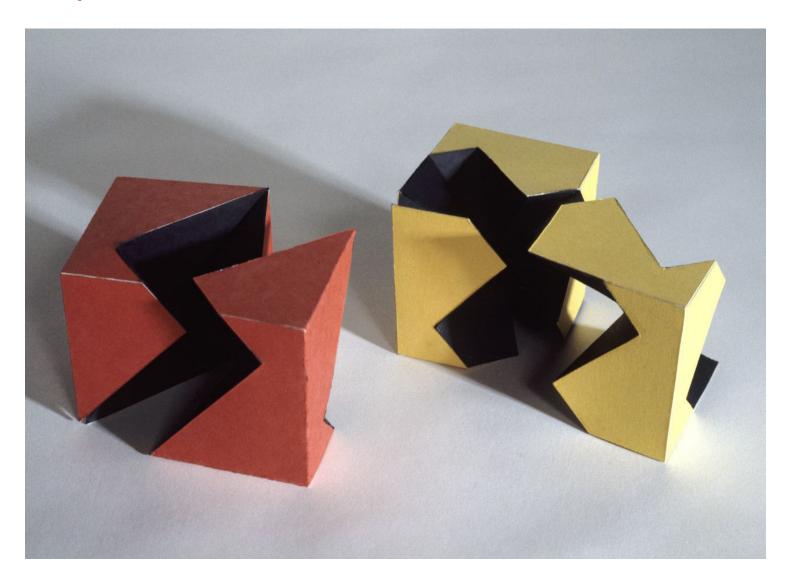


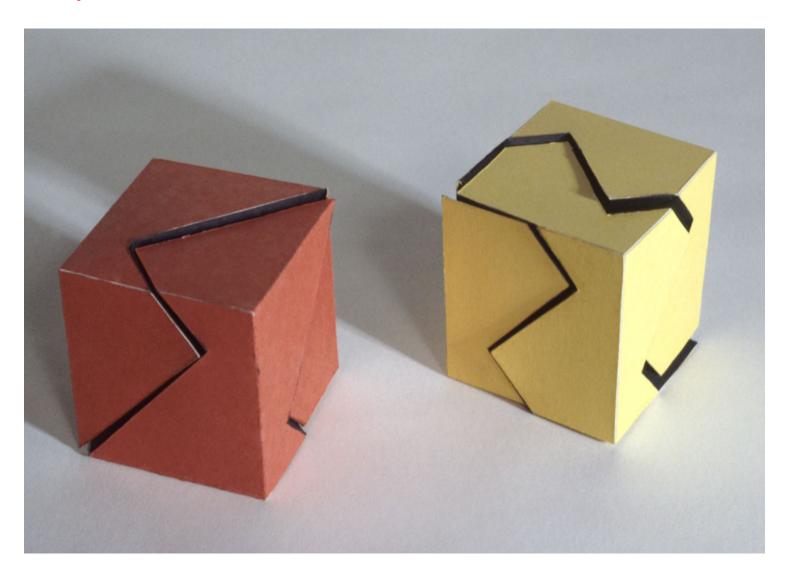


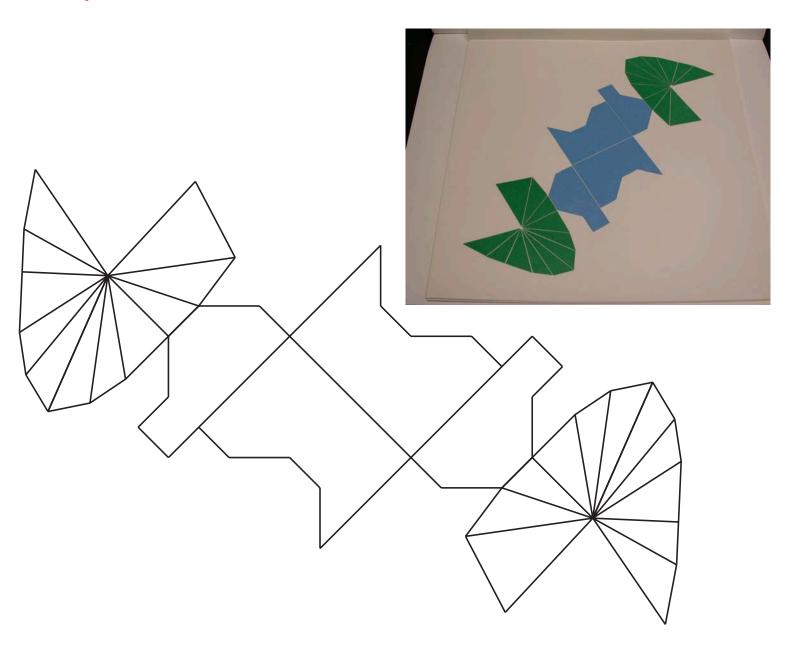


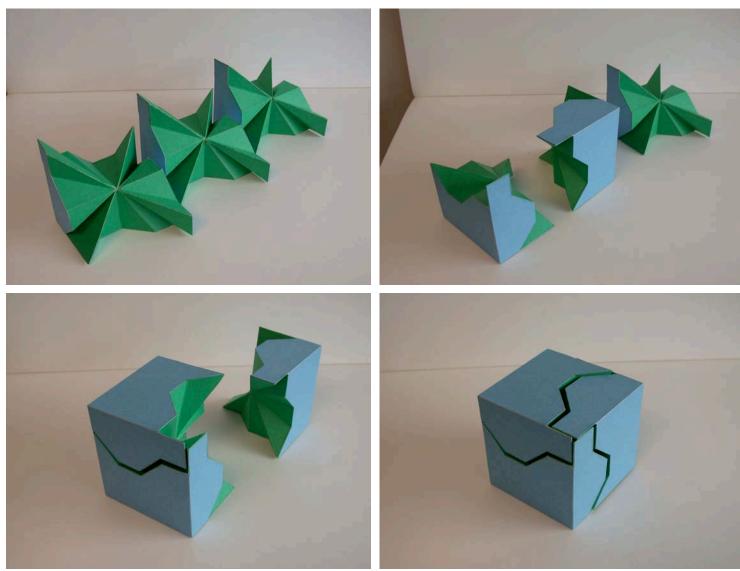






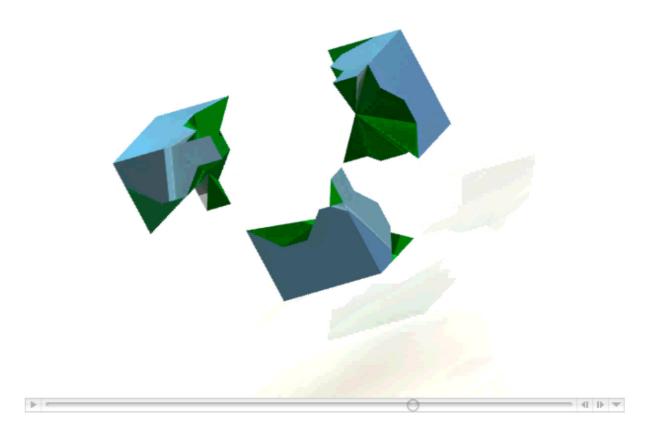






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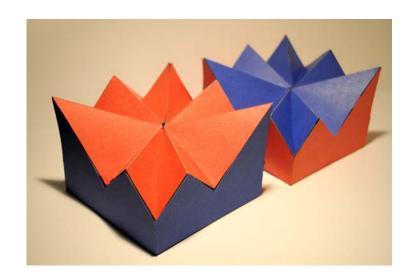
**Example 5** Click on cube to view animation



Student: Eugene Wong

CUBE ANIMATION. Click the image or the link below to see the movie. http://files.trogu.com/trogu/com/documents/trogu\_animation\_wong\_.mov

## **CUBE SECTION – FINAL MODEL**



Cube model (refined)

Photo upload to iLearn

