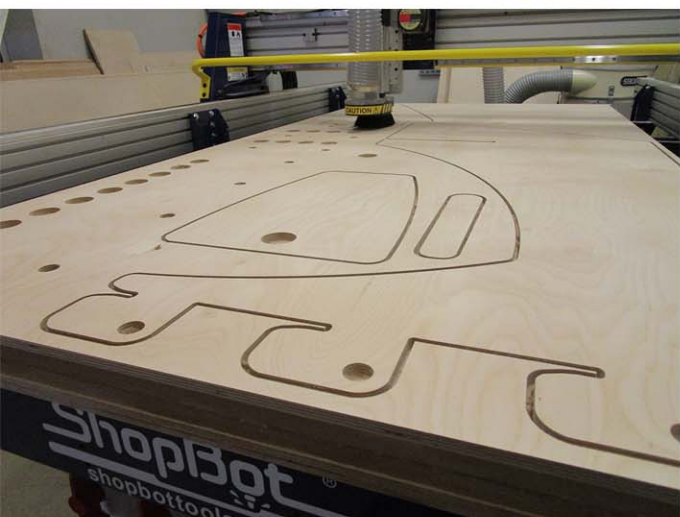
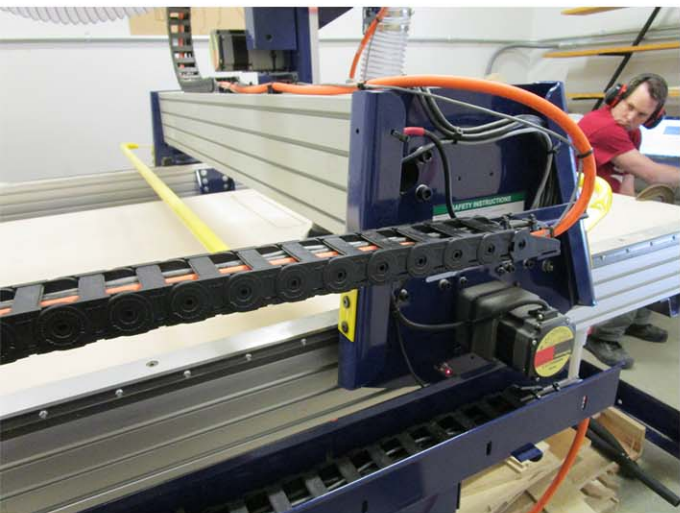
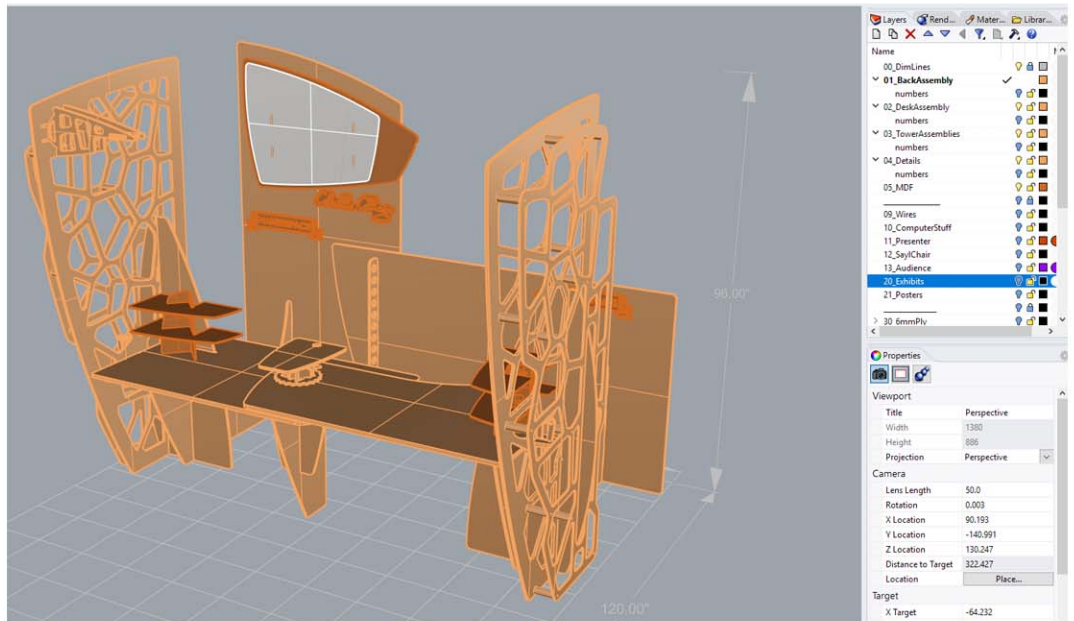


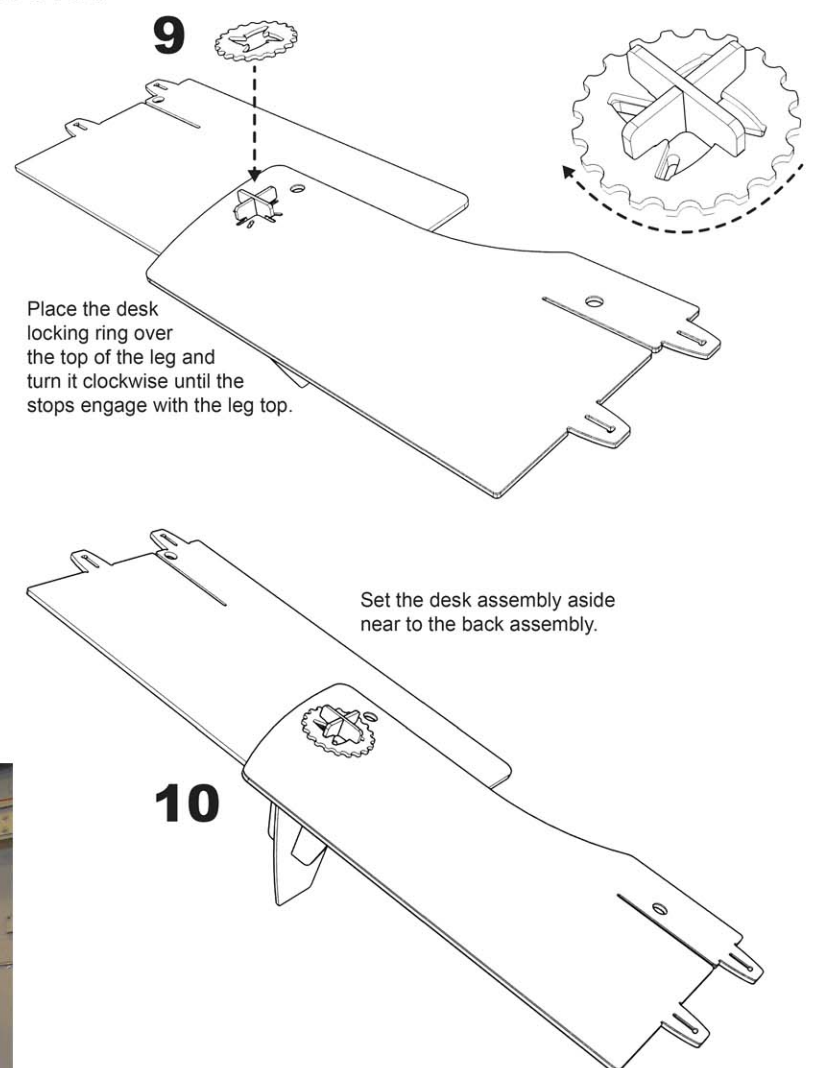
How was this booth made?

The Makerspace booth was designed in Rhinoceros, a solid modeling program widely used by engineers and architects. This was used to develop the shapes and interlocking slots for the plywood pieces. Once done, 2D drawings were exported as electronic files and edited in the driver for Makerspace's ShopBot CNC router.



The cutting paths for the ShopBot were developed in V-Carve Pro. Cutting paths aren't the same as the outlines of the pieces. For example the cutter has to cut out to the line for internal holes and in to the line for outside edges. The ShopBot can also make partial cuts into the wood, though these weren't needed in this case. Then the cutting went ahead on three quarter, half, and one quarter inch thick sustainably sourced plywood panels.

When completed, the panels were sanded and finished with Tung oil, a natural product. At the same time assembly drawings were created from the 3D electronic files so people not involved in its design could put it together if needed.



The assembly drawings were made from outlines created in the 3D software Rhinoceros which were then cleaned up in Photoshop. The Photoshop images were then placed into pages in Illustrator to create the finished printed piece.