

Turkish Lantern 2019

Materials

12" x 18" (300mm x 457mm) plywood - 5mm thick

Tea light

Tracing paper

Guidelines:

- Set the grid size to 300mm x 457mm. Your entire project must fit in that space.
- Your lantern must have 4 sides and a top and bottom.
 - The plug shape for the bottom will be provided for you. You may modify it, but it has to have the same internal dimensions.
 - The top must have two holes that are 3mm in diameter, 20mm apart, and centered in the same way as the demo piece.
- There is no minimum size, but the goal is to maximize your 300 x 457mm piece of wood.
- When you lay down your pieces set them to 5mm thick so that they are the same as the wood we will be using.
- The sides should be duplicated, but do not have to have the same design.
- Select "Shape Generators - All" from the drop down menu and then find the "metacrib" shape to make your finger joints to slot the sides together. The finger joints need to be exactly 5mm deep.
- If you want to have a mesh similar to the demo use the "diamond mesh" shape found in the "Shape Generator" menu.
- Be creative, original and daring.

Once you are done, export the file as an svg. We will cut them in the HS Makerspace.

Glue the tracing paper to the inside of each side, then glue the pieces together. Check fit before you glue.

Reflection:

Pictures of each step of the process including any drawing or sketches you made during brainstorming and redesign. Use complete sentences. I am looking for longer writing here rather than brief statements.

1. Your initial thoughts on the project. Were you confident, concerned, excited?
2. If you needed to brainstorm ideas for the project, what different designs or ideas did you initially come up with?
3. How did those designs change or were they modified as you went through the process?
4. Describe what you did during the different phases of making or constructing the project. Include pictures to show the steps.
5. Did the final product come out as you had envisioned it? Did you need to modify your design as you went? Why did it need to be redesigned?
6. How would you change either your design or the process if you were to do it again to make it better?
7. What was the most challenging part of the project? What was the most rewarding part of the project?
8. What was the most surprising thing you discovered while working on the project?