Subject: Quaturnery Qube puzzle
Posted by richgain on Sat, 02 Oct 2010 16:37:52 GMT
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I have wanted to experiment with hollow cubes for some time now and this is my very first test print of a new design.
I was thrilled by the result which worked perfectly on every level - aesthetics, function, fit and friction.

Quaturnery Qube is another 4x4x4 interlocking cube puzzle but at 4cm across this is the largest puzzle I have printed so far. By making the inside of each cubelet hollow I have managed to keep the price at a comparable and very affordable level.

All of my other designs are exported from Burr Tools with an offset of about 0.1 mm but because the design is naturally springy I took a gamble and chose to print these pieces with zero tolerance. And it paid off. The fit feels nice and smooth, the pieces are easy to move, but don't fall out on their own.

I love the CurlyCornerCube design that I built in TopMod and which gives the finished cube an interesting surface texture; something that my other puzzles don't have.

File Attachments
1) DSC_0161.JPG, downloaded 291 times
2) DSC_0164.JPG, downloaded 292 times
3) DSC_0157.JPG, downloaded 291 times
4) DSC_0160.JPG, downloaded 288 times

Subject: Re: Quaturnery Qube puzzle
Posted by TerraCotta on Sat, 02 Oct 2010 18:18:53 GMT
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I love this cube! Fantastic design.

Subject: Re: Quaturnery Qube puzzle
Posted by Magic on Sat, 02 Oct 2010 19:44:29 GMT

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Brillant!

Subject: Re: Quaturnery Qube puzzle
Posted by srjskam on Sun, 03 Oct 2010 09:20:17 GMT
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Nice indeed. And good to know zero tolerance works, people are usually quite lazy to report such small interesting technical details.

Subject: Re: Quaturnery Qube puzzle
Posted by Spongeinside on Sun, 03 Oct 2010 19:00:56 GMT
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Very nice indeed