

## 3D Modeling Project #8

# INTERLOCKING BRICKS

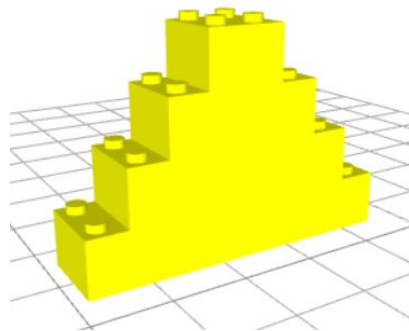
Make **interlocking blocks** that snap together.

### Before You Start

Go to the **Creative Suite**, open a new **PLaSM CAD project**, and save it as **Project-8** in the folder **course-3D-projects/**.

### Project Goal

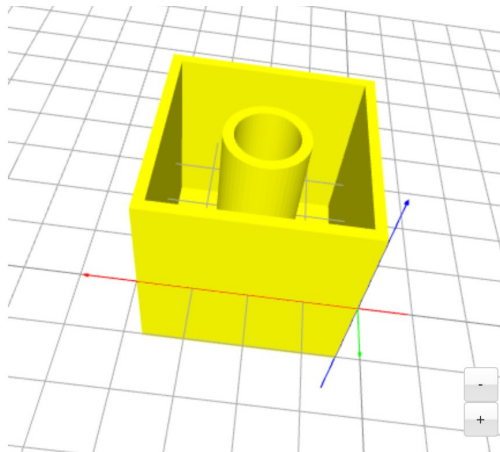
The goal of this project is to build a **interlocking brick** or **model** of your choice!



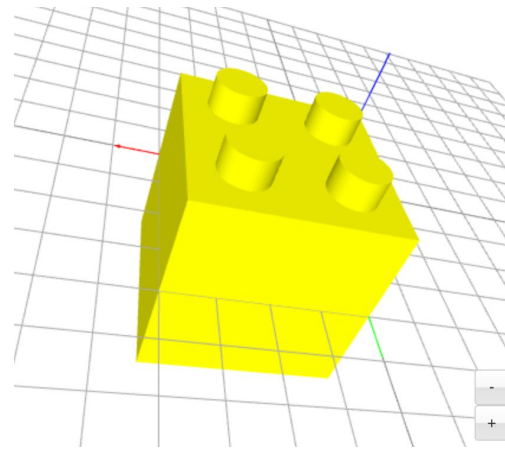
## Interlocking Bricks

Your bricks should **interlock**. This means that the bottom should be able to **lock together** with the top of another brick when **pushed together**.

Here is an example of one possible design:

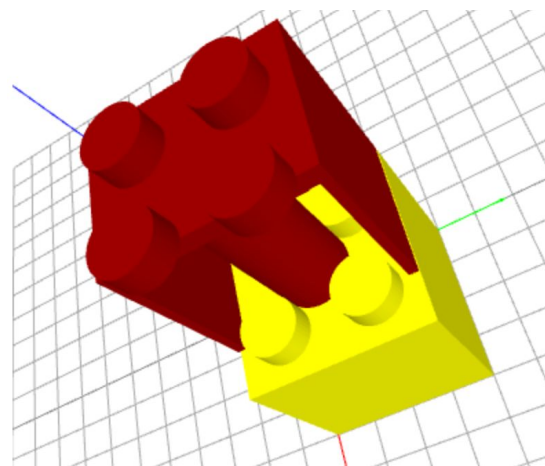


*The bottom of the brick*



*The top of the brick*

In engineering, **clearance** is a term for a **gap between two surfaces**. In this example, there needs to be **very little clearance** between the four pegs and the center ring. If the center ring is too small, the **surfaces will not touch**. If the center ring is too big, they will **intersect!**



*The two surfaces have very little clearance.*

## Design Your Own

How else might you design a brick that is **interlocking**? Can you create another shape that has an **interlocking base**?

Useful commands for this project are: **SUBTRACT()**, **SCALE()**, and **ROTATE()**.

## Project Checklist

Your project will be finished when:

1. You have **finished** your 3D model.
2. Your program is saved as **Project-8** in folder **course-3D-projects/**.