

3D Modeling Project #13

CELTIC KNOTS

People have been making **mathematical art** for millennia, and computers make this process very easy.

Before You Start

Go to the **Creative Suite**, open a new **PLaSM project**, and save it as **Project-13** in the folder **course-3D-projects/**.

Project Goal

Now it's time for you to create your own **3D-printable design** that exhibits **rotational** and/or **axial symmetry**! For example, **Celtic Knots** are an infinite source of inspiration. Some are shown below, but many more can be found **online**.



Rotational Symmetry

The ROTATE() command makes it very easy to create **rotational symmetry**. Always use ROTATE() **before** a MOVE() command to prevent an object from **orbiting around the origin**.

Project Checklist

Your project will be finished when:

1. You have created a celtic knot with **rotational symmetry**.
2. Your program is saved as **Project-13** in folder **course-3D-projects/**.