

3D Modeling Project #14

3D PUZZLE

Now that you know how to **think in three dimensions**, you can create some **mind-bending** puzzles.

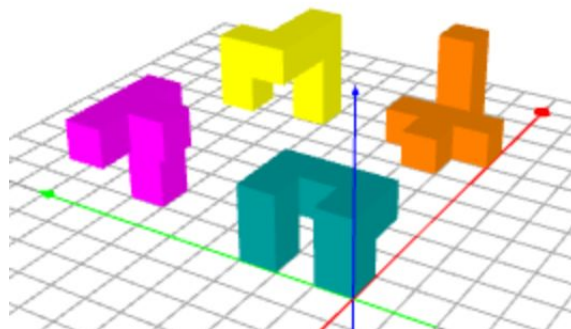
Before You Start

Go to the **Creative Suite**, open a new **PLaSM project**, and save it as **Project-14** in the folder **course-3D-projects/**.

Project Goal

The goal of this project is to create your own **3D puzzle**. It should have at least **three pieces** that need to be rotated and/or moved to form a **cube**, **sphere** or another **basic shape**.

Be conservative in your design. With five and more pieces the puzzle becomes **very difficult**. Already this one, with only four pieces, is not easy:



Project Checklist

Your project will be finished when:

1. You have **finished** your 3D model.
2. Your program is saved as **Project-14** in folder **course-3D-projects/**.