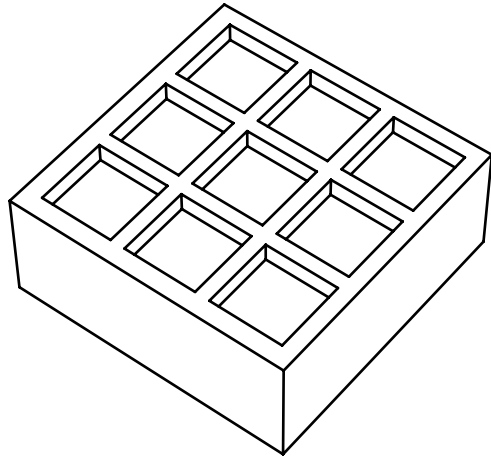


tic-tac-toe



test_1

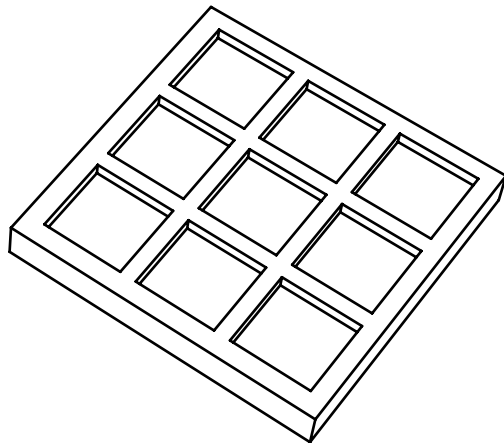
material: wood

thickness: 3cm

printing time: 1.55"

problems

- too close to 0
- not centered
- material too thick



test_2

material: wood

thickness: 0.9mm

printing time: 1.05"

solutions

- thin material
- faster roughing

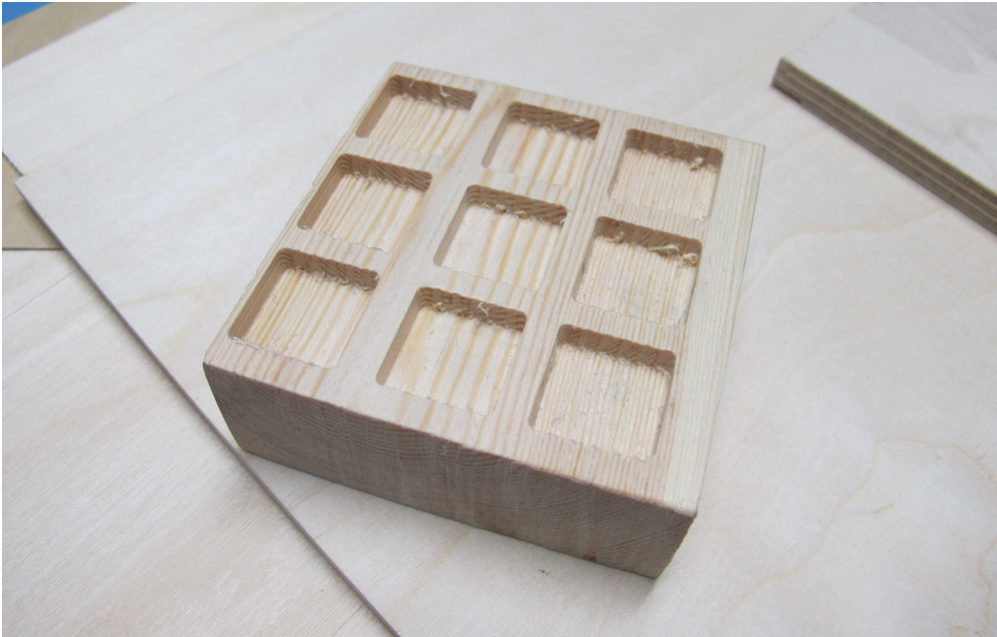
problems

- stripes in the material
- still not centered

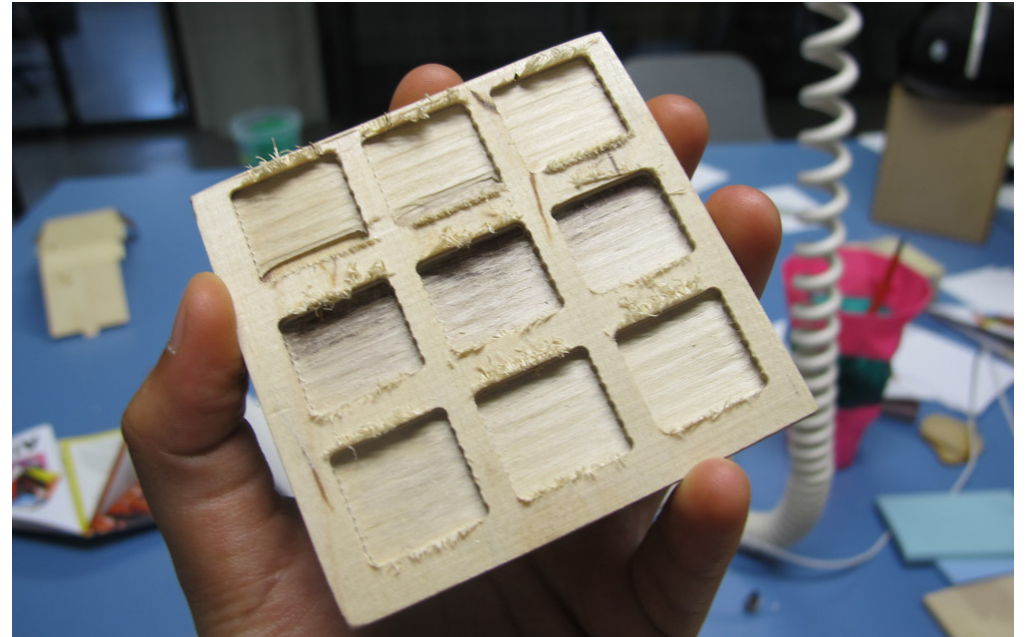
milling.

~~0~~
X

test_1

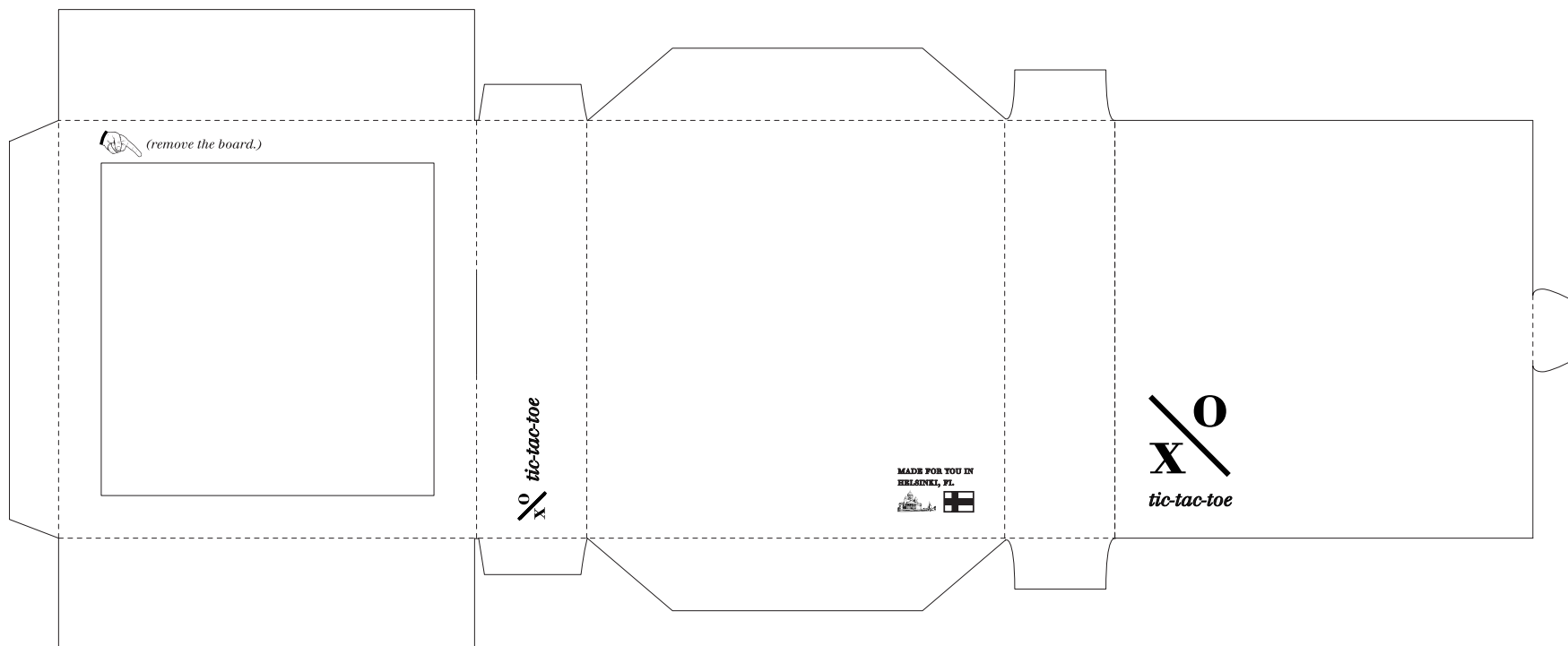


test_2

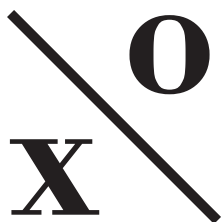


milling.

~~X~~ 0

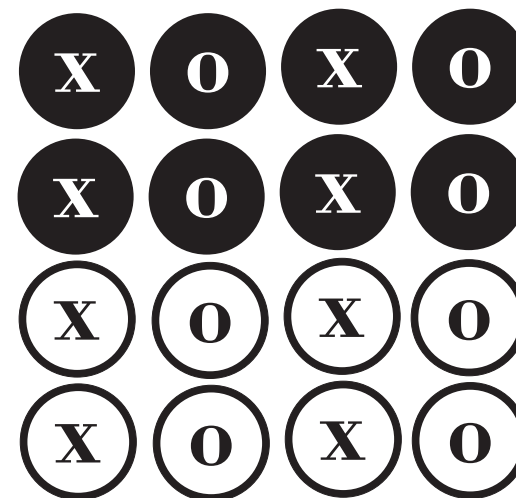
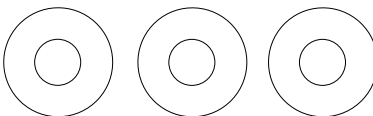
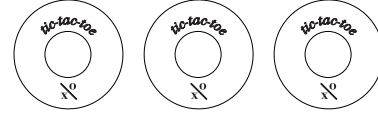
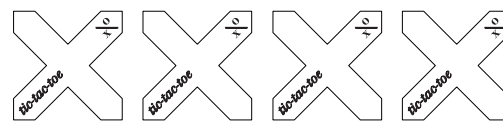
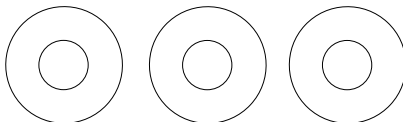
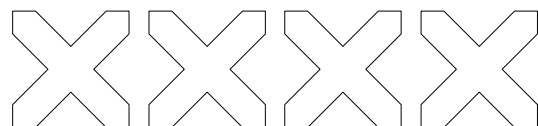
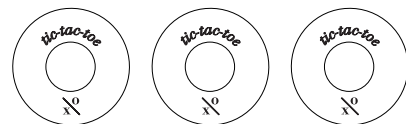
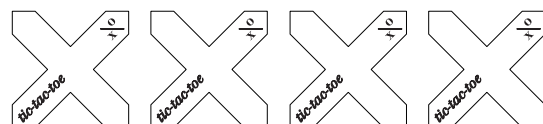
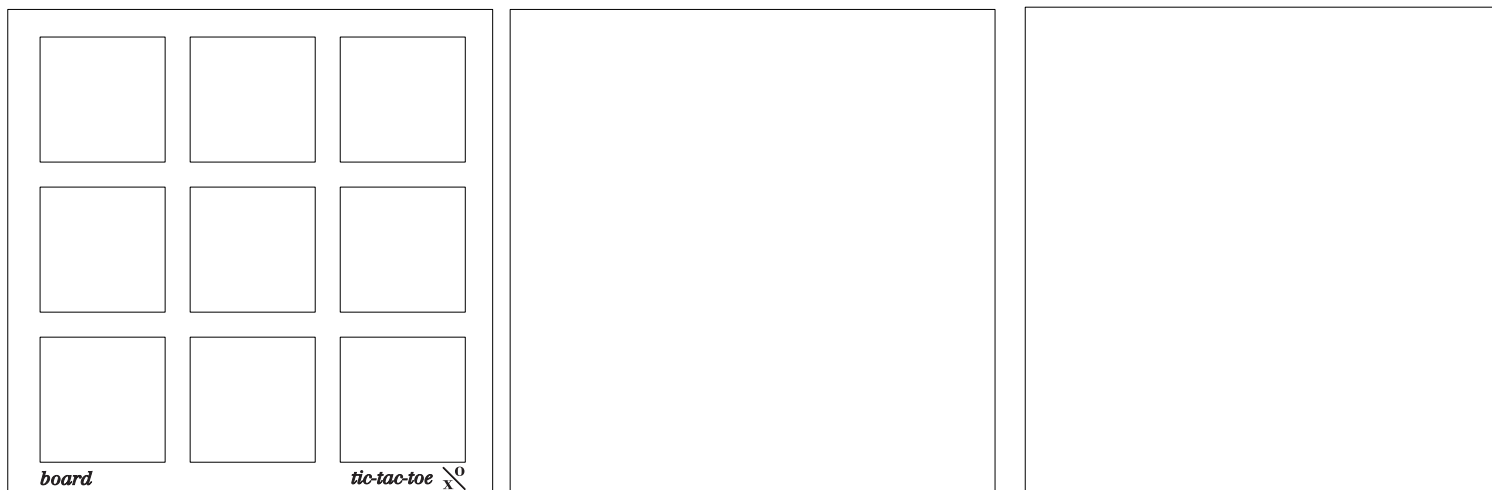


template.

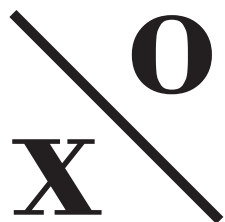


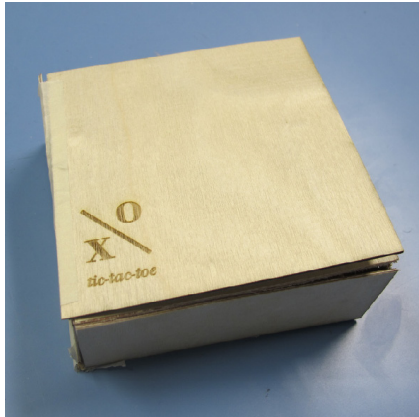
hot_to_play.
tic.tac.toe.

each player chooses a symbol (X or O). first player position a symbol in different empty GRID square. take turns positioning until on player gets 3 SYMBOLS in a row (horizontally, diagonally or vertically.) this player is the winner! if GRID is full with no winner... just play again!



template.





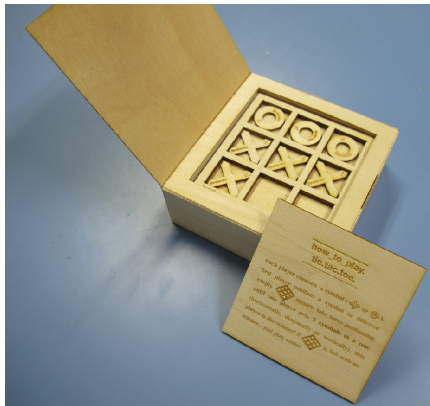
test_1

material: plyswood

thickness: 1.2cm

problems • material too thick

- hard to fold
- breaking



test_2

material: plywood

thickness: 0.6mm

solutions • thinner material

- easy to fold

problems • still fragile when folding

- box too thick



test_3_final prototype

material: plywood

thickness: 0.1mm

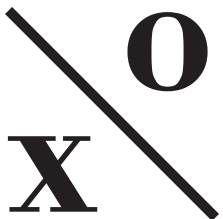
solutions • package adjustments

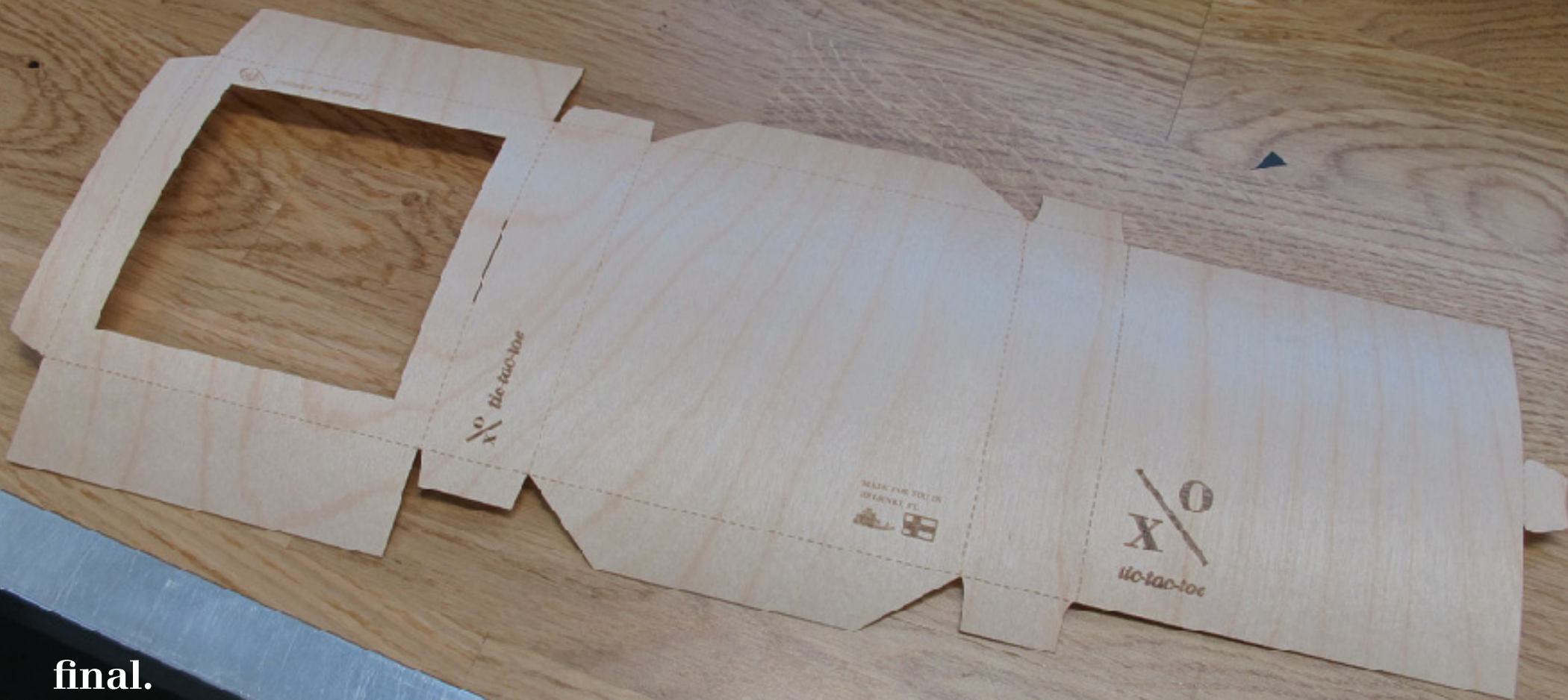
- folding perfectly

problems • strong engraving

- very thin

laser cut.





final.

X/O

hot to play:
tic-tac-toe

each player chooses a symbol
(X or O). first player positions
symbol in different empty
square. take turns positioning
until on player gets 3 symbols
in a row (horizontally, diagonally
or vertically) this player
is the winner! if board is full with
no winner— just play again!

O
/
X

901-201-301



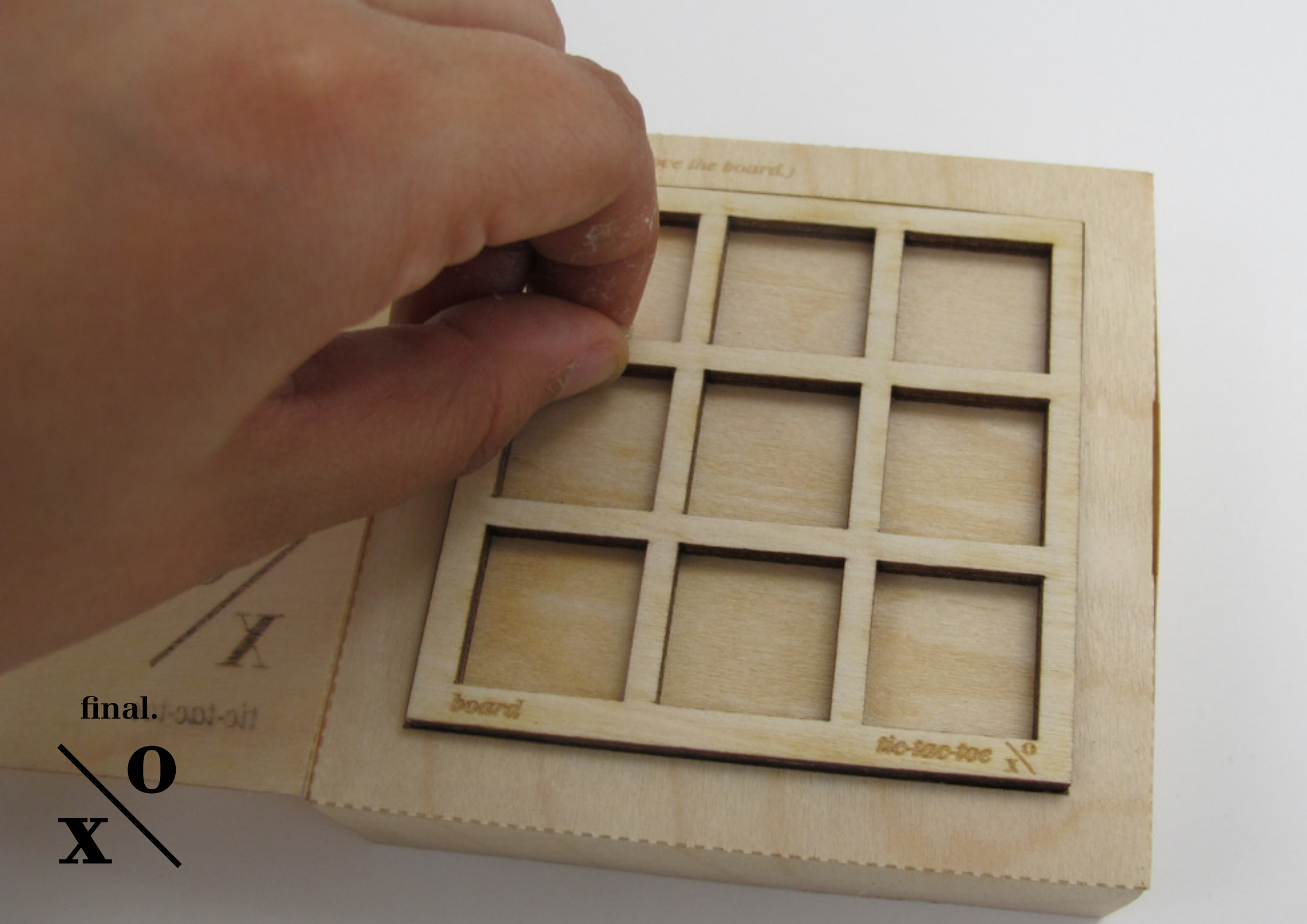
(remove the board.)

board

tic-tac-toe X/O

final.

O
/
X



final. tic-tac-toe

~~X~~ 0



(remove the board.)

hot to play
tic tac toe

each player chooses a symbol
the first player position a
in different empty cell
take turns positioning
player gets 3 symbols
finally, d'ago-
(ly) this player
is full with
again!

O / X

tic-tac-toe

final.

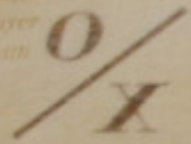
O / X





how to play
tic-tac-toe

each player chooses a symbol
X or O. The first player places a
symbol in different empty cell
square. take turns positioning
until no player can win. To
win, three symbols (horizontally, diagonally
or vertically) this player
is the winner if cell is full with
no player, can play again

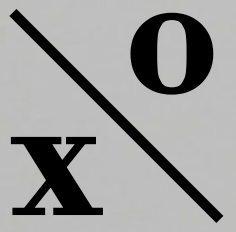


tic-tac-toe

(remove the board.)



final.





thank you.