

Franken-Monsters

Kohl Meek, Ashley Rose, Rajeev Bhayro, Michelle Dinh, Emily Fong

Design

- 3D Style

Materials & Fastener of Choice

- Notch style using acrylic

Objective

- To create a modular building system that allows people to mix and match biological and mythical body parts to create a whole new "Franken-Monster."

Story

- Working isolated in the basement lab of a lonely castle a scientist begins the final steps of the work that has consumed his life, to create the ultimate being. Their eyes dart between the many parts before him, some recovered from the graves of ancient animals long extinct, others from beyond the furthest stars, others still completely mechanical. The scientist goes about his dark work, combining the many components into something greater than the sum of its parts, something monstrous. He works tirelessly for what seems like days, but in the end his work is completed, and before them, stands their masterpiece, their Franken-Monster.

How it Works

Simply slot the many monster pieces together to form a unique creature of your own creation. They can be any shape or size and as complex or simple as you want. It's your monster and you can change it to look however you want it to, but here are a few ideas:

- Try using at least one of each part in a monster
- Make a few small monsters and then combine them into a larger one

