

Big sphere assembly guide

Step 1:
connect Ring 0

Step 2:
add Ring 1 segments

Step 3:
connect each Ring 2
segment to a
Ring 3 segment

Step 4:
add them to the
structure

Step 5:
add Ring 4

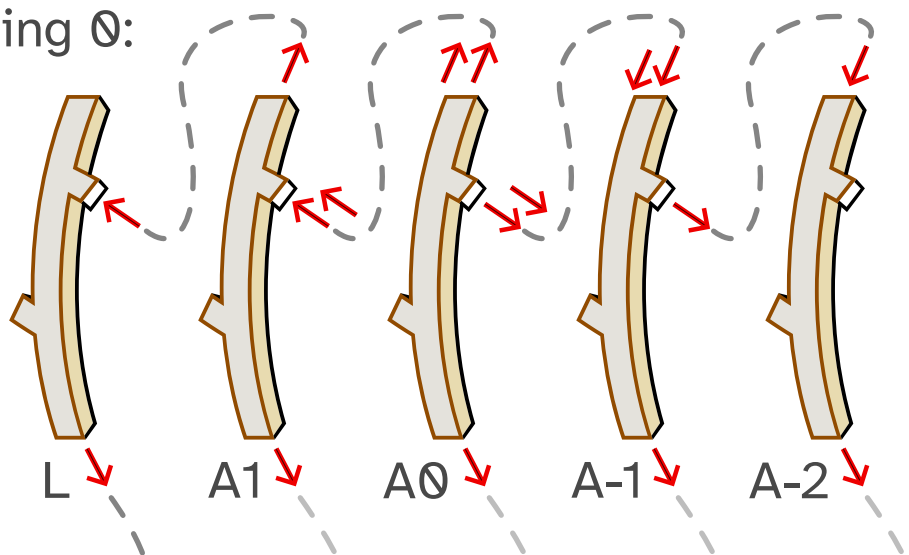
Step 6:
add the whole
segments of
Ring 5 (need to
loosen some
previous
connections)

Step 7:
add half-segments

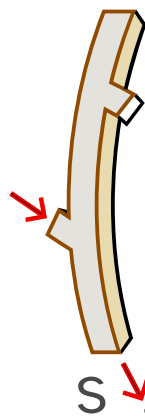
Step 8:
connect half-segments

Disassembly:
disconnect in
reverse-order

Ring 0:

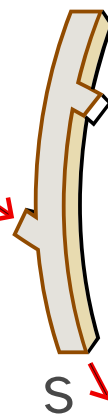


Ring 1:



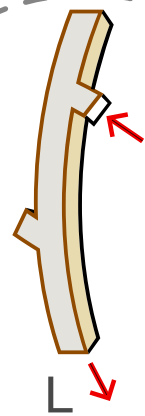
(5x)

Ring 2:



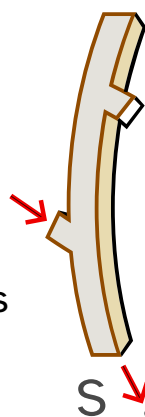
(5x)

Ring 3:



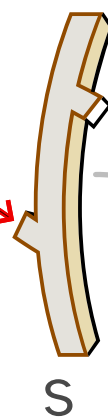
(5x)

Ring 4:



(5x)

Ring 5:



(3x)



(2x)