

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

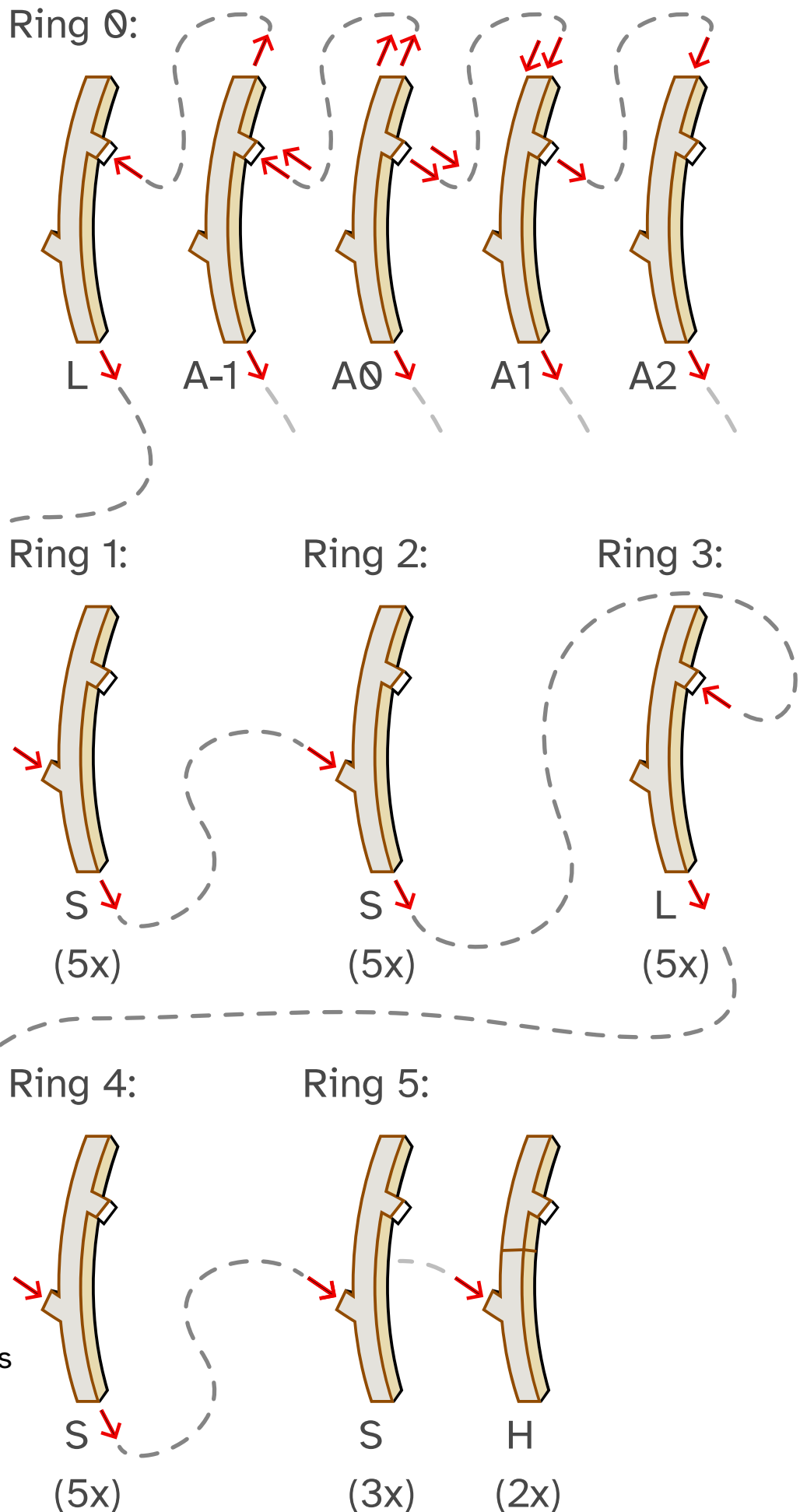
Step 5:
add Ring 4

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



BOTTOM VIEW

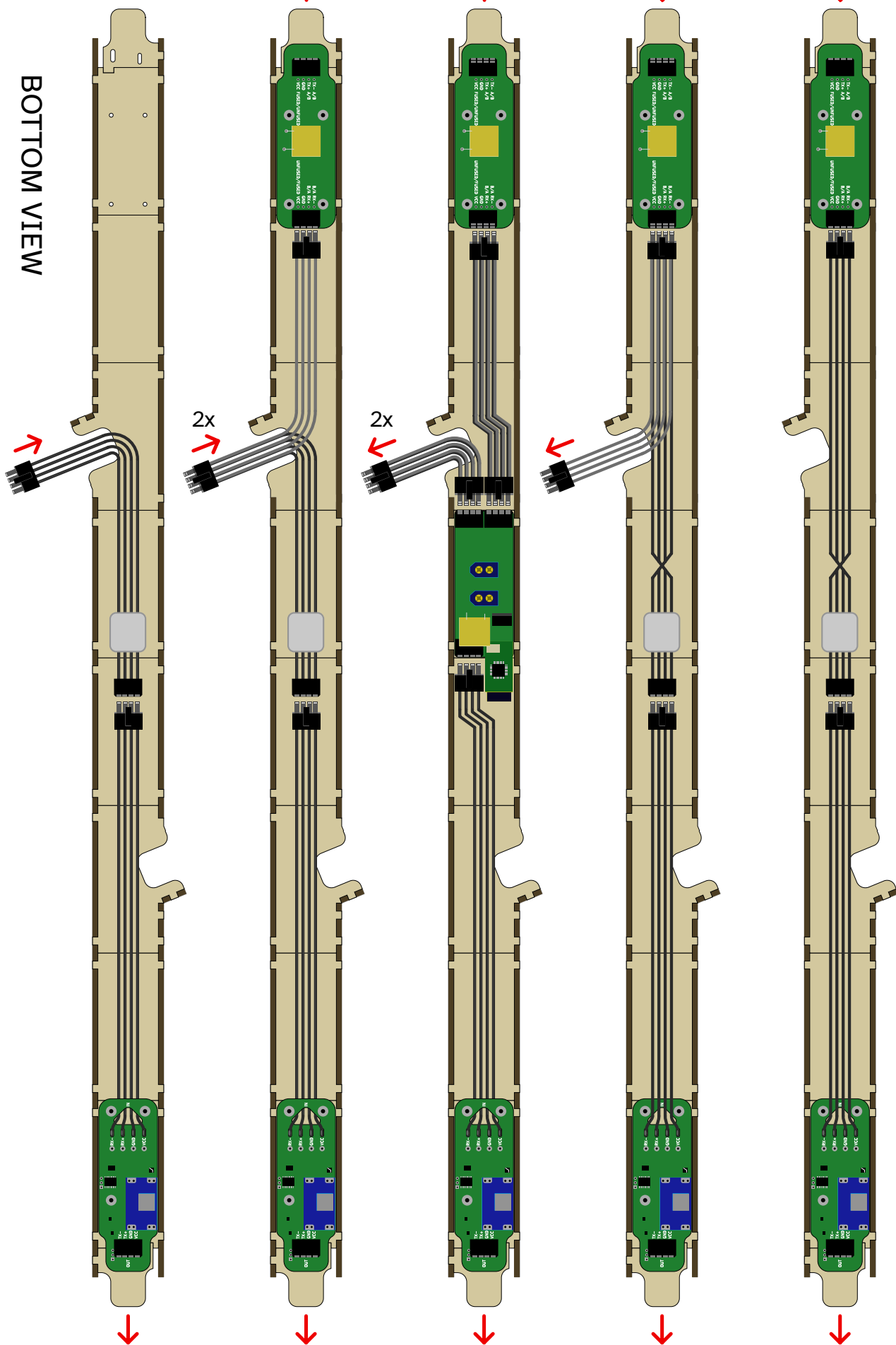
L **6x**

A-1

A0 \uparrow_{2x}

A1 ↓ 2x

A2 ↓



S (18+2)x

H 2x

BOTTOM VIEW

