Chess Set

TinkerCAD

Schedule – to help you stay on track

April 26 - 30	May 3 - 7
Monday – Sketch Pawn & Bishop	Monday – Model Pawn & Bishop
Tuesday – Sketch Rook & Knight	Tuesday – Model King & Queen
Wed. - Sketch King & Queen	Wed. – Model Rook & Knight
Thursday – Finishing Touches	Thursday – Chess Board Assembly
Friday – Design Challenge	Friday – Design Challenge

Purposes of this project

- To create and replicate custom components.
- Assemble components to create a final technical drawing.
- Design custom parts with a similar theme.
- Draw on prior knowledge from the Recorder Project.
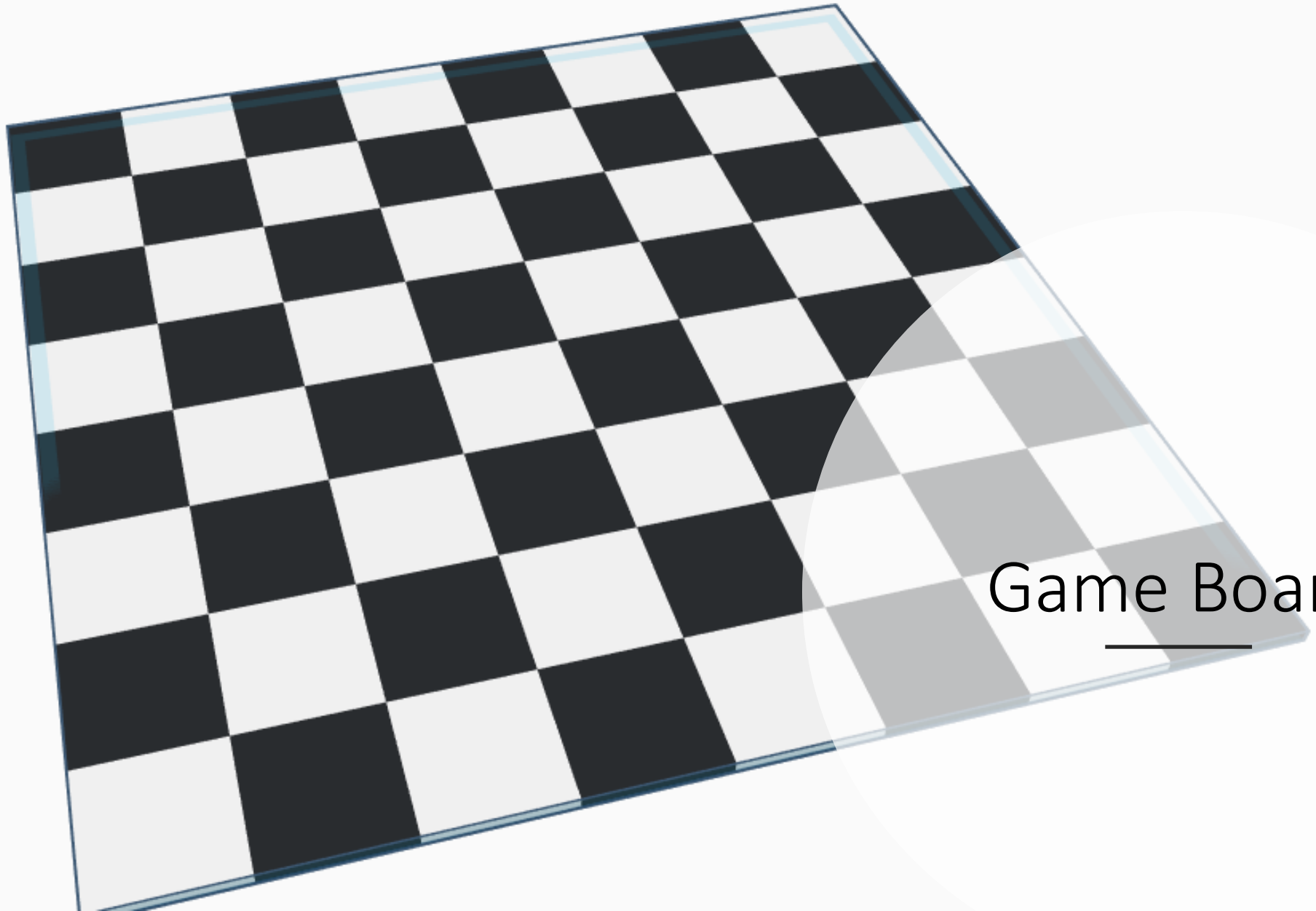
Game Board

Game Board Steps

1. Bring a box into the Workplane.

2. Size the box 25mm x 25mm x 2mm

3. Place the box just underneath the work plane

4. Place the ruler tool in the corner of the Workplane.

5. Zero-in your box to the corner where the ruler was placed.

6. Duplicate your box along the x-axis (x7)

7. Colour and Group the row of boxes.

8. Duplicate the group of boxes along the y-axis

9. Mirror every second row of boxes to make the checker board pattern.

Game Pieces

For this project, I will not be providing you with the steps to create the game pieces. Rather, I will be providing you with a set of parameters to follow.

1. Your game pieces should fit centered on each game tile.

2. Your game pieces should follow a theme (use google to draw inspo)

3. You'll need to create 1 of each – Pawn, Rook, Knight, Bishop, Queen & King.

4. You should create a 'New Project' in TinkerCAD to organize your parts.

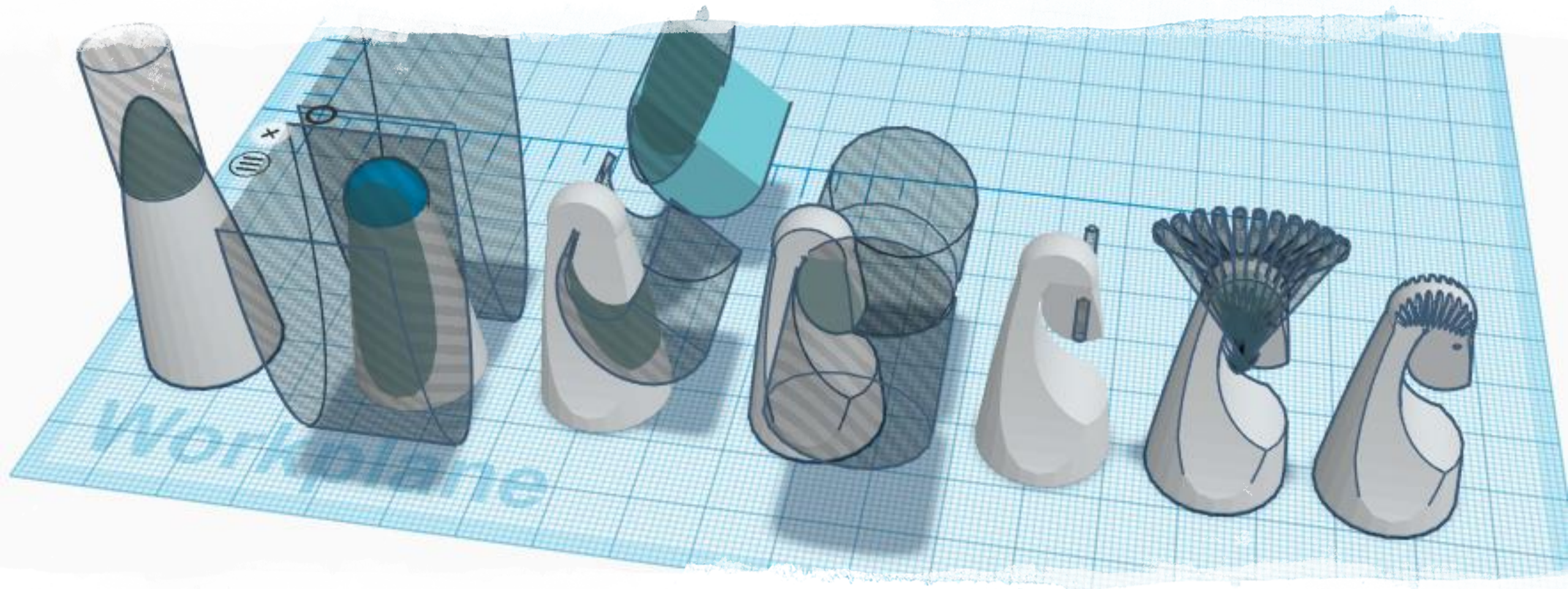5. Use the images in the following slides to get an idea of assembly of each piece.
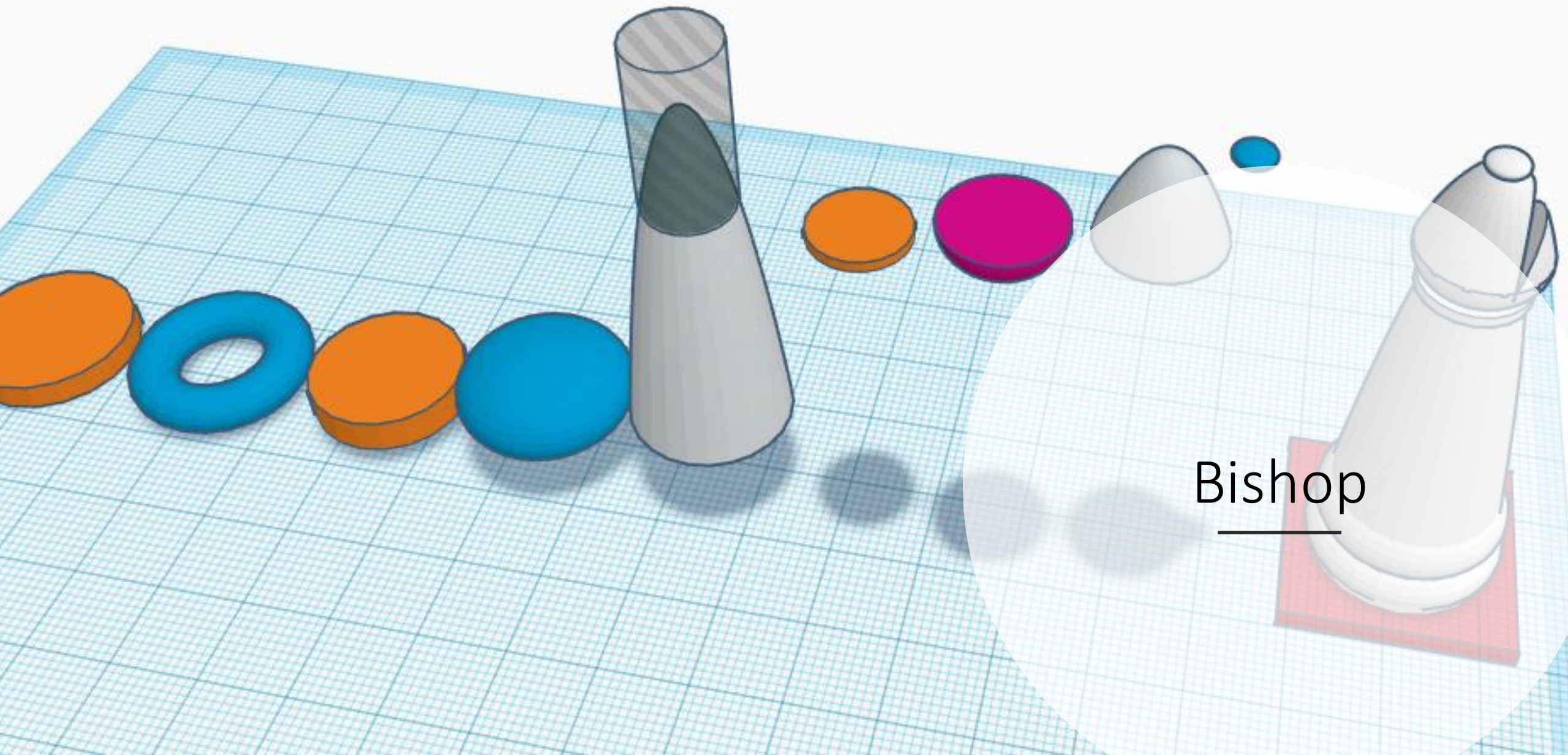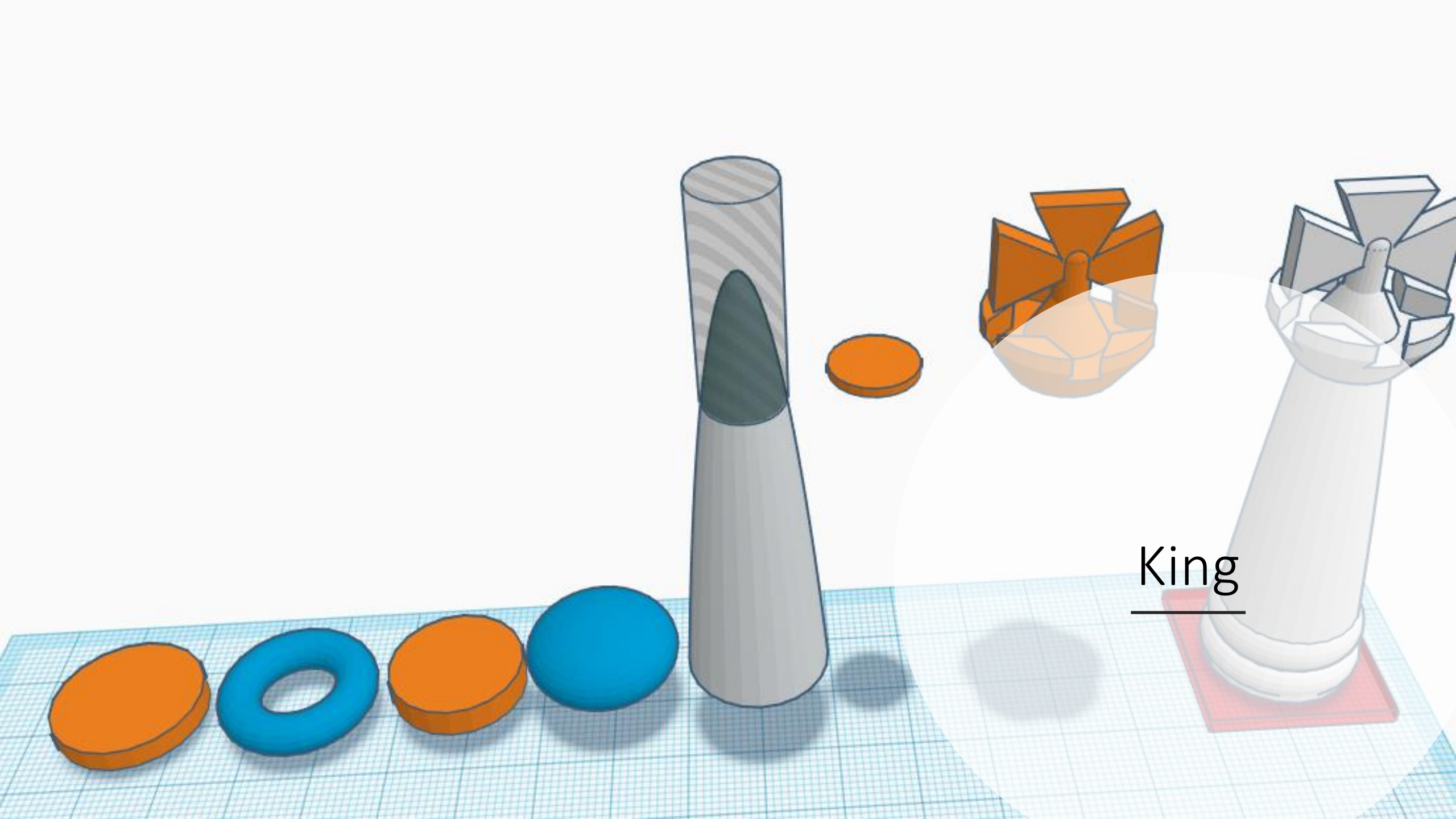
Pawn
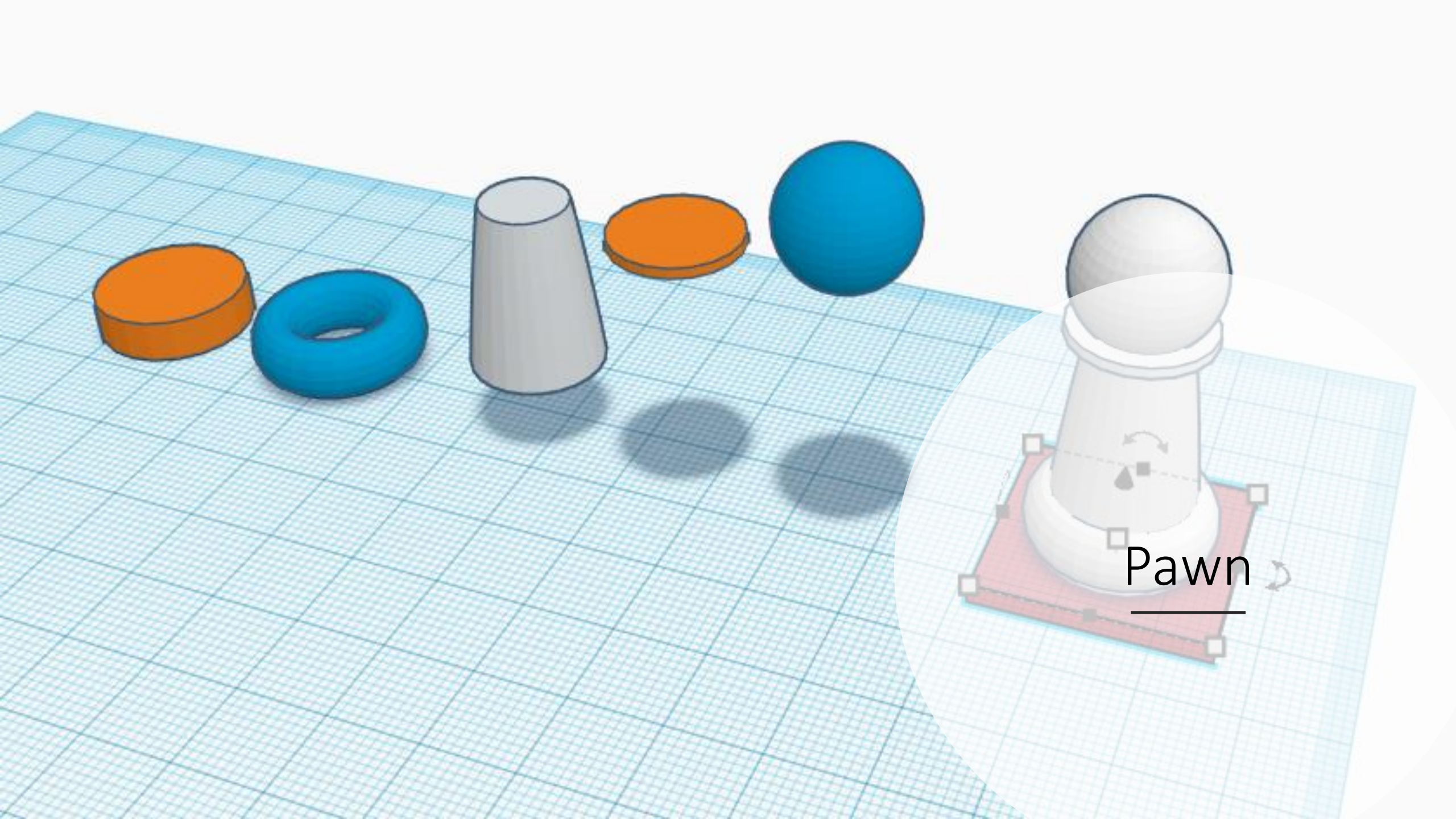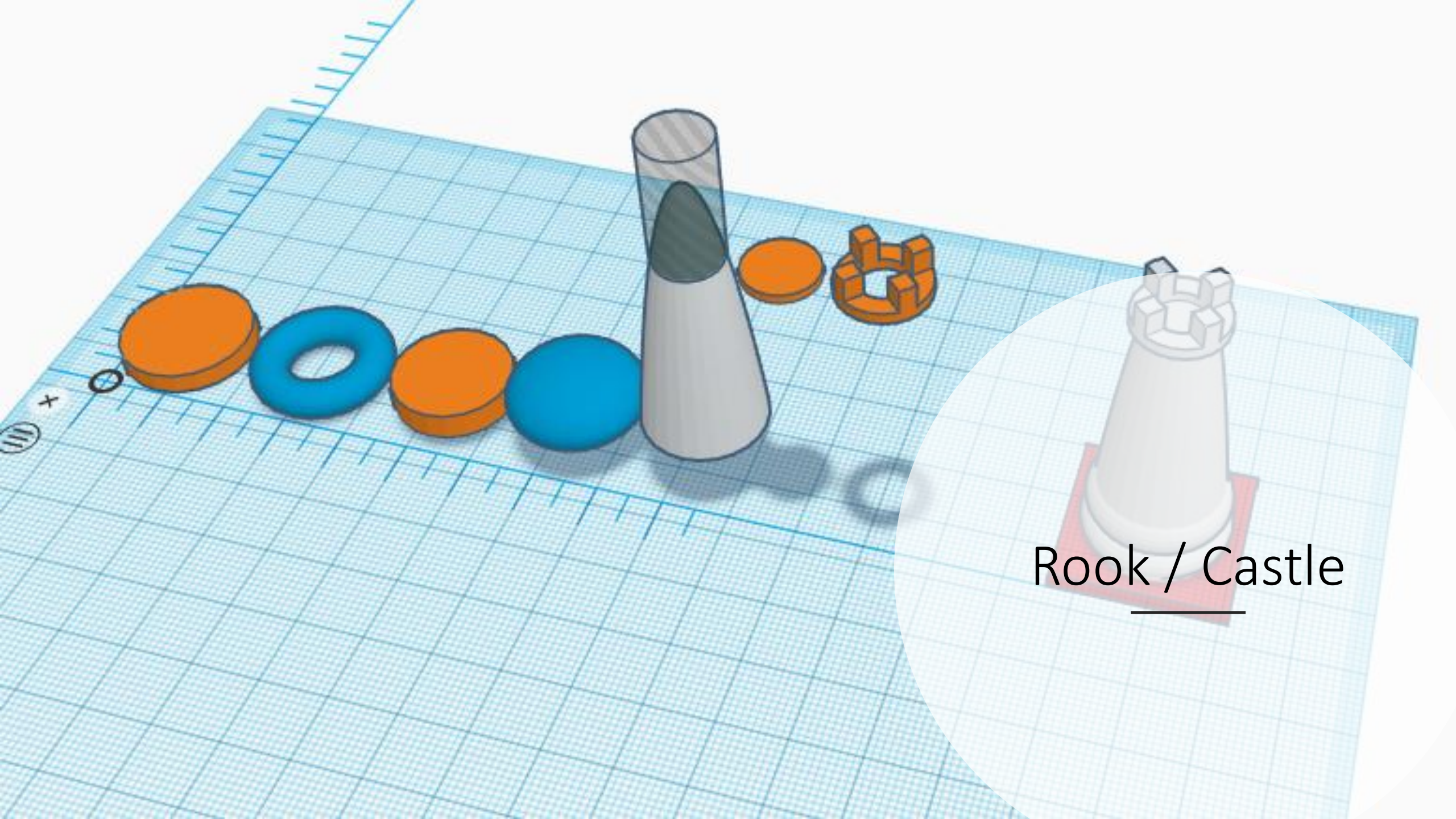
Rook / Castle
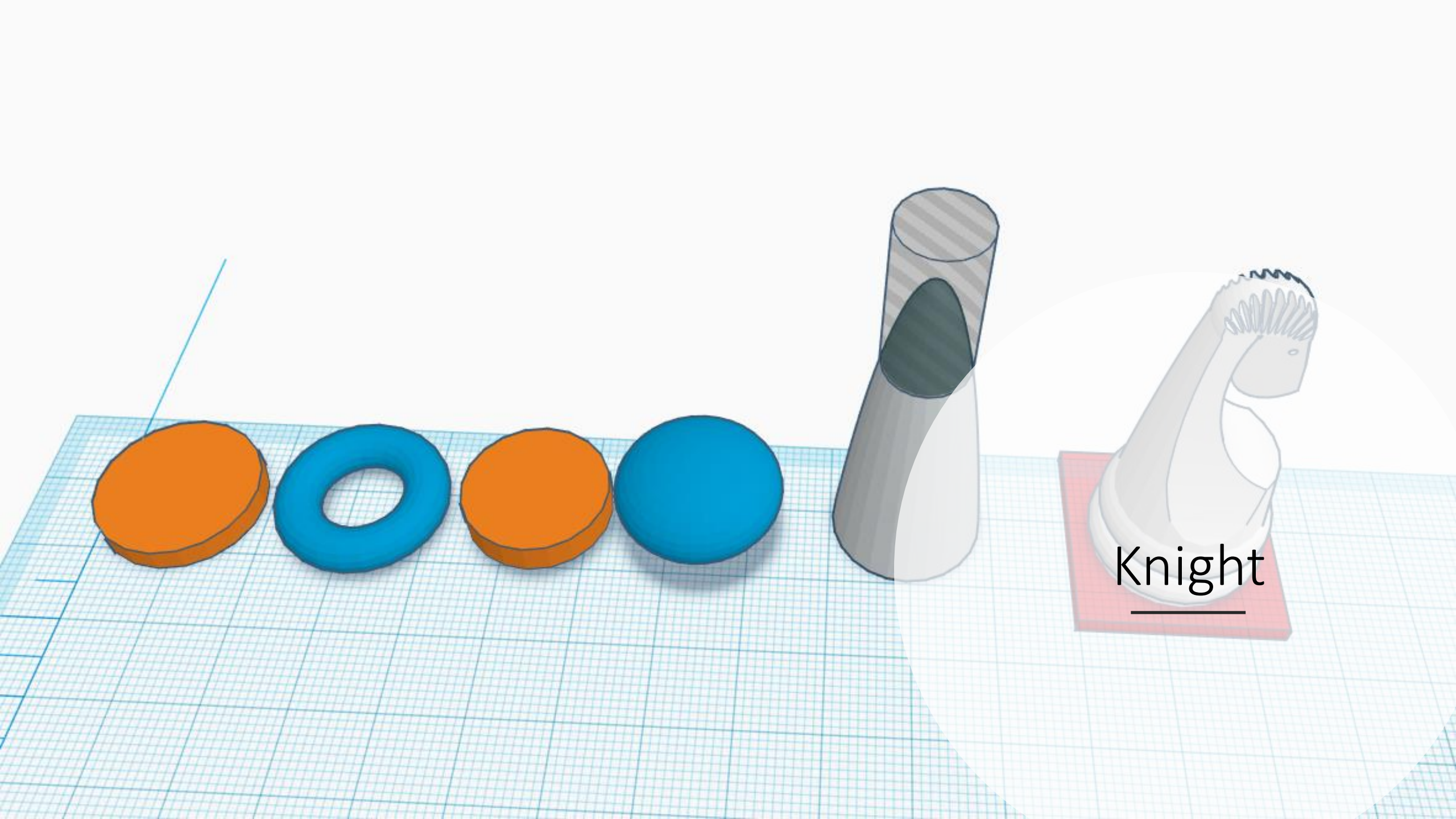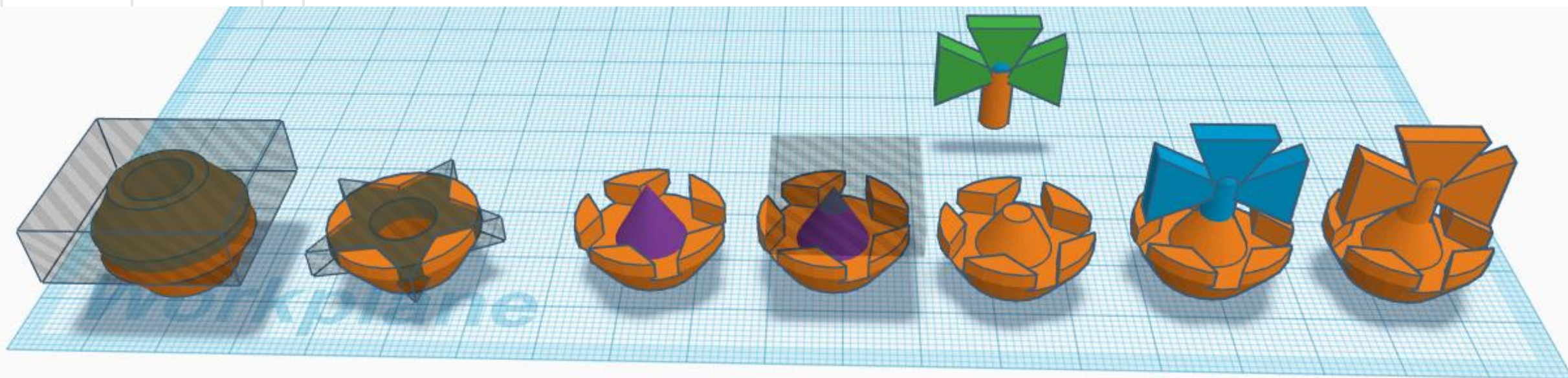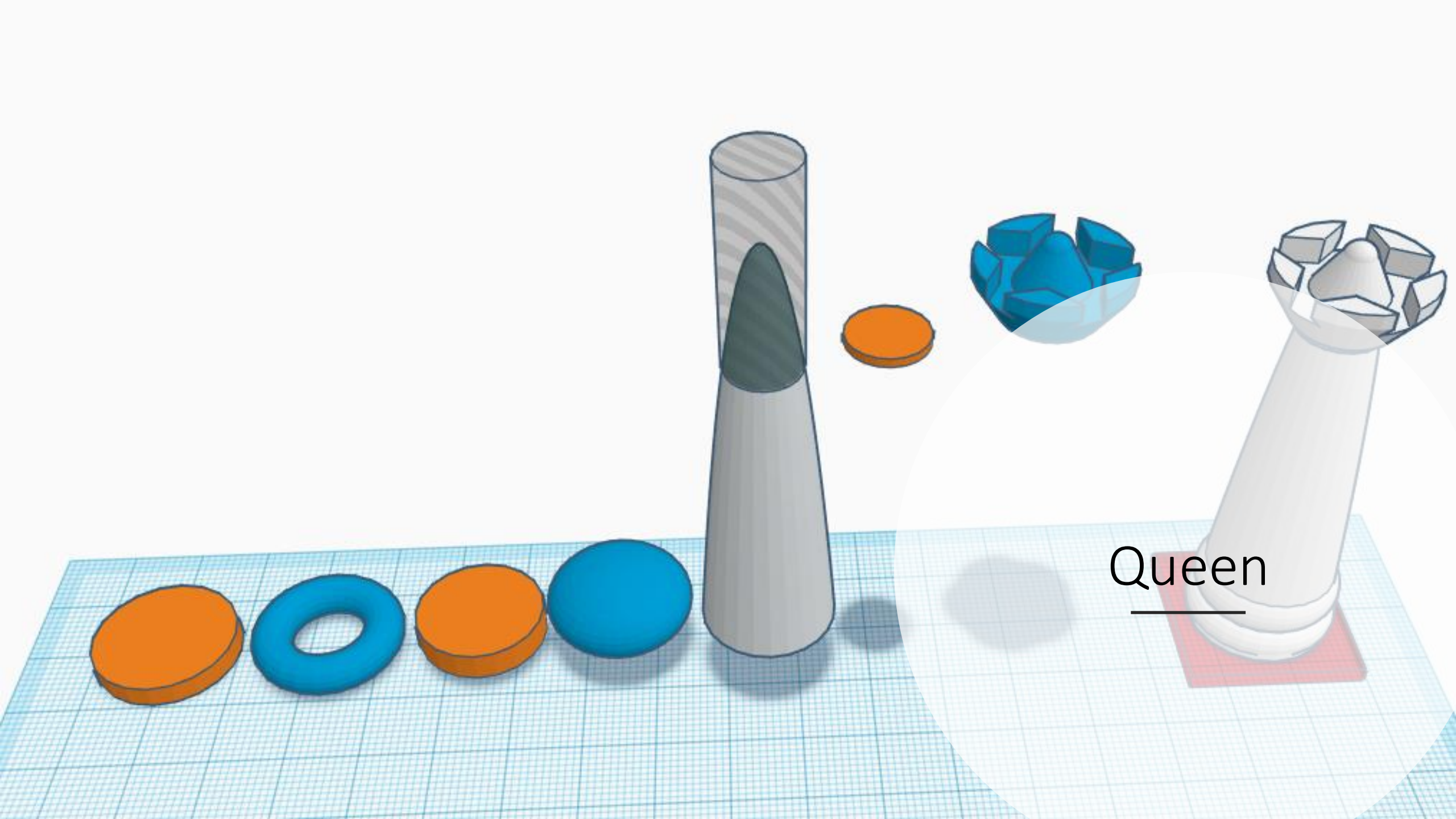
Knight

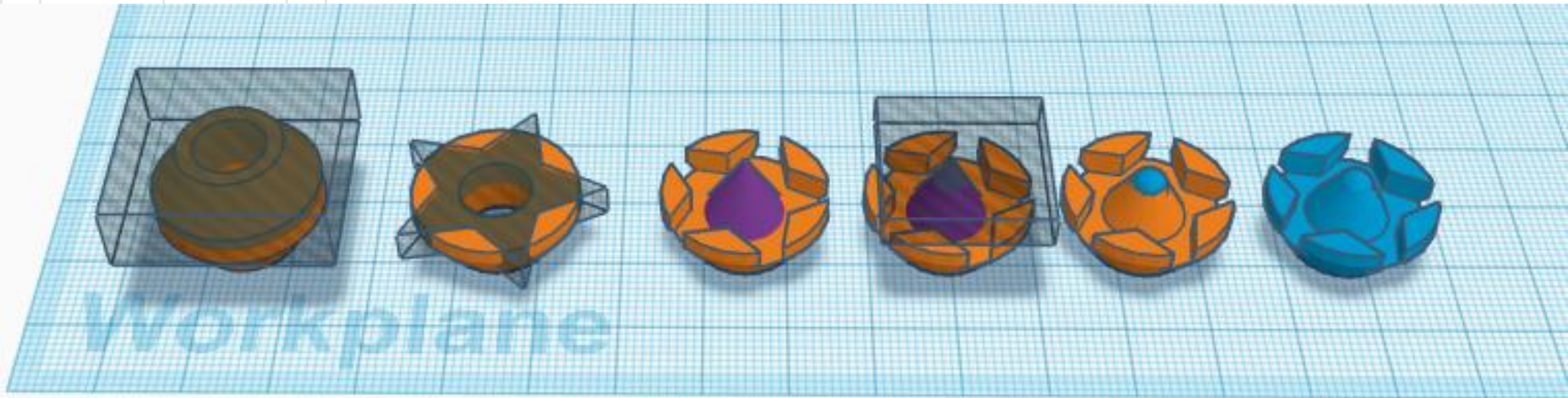Knight (top)

Bishop

King

King (top)

Queen

Queen (top)

Assembly

Assignment Submission

- Submit .stl file of assembled chess board to Teams.

- Submit photos and/or scans of sketches for each piece.

- Complete Project Reflection in Microsoft Forms.