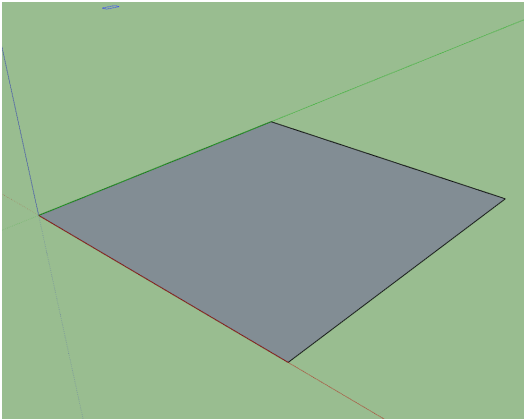
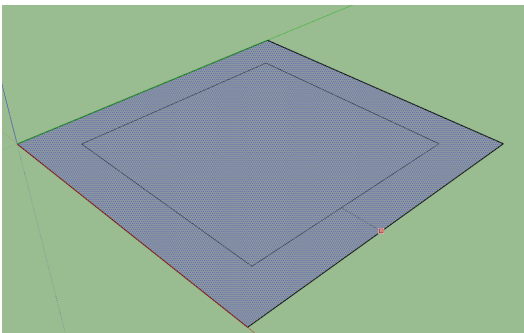




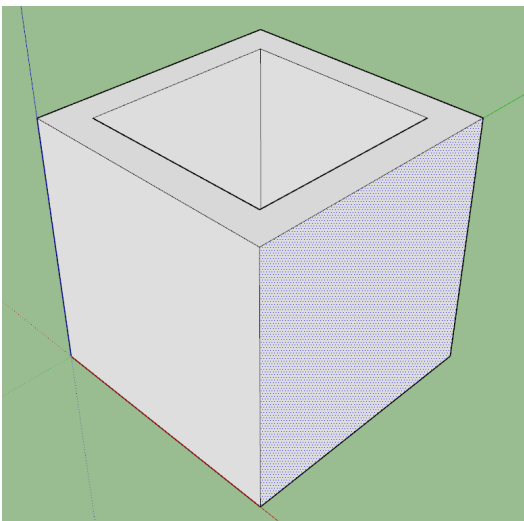
## STEM WORKSHOP: MODULE 04



In sketchup, select the rectangle tool and then click once on the canvas. Then type 4",4" and press enter to create a square.



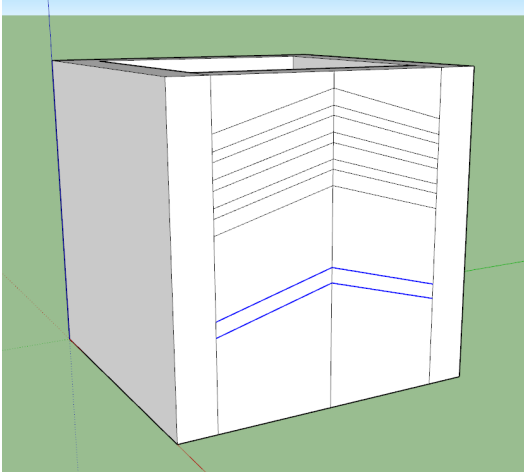
Use the offset tool, click once on the square and move your mouse inside and then type 0.5" and press enter to create an outline as shown in the image.



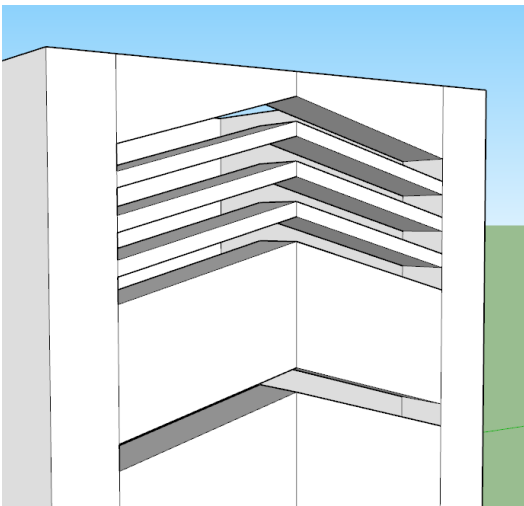
Now, use the push pull tool and click in between the two lines you created and pull it up, then type 4" and press enter to extrude the frame.



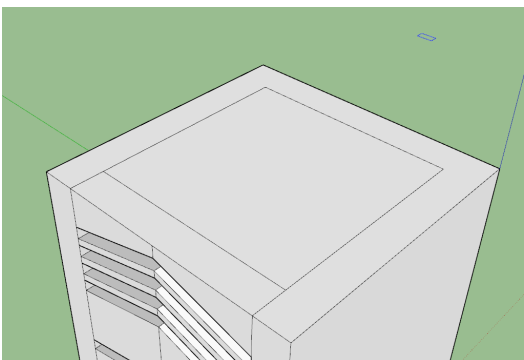
## STEM WORKSHOP: MODULE 04



Then draw whatever pattern that you would like on the surface of the hollow cube. These could be patterns related to Native American symbols.



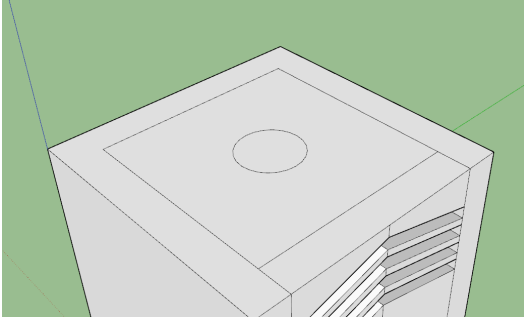
Then using the push pull tool push the shapes in to create voids. These are the areas that light would seep out through.



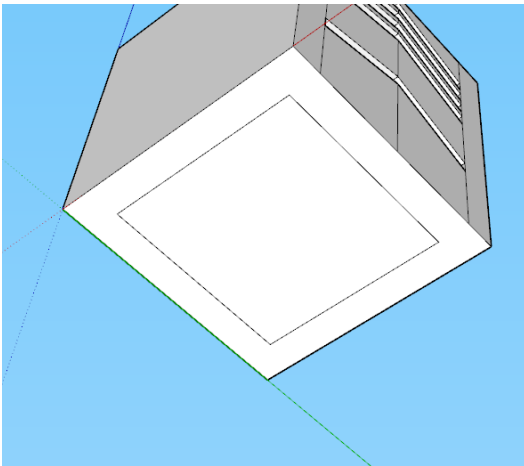
Fill in the top by using the rectangular tool and drawing a square on top.



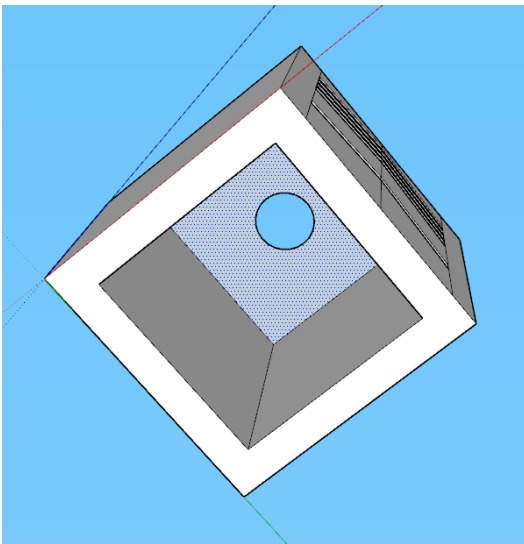
## STEM WORKSHOP: MODULE 04



Now using the circle tool draw a circle and type in 0.5" and press enter to create a circle. Now select the circle and press delete to cut a hole on the top.



On the other end select and delete the square



Now use the push pull tool and pull the top square and type 0.5" and press enter.

Then save the file as an STL file and use a 3D print to print the light fixture.