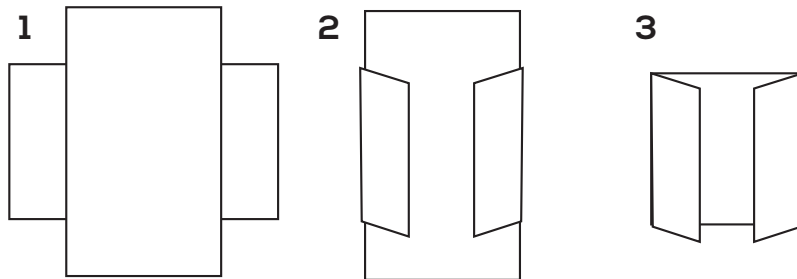


Making cube units

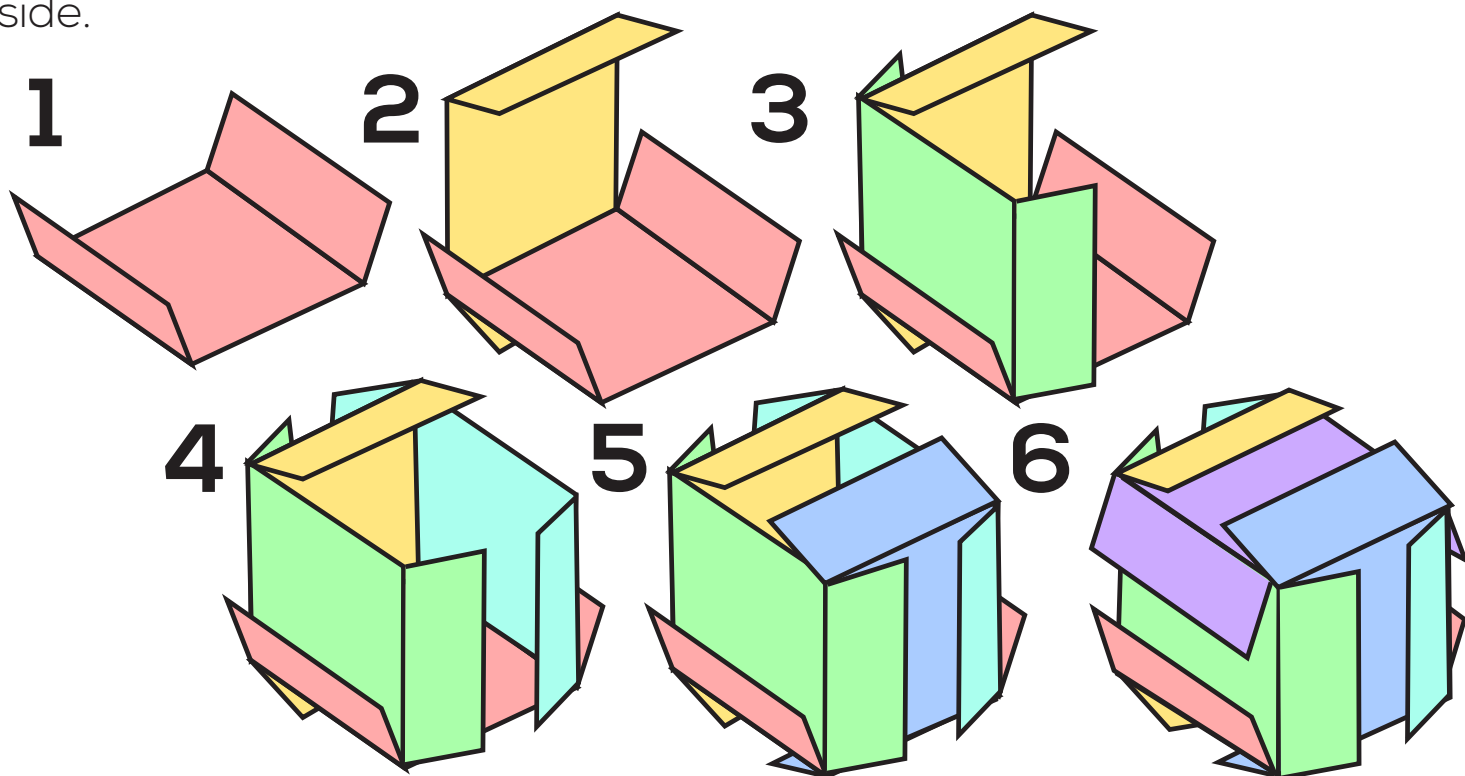
This is a method for building cubes from pieces of rectangular card. These can be used to build the Menger Sponge - you need 8,000 for a Level 3 sponge, or 400 for a Level 2. Let's get cubing!

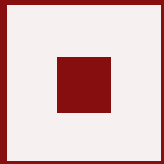
How to make square units



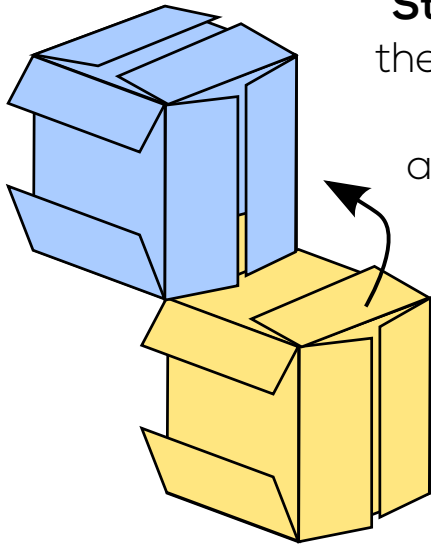
If you place two rectangular cards across each other at right angles, the area where they overlap in the middle is square. If you then fold the sides in you will get a square with tabs!

You can build the cards into a cube, always leaving the tabs outside, and always placing a tabbed end of a rectangle against a non-tabbed side.



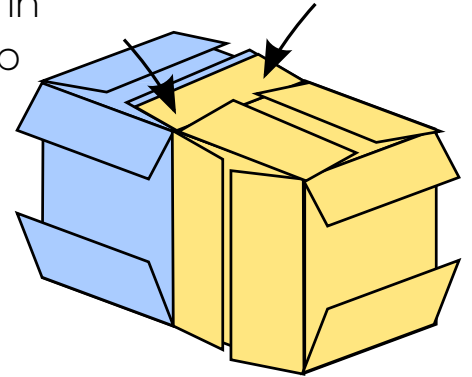


How to attach cubes

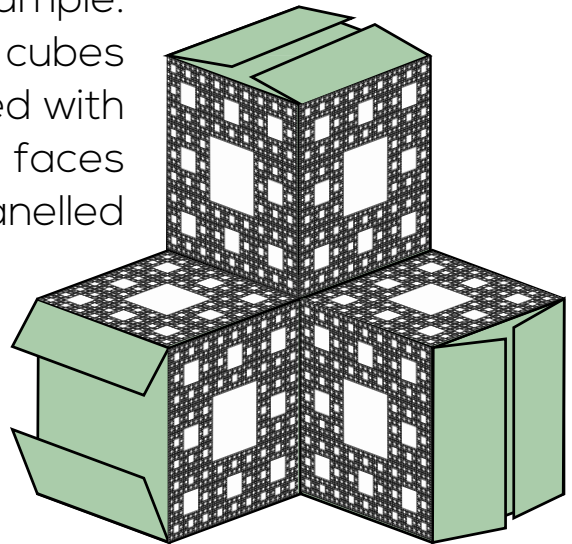


Step 1: Insert the tab of one cube into another, and swing the cube up.

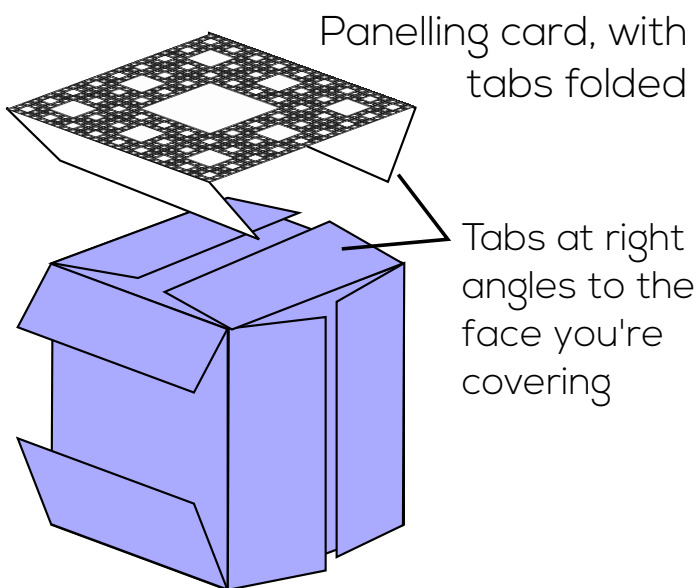
Step 2: Tuck in the other tab at the top.



Example:
four cubes
joined with
some faces
panelled



Panelling the surface



Panelling card, with tabs folded

Tabs at right angles to the face you're covering

To make your constructions stronger, and to make the outsides look like they have more fractal layers, you can use the printed cards to cover the cubes. You'll need to fold the edges of the printed cards, just like you did for the blank ones, so that the design is on the outside.