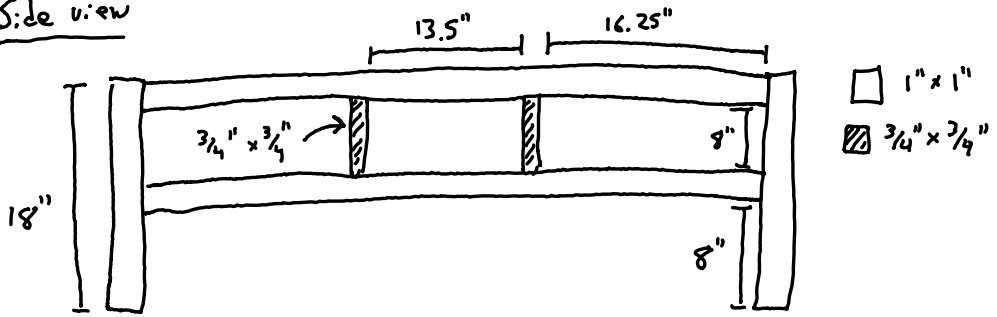


Coffee Table Design

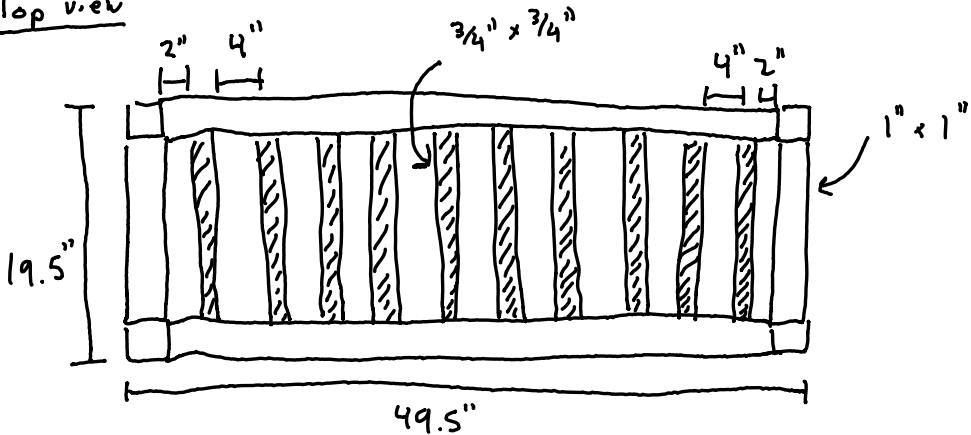
mpetroff.net

Side view



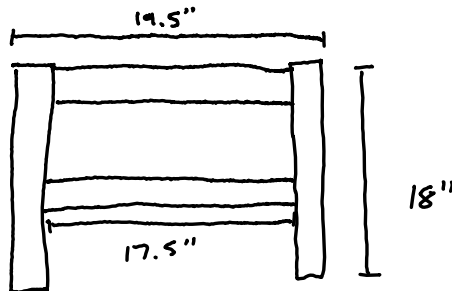
3/4" vertical members are aligned with outside edge of 1" sides

Top view



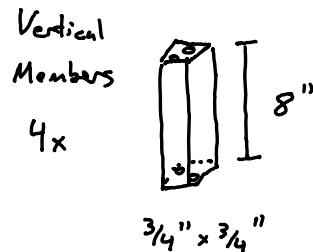
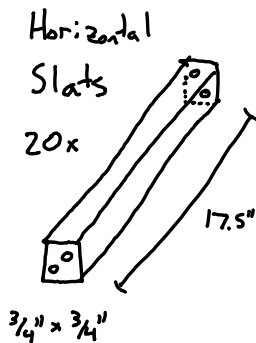
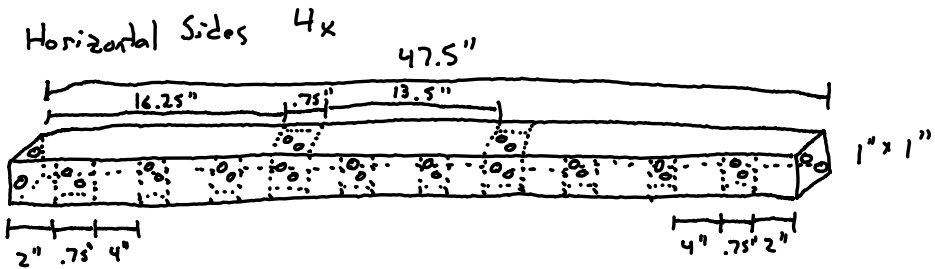
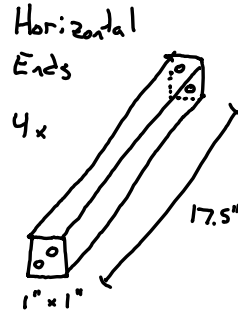
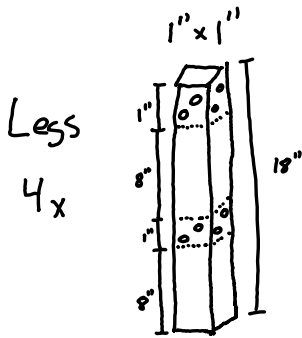
3/4" slats are aligned with bottom of 1" sides for top level and with top of 1" sides for bottom level

End view



MAP, 2022

Panels



128x 5mm ϕ x 25mm length wooden dowel pins

MAIP, 2022

Assembly

- Cut parts from $1" \times 1"$ and $\frac{3}{4}" \times \frac{3}{4}"$ square birch dowels
- Drill holes for $5\text{mm} \times 25\text{mm}$ wooden dowel pins with 3D-printed guides and $\frac{13}{64}"$ drill bit and bushing
- Drill to $\sim 15\text{mm}$ depth (collar on drill bit helps)
- Assemble using extended working time wood glue
- First assemble vertical members to horizontal sides and then horizontal sides to legs; clamp and allow to dry
- Attach horizontal ends and slats to one pre-assembled side and then attach other side; clamp and allow to dry
 - One needs to work quickly to assemble this before the glue begins to dry
- Finish as desired

Glass top

47.25" x 17.25" x 0.25" tempered glass w/ pencil polish edges

photo print on Kodak Endura Metallic paper (oversized)

Atom Adhesives AA-Bond F113 epoxy, 100g

Assembly

1. Clean and layout glass and print on flat table
2. Add tape to edge of print to form a lip to avoid epoxy leaks
3. Mix and vacuum degas epoxy
4. Pour epoxy in a line along center of print
5. Place glass on top of epoxy and print
6. To the extent possible, squeeze out air bubbles by pressing on glass
7. Slide print and glass partly off table and use index finger, in a "C" shape, pressed against bottom of print to bring air bubbles to edge
8. Allow epoxy to cure
9. Trim print from edge of glass using up cuts with a coping saw
10. Clean up edges with a utility knife
11. Paint bottom and bottom half of edges to block light bleed through and seal edges
12. Place felt strips on coffee table slats and install glass top

MAD, 2022