

Compass Cube Design

Introduction

A **Compass Cube** is a 3x3x3 **Rubik's Cube** used for determining direction relative to the Earth's magnetic North. The cube has a circular scale of 360° and a single pointer, which can mark either North or direction every 15°.

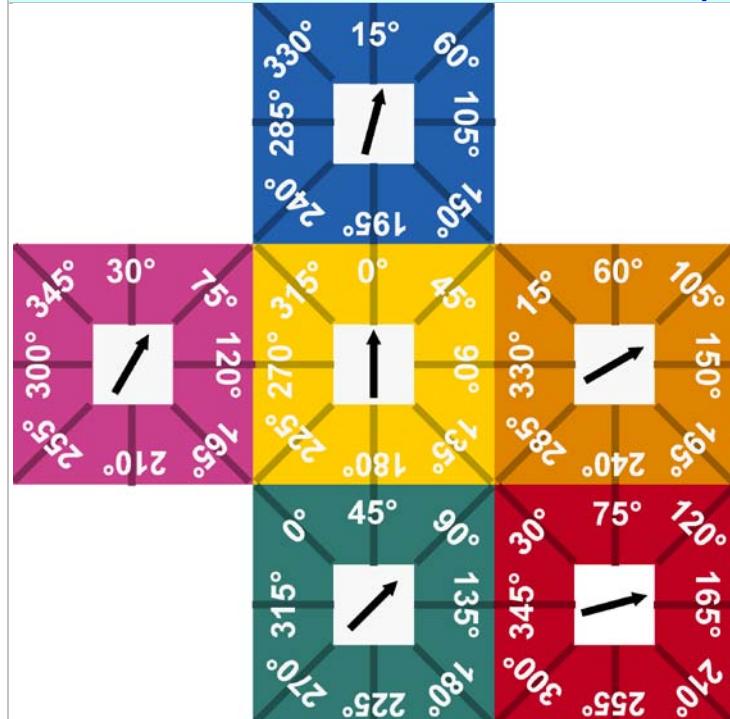
Compass – Useful Links

<http://en.wikipedia.org/wiki/Compass>

http://en.wikipedia.org/wiki/Cardinal_direction

There are **Virtual Cubes** that can be *virtually* rotated and twisted on a computer screen and **Real Cubes** that can only be *physically* rotated and twisted by hand. A **Texture** is laid down on a Virtual Cube whereas real **Stickers** are stuck down on a Real Cube (see <http://www.randelshofer.ch/> for more details). A Compass Cube is designed by placing numerals and pointers on a texture which is then laid down on a Virtual Cube. The following example shows the *initial* state of the Cube where the pointer on the front face is lined up with the magnetic North (0°). On each face, the *initial* pointer direction is indicated on the Top Center facelet.

Compass Cube



Compass Cube Texture



Virtual Compass Cube

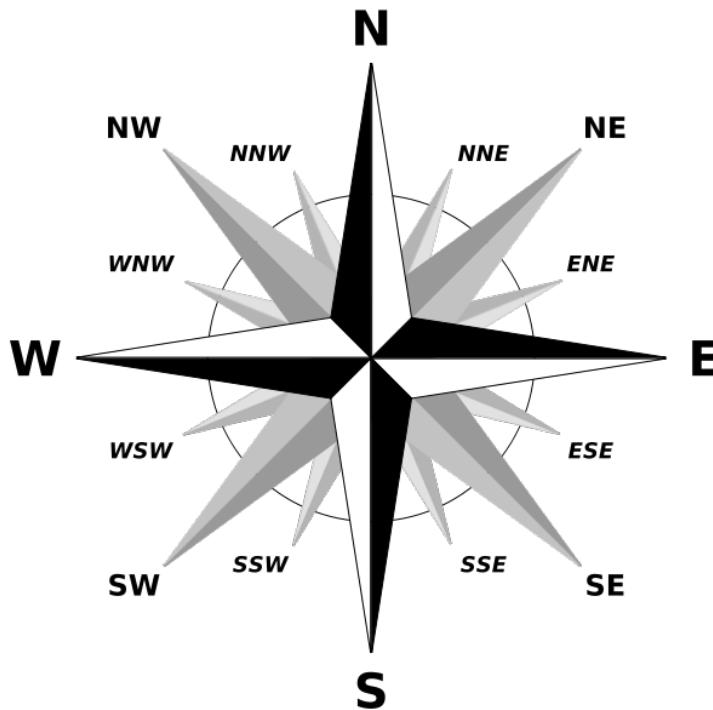
Compass Cube Features

As there are 6 center cubes, 6 different pointers can be displayed on the cube. This interesting feature is used to mark direction in 15° intervals from 0° to 360°. All pointer orientations can be obtained from 6 basic orientations [0°, 15°, 30°, 45°, 60°, 75°] by adding multiples of 90°, i.e. by rotating center cubes. By using [center swap](#) algorithms, numerals stay in place on each face, because centers are the only cubes that seem to move. The combination of pointer + orientation can be used to display one of the following directions:

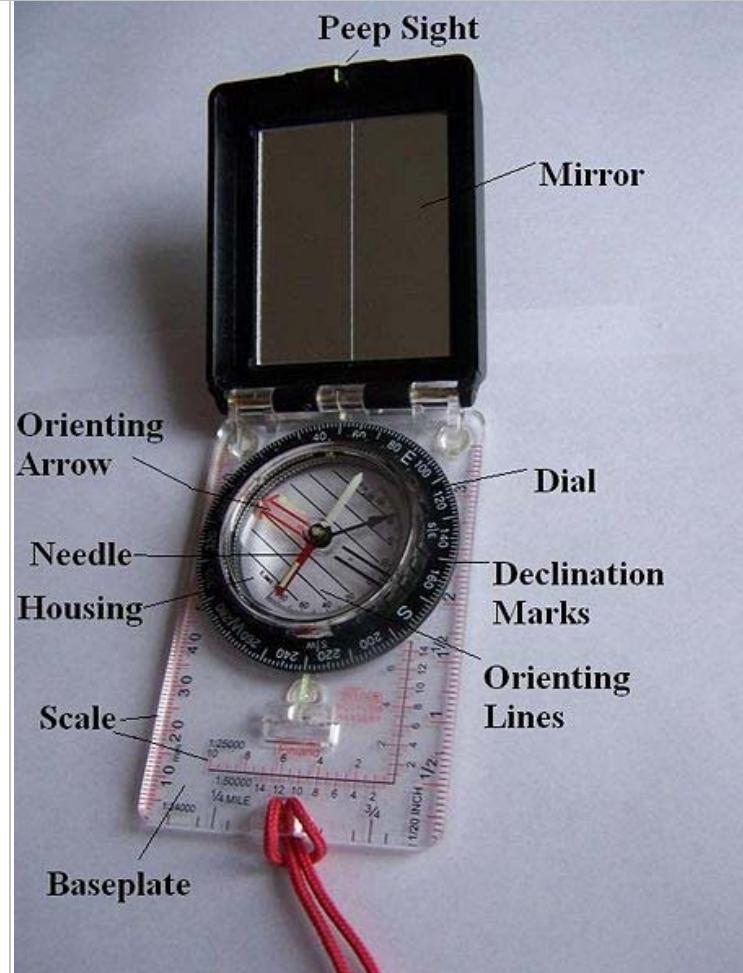
- 1- The direction of the magnetic North (0°)
- 2- The heading (direction of a vessel, plane, vehicle or pedestrian)
- 3- A change of direction

Examples of Compasses

Examples of Compasses



A compass rose showing the cardinal directions



Hand compass

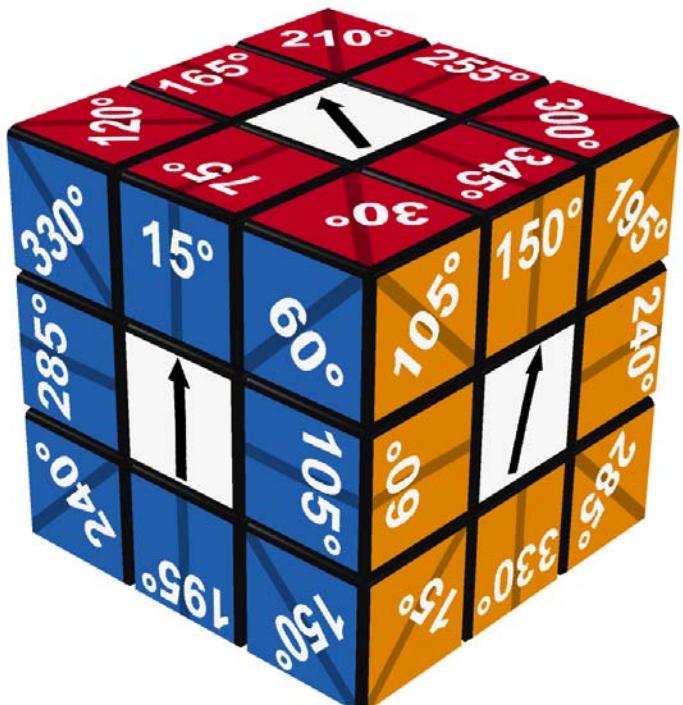
Examples of Compass Cube Center Swap Algorithms

Compass Cube Center Swap Algorithms

Heading 45° (North-East)



Heading 15°



Center Swap Algorithm

ML MF ML' MF' CR

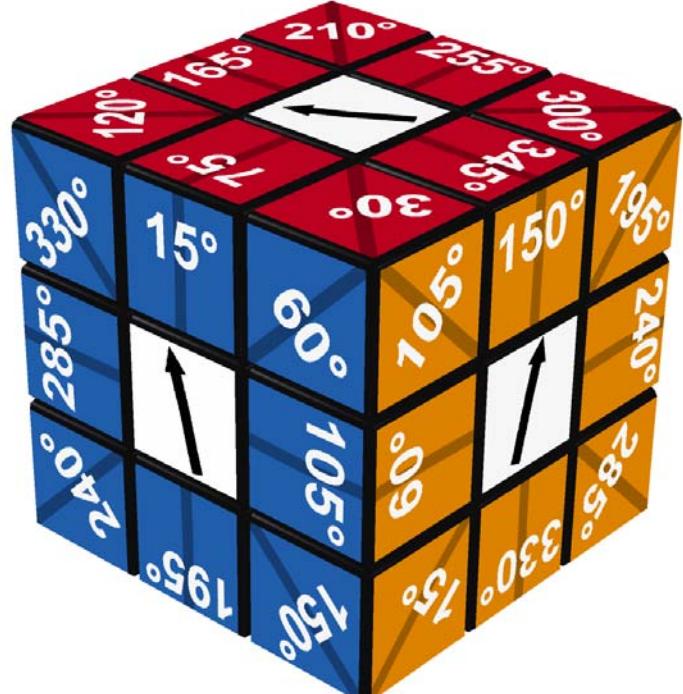
Changing Direction from 120° to 165°



Center Swap Algorithm

ML' MF' ML MF CR'

Heading 15° – Pointing 0° (magnetic North)



Center Swap Algorithm

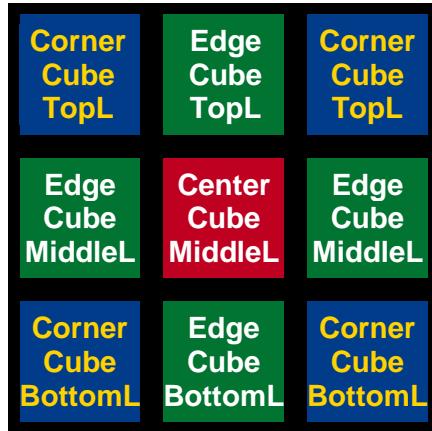
MF MU MF' MU' CU' CF'

Center Swap Algorithm

MF MU MF' MU' CR'

Terminology

In a 3x3x3 **Rubik's Cube**, there are 8 *Corner Cubes*, 12 *Edge Cubes*, 6 *Center Cubes* and 6 *Cube Faces*. There are also 4 *Corner Cube faces*, 4 *Edge Cube faces* and 1 *Center Cube face per Cube Face*, as shown below.



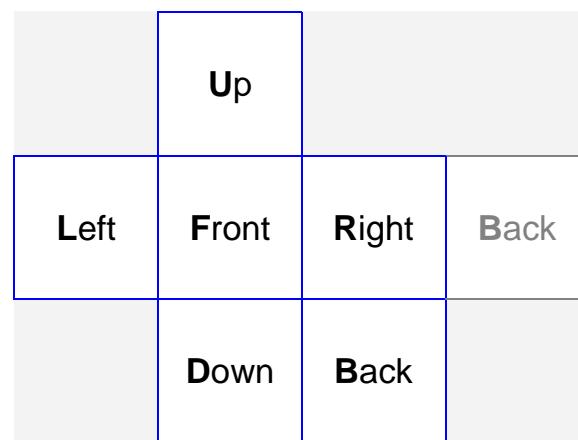
There are 1 face per Center Cube, 2 faces per Edge Cube and 3 faces per Corner Cube.

There are also 3 horizontal *Layers* called *Top*, *Middle* and *Bottom Layers*.

Cube Lexicon		
English	Français	Deutsch
Cube	Cube	Würfel
cubie, cube	cube, petit cube	Würfelteil, Teil des Würfels
face	face	Seite, Seitenfläche
front face	face avant	vordere Seite, vorne
back face	face arrière	hintere Seite, hinten
left face	face gauche	linke Seite, links
right face	face droite	rechte Seite, rechts
top face	face supérieure	obere Seite, oben
bottom face	face inférieure	untere Seite, unten
sticker	étiquette (autocollante), plaquette	Kleber, Farbkleber
tile	tuile, plaquette	Plättchen, Farbplättchen
center cube, center	cube central, centre	Mittelwürfel, Mittelstein, Mitte
edge cube, edge	cube-arête, arête	Kantenwürfel, Kantenstein, Kante
corner cube, corner	cube de coin, coin	Eckwürfel, Eckstein, Ecke
layer	couronne	Schicht, Scheibe
top layer	couronne supérieure	obere Schicht, obere Scheibe
middle layer	couronne intermédiaire	mittlere Schicht, mittlere Scheibe, Mittelschicht, Mittelscheibe
bottom layer	couronne inférieure	untere Schicht, untere Scheibe
orientation, direction	orientation	Orientierung
to solve	résoudre	lösen, zusammen drehen
to twist	pivoter	drehen
to rotate	tourner, effectuer une rotation	drehen
clockwise	dans le sens horaire	im Uhrzeigersinn
anticlockwise, counter-clockwise	dans le sens anti-horaire	im Gegenuhrzeigersinn

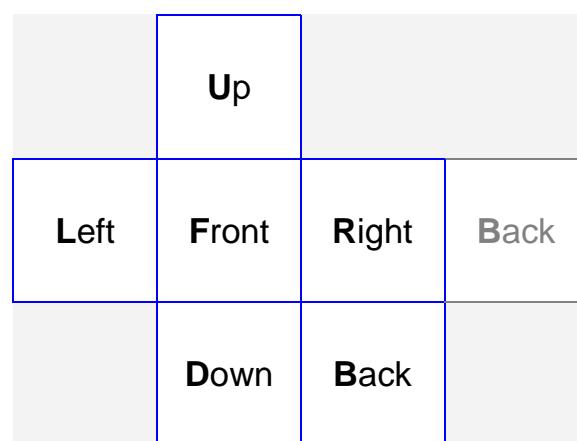
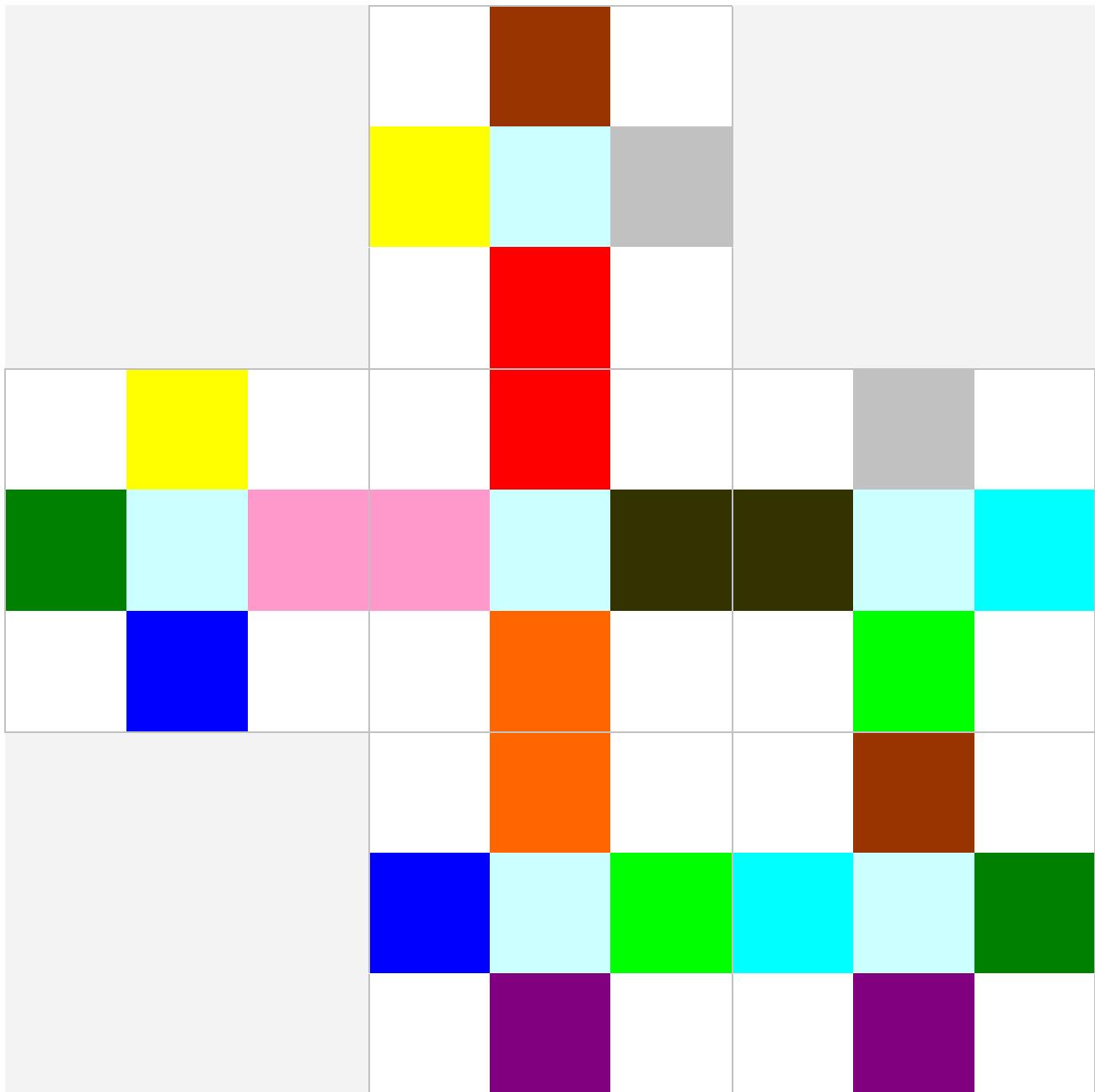
Corner Cubes Final Check

There are 8 Corner Cubes and 3 faces per Corner Cube. In the diagram below, each Corner Cube is displayed in 8 different colors and with the same color applied to each of its 3 faces. This diagram can be used as a convenient *visual aid* to check Design Rules (DRC).



Edge Cubes Final Check

There are 12 Edge Cubes and 2 faces per Edge Cube. In the diagram below, each Edge Cube is displayed in 12 different colors and with the same color applied to each of its 2 faces. This diagram can be used as a convenient visual aid to check Design Rules (DRC).



Texture Template

This is a texture template that can be printed out and used for writing down numbers and letters by hand *prior to* texture design. All is needed are pencil, rubber...and time.

