



Special Project: Projection

Prerequisite Concepts	Concept 12
Key Concepts	Concept 20, 21, 22, 23

Write a Bricklayer program that projects a chessboard pattern onto a sphere as shown below. Your artifact should be constructed as follows. First create a chessboard in the xy -plane. Then extend this chessboard along the z -axis creating a chessboard-stack. Combine this stack with a sphere as discussed in the Projections code-along. Note that in this approach the chessboard pattern will only be seen when looking directly at the xy -plane.

