

OnHub Makers Packet



Get started.

Feeling crafty? You can use your shell as a base for your design. Draw directly on the shell, use papier-mâché, or cover it in fabric.

For the more tech-inclined, you can download the 3D files (.obj) and use CAD software to add, subtract, and augment the file. Then find a 3D printer near you to print your final design. An Illustrator template is also included in the files, so you can wrap your shell in a 2D design.

(Be sure to check the quick guidelines below to make sure you don't interfere with the OnHub's signal.)



Form factors.

Be careful not to let the external shell hug the OnHub too tightly. Leave at least $\frac{1}{4}$ " all around, so air can circulate.

If your design covers the top of the OnHub, make sure that the material is breathable, so heat can still dissipate.

There must be space at the bottom and top of the skin for airflow.

Don't forget to leave an opening for the wires at the bottom!



Material requirements.

Avoid using any metal or electronics that might block the signal.

Excessively thick materials can also interfere with the signal. For example, 3" thick concrete might cause disturbances in your signal.



Download the files.

[3D file for the existing shell \(.stl\)](#)

[Illustrator template of the surface of the OnHub \(.eps\)](#)

[STEP File \(.stp\)](#)