CUBIQ – Table Lamp / Jewelry Tray

CUBIQ is a compact cube frame designed around light and structure.

Depending on how you place it, it works as a small ambient lamp or a simple tray. The front surface reveals the gyroid infill, which becomes visible once the light is on - turning a standard print setting into the main visual feature.

Designed to fit the **Bambu Lab LED Lamp Kit 001**.

Dimensions: 150 × 150 × 70 mm

⚠️ Important – Read Before Printing

This model **requires specific slicer settings and modifiers** to achieve the result shown in the photos.

The visible mesh effect comes from **removing top and bottom layers to expose the infill**.
If printed with default settings, the result will look completely different.

Base Print Settings

- Layer height: **0.2 – 0.24 mm**
- Seam position: **Back**
- **Only one wall on top surfaces: Disabled (not applied)**
- Infill pattern: **Gyroid**
- Infill density: **8%**
- Supports: **Enabled**
- Remove small overhangs: **Disabled**

Front Plate (Apply to Object Only)

- Sparse infill density: **18%**
- Wall loops: **5**
- Infill pattern: **Gyroid**
- Top shell layers: **0**
- Bottom shell layers: **0**

This makes the infill fully visible from the front.

Back Plate (Modifier Required)

The back plate is designed so the infill is visible **only in selected areas**.

What the modifier does

The modifier overrides settings in specific zones of the model.
It removes top and bottom layers only in those areas, exposing the gyroid infill and allowing light to pass through in a controlled way.

Step-by-step

1. Select the back plate object
2. Right-click on it
3. Choose **Add Modifier → Load**
4. Load the included back plate modifier file

You will see an additional mesh appear—this is the modifier.

Apply these settings to the modifier only

- Top shell layers: **0**
- Bottom shell layers: **0**
- Sparse infill density: **18%**
- Infill pattern: **Gyroid**

Important

- Apply these settings **only to the modifier**, not the whole object
- The rest of the back plate keeps its normal structure
- This creates the controlled “window” effect

Quick Check Before Printing

- If the entire back plate looks like mesh → settings were applied incorrectly
- If only certain areas show infill → everything is set correctly

💬 Questions or Feedback?
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🧠 Join the Community:
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