

2nd Type
direct ✓

Ant Formicarium

Basic Overview to scale 1cm = 1 inch

(Assembly Type)

Sponge + grout detail

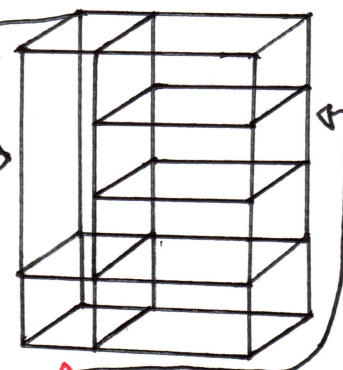
Design

(1" x 3" x 4")
inside diameter

A1

L W H
1" x 1" x 3"

Sponge + grout

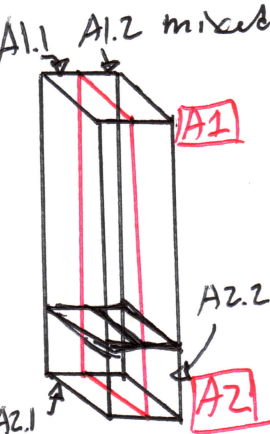


1. One pc sponge 1" x 1/2" x 4"

2. one pc grout poured and cured for at least 48 hours 1" x 1/2" x 3"

2.1 Unsanded grout, water and perlite mixed in a ratio of 2:1:1

2.2 Sanded grout, sand and water mixed in a ratio of 1:1:1



A1.1 and A2.1 is sponge. Top of A1.1 and A1.2 is open - lid is part of removable final section of living space "Outworld" piece.

A1.2 and A2.2 have special grout pour specifications. See separate detail.

NOT TO SCALE



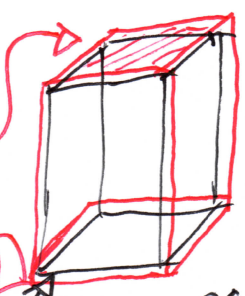
living space

A3

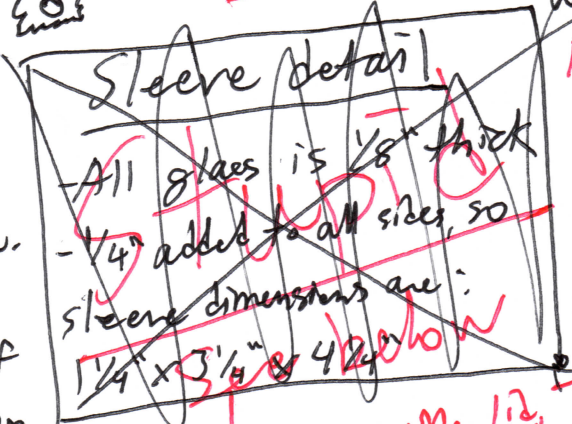
L W H
1" x 3" x 1"

water tank A2
1" x 1" x 1"

Final product sketch:



NOT TO SCALE



Removable lid, sleeve in red

Black paper cover slide between

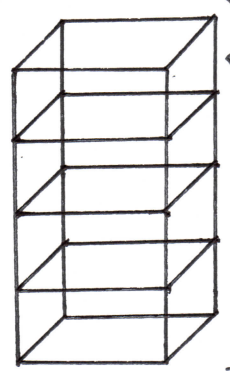
Add 2/8" more because we are measuring outside diameter of sleeve, which also has a thickness of 1/8" 1 1/2" x 3 1/2" x 4 1/2" final sleeve dimensions

Important! Also, building bottom panel inside of walls, not outside!!

A3.12 top

Outworld design

A3.1
A3.2
A3.3
A3.4



3 levels for nesting w/ temperature, humidity and substrate gradient

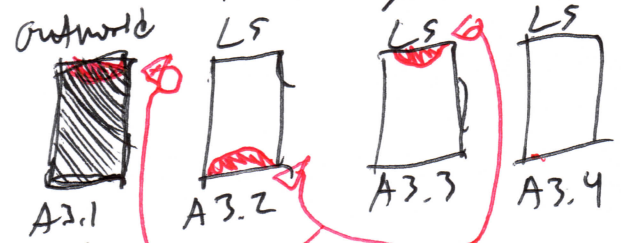
To scale 1cm = 1 inch

1" x 2" x 4"

Living space

See next page for assembly parts and installation instructions

Floor layouts



Must have dark substrate glued on to restrict light from top

Remove for access

2nd Type Passer Draft V 2 Parts Specifications for Assembly

Interior Shell: A1.1, A1.2, A2.1, A2.2, A3.4 (floor only), A3 (one wall only)

QTY: 1

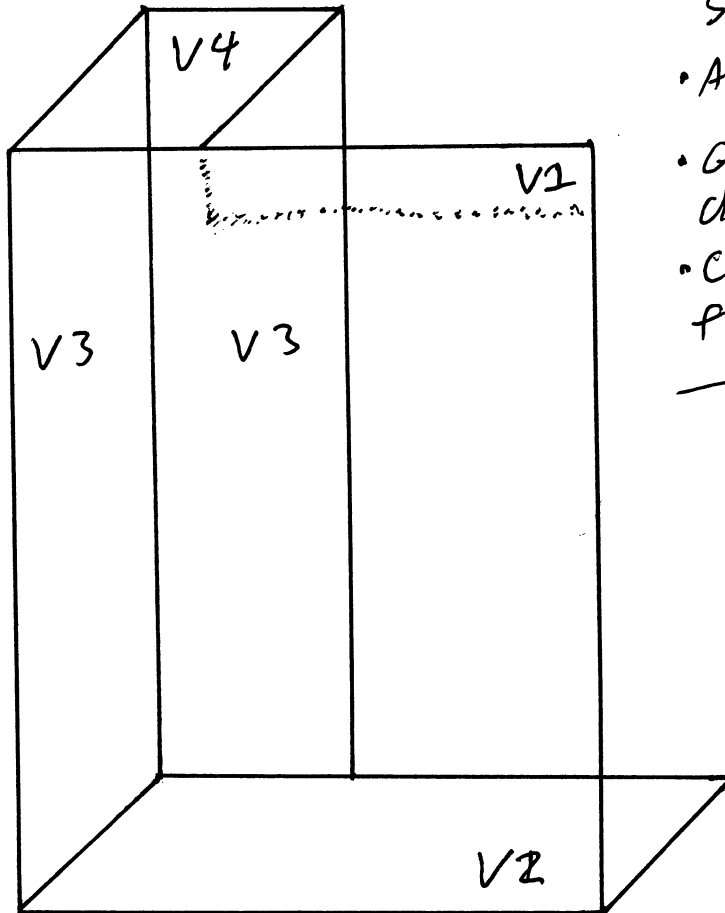
Glass Components:

- 1 pc 4" x 3" V1

- 1 pc 1" x 3" V2

- 2 pc 1/8" x 4" V3

- 1 pc 1" x 1" V4



- Use adhesive grade Silicone caulk only.
- Allow 48 cure time.
- Glue area must be clean and free of debris.
- Coat dotted area w/ Phon

- Cut 1/4" hole using diamond bit on left-hand side of V4 towards the edge for waterway tube

Real Life Size (Actual Size)

- Take into account 1/8" thickness take off because panes are going on top of bottom pane.
- Clean all surfaces before gluing.

2nd Type Page 3 Parts Specifications for Assembly

Floors and Walls : A3.2, A3.3
QTY: 2

Glass

Components:

- 1 pc $1" \times \frac{7}{8}"$ V5

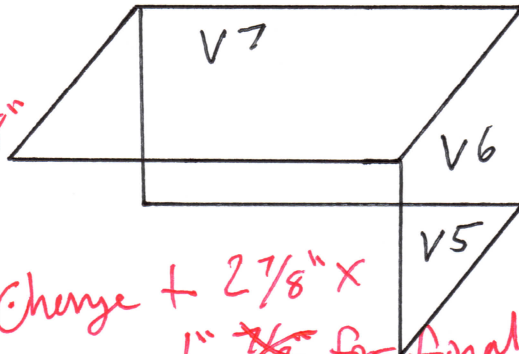
- 1 pc $3" \times \frac{7}{8}"$ V6

- 1 pc $1" \times 3"$ V7

Change + $2\frac{7}{8}" \times 1"$ for final

~~Actual Size~~

V7: For final design, change to $\frac{7}{8}" \times 2\frac{7}{8}"$ measurements



- V7 sits on top of V5 (V7 overlaps V5 per illustration)
- V7 also sits topside of V6 per illustration.
- Construct upside down.

Outworld Section: A3.1
QTY: 1

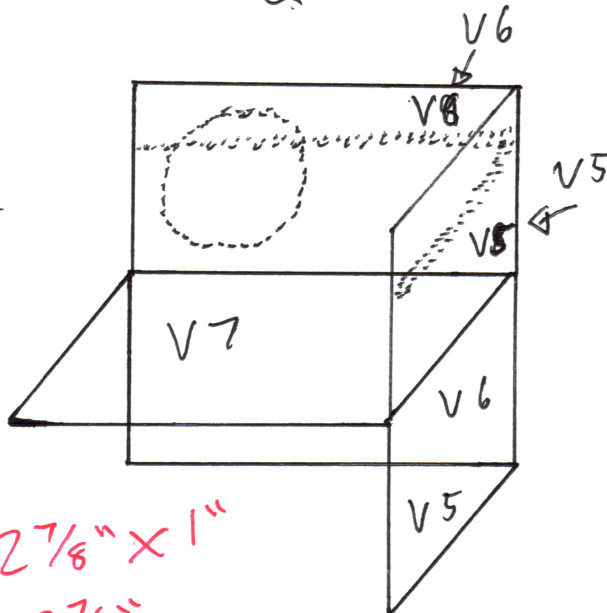
Glass

Components:

- 2 pc $1" \times \frac{7}{8}"$ V5

- 2 pc $3" \times \frac{7}{8}"$ V6

- 1 pc $1" \times 3"$ V7



V6 is $2\frac{7}{8}" \times 1"$
V7 is $\frac{7}{8}" \times 2\frac{7}{8}"$
~~Actual Size~~

- Fluo on dotted lines
- Cut out a $\frac{3}{4}"$ hole, but tape the piece back on. For future connection.

Extensor sleeve: A4 QTY: 2

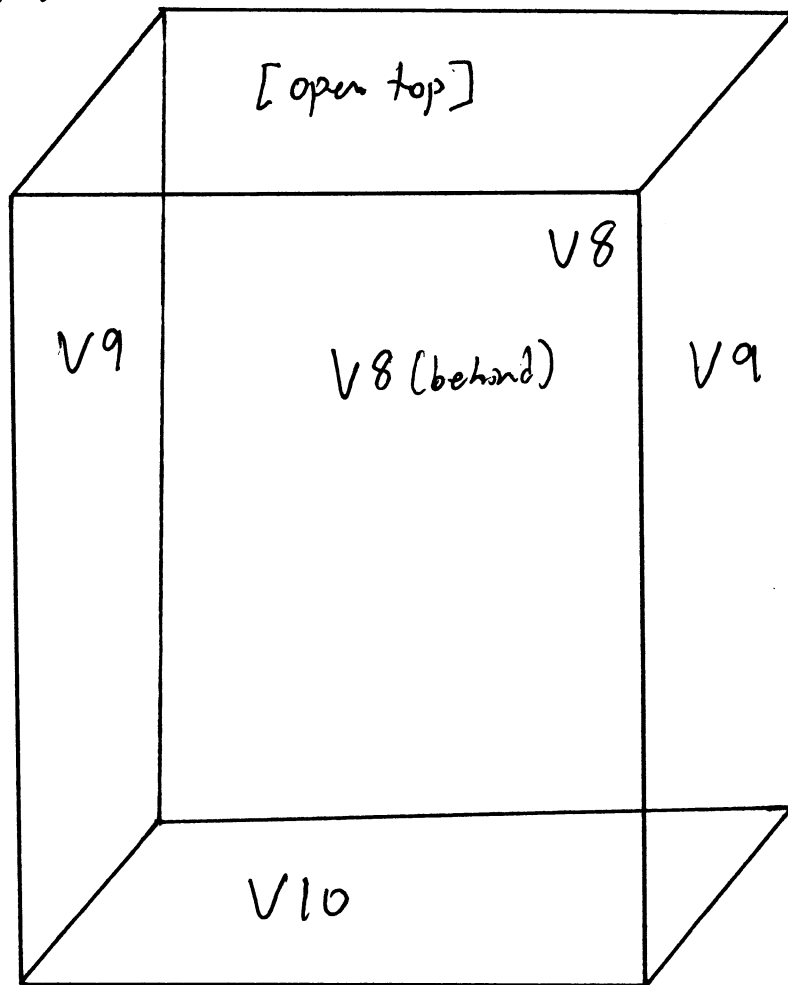
Glass

Components:

- 2pc $4\frac{1}{4}" \times 3\frac{1}{4}"$ V8
- 2pc $1" \times 4\frac{1}{4}"$ V9
- 1pc $3\frac{1}{4}" \times 1\frac{1}{4}"$ V10

Add
• ~~but~~ 2mm more for
wobble room and black
paper between interior
and extensor

- All walls sit on top
of bottom pane
- top is open for
swinging lid



Actual Size

Watering System: A1.1, A1.2, A2.1, A2.2

QTY: 1

Components:

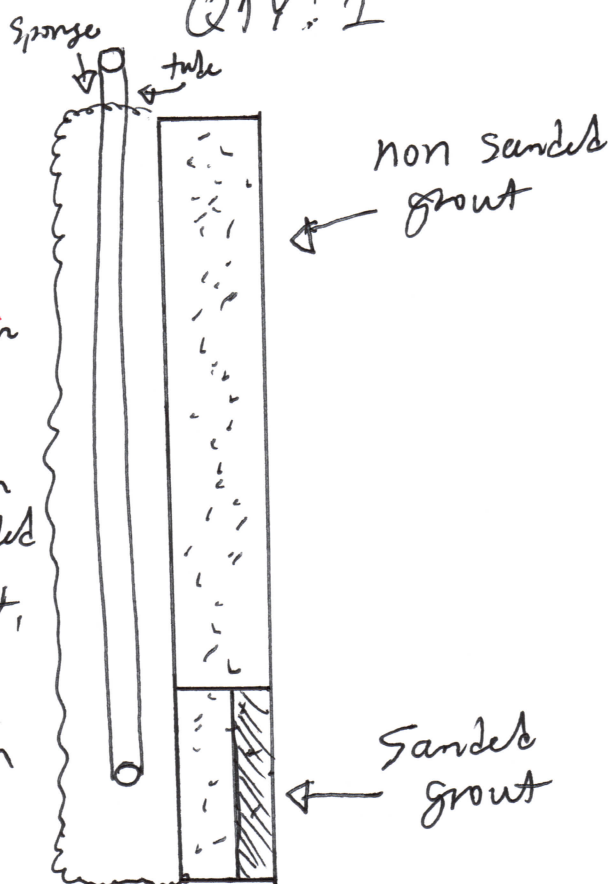
- 1pc $4\frac{1}{4}" \times \frac{5}{8}"$ sponge

~~- 1pc $4" \times \frac{1}{2}"$ clean pour of grout~~

1pc $3" \times \frac{1}{2}"$ clean pour of non sanded grout 2:1:1 grout, polyte, water

1pc $1" \times \frac{1}{4}"$ clean pour of sanded grout 1:1:1 ratio of grout, polyte, water

• 1pc $\frac{1}{4}"$ tubing



• Pour all grout against glass w/ paper towel to ensure correct dimensions

Actual Size

Swinging lid: V4, A3.12

QTY: 1

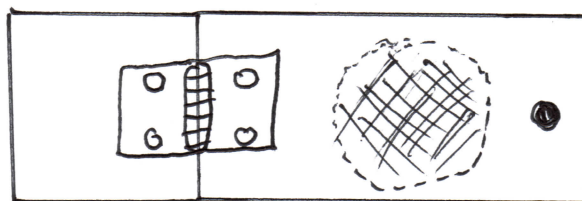
Top down view

Hinge

Components and bolts/washer/nuts

TBA.

V4



A3.12

✓

Knob

- #100 steel mesh
- $\frac{3}{4}"$ hole drill w/ diamond bit
- Silicone on mesh for ventilation

Actual Size more or less