

For CMU Booth, I designed and built a functional replica of the **Tsko A'eoio** bow from *Avatar* (2009), scaled to approximately 40% (46.5" L × 11.42" W × 1.625" H) for use in a custom-made VR archery game. Modeled in SolidWorks and laser cut for precision, the bow's main limbs were constructed from 13 layers of 1/8" wood laminated together for strength and flexibility. The "feathers" were crafted from laser-cut 1/8" acrylic and attached with a leather-wrapped grip etched with Na'vi lettering. These feathers were designed as modular, replaceable pieces to allow easy repair in case of breakage, ensuring both functionality and durability during gameplay.

