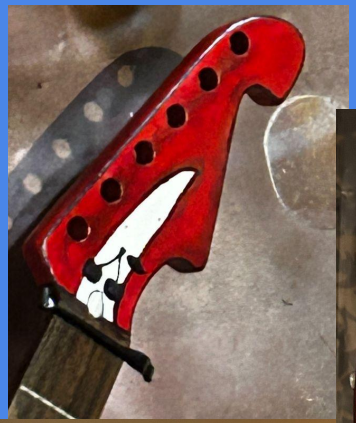
The Cherrycaster











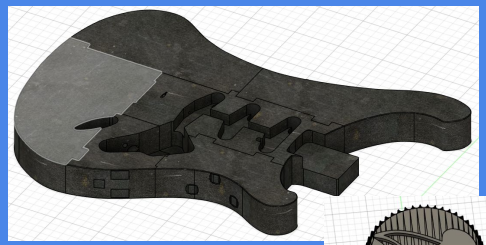
The Cherrycaster

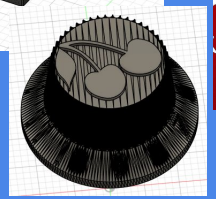
Problem:

I learned to play guitar on an old acoustic that my dad left me, occasionally borrowing Electric guitars. I wanted my own, but electric guitars are insanely expensive. I wanted to build my own for cheap. I picked up a friend's broken Squire Stratocaster and heavily modified it.

Design:

I wanted a guitar that looked like Scott Pilgrim's Rickenbacker, with my own branding. I didn't have the tools or the skill to route the guitar out of wood so I 3D Printed the guitar in multiple interlocking pieces. I also 3D Printed the knobs, with little cherries on them. I designed all of it in Fusion 360, using reference models from thingiverse. The interlocking pieces I decided to have come together with wood screws to meet a giant middle piece which was a pain to print. I ended up using a friend's Ender 6. I printed little caps to cover the screw access holes.







Build Process:

First I band saw cut and dremel sanded the old neck into a nicer rickenbacker shape

I tried to prime and paint the guitar 3 different times, sanding and scraping when the paint clumped up. The third time I hit it- with some oil based shiny paint. I screwed in the input jack from the old broken Squire, new bridge I'd bought, and wired some cheap but really solid AlNico pickups.

I heated the knobs with a reflow soldering iron to get them shiny, painted the headstock and the neck, clear coated both and assembled the guitar.











Results/Retrospective:

The guitar sounds fantastic. Its microscopically warped due to errors in the printing stage but it doesn't affect playstyle or longevity.