

NH투자증권

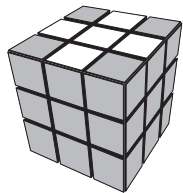
큐브공식의 끝판왕



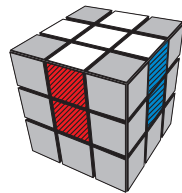
입체적 자산관리



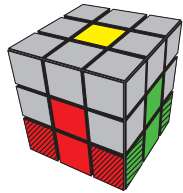
큐브 맞추기 순서



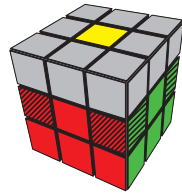
1단계
십자가 맞추기(Cross)



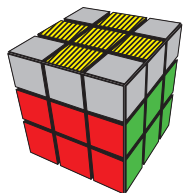
2단계
십자가 엣지와 센터 맞추기



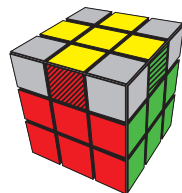
3단계
1층 코너 맞추기



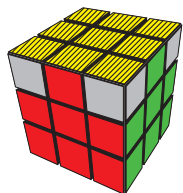
4단계
2층 맞추기



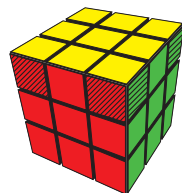
5단계
뒷면 십자가 맞추기



6단계
3층 엣지 맞추기



7단계
뒷면 맞추기

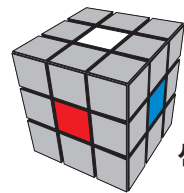


8단계
3층 코너 맞추기

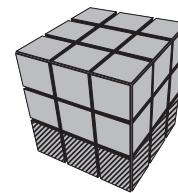
큐브 동영상 & 공식 활용법

NH투자증권 웹진 아미고떼(<https://webzine.nhwm.com/201602/etc1.nh>)에 수록된 영상을 보시고 이론을 숙지하신뒤 이 공식을 여러번 반복하여 맞춰보시는것이 좋습니다.

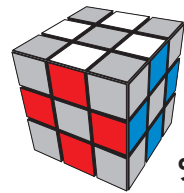
큐브 용어



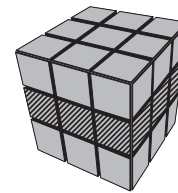
센터



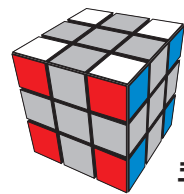
1층



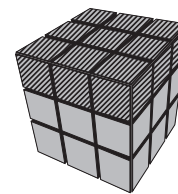
엣지



2층

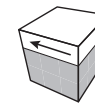


코너

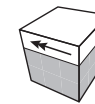


3층

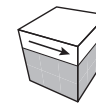
큐브 기호



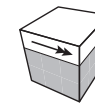
U



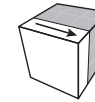
U2



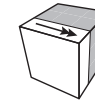
U'



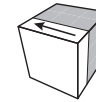
U2'



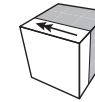
F



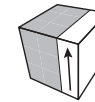
F2



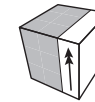
F'



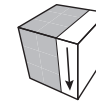
F2'



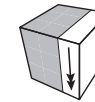
R



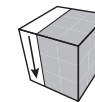
R2



R'



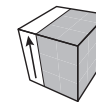
R2'



L



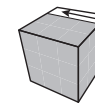
L2



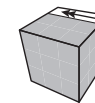
L'



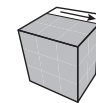
L2'



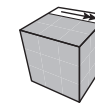
B



B2

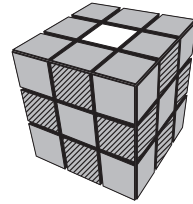
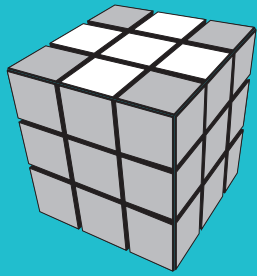


B'



B2'

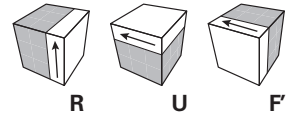
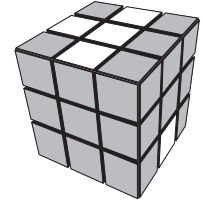
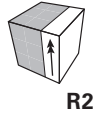
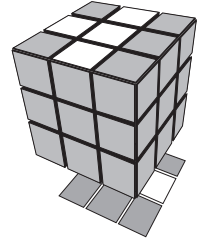
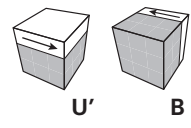
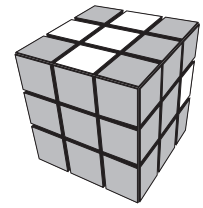
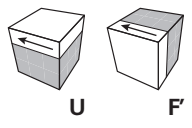
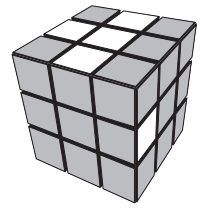
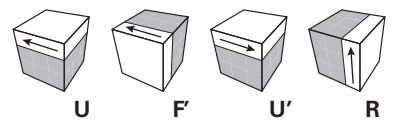
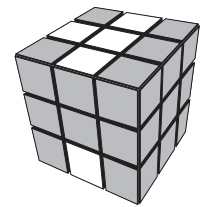
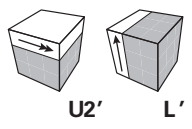
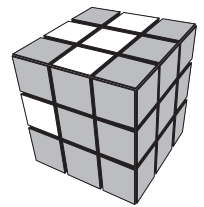
1단계 십자가 맞추기(Cross)



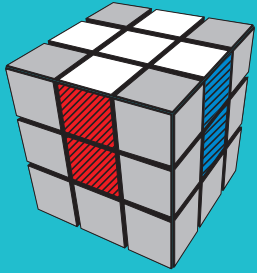
흰색 센터 조각을 위로 향하게 합니다.
가장 먼저 확인할 곳은 전, 후, 좌, 우 엣지 조각들 중에서
흰색 엣지 조각을 찾아 십자기를 맞춥니다.

CASE

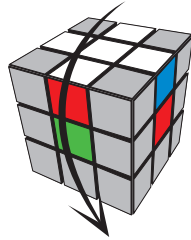
<https://webzine.nhwm.com/201602/etc1.nh>



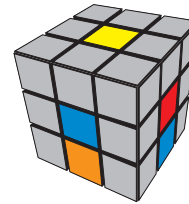
2단계 십자가 엣지와 센터 맞추기



<https://webzine.nhwm.com/201602/etc1.nh>

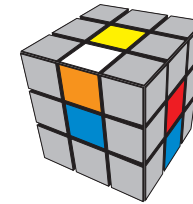


십자가 엣지를 맞추기에 앞서 큐브의 위·아래를 그림과 같이 180도 뒤집어 아랫면이 윗면에 오도록 합니다.



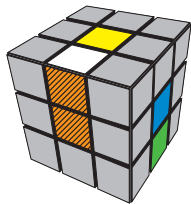
F2

큐브 앞면을 시계방향으로 180도 회전시킵니다.



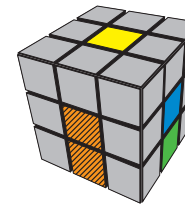
U'

큐브 윗면을 회전시켜 엣지와 센터 조각의 색이 맞도록 회전시킵니다.



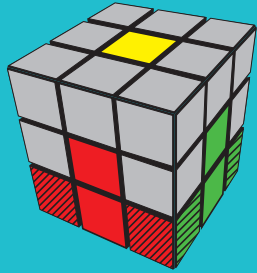
F2

큐브 앞면을 다시 180도 회전시켜 아래 방향으로 이동시킵니다.

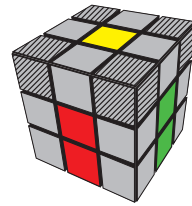


마찬가지로 센터 조각과 엣지 조각의 색상이 맞지 않는 나머지 부분들도 위 방법과 동일하게 적용하여 색상을 맞춰줍니다.

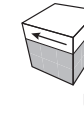
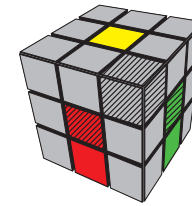
3단계 1층 코너 맞추기



<https://webzine.nhwm.com/201602/etc1.nh>

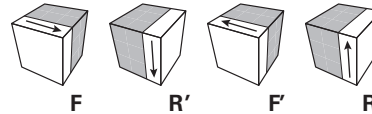
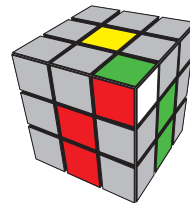


가장 먼저 살펴 봐야할 곳은 3층입니다.
3층의 코너 조각에서 흰색(심자를 맞췄던 색)이 있는 조각을 찾습니다.

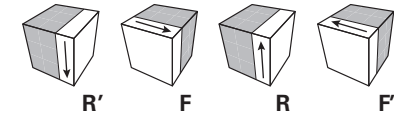
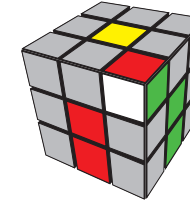


3층에서 찾은 흰색 코너 조각이 옆면 센터 조각 색상과 같은 위치에 놓습니다.
예를 들어 위 그림처럼 흰색, 녹색, 빨간색을 가진 코너 조각을 찾은 다음 윗면을 회전시켜 옆면의 센터 조각 빨간색과 녹색 사이에 오도록 합니다.
그럼 다음과 같은 3가지 모양이 나오게 됩니다.

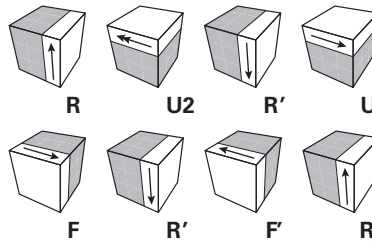
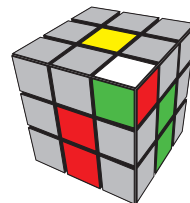
CASE1



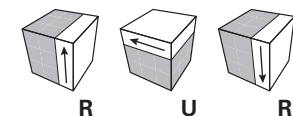
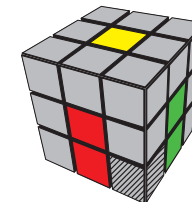
CASE2



CASE3

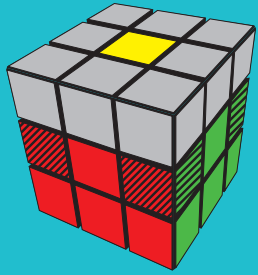


TIP

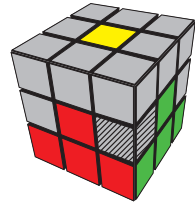


맞추고자 하는 조각이 3층이 아닌 1층에 있는 경우
아래 공식을 이용하여 3층으로 이동시킵니다.

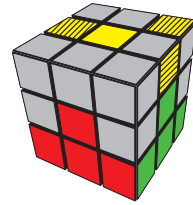
4단계 2층 맞추기



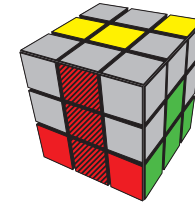
<https://webzine.nhwm.com/201602/etc1.nh>



빈공간에 들어갈 엣지 조각을 3층에서 찾습니다.



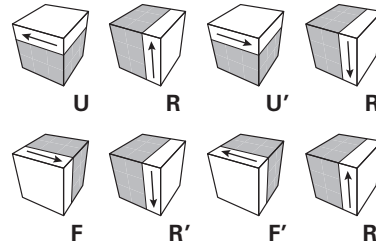
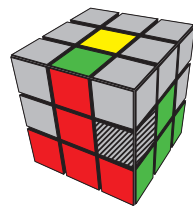
노란색이 들어간 조각은 제외합니다.



3층에서 엣지 조각을 찾아서 세로의 중심색이 일치하도록 윗면을 회전시키면 아래와 같이 2가지 모양이 나옵니다.

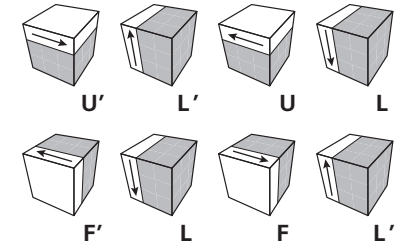
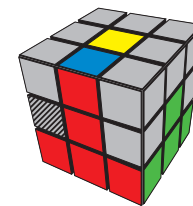
CASE1

오른쪽에 넣어야 하는 경우



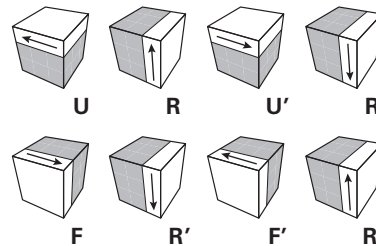
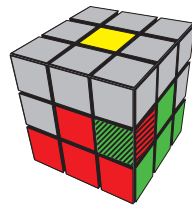
CASE2

왼쪽에 넣어야 하는 경우



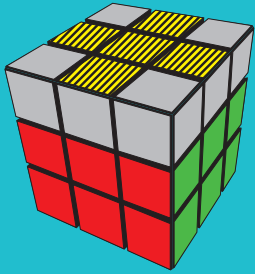
TIP

맞추고자 하는 조각이 2층에 있는 경우



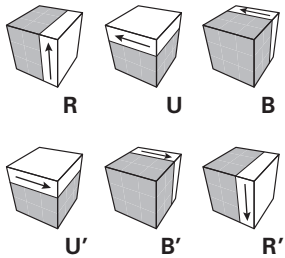
내가 맞추고자 하는 조각이 2층에 있을 경우 공식1을 사용하면 3층으로 빠져 나옵니다.

5단계 윗면 십자가 맞추기

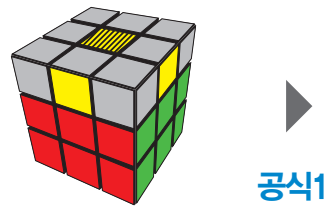
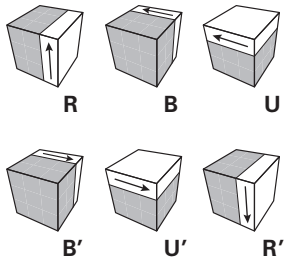


<https://webzine.nhwm.com/201602/etc1.nh>

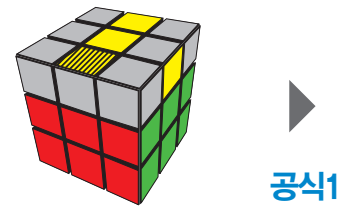
공식1



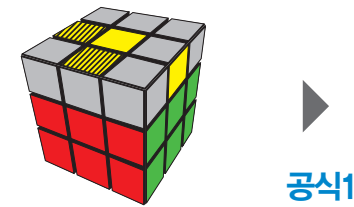
공식2



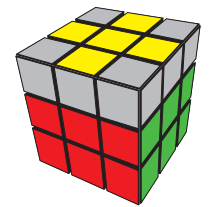
엣지 조각이 하나도 안맞을때
공식1을 적용하면 I 자 모양이 나옵니다.



엣지 조각이 I 자로 맞았을때
위 그림과 같은 모양으로 잡은후
공식1을 적용하면 7자 모양이
나옵니다.

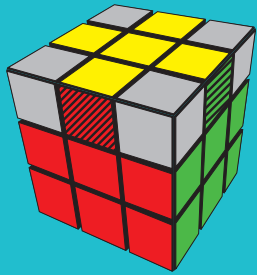


엣지 조각이 7자로 맞았을때
위 그림과 같은 모양으로 방향을 맞춘 후
공식1을 적용하면 + 모양이 완성됩니다.



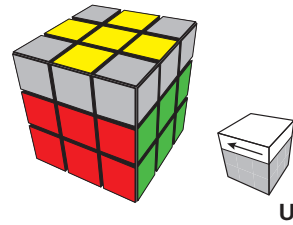
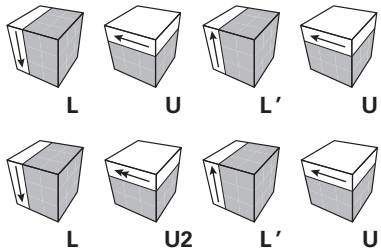
I 모양에서 바로 +로 만들려면 **공식2**를 적용합니다.

6단계 3층 엣지 맞추기



<https://webzine.nhwm.com/201602/etc1.nh>

공식1



큐브 윗면을 회전하여 두개의 엣지와 센터 조각의 색과 맞는 면을 찾습니다.

CASE1 왼쪽과 오른쪽 센터 조각색과 맞는 경우

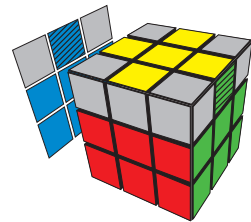
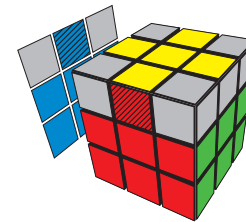


그림 방향(중심색과 맞는 면이 왼쪽과 오른쪽)에서 **공식1**을 적용합니다.



다시 두 조각이 센터와 맞는 엣지를 찾으면 왼쪽과 앞면이 맞는 형태가 나옵니다.

CASE2

CASE2 왼쪽과 앞면이 센터 조각색과 맞는 경우

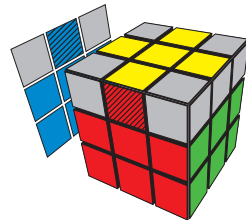
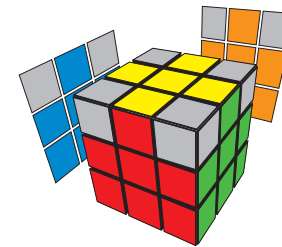
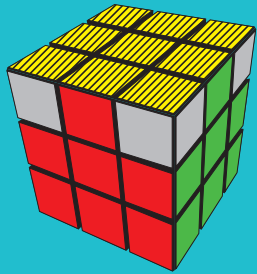


그림 방향(센터와 엣지 색이 맞는 면이 왼쪽과 앞면)에서 **공식1**을 적용합니다.



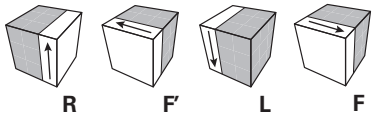
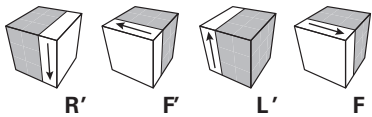
그림과 같이 윗면 네 엣지가 맞는 모양으로 완성됩니다.

7단계 윗면 맞추기

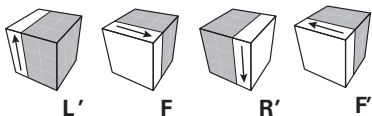
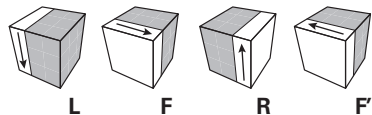


<https://webzine.nhwm.com/201602/etc1.nh>

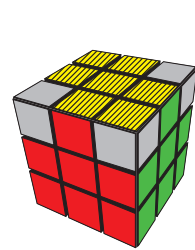
공식1



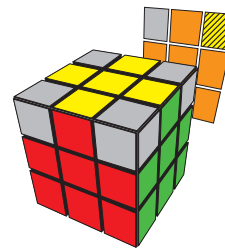
공식2



CASE1 8자 모양 만들기

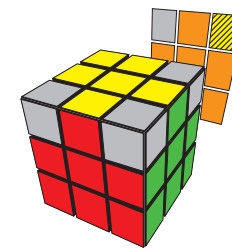


위 그림과 같이 8자 모양을 만들기위해 다음 공식을 사용합니다.



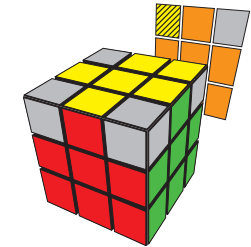
오른쪽 뒷면의 코너 조각에 노란색 면이 나오도록 위치를 잡은 후

공식1 적용



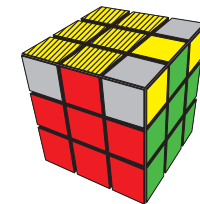
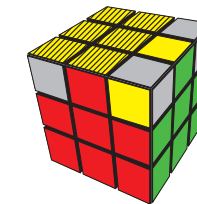
오른쪽 뒷면의 코너 조각에 노란색 면이 나오도록 위치를 잡은 후

공식1 적용



오른쪽 뒷면에 코너 면이 없을 경우, 왼쪽 뒷면이 노란색 면이 나오도록 위치를 잡은 후

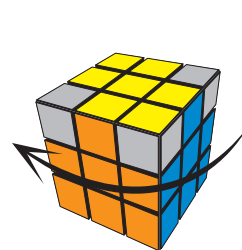
공식2 적용



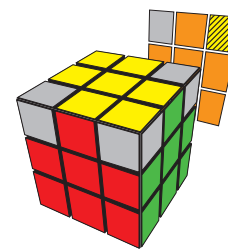
센터와 왼쪽 윗면이 전부 맞아 있는 경우 안 맞은쪽을 오른손으로 잡고

공식1 적용

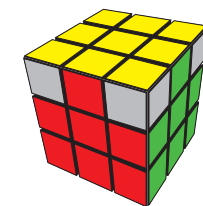
CASE2 8자 모양이 만들어진 경우



큐브를 회전하여 오른쪽 뒷면의 코너 조각에 노란색면이 나오도록 합니다.

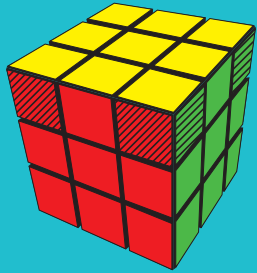


공식1 적용



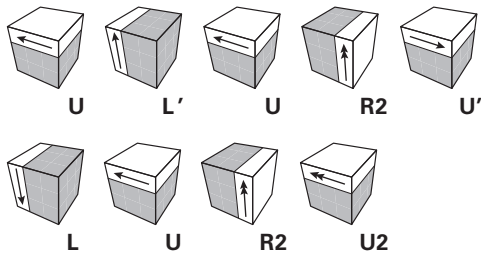
그림과 같이 윗면이 완성됩니다.

8단계 3층 코너 맞추기

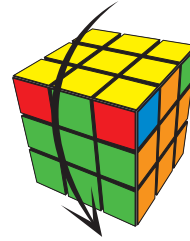
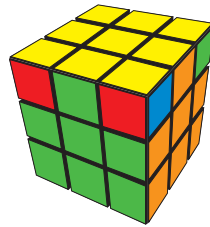


<https://webzine.nhwm.com/201602/etc1.nh>

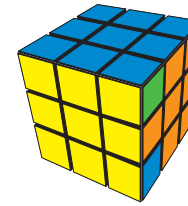
공식1



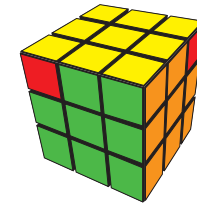
CASE1 엷지 조각이 한군데도 맞아 있지 않은 경우



큐브 윗면이 자신의 앞으로 오도록 앞으로 내립니다.



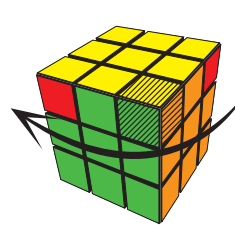
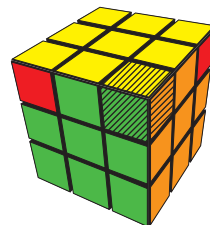
공식1적용



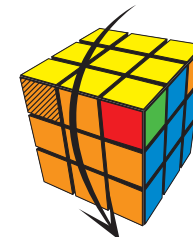
공식을 적용하면 한쪽 엷지 조각이 맞게 됩니다.

CASE2

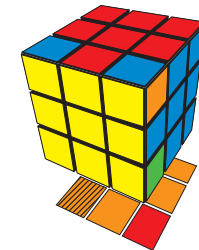
CASE2 모서리 조각이 한군데 맞아 있는 경우



코너 조각이 맞아 있는 부분을 찾아 왼손과 앞면에 위치하도록 큐브를 회전시킵니다.



큐브 윗면이 앞으로 향하게 큐브 앞으로 회전시킵니다.



공식1적용

공식을 적용1회 적용시 완성이 안될경우 공식을 한번 더 적용 합니다.