



ART

# ERIC FULLER PUZZLED

WORDS & PHOTOS: SPCLGST

Have you ever run into someone or something that just blew your mind? In that moment, you're instantly struck by an eccentric uniqueness that totally inspires you and stops you in your tracks with an overwhelming feeling of "WOW!" It can be a piece of art, the wisdom of an old man who can tell you one hell of a story, or just an overall conversation that grabs your attention.

There's one such person in Raleigh, someone who can make you feel all of the above: Eric Fuller, the humble puzzle-making mastermind of Cubic Dissection.

Depending on age, most of our first encounters with puzzles were with old-school items like a Rubix cube. We'd spend hours trying get all the colors all on one side. But eventually we'd bow to frustration, peel the stickers off, place them on crooked and call it a day. After

meeting Fuller, however, you gain a new understanding and appreciation of the intricacies and depth of his puzzles.

These are not your Nana's Kmart store bought plastic trash puzzles — they're beautifully crafted works of art. Each puzzle features domestic and exotic woods cut with precision, perfectly pulling together dimensions into a custom fit.

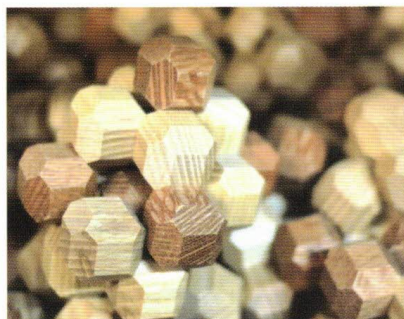
Ten years ago, Fuller got his start like any enthusiast simply discovering a new hobby. His love of woodworking and piecing together parts to craft a whole project eventually snowballed into a lifestyle of solving and collecting. After studying how other unique puzzles were built, he decided to try and make his own, and through problem solving and multiple trips to Home Depot, he is now one of the top tier puzzle makers in the world — and that's one of about seven!



This niche community is filled with people of all ages and skill levels, but some of Fuller's best clients are doctors, lawyers and physicists. His puzzles vary in sizes, shapes, wood choices, price ranges and levels of difficulty. From start to finish, they can take up to a full month to build.

The most surprising thing you'll learn after spending time with Fuller, however, is that a good design doesn't have to be difficult to create; it can be clever and humorous. And the more you study these works of art, the more you understand how simple, intricate and intelligent each piece is all at the same time. Even if you believe simplicity trumps complexity, you'll be surprised at how challenging Fuller's works can be.

So if you're looking for that mind-blowing experience in Raleigh, find the man who says he's "not an artist, but a woodworker and craftsman." Then find one of his puzzles and you'll be convinced he's a liar too. Not an artist? Like hell he isn't. What he does is pure art and genius combined.



Check out more from Eric on his website at [CubicDissection.com](http://CubicDissection.com).

