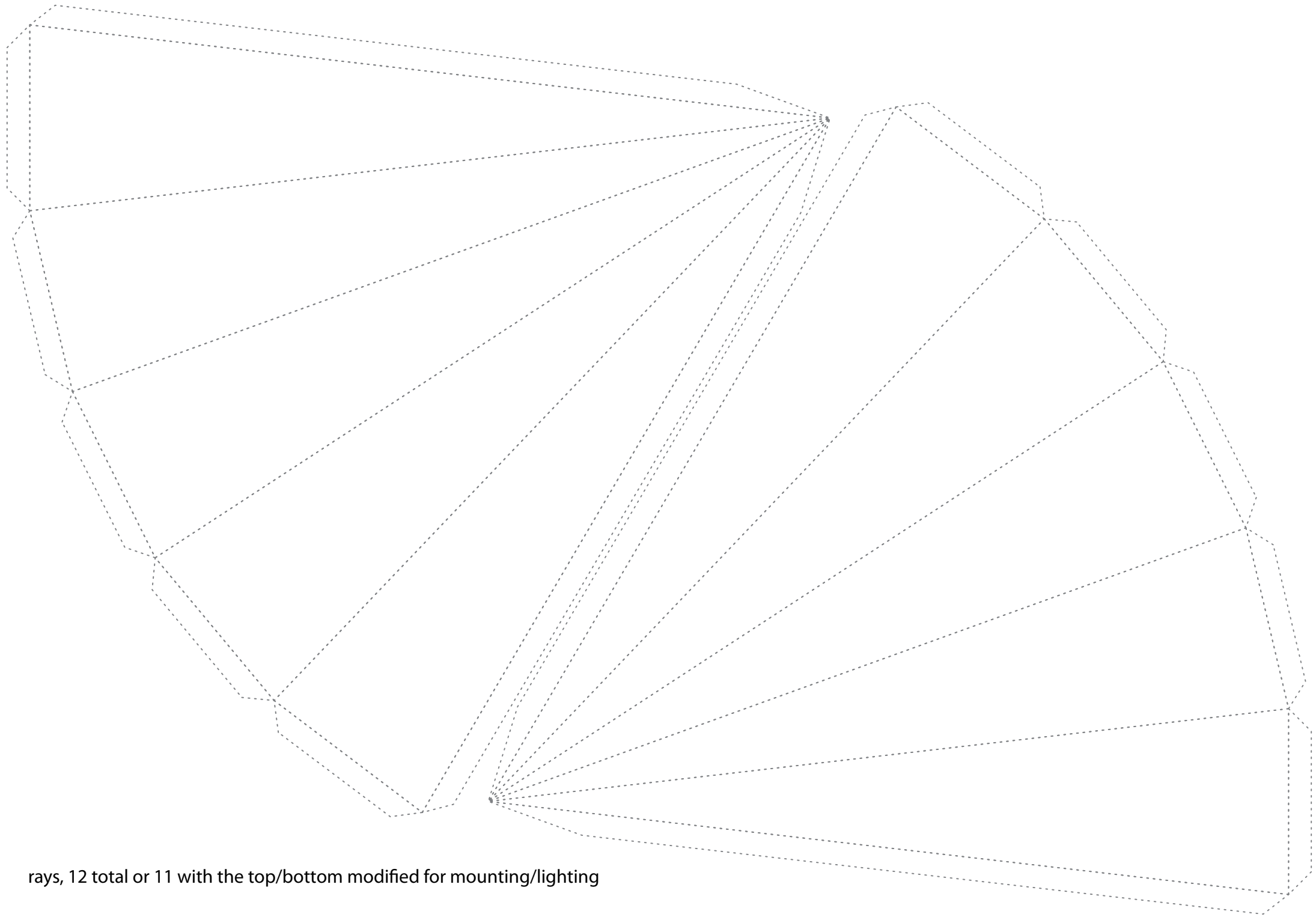dodecahedron core, add a hole to one for mounting/lighting

rays, 12 total or 11 with the top/bottom modified for mounting/lighting