Thoughts + Summary on TinkerCad:

Tinkercad is a quaint little setup for working with 3D models and understanding circuits. It was very simplified when creating a model and exporting it, compared (so far with me) with Blender. However, because of the simplicity, there is a lack of creating details within the model. Now looking at it, it's best to use TinkerCad as a starting point for 3D printing. The simpler the shape, the simpler the printing process will go through. Still, it would be cool to have more variety of shapes to use. I ended up designing Gary the snail from Spongebob Squarepants.

Tinkercad's circuit and code blocks were expressed well through the clear modeling they provided for you. However, I was confused about how to get started. It could have been me but the tutorials were not working.

Overall, it was an informative and fun little program to use. I'd like to someday try to print some models out from it. I also must admit that I misheard TinkerCad for TinkerPlots and almost ended up having a heart attack. TinkerPlots is a program that we use for my statistic class, it allows us to create graphs and such. So I thought we removed the creative before the coding for a good second!