

EXPORTING 3D MODELS TO A-FRAME



What is our GOAL for this MODULE?

The goal of this module is to export 3D models created on Tinkercad into A-Frame.

What did we ACHIEVE in the class TODAY?

- Explored the different tools on Tinkercad.
- Created a 3D model using Tinkercad.
- Learned how to export 3D models in A-Frame.

Which CONCEPTS/CODING BLOCKS did we cover today?

- Tinkercad tools for creating basic shapes, alignment, rotation, and grouping.
- <a-assets> and <a-entity> tags.

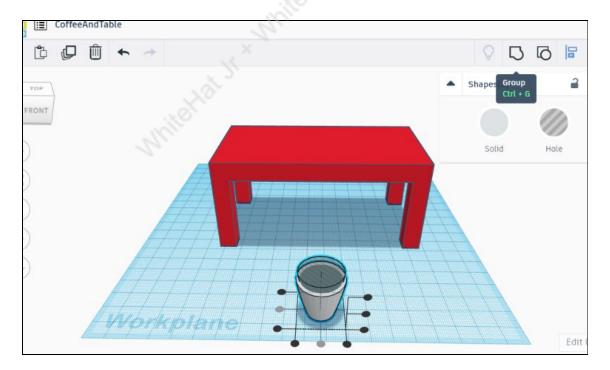


How did we DO the activities?

1. We learned how to create a coffee cup using a paraboloid shape.



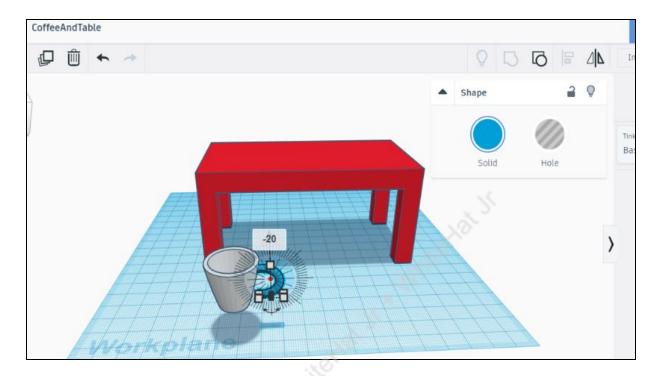
2. We learned how to rotate the shape and made a hole in it



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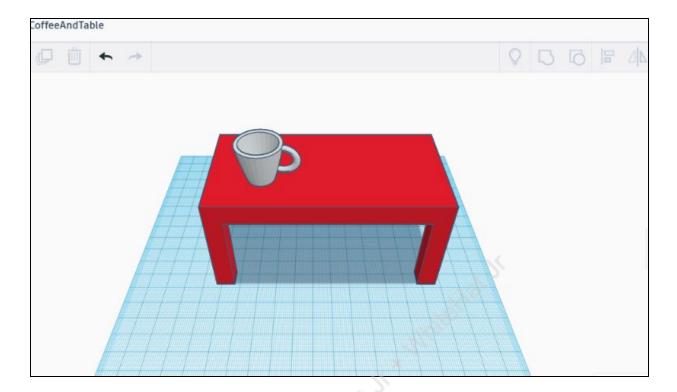


3. We learned how to make a handle for the cup using torus shape after rotating it.

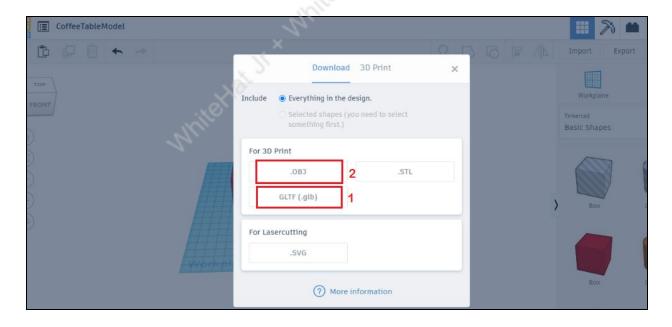


4. We have learned how to create a 3D-model of cup and table to be used on A-frame.





5. We have learned how to export/download the .OBJ model from Tinkercad



6. We have learned how to add them to assets

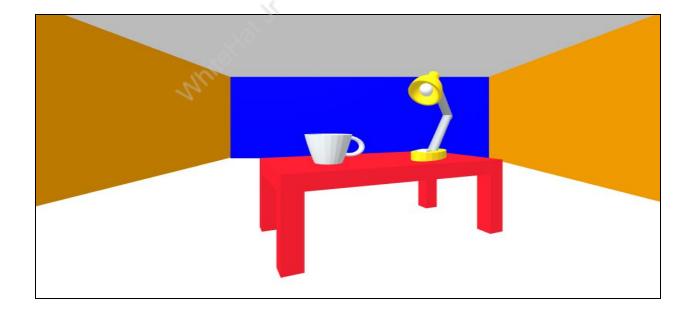
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7. We learned how to render obj models in A-Frame.

```
<!------>
<a-entity obj-model="obj: #table-obj; mtl: #table-mtl" position="5 0 0" rotation="-90 0 0" scale="0.1 0.1 0.1 "
></a-entity>
```

8. We learned to create a 3D model of the night-lamp along with a table and cup and used it in an A-frame scene.



We successfully created a 3D Table with a cup and a nightstand using Tinkercad and used

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it in the A-Frame scene.

What's NEXT?

In the next class, we will be learning more about A-Frame components and how to write our own custom components.

EXTEND YOUR KNOWLEDGE:

- 1. You can refer to the below link to explore more about Tinkercad and A-Frame:
 - https://www.tinkercad.com/learn/designs/lessons WhiteHat Jr. WhiteHat Jr. WhiteHat Jr. WhiteHat Jr.
 - https://aframe.io/docs/1.1.0/introduction/