





These instructions will show you how to create a 3D-model of a personalised key tag. You can then print your 3D-model on a real 3D-printer!



First you will design a 3D-model of a key tag in the program Tinkercad.



The 3D-printer will then print your design in about 10 minutes.

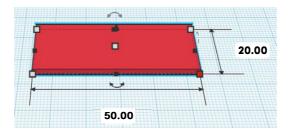
1) Give your design a name. Click on the random text in the top left corner and enter your first name.



2) On the right side you will find objects of various shapes. Drag the red "Box" onto the blue workspace by clicking and holding the left mouse button down.



- 3) Click the small white square \square in the middle of the Box to change its height. Change the height from 20 mm to 2 mm.
- 4) Click one of the small white squares at the corners of the box. Change the width to 50 mm and the length to 20 mm.



5) A key tag needs a hole! Get a striped cylinder and drop it onto the workspace.



- 6) Click one of the white squares of the cylinder and set both values to 5 mm.
- 7) It can be useful to look **down onto the workspace** when placing the hole. Change the view by holding the right mouse button while moving the mouse.

- 8) Position the striped cylinder close to an edge of your plate by using the arrow keys of the keyboard.
- 9) Select all objects with the keyboard shortcut strg + A , followed by group them. Wait a little and the whole will be cut out!

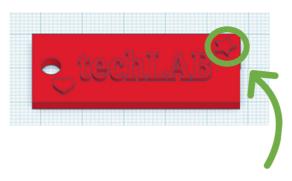


10) Look for the **right side** and drag it onto your box.



- 11) Click the textbox that reads "TEXT" in the window on the right side. Type a short text of your choice (max. 8 letters).
- 12) Change the height of the text to 3 mm (see step 3). It is easier if you change the view first, so that you look at your key tag from the front.
- 13) Adjust the length and the width of your 3D-text. Click one of the white boxes in the corner and drag it to resize the text.

YOU ARE DONE! Ask for help to 3D print your design 😊



- You can customize your design even further. Add shapes or cut them out, round corners - the possibilities are endless!
- Any shape can be a hole! Click the object and then select the striped circle on the right to turn the object into a hole.



Is an object hovering in the air? Click it and press the key D to drop it.