



# Creating a keychain with *TinkercadTM*



Now that you have learned the basics of *TinkercadTM*, you are ready to create your **first project**.

In the following slides you will find a **step-by-step guide**,  
with which you can create your own **keychain**.

**Have fun!**



# Creating a keychain with *TinkercadTM*

1 Change the name to "Keychain".

2 Select the cuboid with the left mouse button, hold down the button and drag the cuboid onto the blue work plane.

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**3**

Click on one of the corners of the cuboid and then change the size of the cuboid.  
The cuboid should be 50mm long and 30mm wide.

**4**

Change the height of the cuboid.  
The cuboid should be 2mm high.

Volumenkörper      Bohrung

Radius	<input type="range"/>	0
Schritte	<input type="range"/>	10
Länge	<input type="range"/>	20
Breite	<input type="range"/>	20
Höhe	<input type="range"/>	20

Einstellungen  
Fangraster 1,0 mm



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6 Create two more cuboids so that you have three cuboids in total.

5 Click with the left Mouse button on the Cuboid to select it and then copy

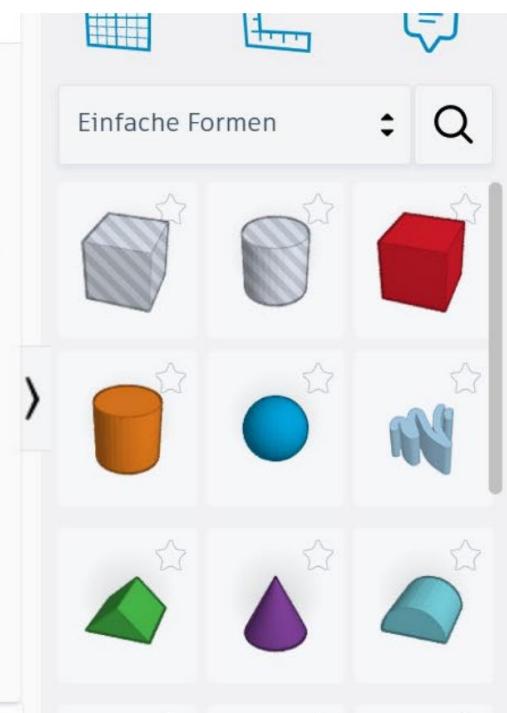
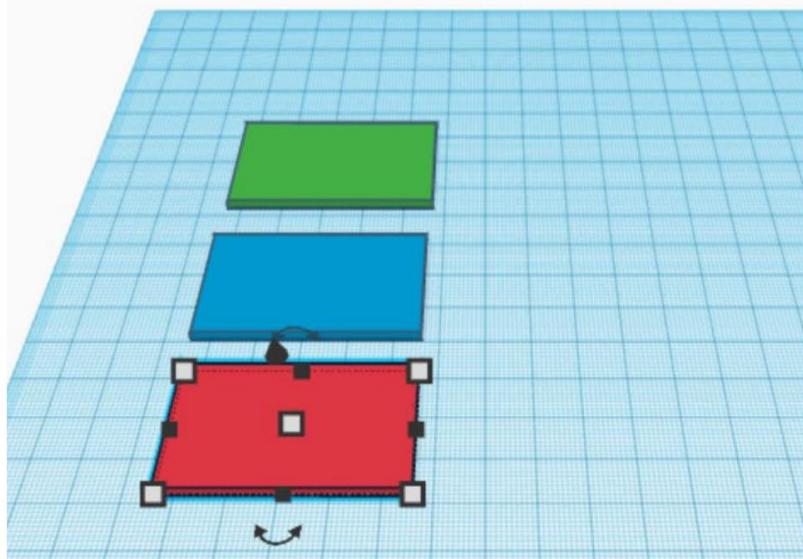
7 Arrange the cubes one after the other. You can simply move them on the work plane.



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8

Change the colors of each cuboid.  
Use the same colors as in this  
illustration.





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9 Change the dimensions of the green cuboid:  
48mm x 28mm

10 Create a hole from the green cuboid.

Volumenkörper      Bohrung

Radius: 0

Schritte: 10

Länge: 20

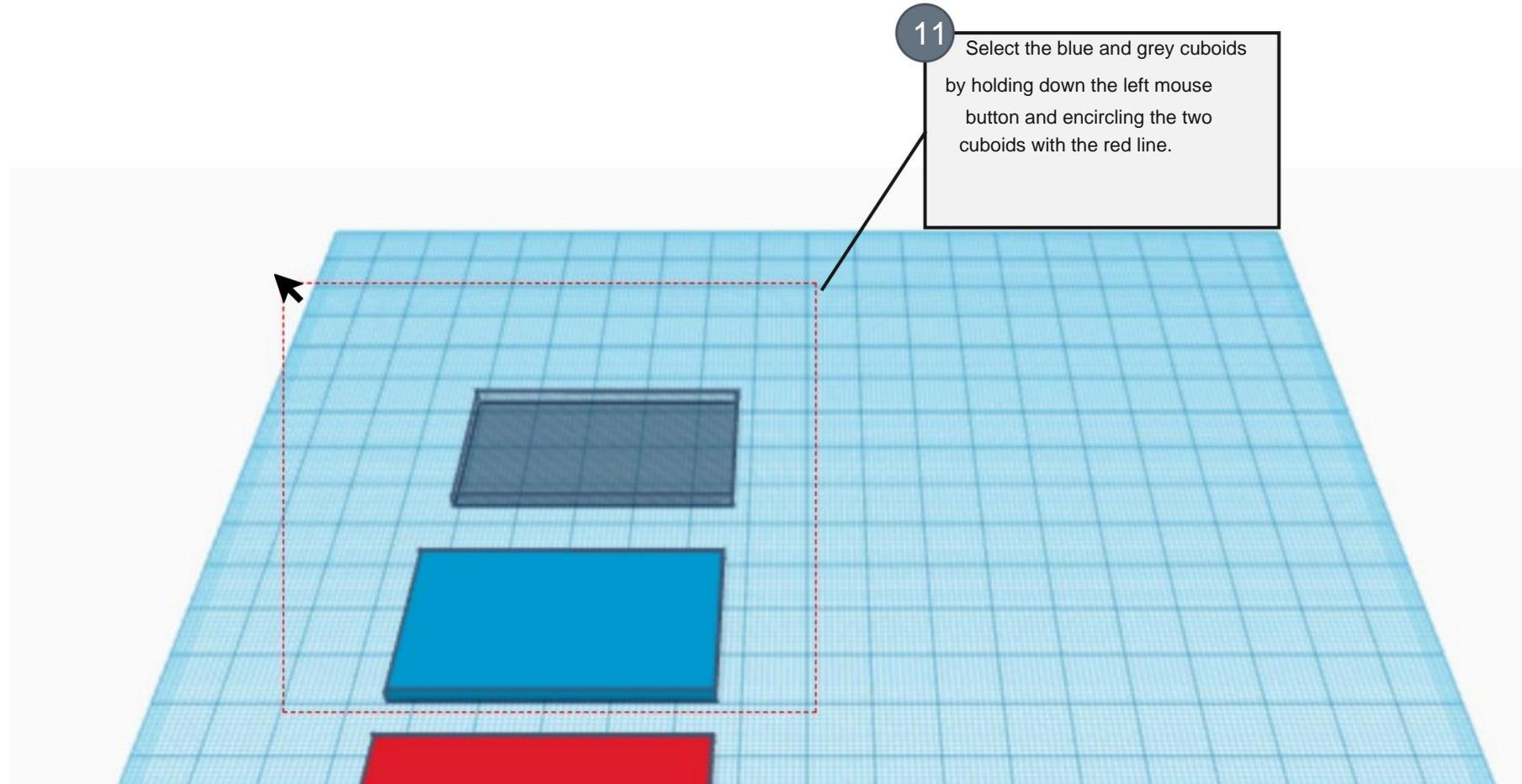
Breite: 20

Höhe: 20

Einstellungen



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12 Once you have selected both boxes, select the align icon.

13 Click on the black dot in the middle. The hole is now in the center of the blue cuboid.



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14 Select both cubes again and choose the group symbol.

The hole has now covered the blue cuboid.

14 Select both cubes again and choose the group symbol.



# Creating a keychain with *TinkercadTM*

The screenshot shows the Tinkercad interface with a 3D model of a keychain ring. The model is a blue wireframe with a rectangular shape and a central hole. A black cone is positioned at the top center of the ring. The interface includes a toolbar on the left, a grid background, and a sidebar on the right with various tools and components.

- 15 Zoom in on the object by pressing this icon.
- 16 Move the object up 2mm by dragging the black cone upwards.
- 17 Return to the original view.



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19 Click on the black dot in the middle.  
Now  
The blue object is in the middle  
of the red cuboid.

20 Select both objects and group  
them.

18 Select the red box and the  
newly created object  
and click the “Align” icon.



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The screenshot shows the Tinkercad interface with a 3D workplane. On the workplane, there is a red rectangular base and a blue semi-circular top labeled "Rund - Dach". A rotation tool is being used to rotate the blue top 90 degrees counter-clockwise. The rotation angle is set to 0°.

**21** Select the object "Round – Roof" and drag it to the work plane.

**22** Turn your round roof 90° to the left.

The interface includes a toolbar with icons for selection, copy/paste, delete, and orientation; a top bar with import/export/send buttons; and a sidebar with a grid icon, ruler, and text tool. The sidebar also contains a search bar and categories for "Einfache Formen" (Simple Shapes) including cylinder, sphere, cube, cone, and torus.



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23

Turn your round roof **90°** again so that the flat side becomes the red cuboid.

The screenshot shows the Tinkercad interface with a 3D workspace. On the left, there are orientation buttons for 'TOP' and 'FRONT'. In the center, a red rectangular prism and a blue rounded roof component are shown. The blue component has a small circular hole. To the right is the 'Basic Shapes' library containing various 3D primitives like cubes, cylinders, and spheres. A callout box with the number 23 and instructions is overlaid on the top-left area.



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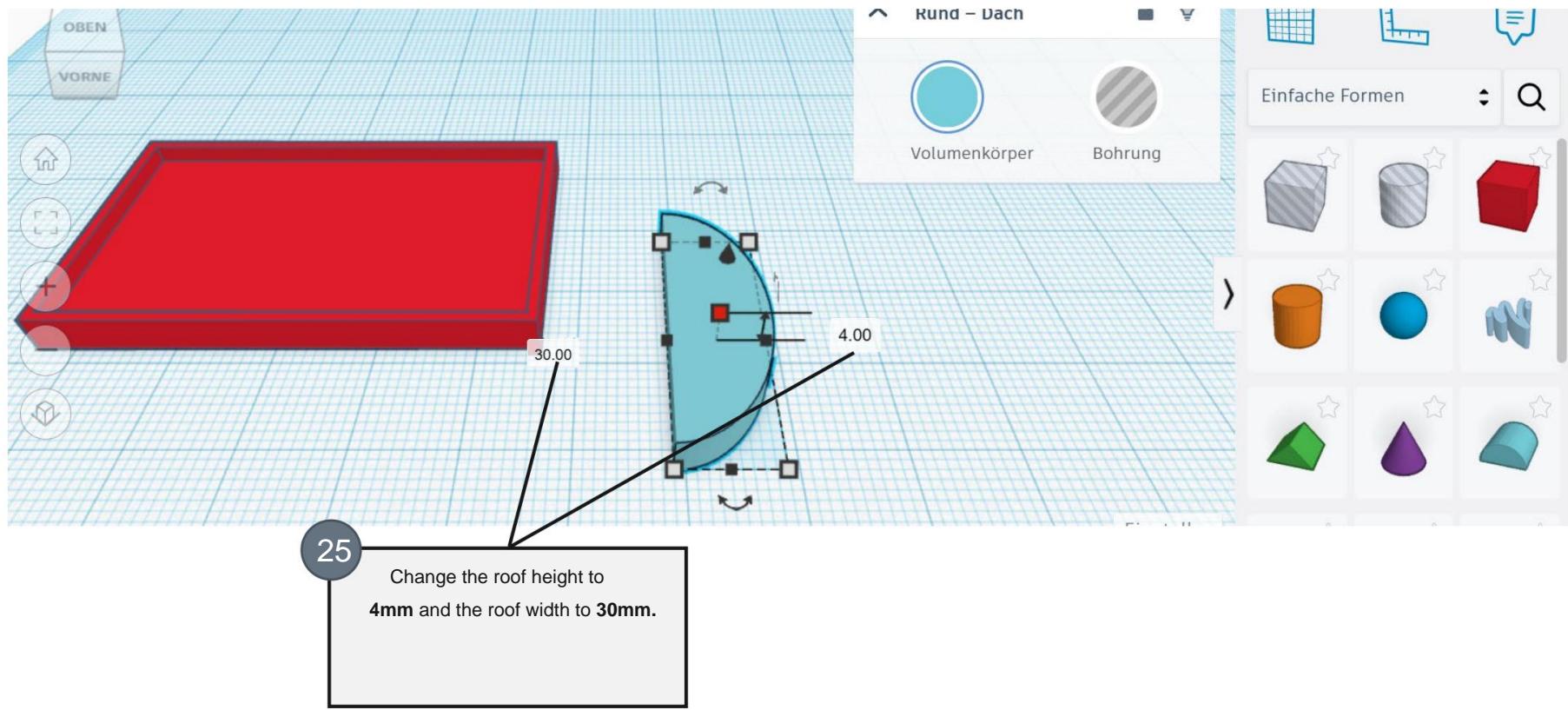
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24 Move the object up **5mm** by dragging the black cone upwards.

The screenshot shows a 3D modeling environment. On the left, there's a red rectangular base. In the center, a blue cylindrical object with a small black cone on top is being edited. A callout box with the number '24' points to the black cone, with the instruction: 'Move the object up **5mm** by dragging the black cone upwards.' To the right, there's a toolbar with icons for selection, copy/paste, delete, and orientation. Below the toolbar is a library section titled 'Einfache Formen' containing various 3D shapes like cubes, cylinders, and spheres. A sidebar on the right has sections for 'Rund - Dach' (containing 'Volumenkörper' and 'Bohrung' options), 'Einstellungen' (with a 'Fangraster' setting at 1,0 mm), and other settings like 'Importieren', 'Exportieren', and 'Senden an'.



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# Creating a keychain with *TinkercadTM*

26

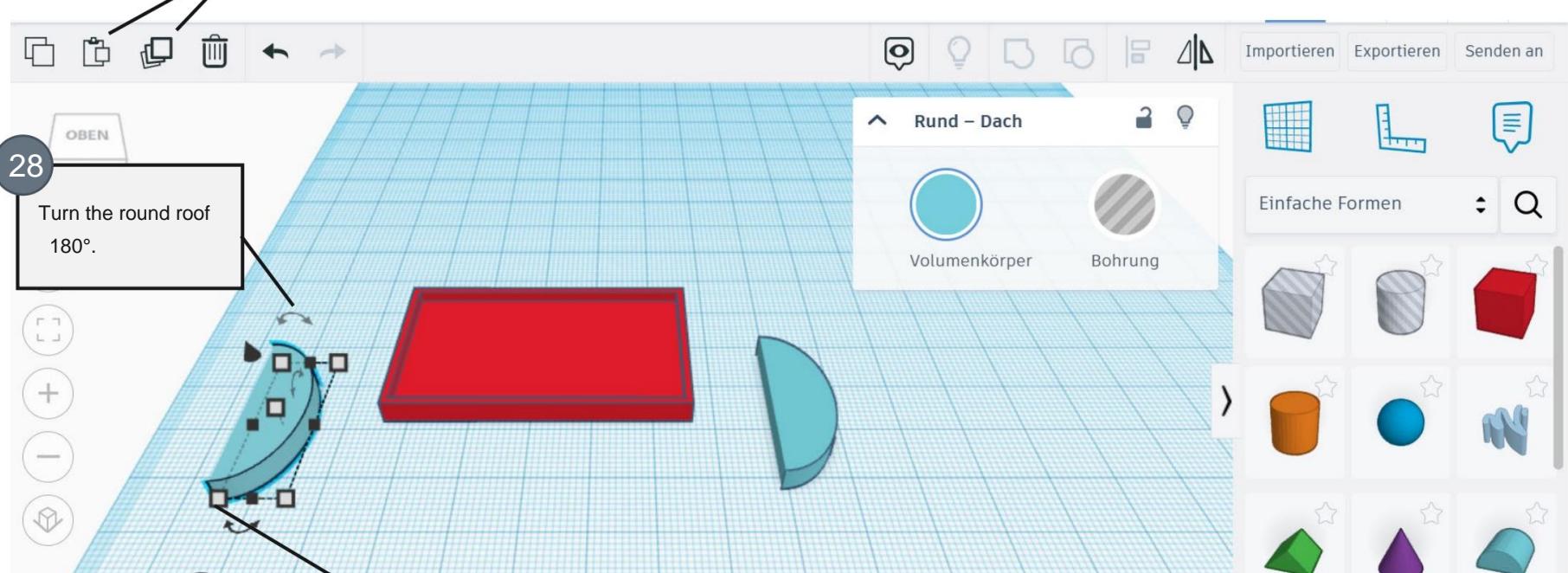
Copy the round roof and insert a second round roof.

28

Turn the round roof  
180°.

27

Move the second round roof  
to the left side of the red  
cuboid.





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29

Select the left object and the red cuboid.  
Select the Align icon.

30

Click on the black dot on the left side  
in the  
Center.  
Click on the left dot on the front  
page.



Shapes(2)



Volumenkörper



Bohrung



Einfache Formen



31

Now select only the red cube.  
Press the right arrow key on your keyboard  
**10 times .**



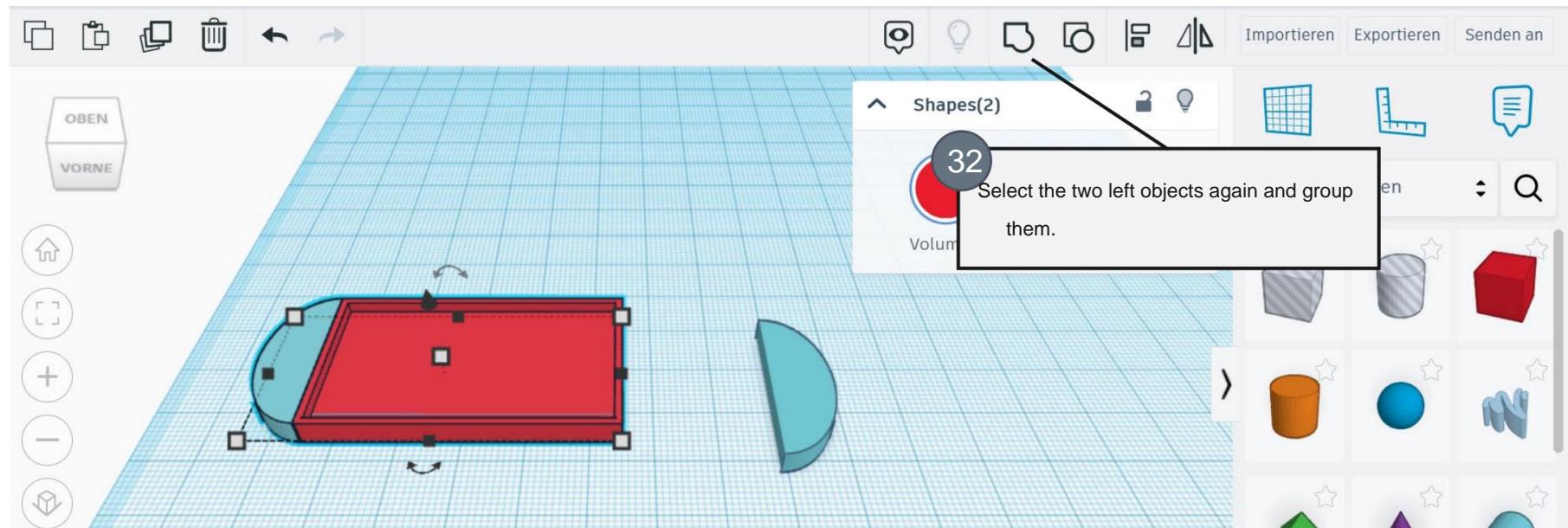
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The screenshot shows the Tinkercad interface with a 3D model of a keychain. The model consists of a red rectangular base and a blue semi-circular top piece. There are black dots on the left side of the base. The interface includes a toolbar on the left with icons for selection, copy, paste, delete, and orientation; a sidebar with 'OBEN' and 'VORNE' buttons; and a library on the right labeled 'Shapes(2)' containing 'Volumenkörper' (red cube) and 'Bohrung' (blue cylinder). The main workspace has a grid background.

**34**

On the left side, **click** on the black dot in the middle.  
Click on the right dot on the front page.

**33**

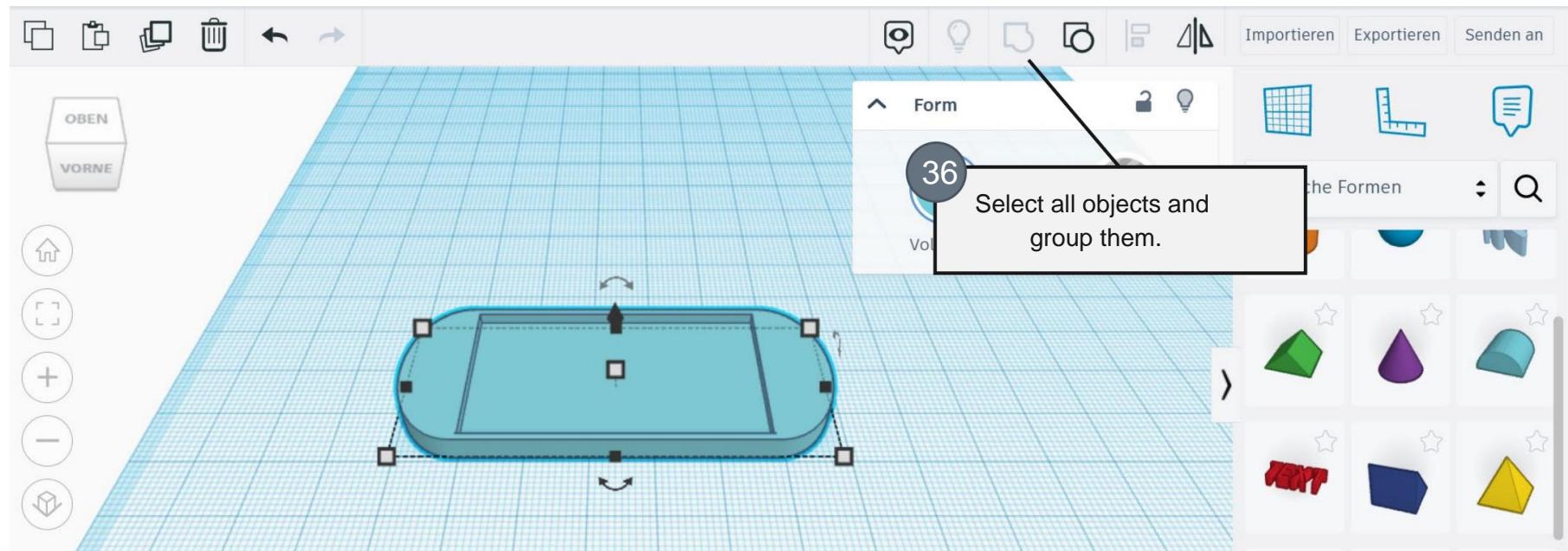
Select the objects.  
Select the Align icon.

**35**

Now select only the red cube.  
Press the left arrow key on your keyboard  
**10 times**.



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38 Increase the number of pages to the maximum of **64**. Explore what happens to the object.

37 Add a cylinder.

39 Change the size of the cylinder to **5mm x 5mm**.

**Volumenkörper** **Bohrung**

Seiten:  20

Bevel:  0

Segmente:  1

Einfache Formen

Importieren Exportieren Senden an



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41 On the left side, **click** on the black dot in the middle.  
**Click** on the front page on the left point.

43 Now select both objects and group them.

40 Select the objects.  
Select the Align icon.

42 Now mark only the keychain.  
Press the left arrow key **twice** on your keyboard .



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45 Write your name in the field.  
Change the font if you like.

44 Add the object "TEXT".

46 Hold down the Shift key on the keyboard  
Hold down the mouse button and drag the  
corner of the text with the  
mouse. This will change the size.

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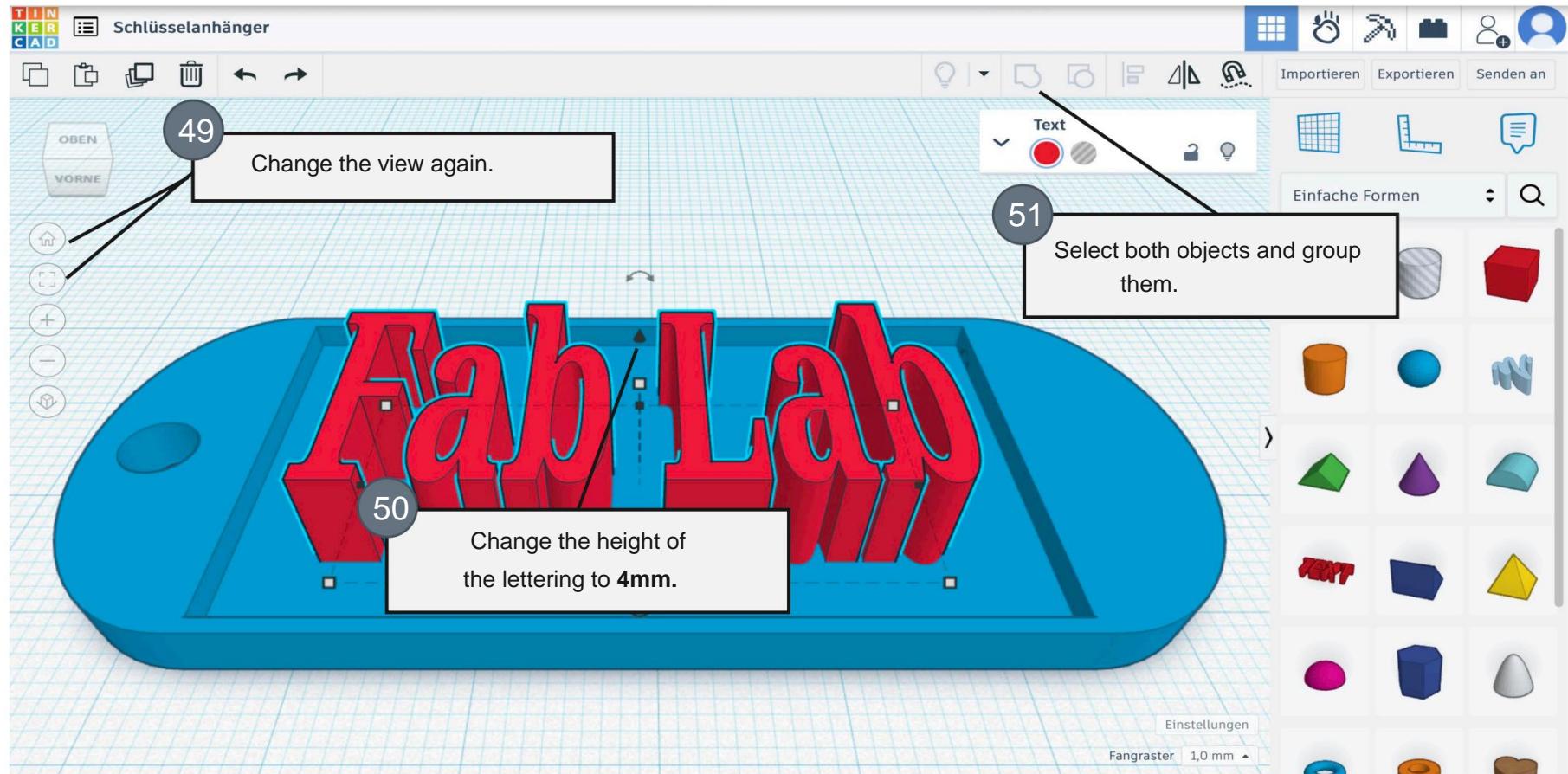
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47 Change the view so that you are looking at your object from above.

48 Select both objects and align them to each other.

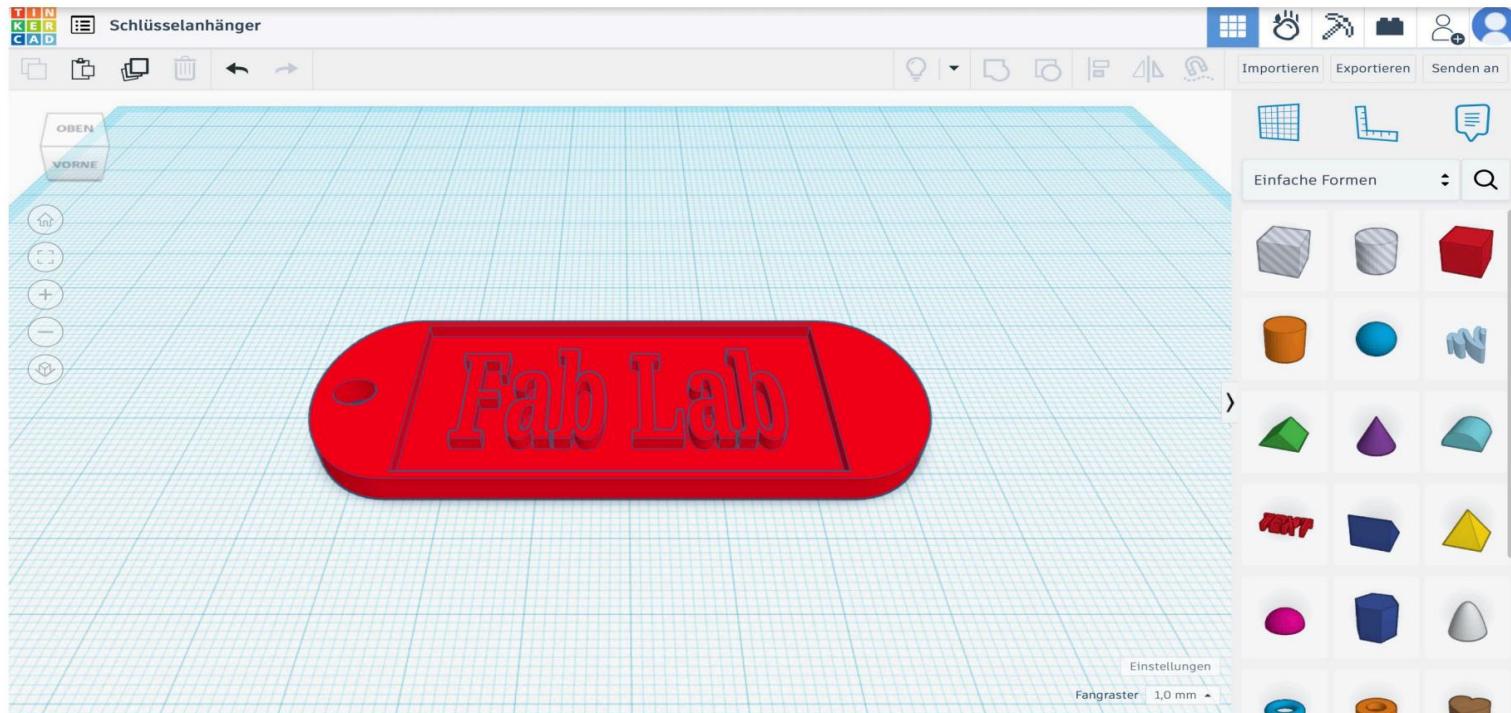


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Congratulations on your first 3D  
model!