# OpenSCAD

the Joy of 3D modelling at your programming finger tips

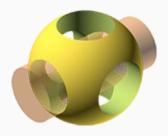
### 3D Printers are affordable



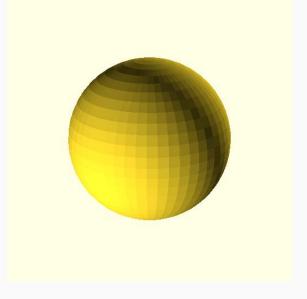
# Modellers are not



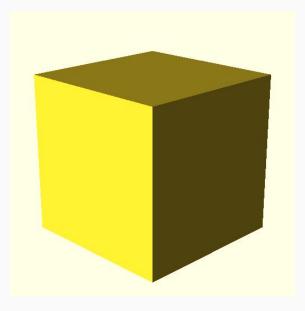
# OpenSCAD to the Rescue!



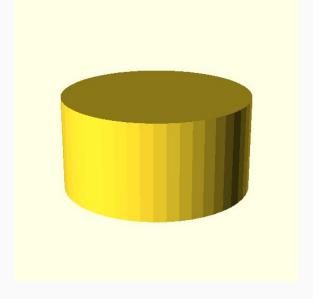
sphere();



cube();

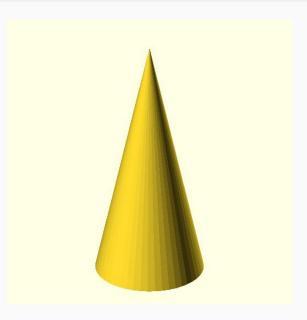


cylinder();

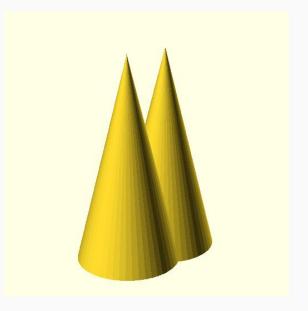


cylinder(20);

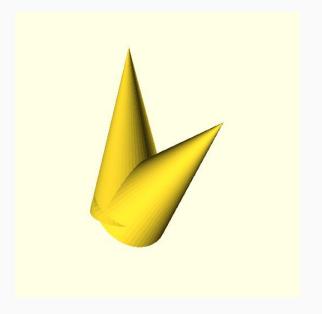
cylinder(h=20, r1=5, r2=0);



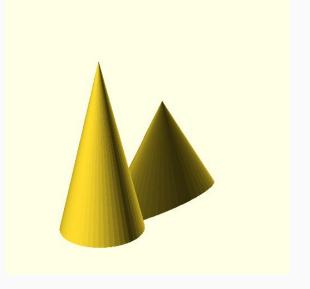
```
cylinder(h=20, r1=5, r2=0);
translate([5, 0, 0])
cylinder(h=20, r1=5, r2=0);
```



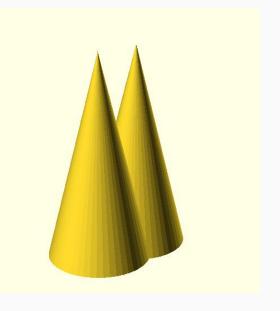
```
cylinder(h=20, r1=5, r2=0);
rotate([45, 0, 0])
cylinder(h=20, r1=5, r2=0);
```



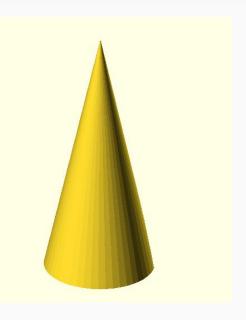
cylinder(h=20, r1=5, r2=0); translate([5, 0, 0]) scale([2, 1/2, 2/3]) cylinder(h=20, r1=5, r2=0);



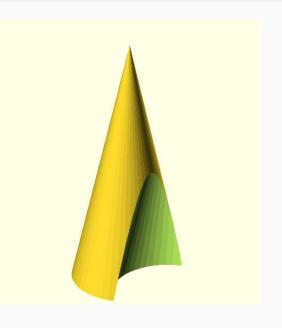
```
union() {
     cylinder(h=20, r1=5, r2=0);
     translate([5, 0, 0])
     cylinder(h=20, r1=5, r2=0);
}
```



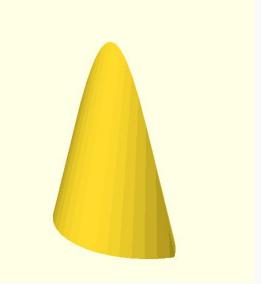
```
difference() {
      cylinder(h=20, r1=5, r2=0);
      translate([5, 0, 0])
      cylinder(h=20, r1=5, r2=0);
}
```



```
rotate([0, 0, -90]) difference() {
      cylinder(h=20, r1=5, r2=0);
      translate([5, 0, 0])
      cylinder(h=20, r1=5, r2=0);
}
```



```
intersection() {
    cylinder(h=20, r1=5, r2=0);
    translate([5, 0, 0])
       cylinder(h=20, r1=5, r2=0);
```



#### Variables

variable\_name := value;

# "Standard Library"

abs

sign

sin

COS

. . .

#### includes

include <file.scad>

use <file.scad>

