



OpenSCAD

The Programmers Solid 3D CAD Modeller

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English

Programming with OpenSCAD - A Beginner's Guide to Coding 3D-Printable Objects

This book channels OpenSCAD's visual benefits and user-friendliness into a STEAM-focused, project-based tutorial that teaches the basics of coding, 3D printing, and computational thinking while you develop your spatial reasoning by creating 3D designs with OpenSCAD.

Accessibly written for a wide audience (advanced middle schoolers, high school students, college students, artists, makers and lifelong-learners alike), this is the perfect guide to becoming proficient at programming in general and 3D modeling in particular.

» Author: Justin Gohde & Marius Kintel

» Publisher: No Starch Press 

» Date: July 2021

Read more at programmingwithopenscad.github.io

