MART 220

Week 13 Homework

Jean Carter

**Half-page summary of experience with TinkerCad’s circuit and code blocks.**

**TinkerCad Circuit.**

I appreciated the tutorials for circuits for a couple reasons – they provided strong visual examples in a step-by-step manner and they introduced me to the various functions in the program. Attaching the wires to the various +/- nodes was a little difficult because of their small size. Apparently, I could have made the images larger. That difficulty reminded me of the story we heard about the issues students were having with placing wires on Arduino boards. Placing the tiny wires was especially difficult for students with large hands. I was a little surprised when I tried to add batteries to the two in the example and it didn’t work. I had to completely delete that image with two batteries, add a new one with four, then reconnect the wires. That seemed a little awkward to me.

**TinkerCad Code Blocks.**

The block system was reminiscent of the Alice program we used in Creative Coding 1. Once again, the tutorials were very helpful using simple shapes but it would take some time to create a complex figure. I did a lot of trial-and-error sizing but I suspect there would be a more efficient way to do that. Possibly look at the info (variables) for the other shape. One of the shapes in the tutorial was a house – it turned out well with minimal trouble compared to the one I tried to create in the 3D section of TinkerCad. As with other programs, spending some time “playing” with the code blocks would greatly increase my proficiency in using them.

**TinkerCad 3D.**

I used this to create my 3D model. Since I was challenged to make a cat lady game earlier, I created a crazy cat lady 3D model. I struggled with getting the angles to work so the arms are awkwardly placed. I did figure out how to group the individual objects into a single object and export it as an STL file. Wouldn’t print this one – it is pretty silly looking. I did use multiple “cat” elements to support the wide skirt by purposefully placing them partially under and touching the skirt to keep it from sagging too much when printed.