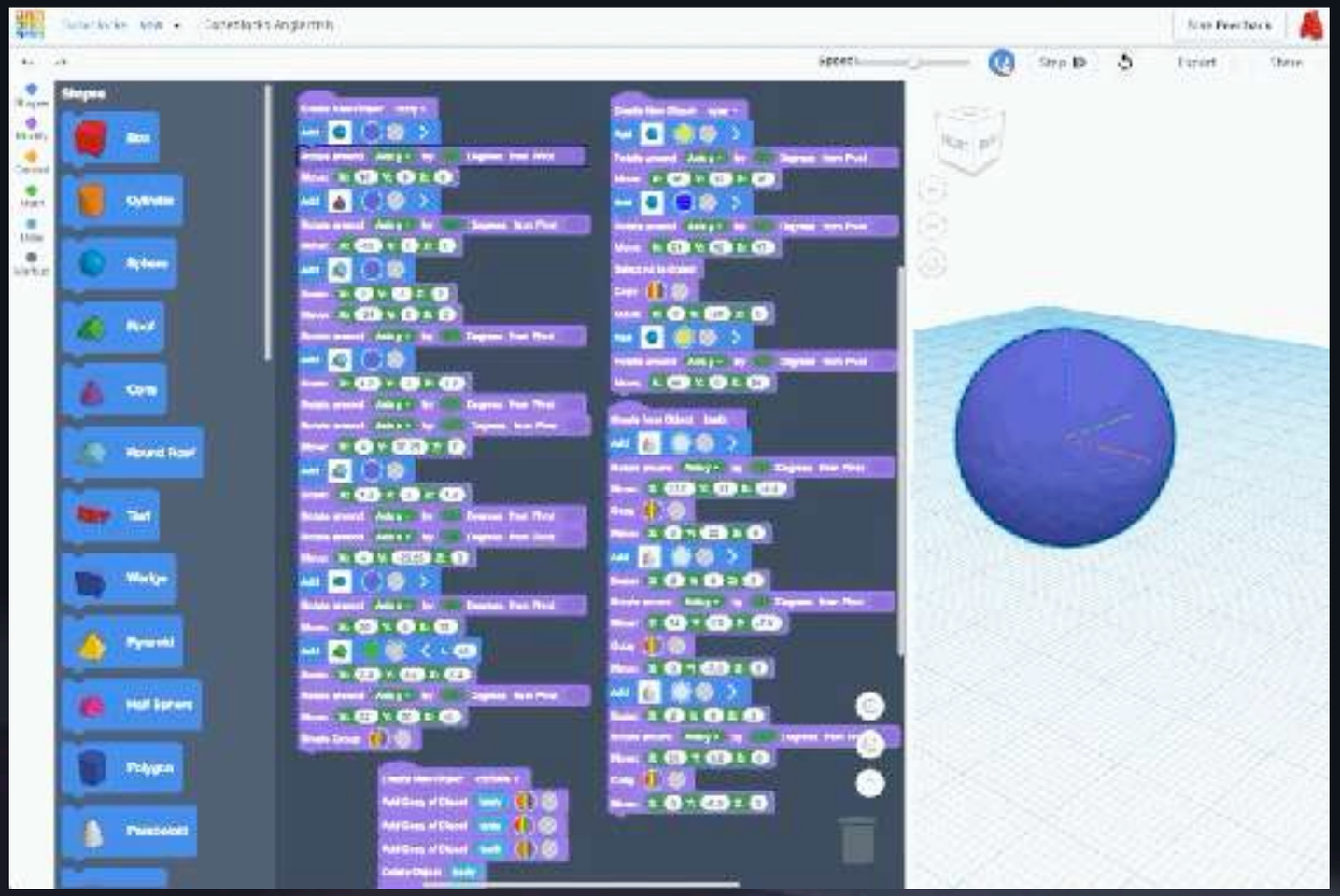
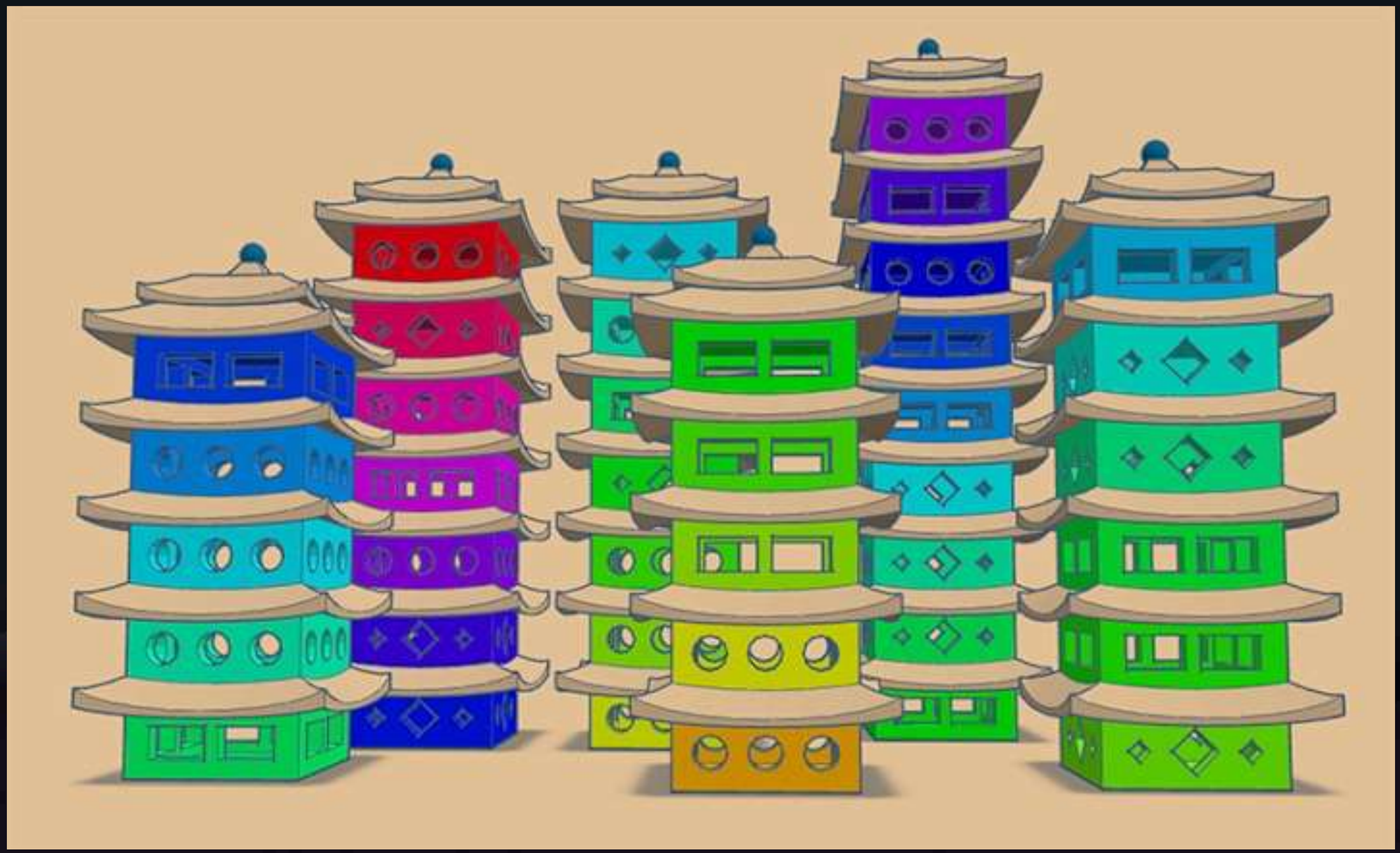
Tinkercad Code blocks



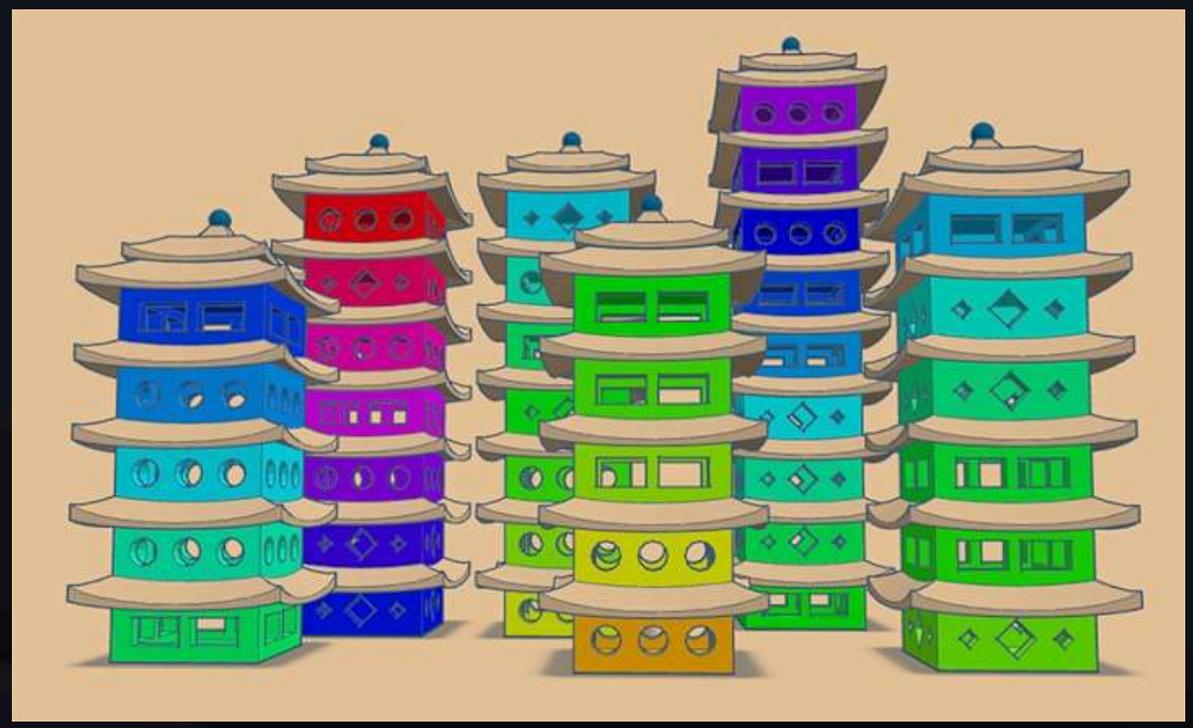
https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

Why code blocks??



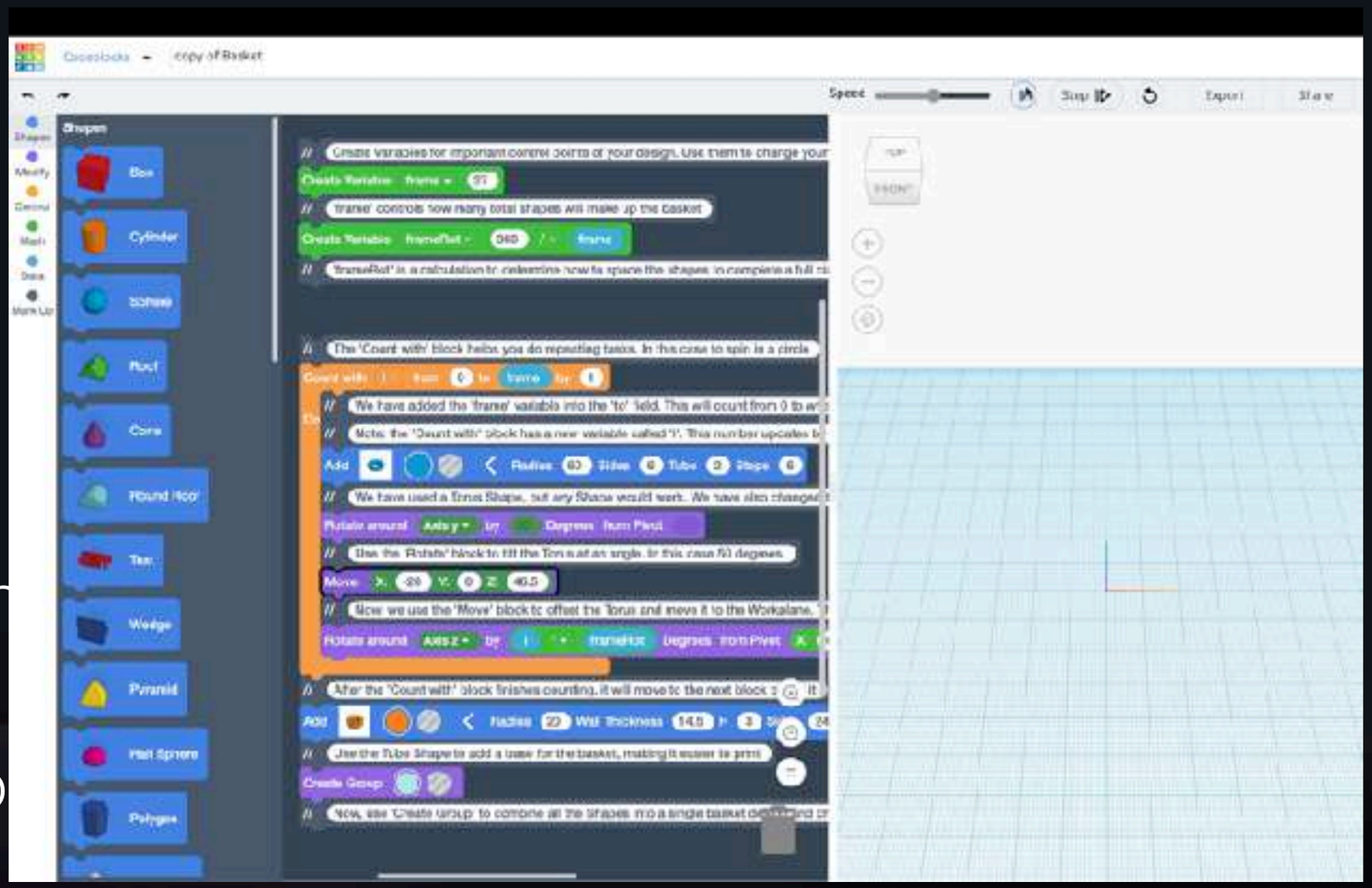
Why code blocks??

- Precision
- Automate repetitive tasks
- Time saving
- Create Complex models

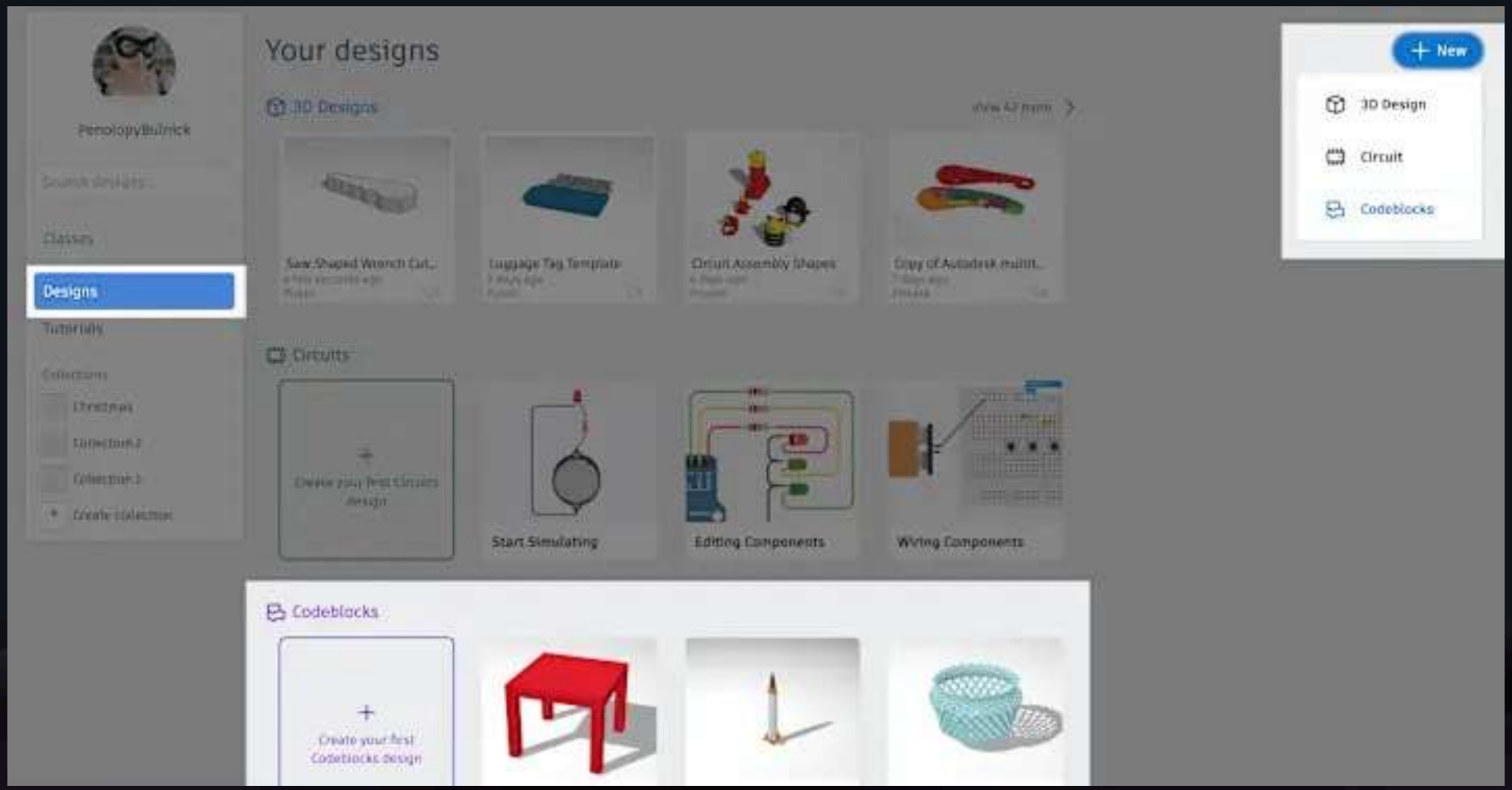


Why code blocks??

- Precision
- Automate tasks
- Time savin
- Create Co models

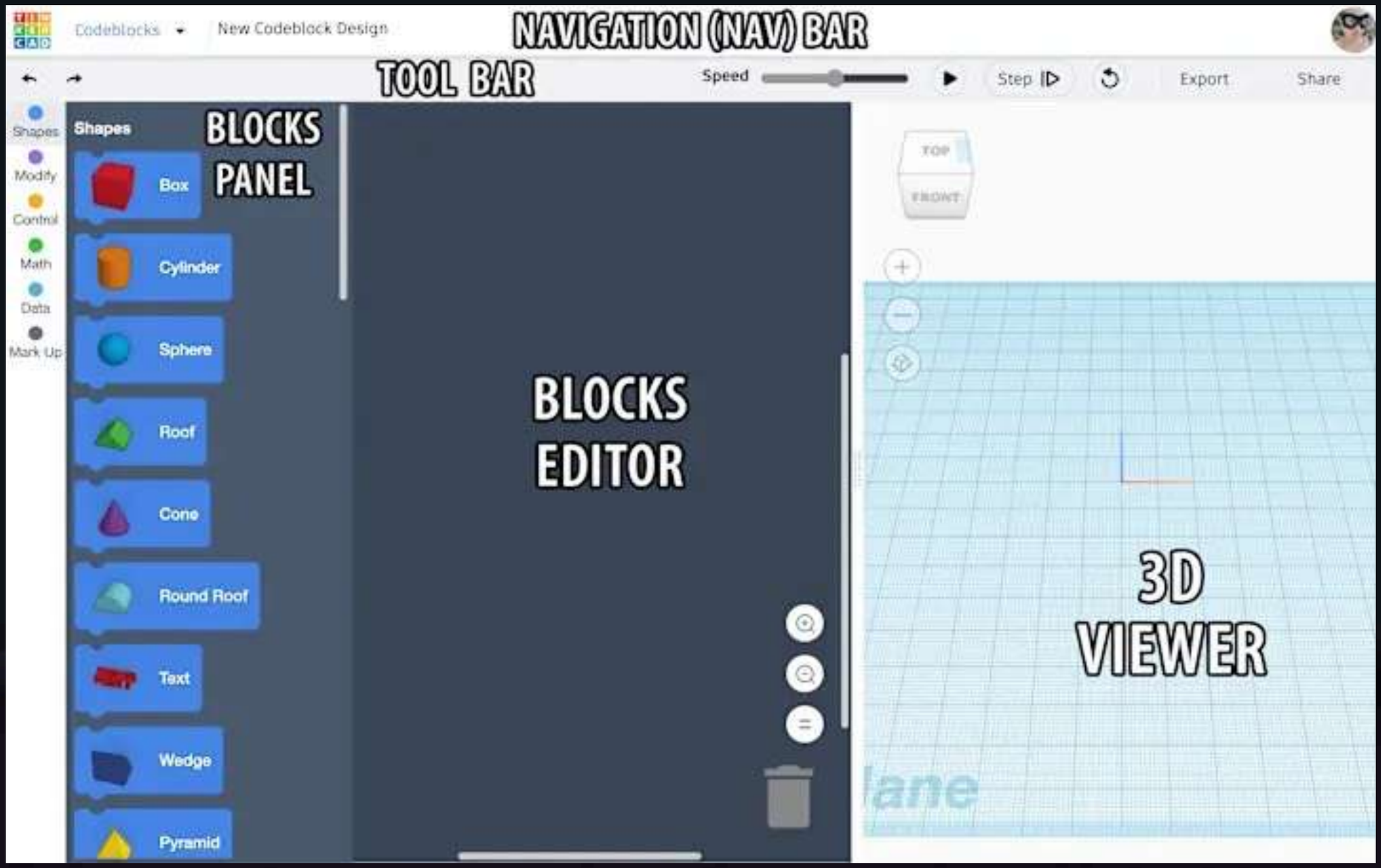


How code blocks



https://www.tinkercad.com/blog/official-guide-to-tinkercad-codeblocks

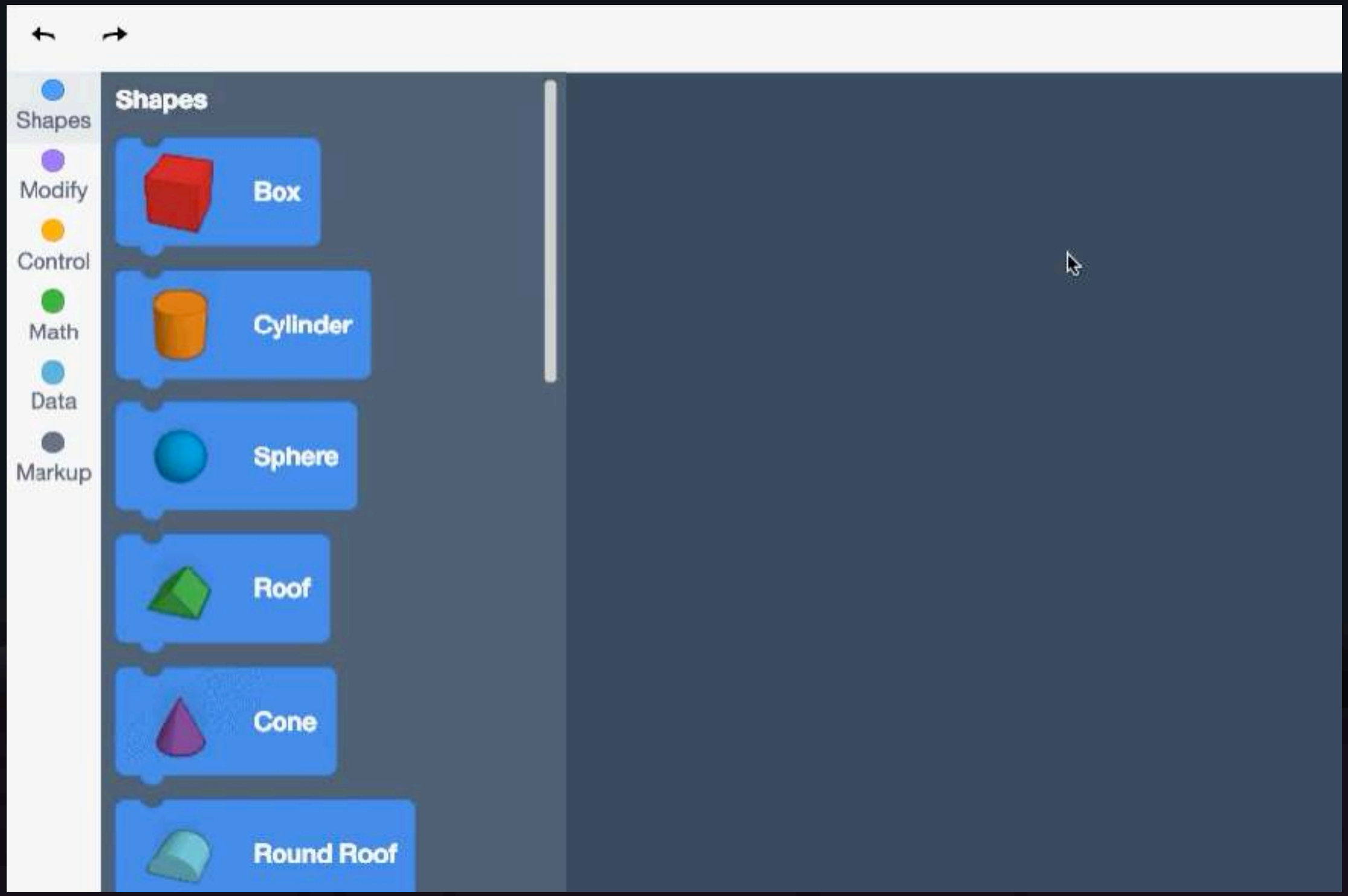
How code blocks



https://www.tinkercad.com/blog/official-guide-to-tinkercad-codeblocks

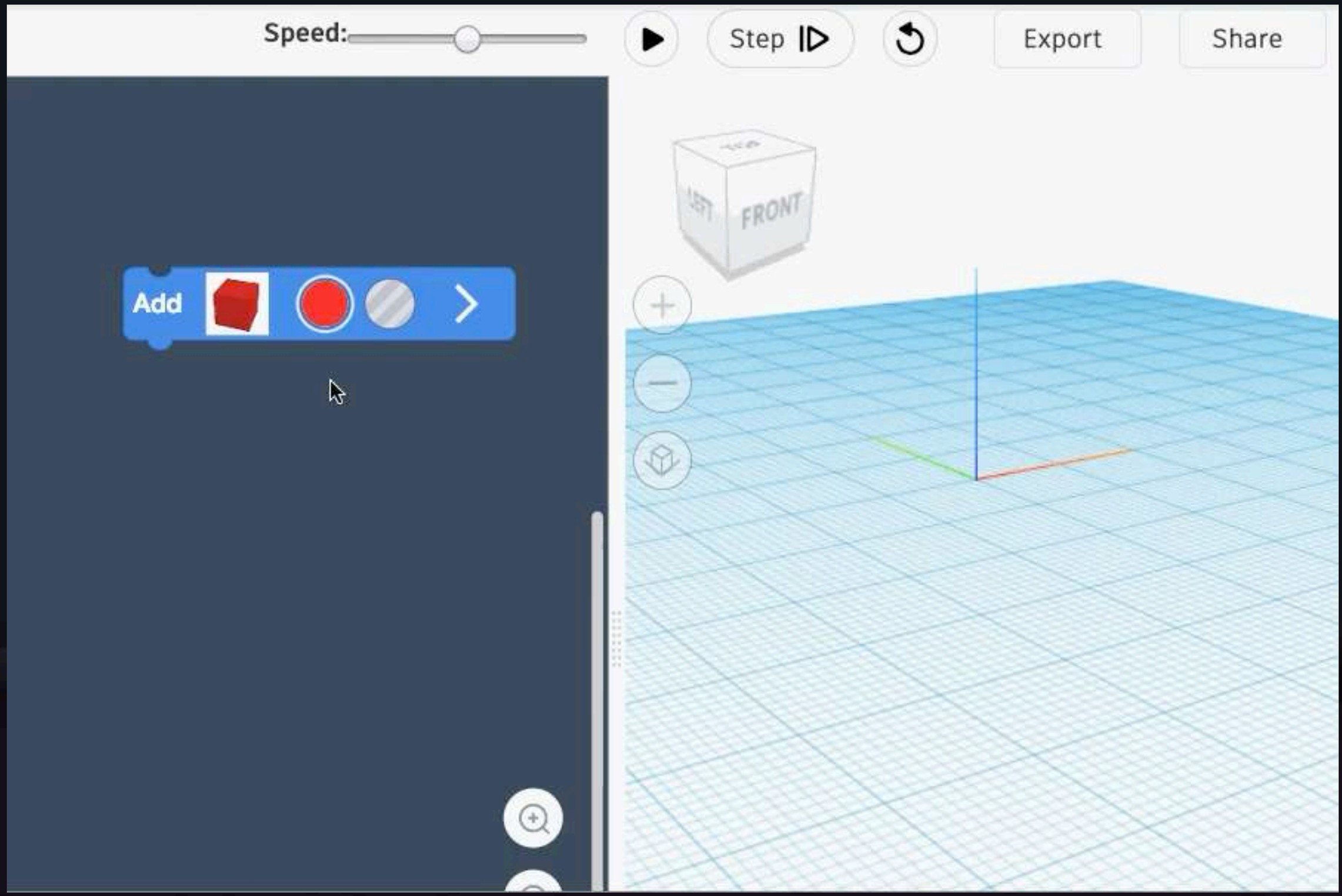
Basic operations

Add Shapes



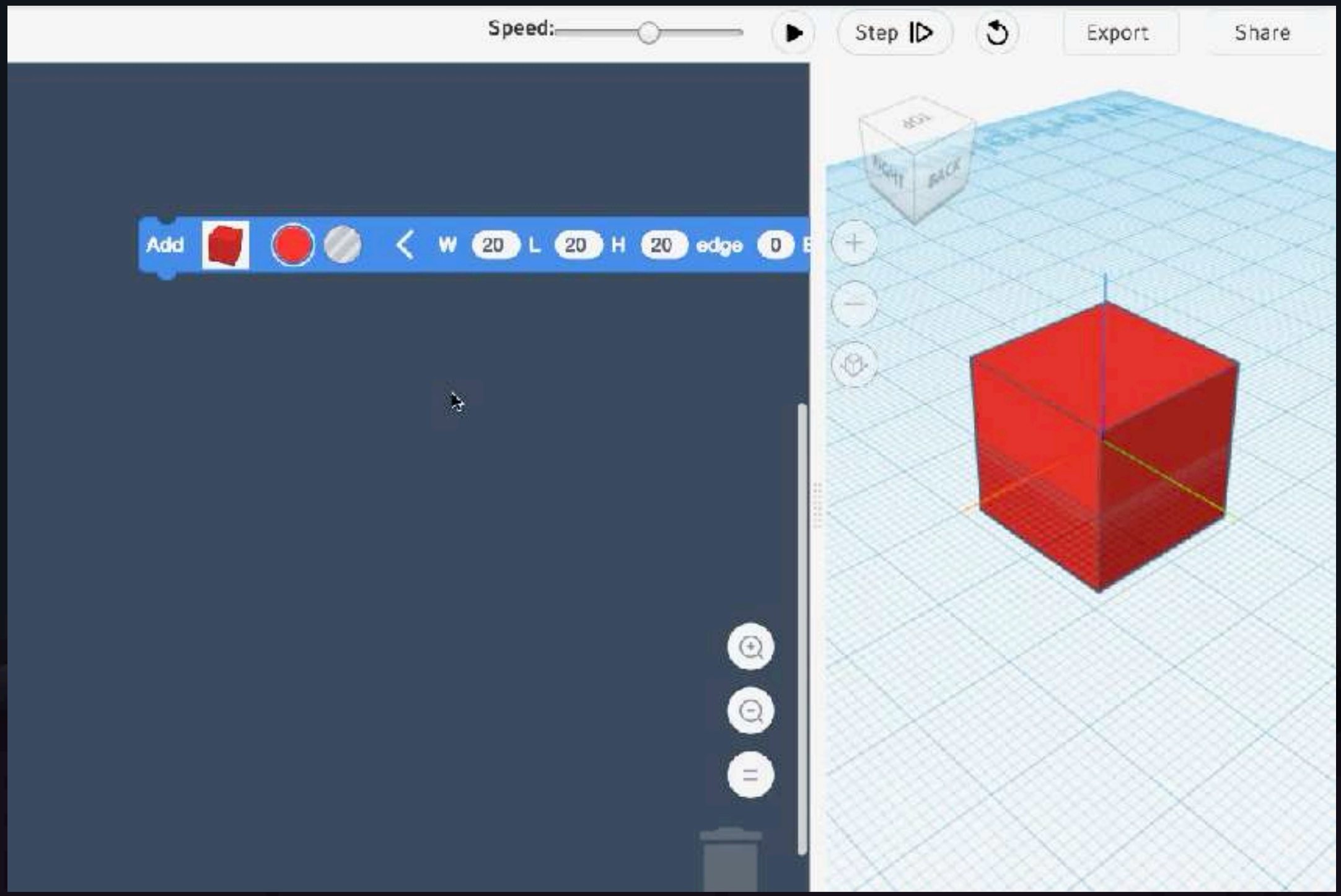
https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

Add Shapes



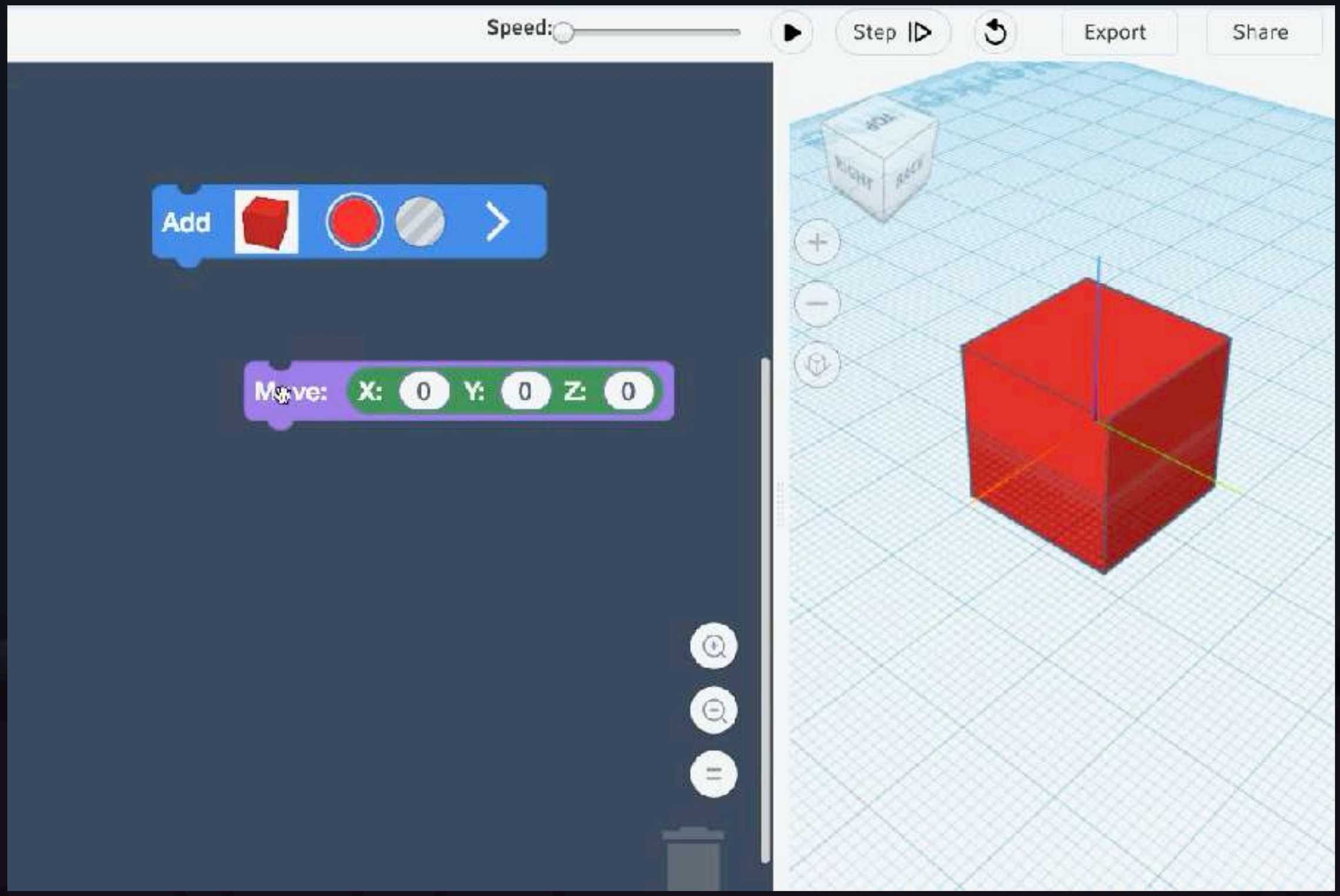
https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

Resize shapes



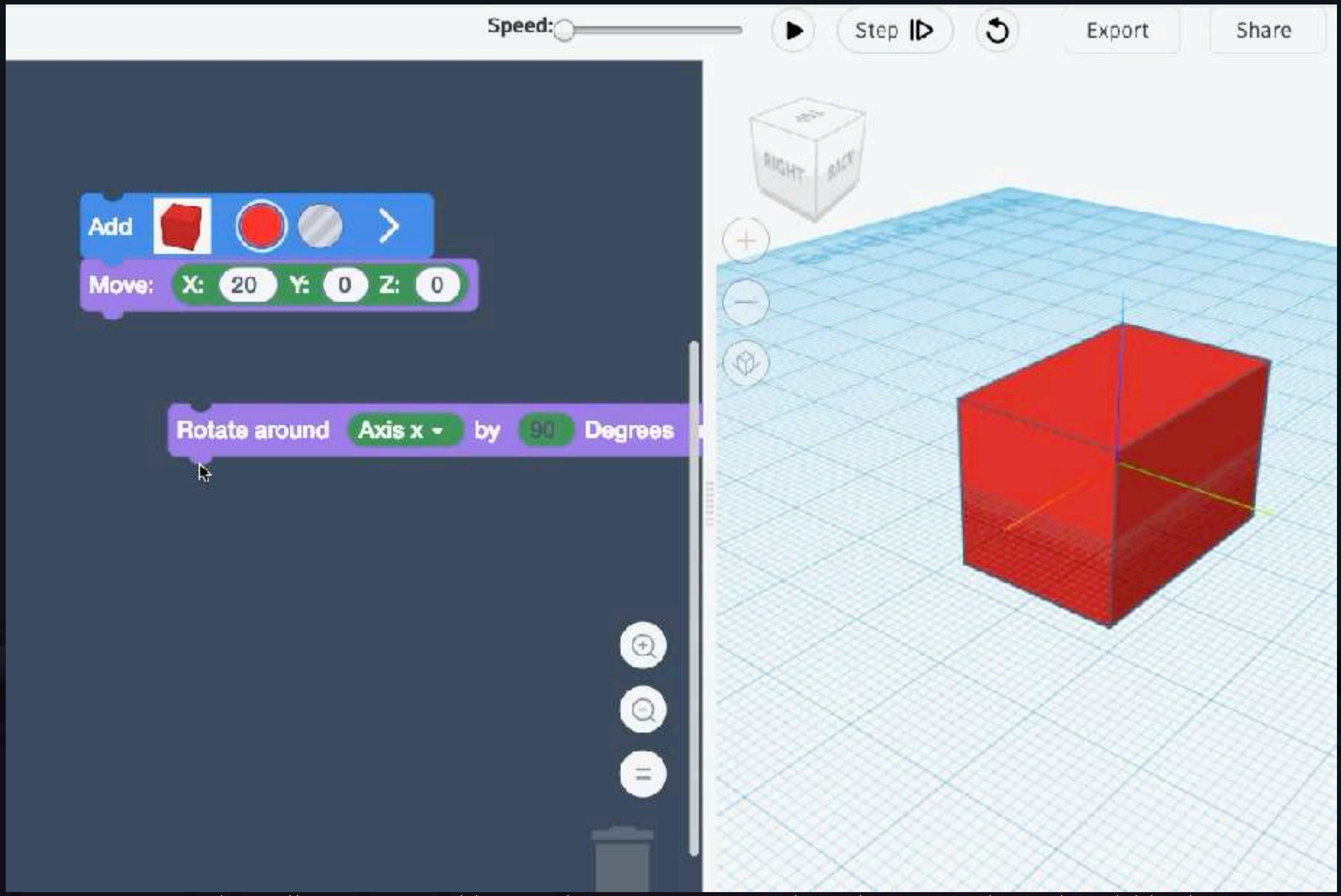
https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

Move shapes



https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

Rotate shapes



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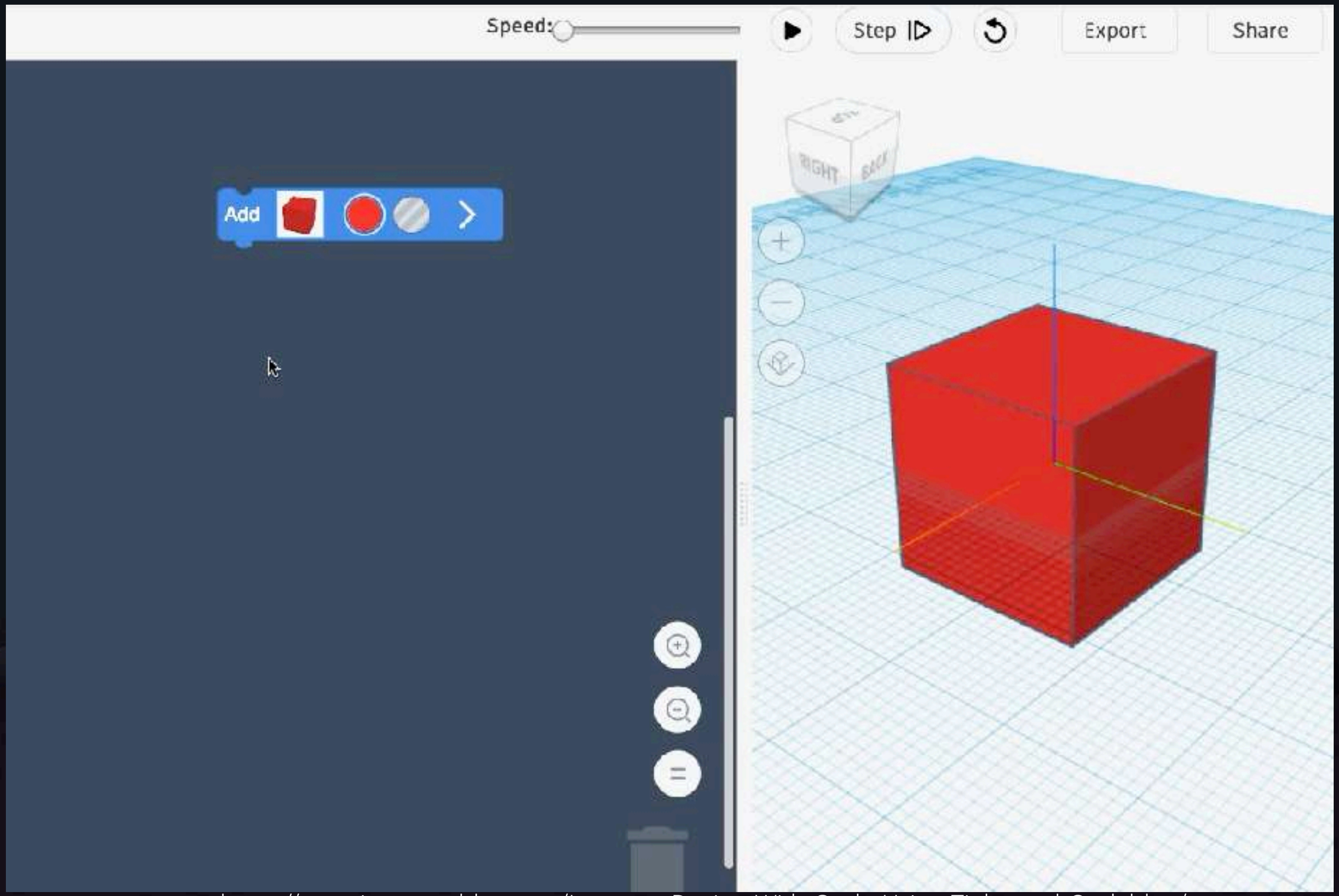
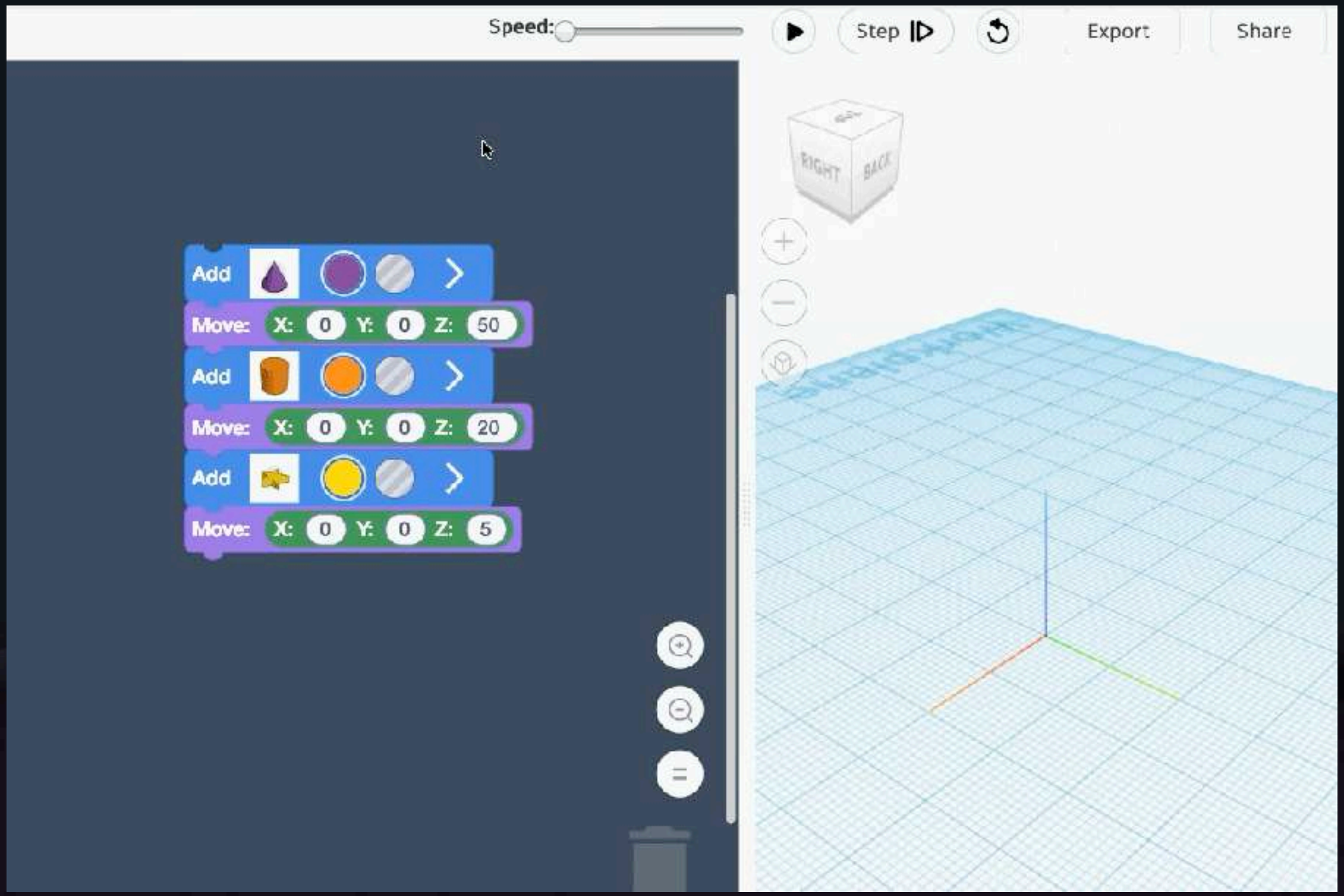
Customize colors



https://www.instructables.com/Learn-to-Design-With-Code-Using-Tinkercad-Codebloc/

String operations together



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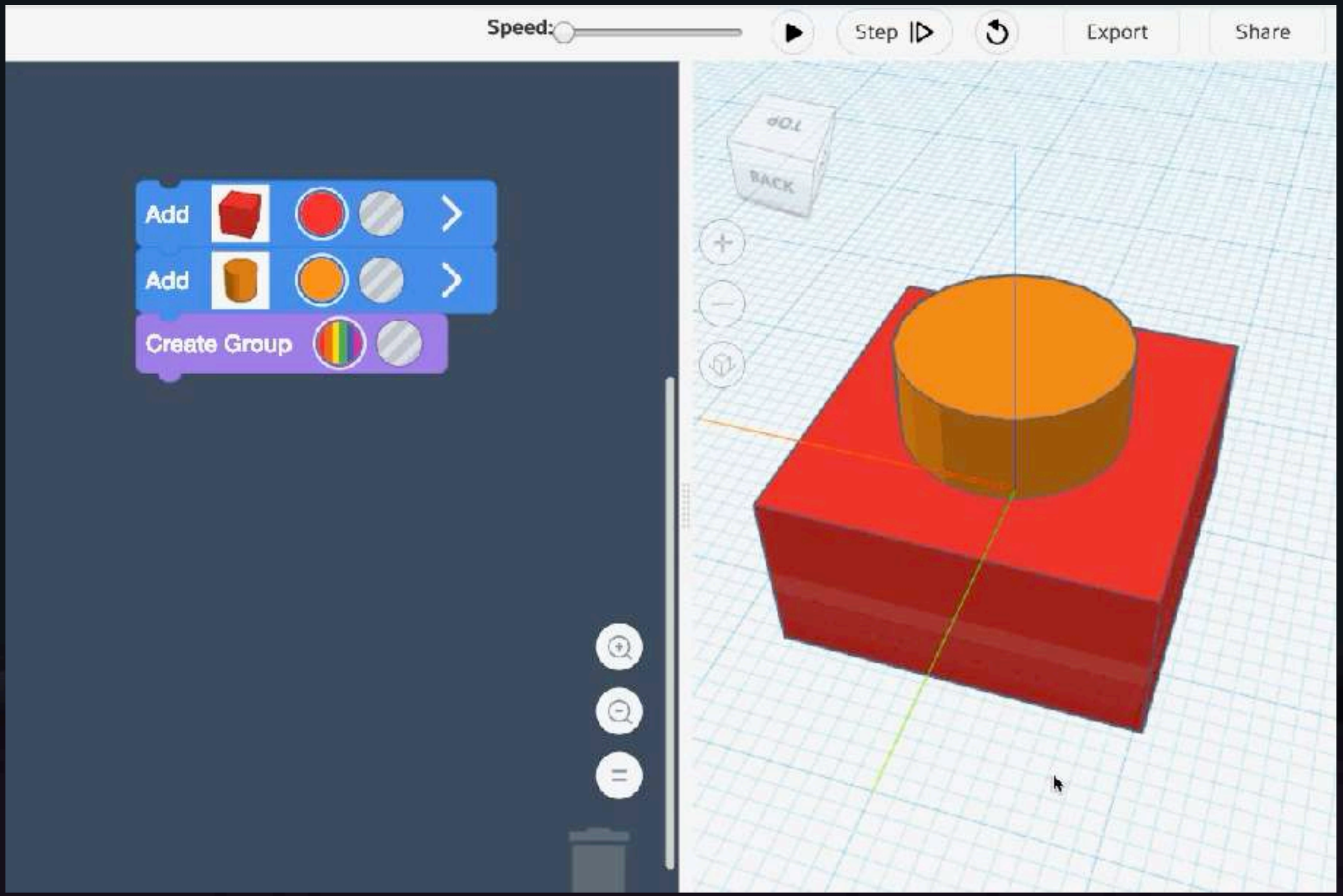
Combine shapes



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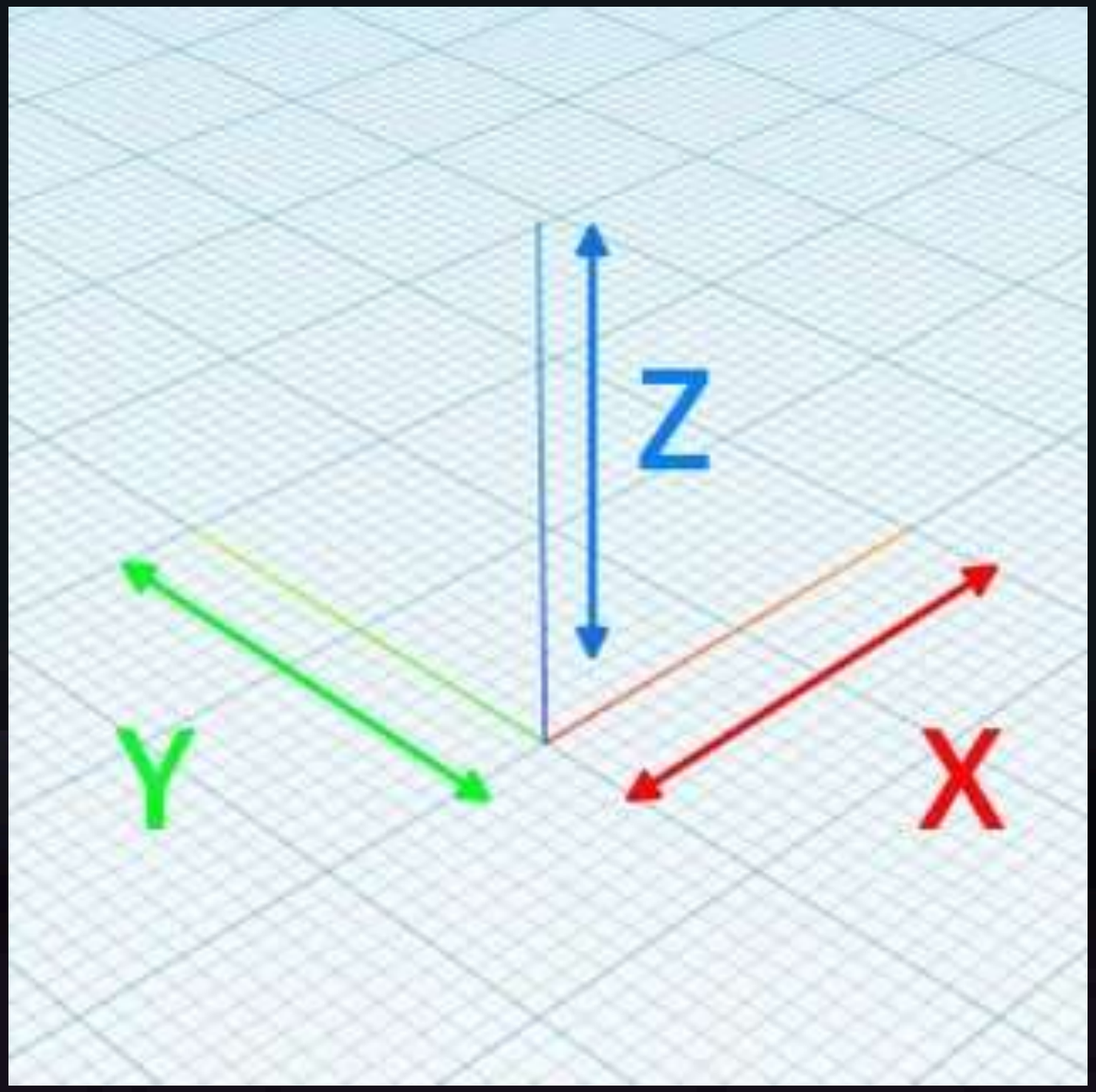
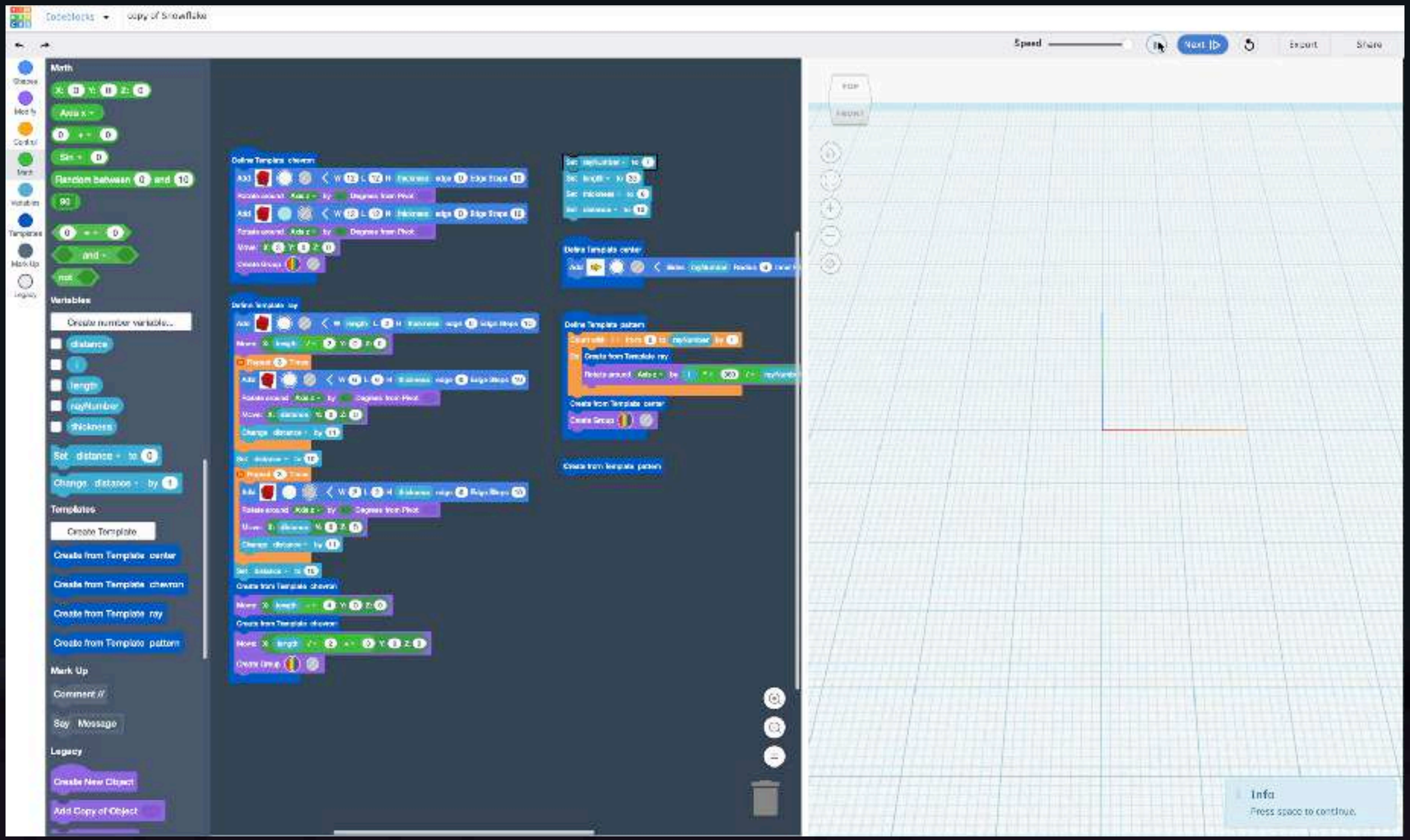
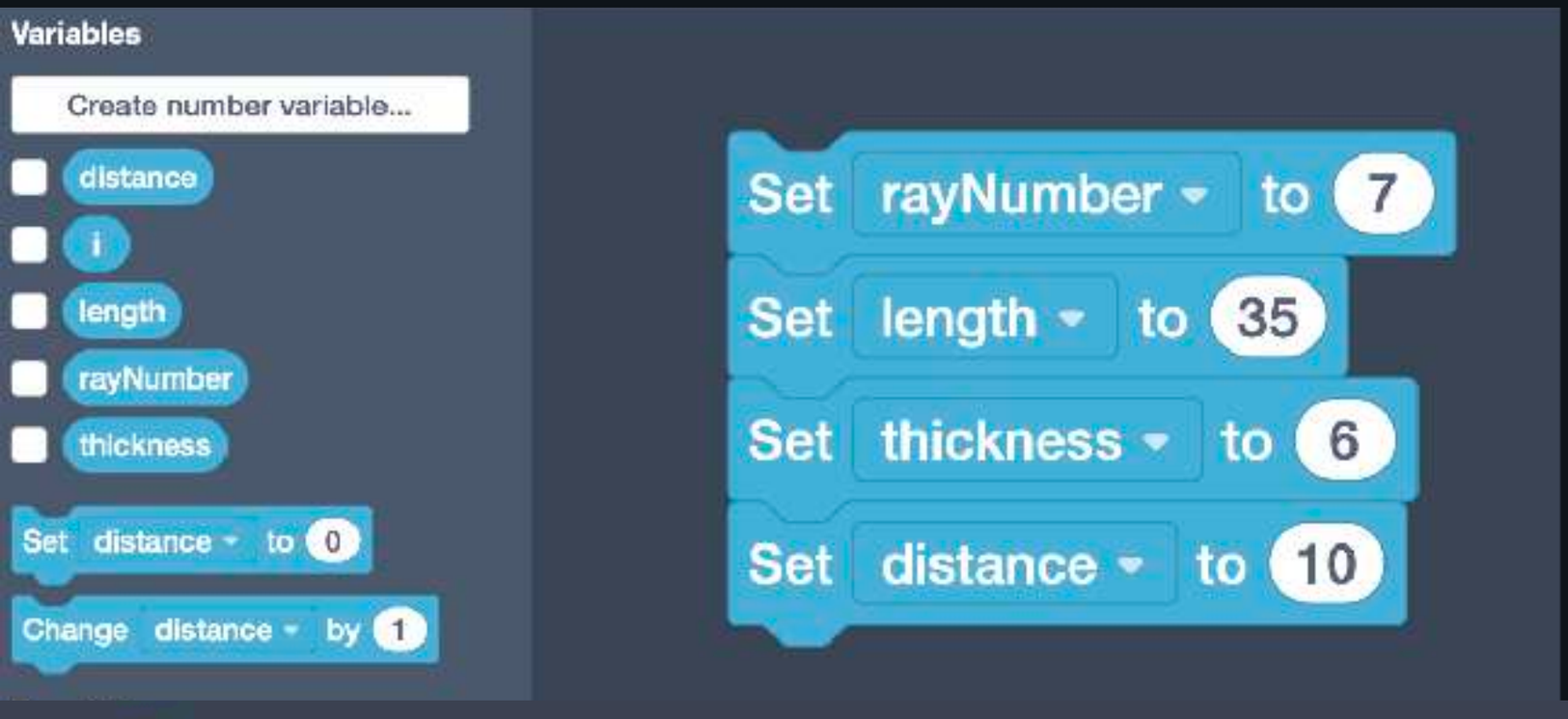
XYZ Axis (coordinate system)

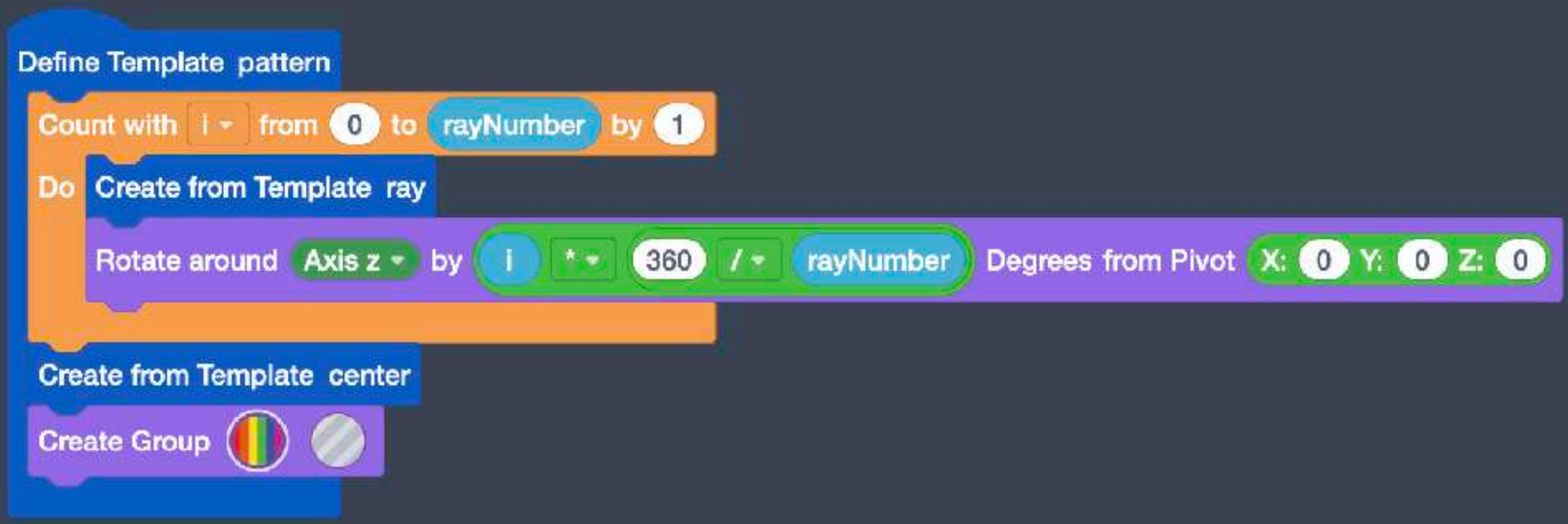


Snow flake


Codeblocks
Copy of Snowflake
Speed
Next
Export
Share
Math
Random between 0 and 10
Variables
Create number variable...
distance
i
length
rayNumber
thickness
Set distance to 0
Change distance by 1
Templates
Create Template
Create from Template center
Create from Template chevron
Create from Template ray
Create from Template pattern
Mark Up
Comment //
Say Message
Legacy
Create New Object
Add Copy of Object
Define Template chevron
Define Template center
Define Template ray
Define Template pattern
Create from Template ray
Create from Template center
Create from Template pattern
Create from Template chevron
Create from Template chevron
Create Group
Info
Press space to continue.

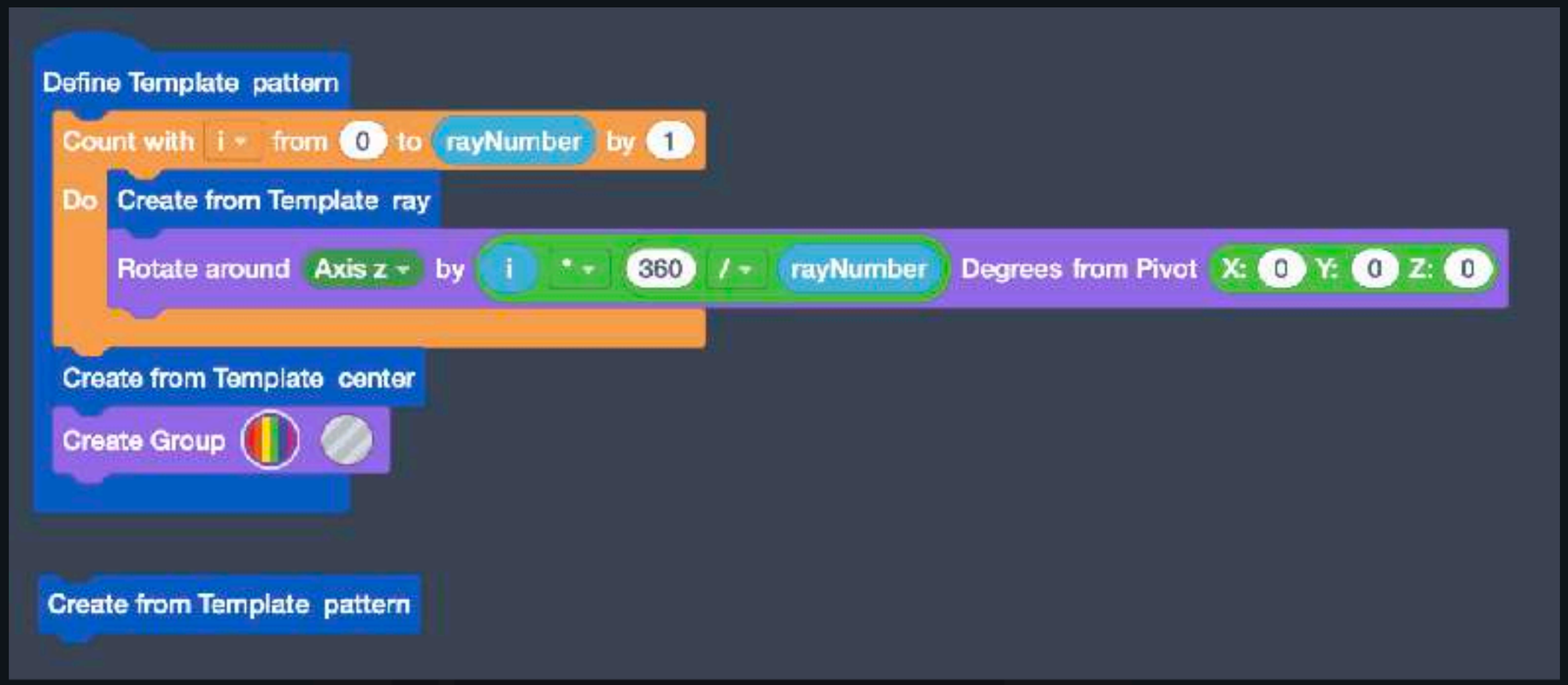
Variables





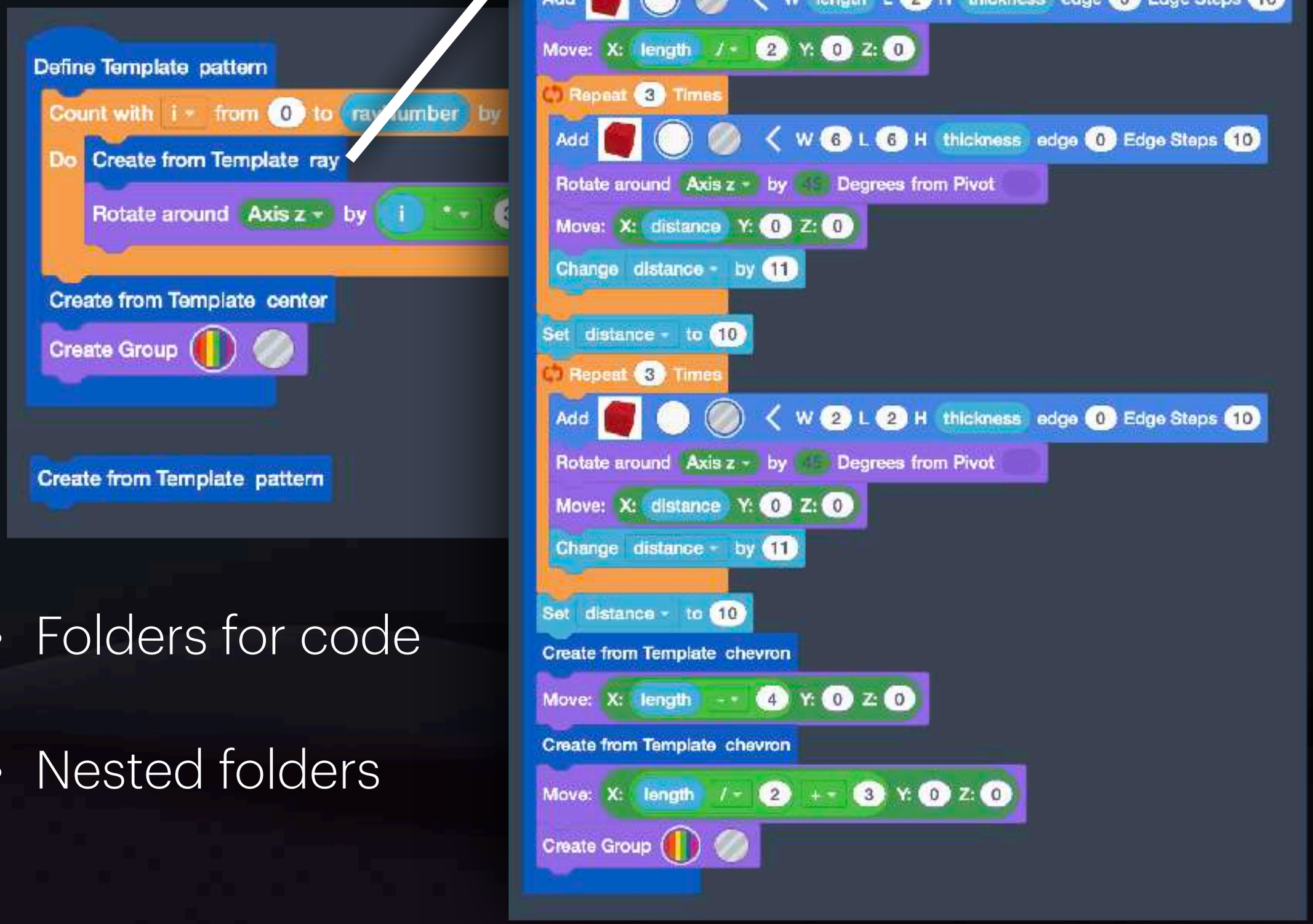
- Store numbers
- Edit stored numbers
- Do operations with stored numbers

Templates



- Folders for code
- Nested folders

Templates



- Folders for code
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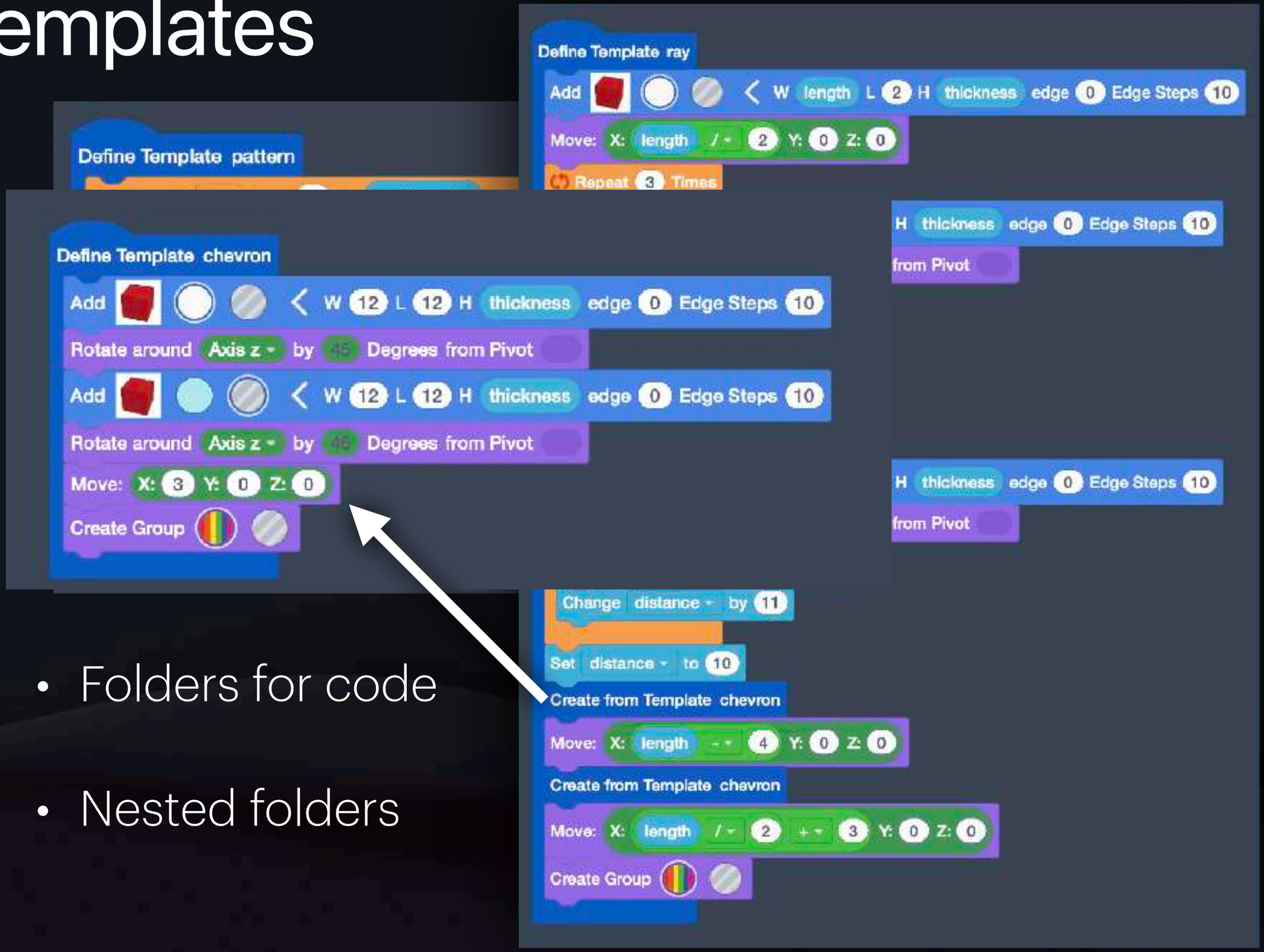
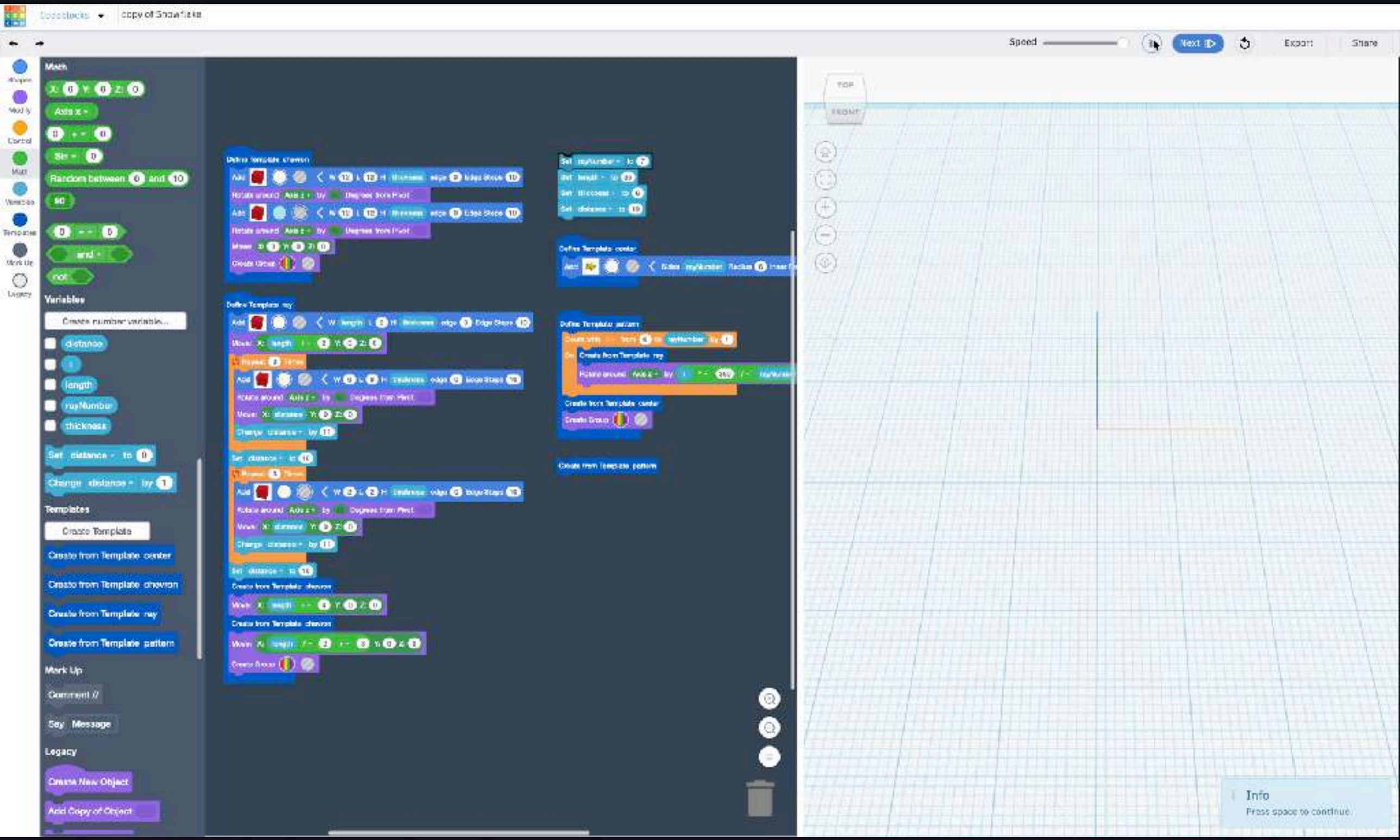
Templates



- Folders for code
- Nested folders

Templates in action



Exporting to STL