Getting started with

AUTODESK®
TINKERCAD®

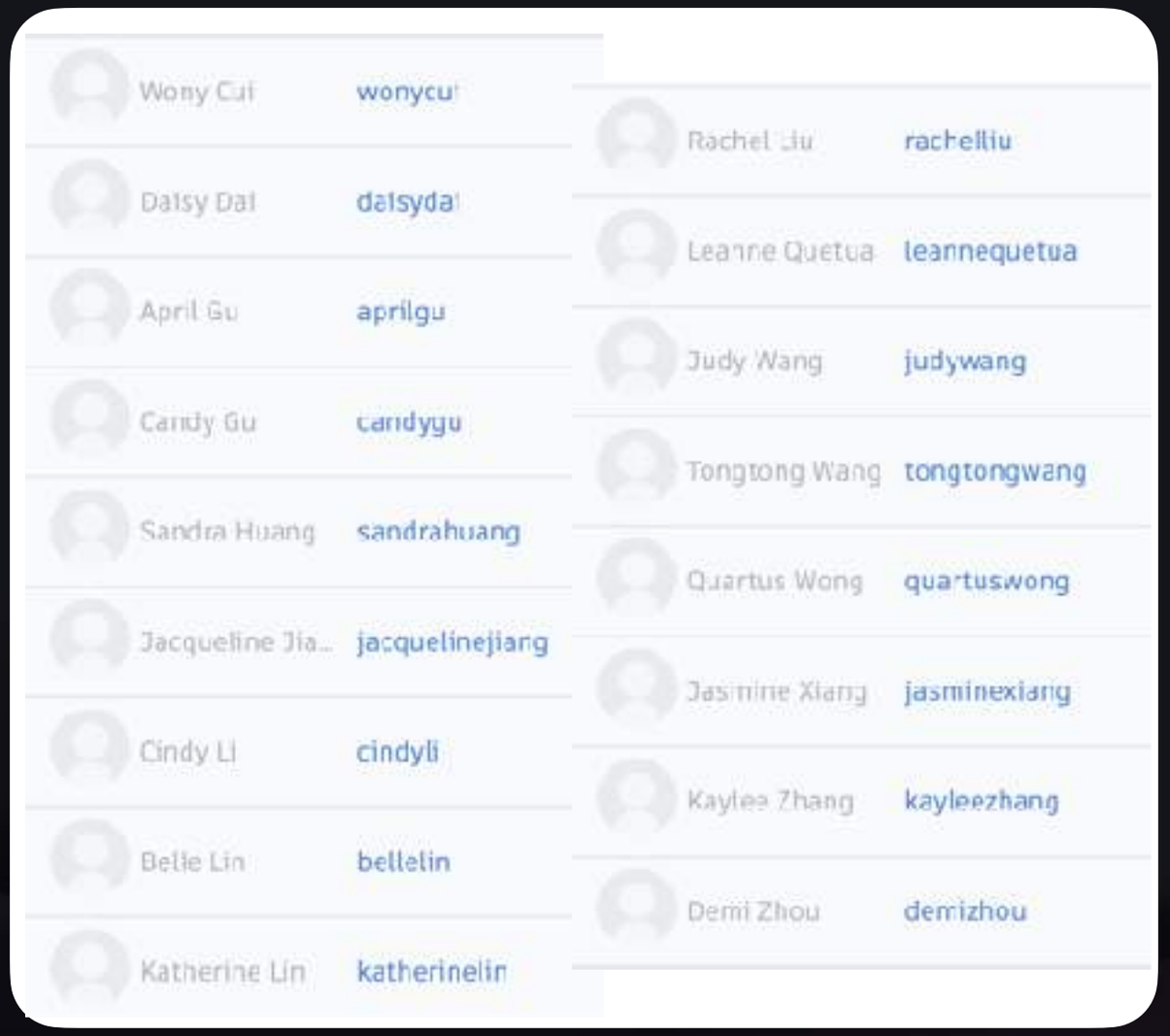
Create 3D models

TinkerCad Login

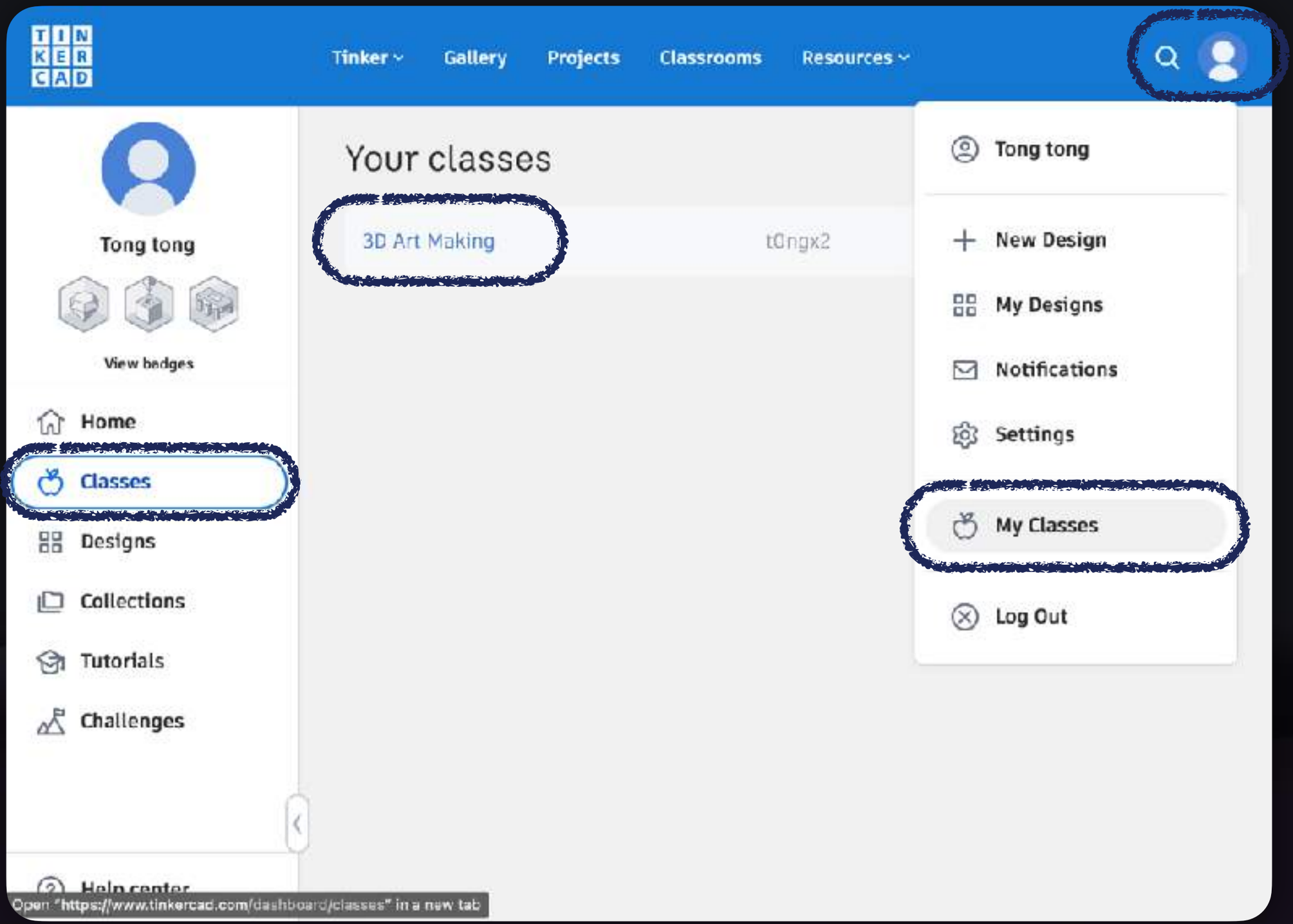
tinkercad.com/joinclass

NGL D2P UBG

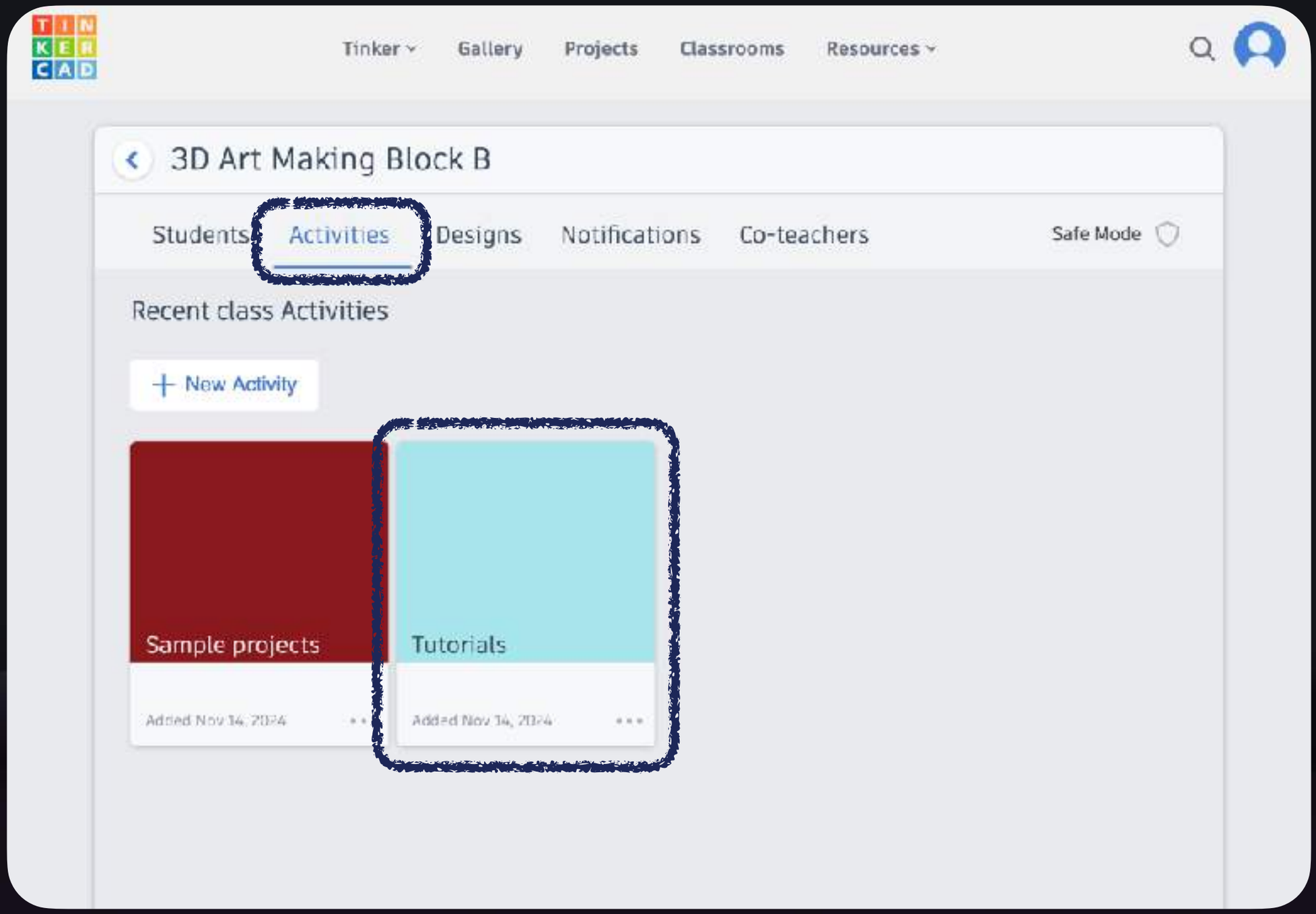
Click: Join with nickname



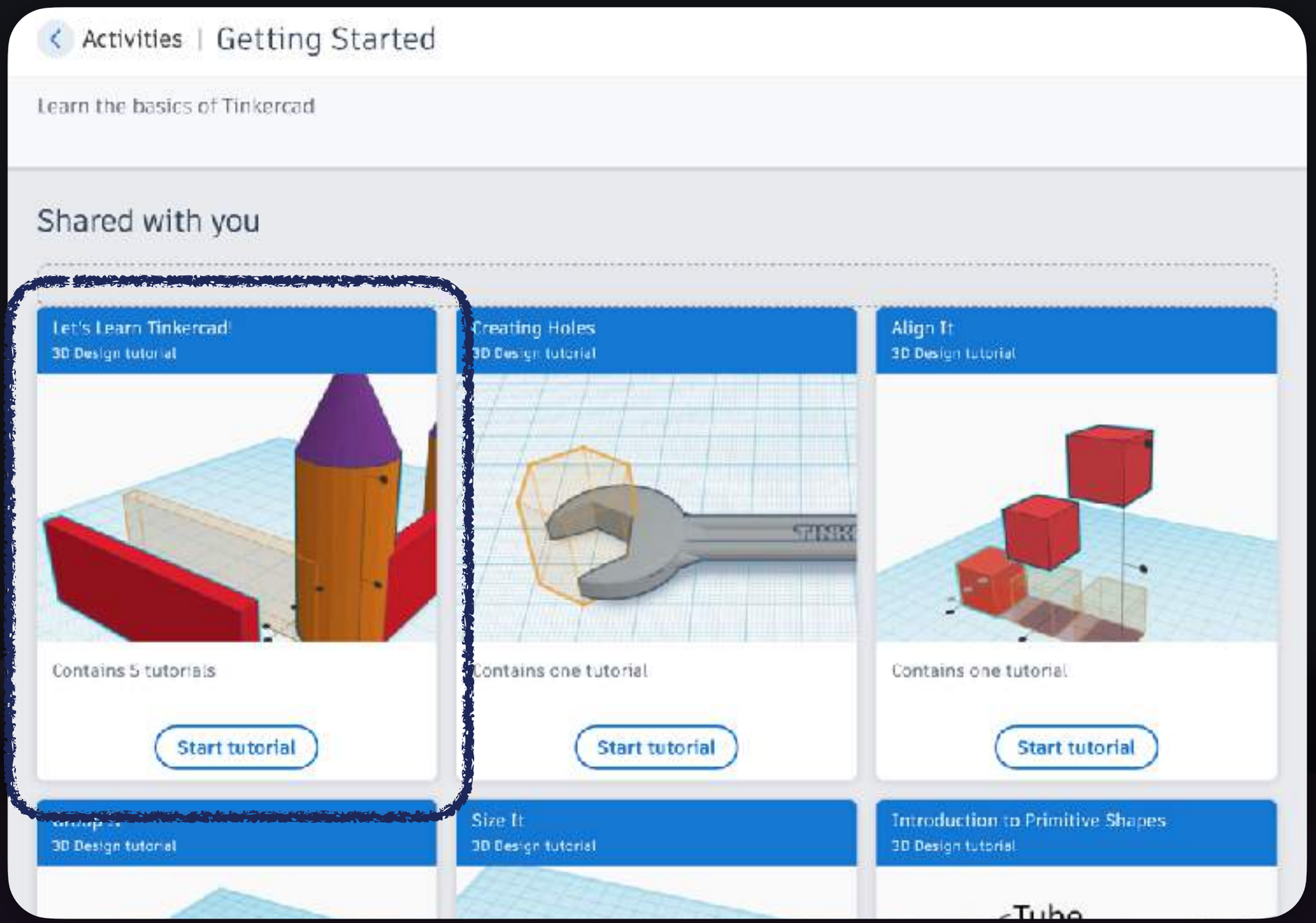
Create 3D models



Create 3D models



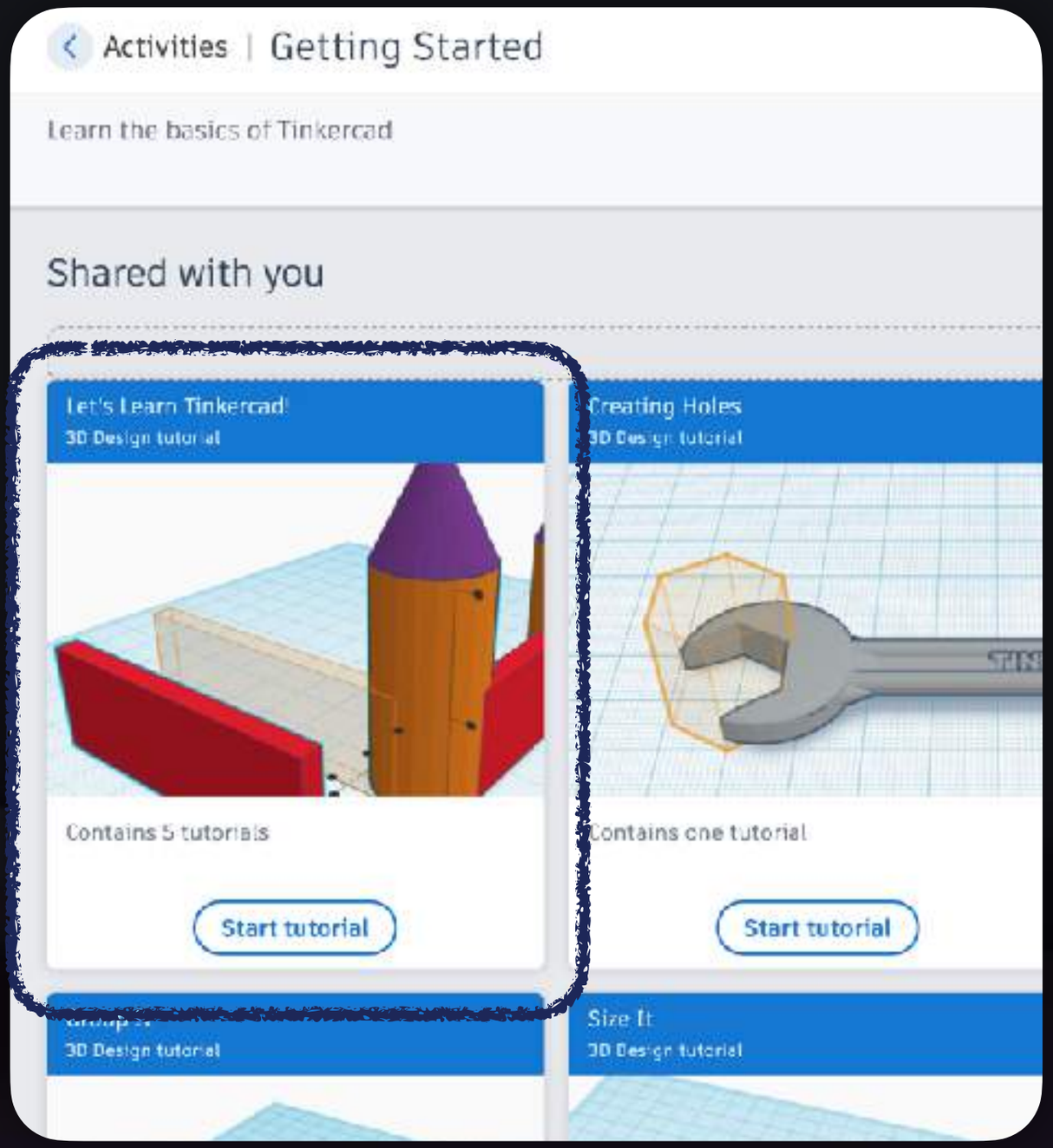
Create 3D models



Create 3D models

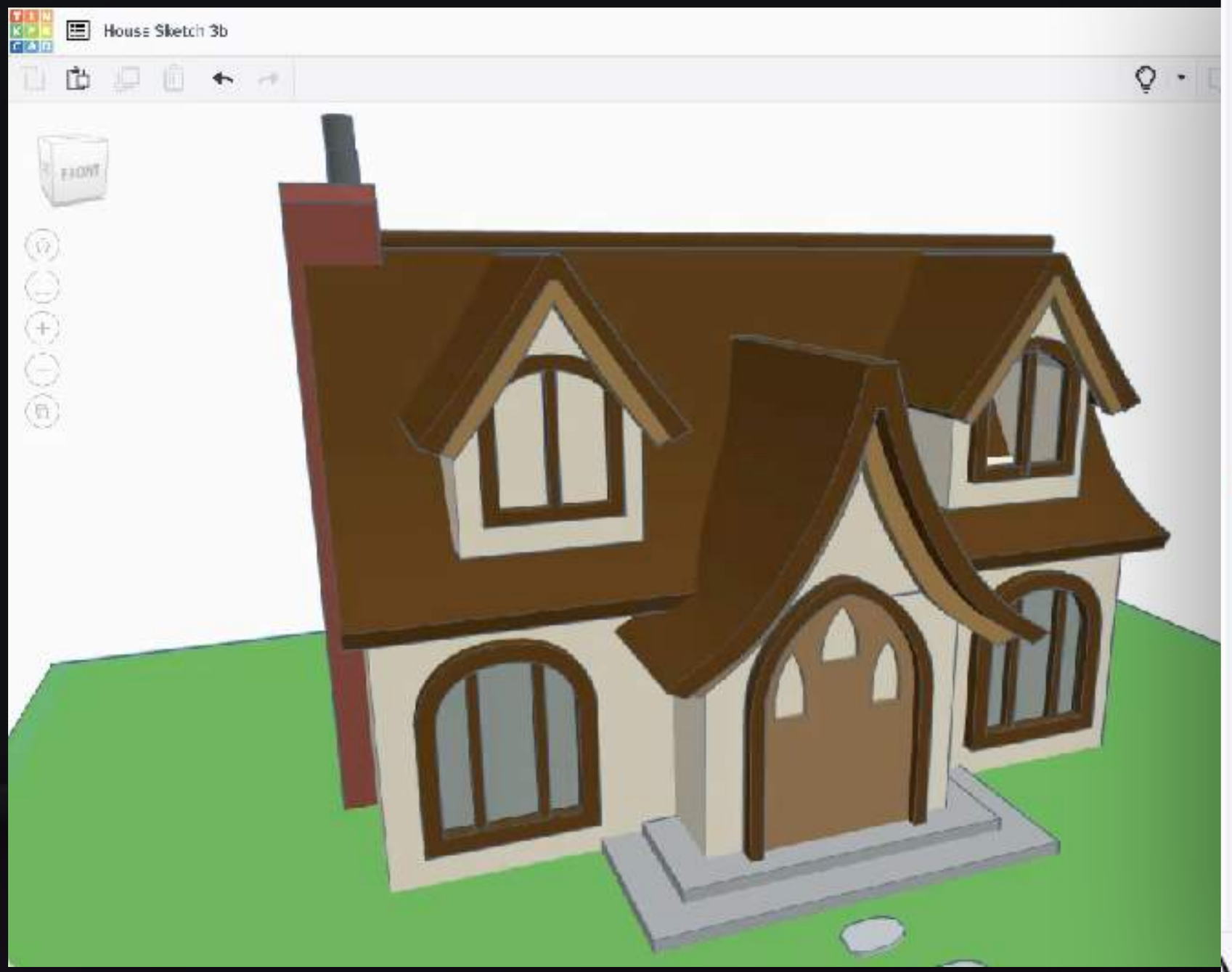
Follow the tutorial & Have a try

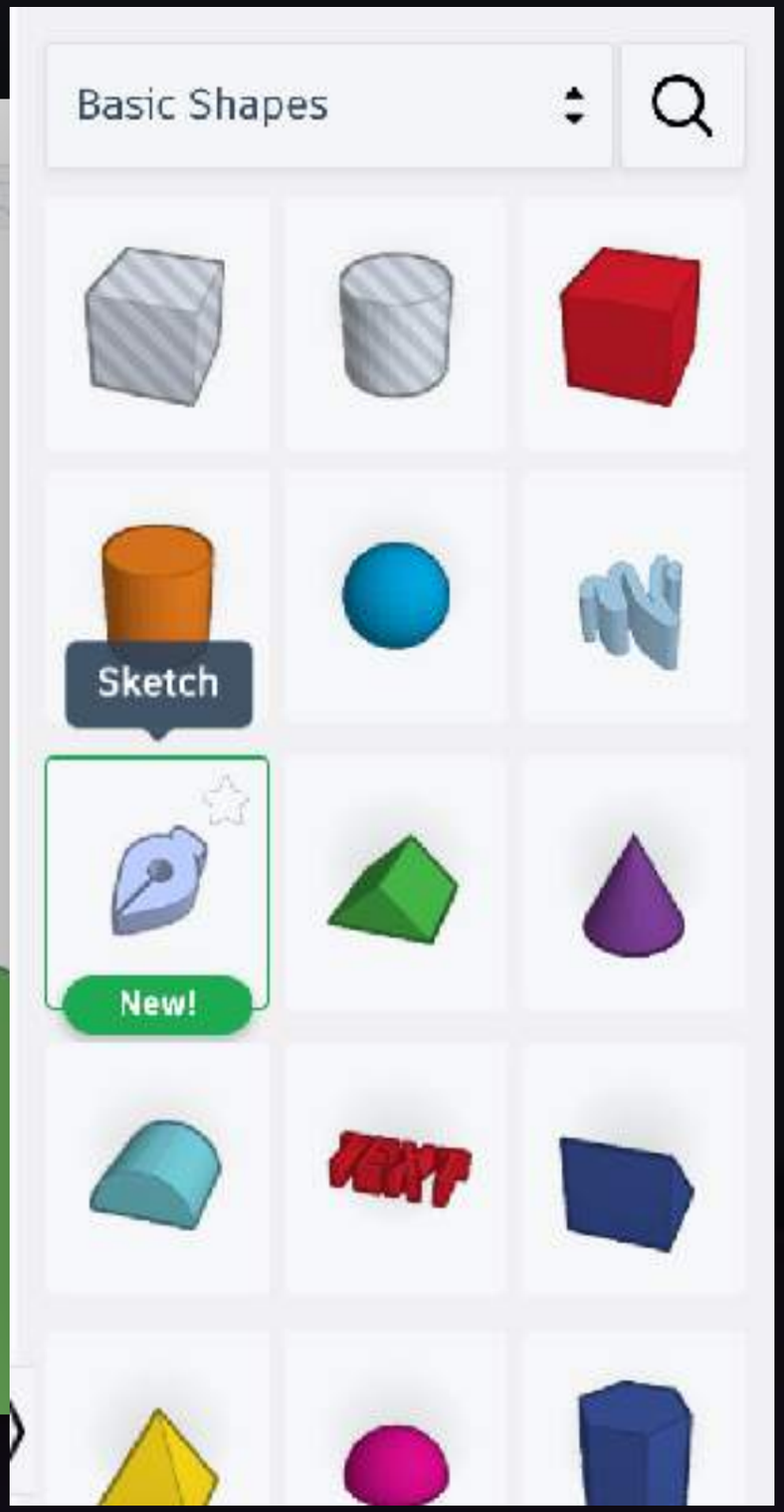
(10 mins)



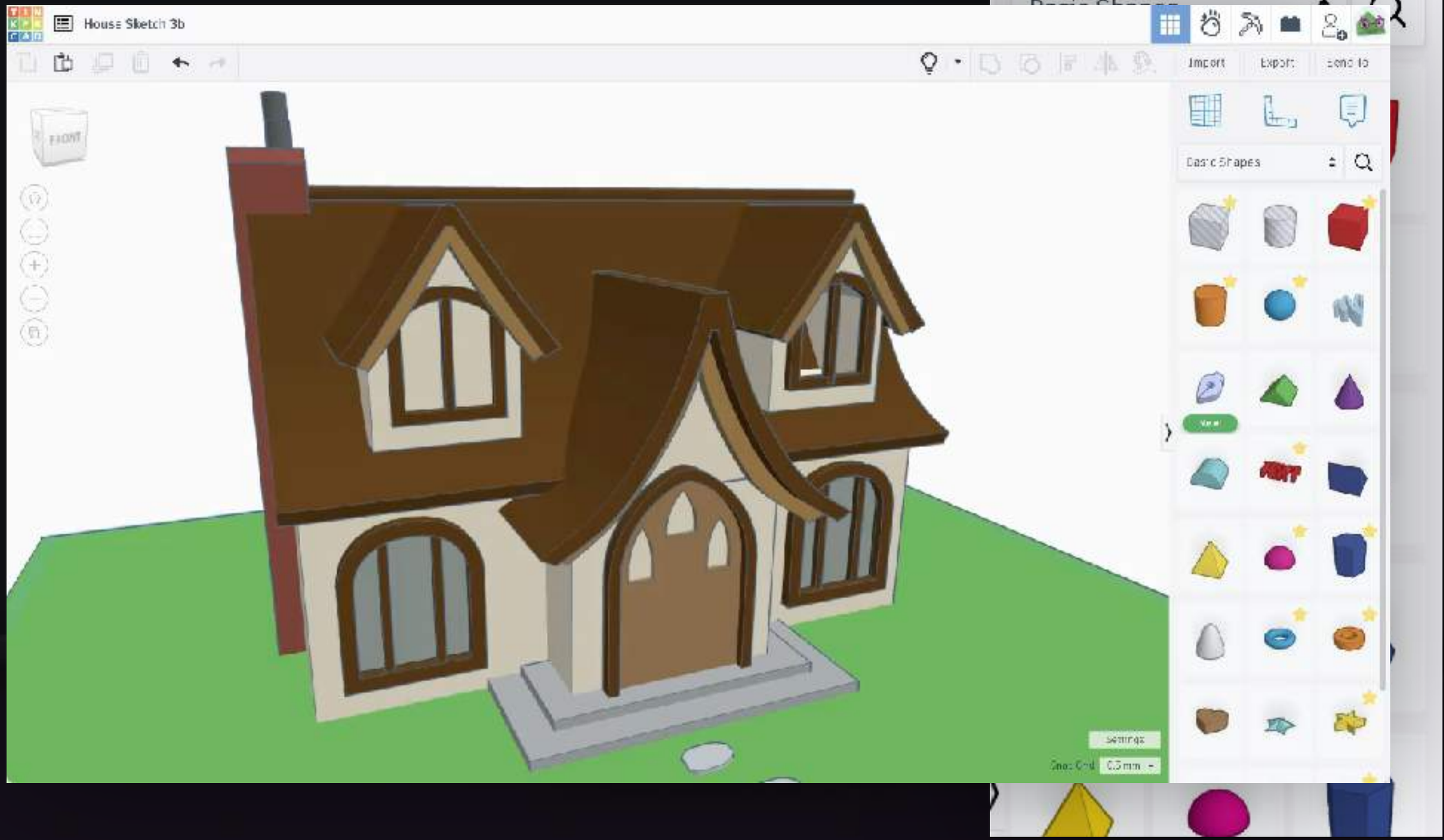
Demo

Tinkercad New Tool



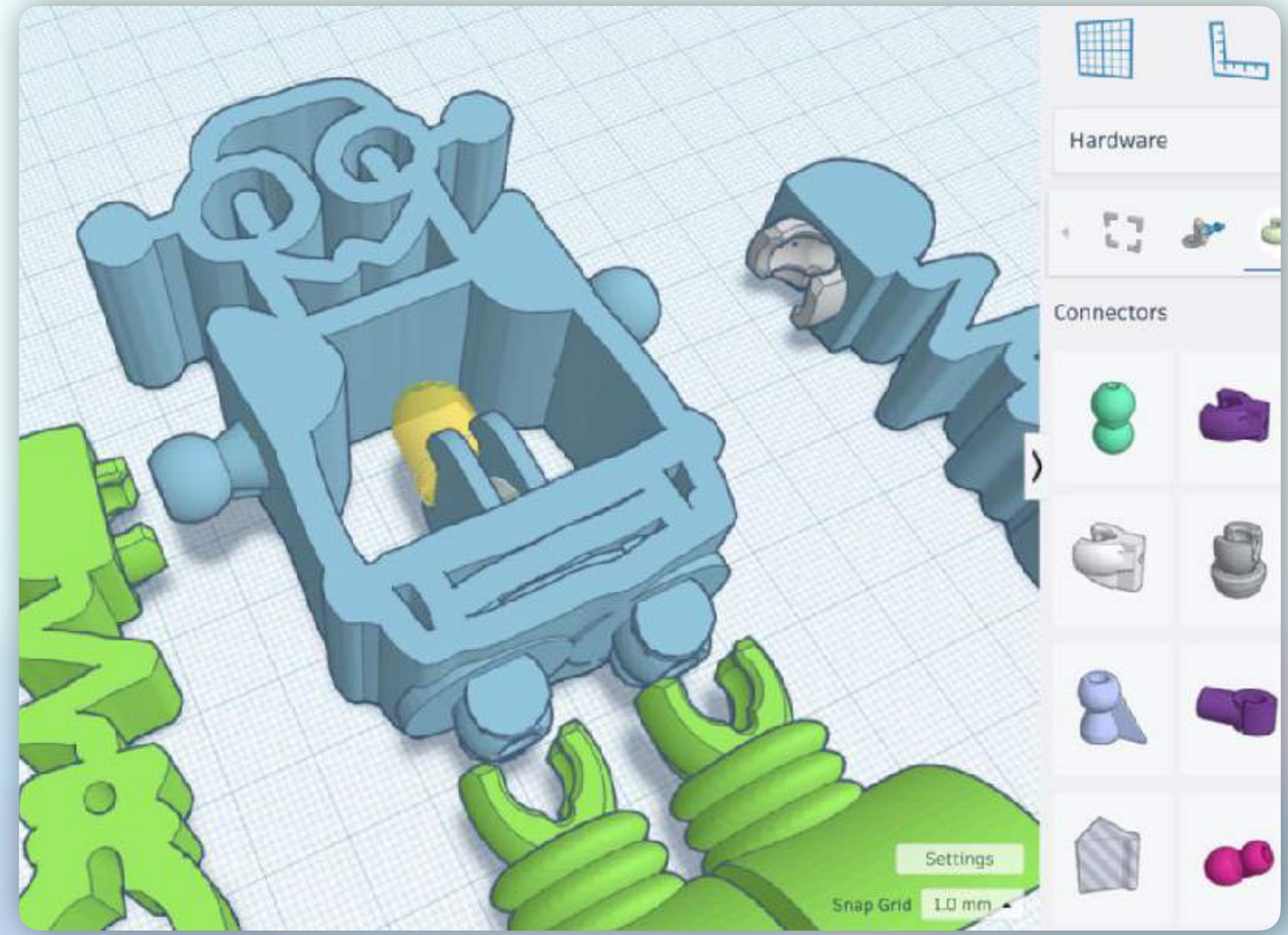


Tinkercad New Tool

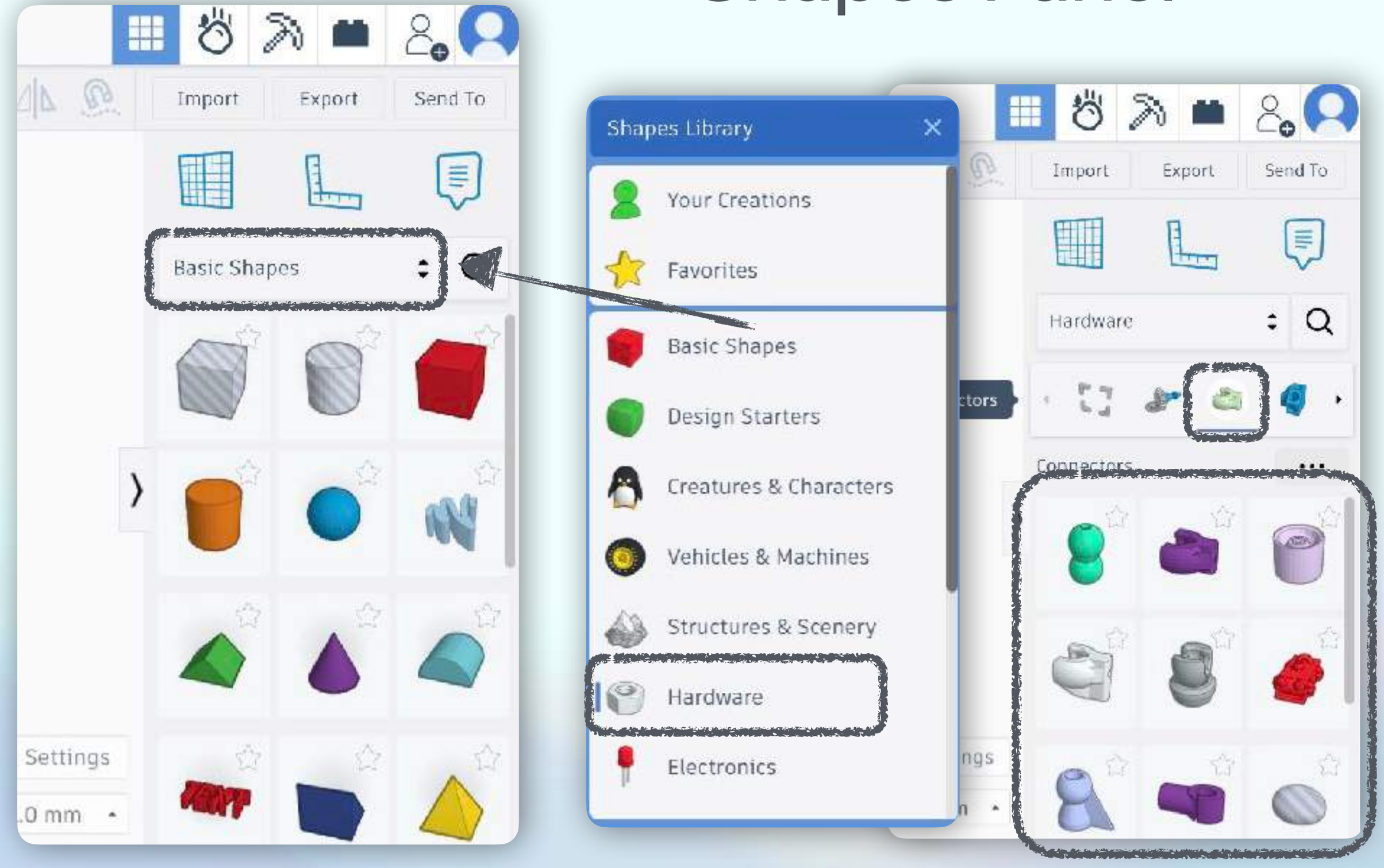


Tinkercad Joints

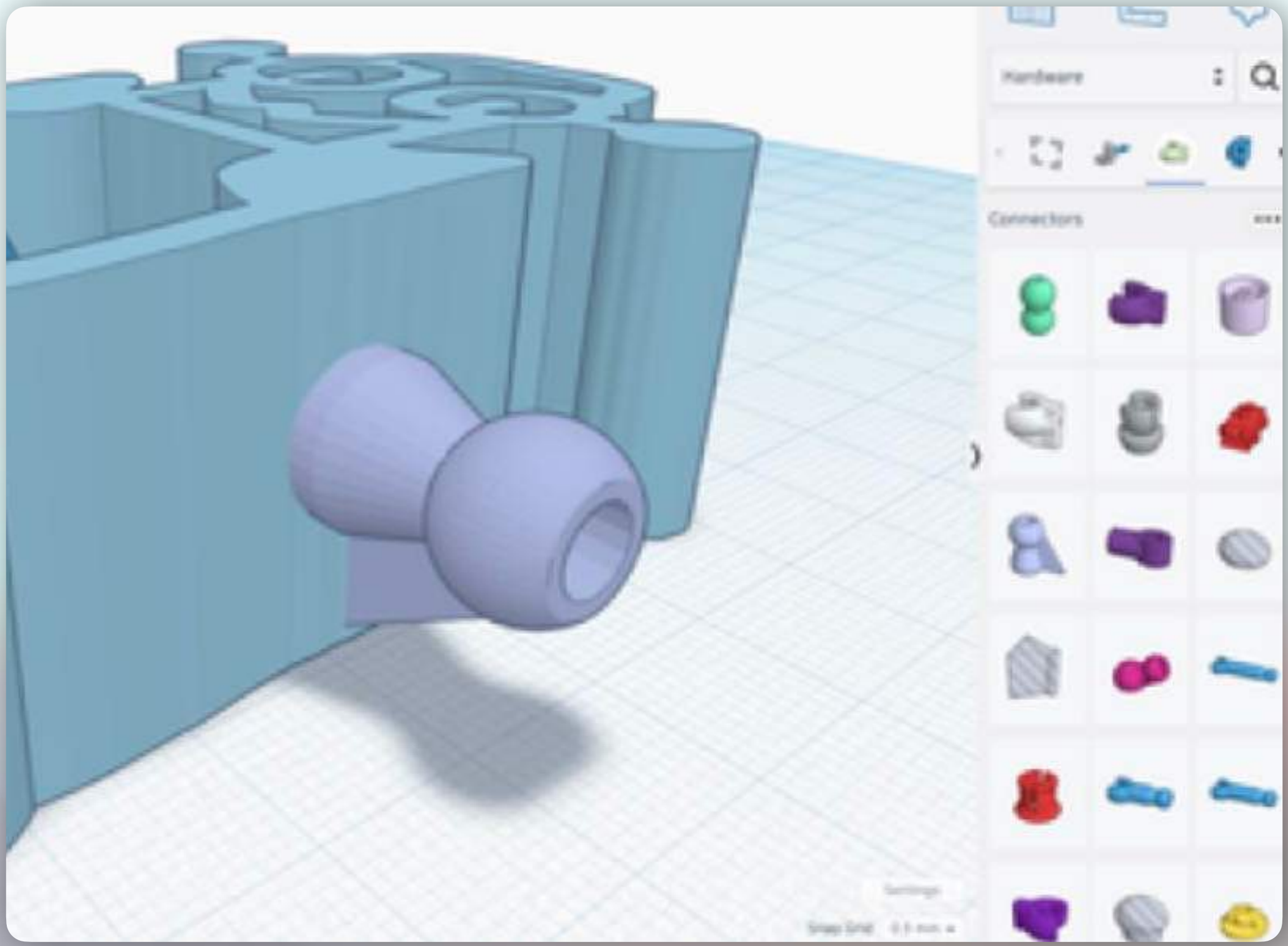
https://www.instructables.com/How-to-Use-Sockets-and-Joint-Connectors-in-Tinkerc/


Hardware
Connectors
Settings
Snap Grid
1.0 mm

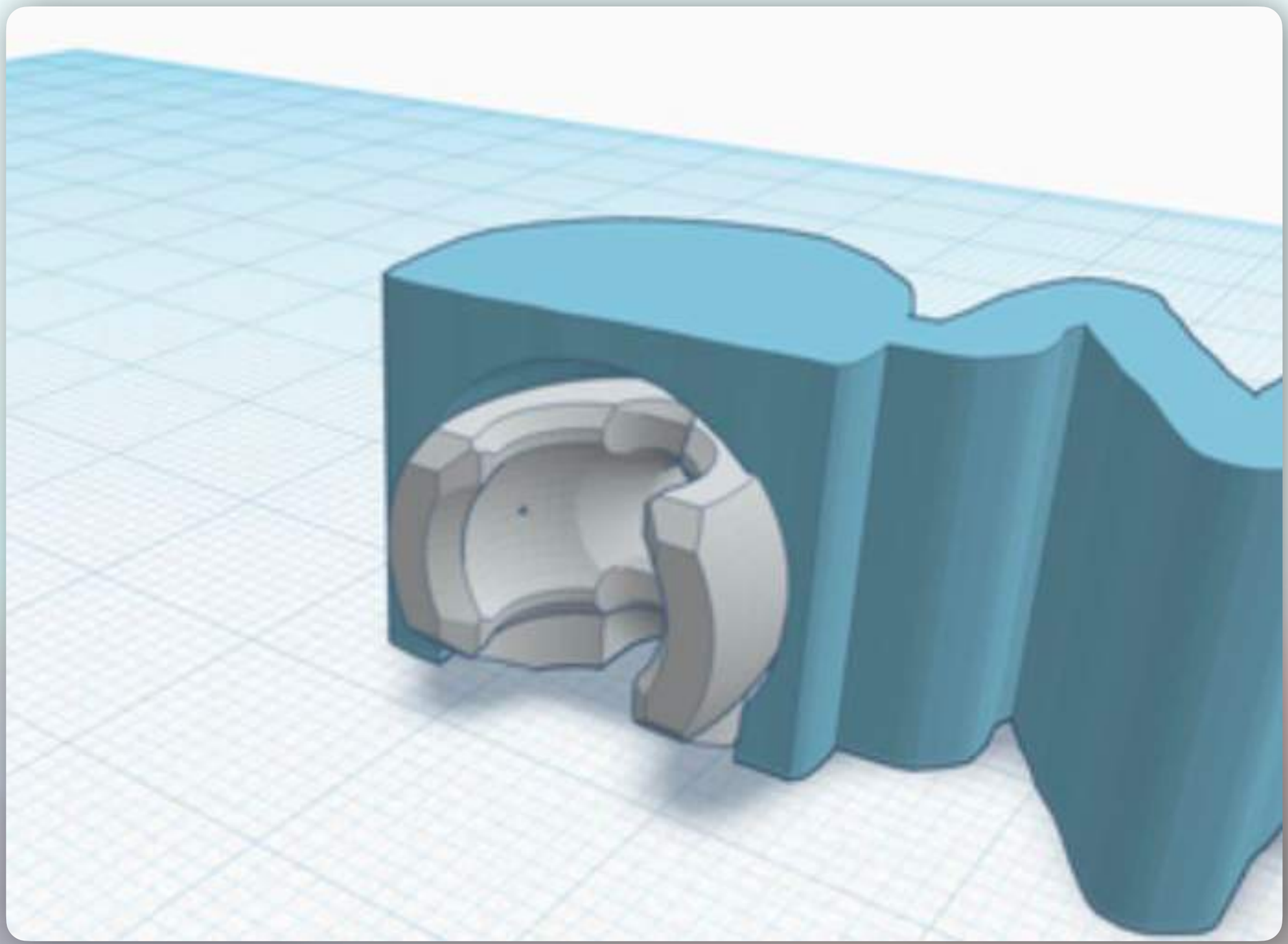
Shapes Panel



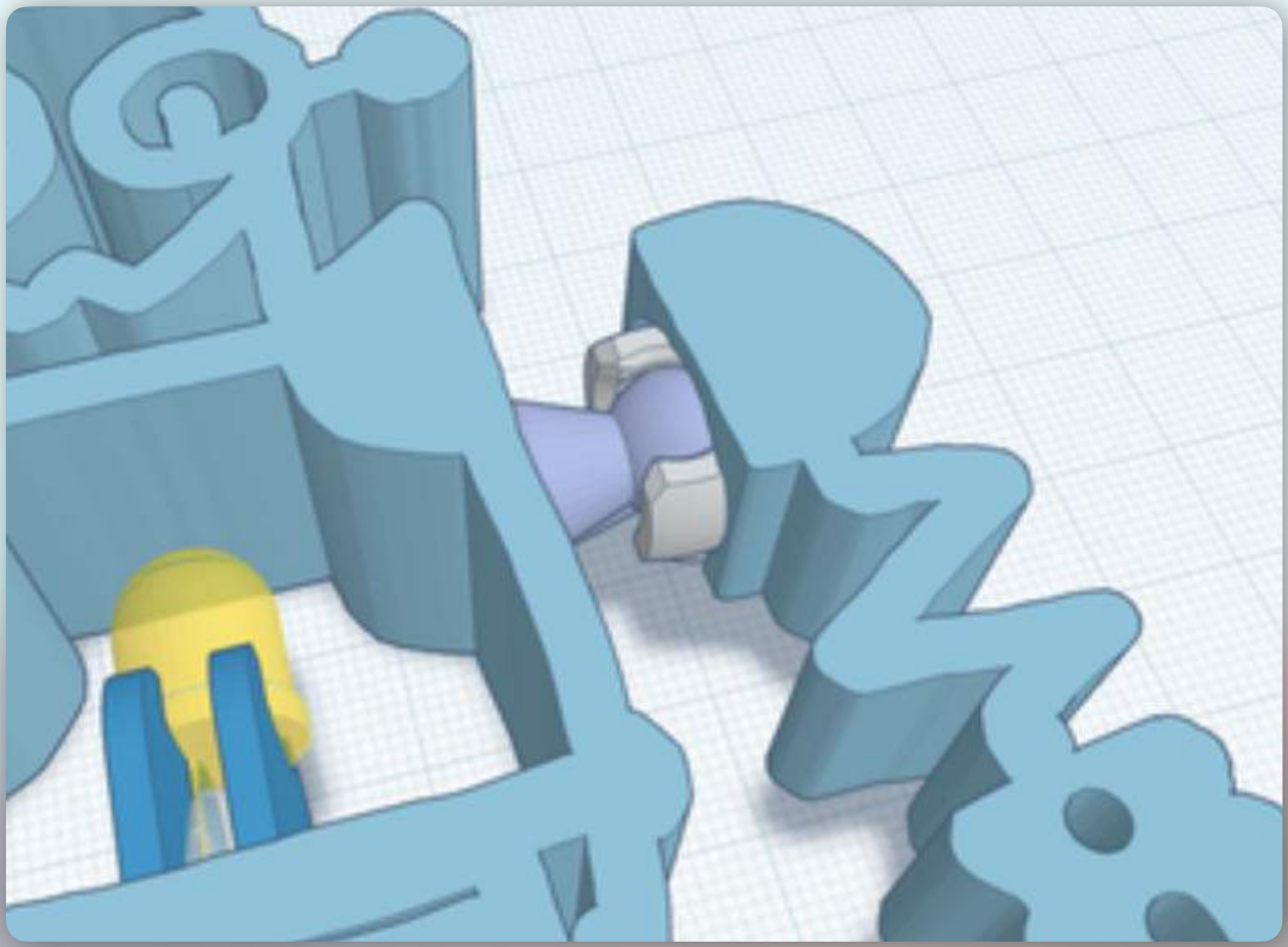
Ball joint



Socket



Test fit



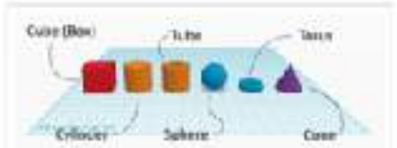
Exporting for 3D prints

Introduction to Primitive Shapes
Introduction to 3D Primitive Shapes

1 / 7

Introduction to 3D Primitive Shapes

In this project you will explore primitive 3D shapes (like boxes, tubes and cylinders) and learn to identify these shapes in a larger project.



Next

Introduction to Primitive Shapes

Import
Export
Send To

TOP
FRONT

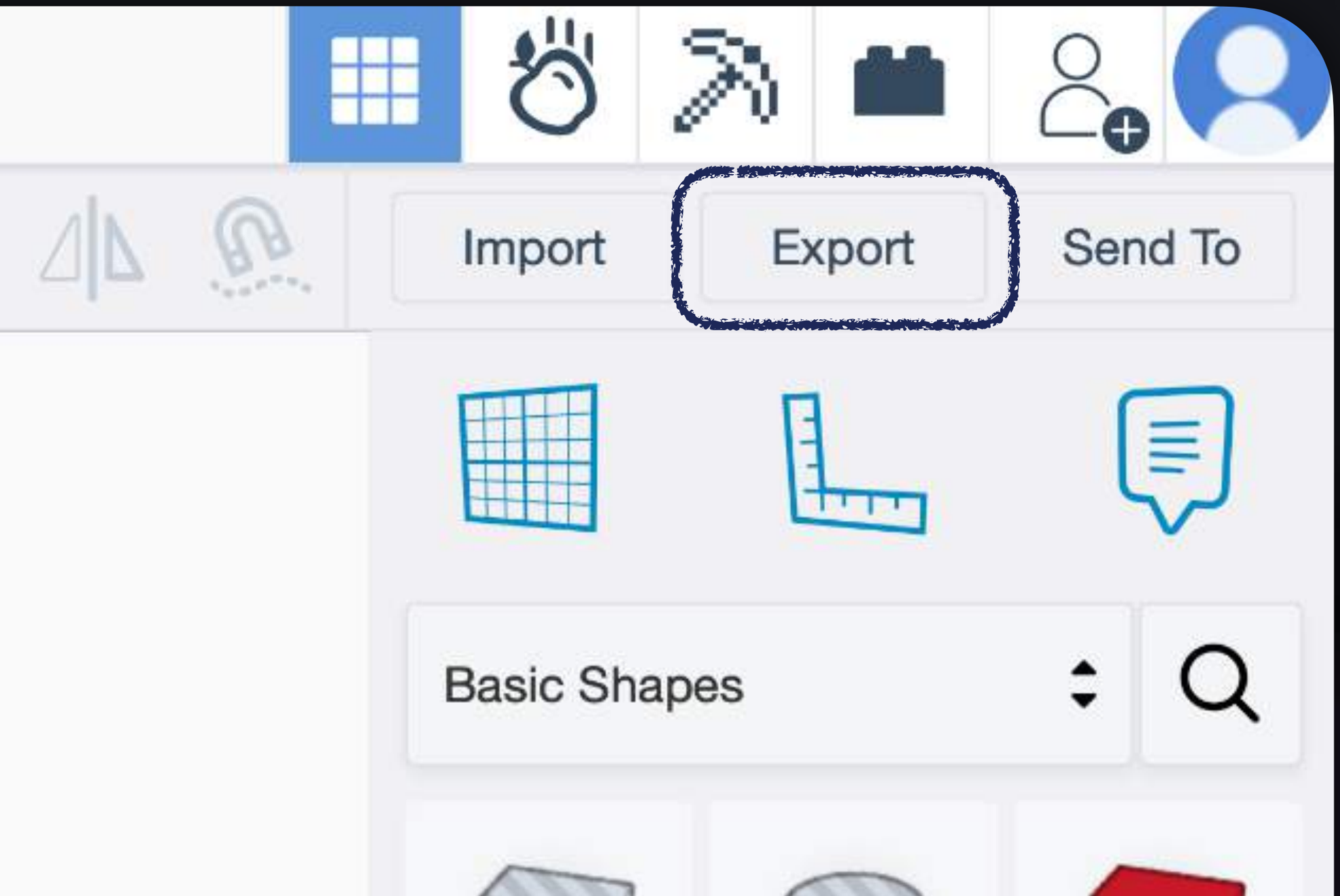
Basic Shapes

Scribble

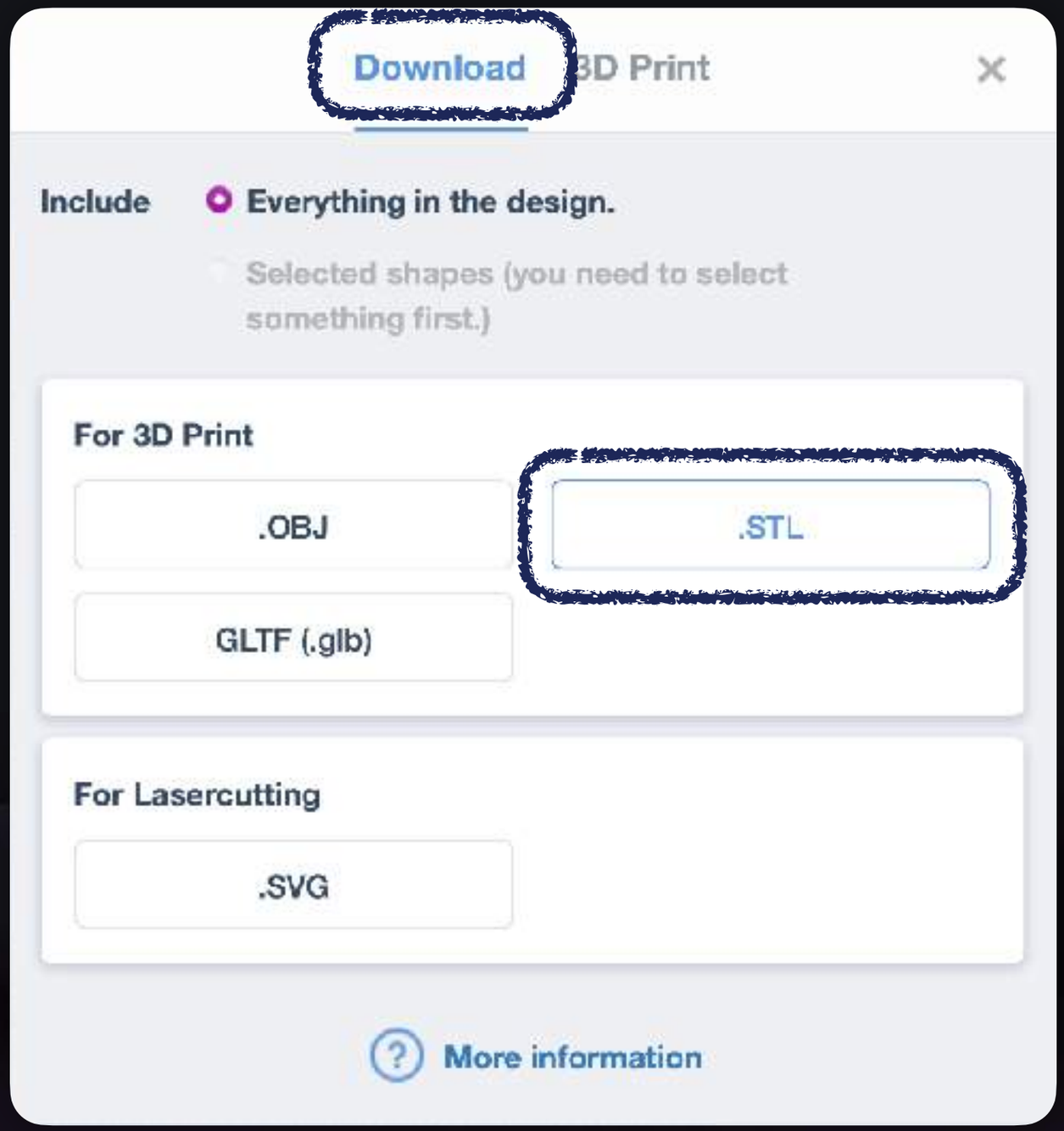
Settings

Snap Grid 1.0 mm

Exporting



Create 3D models

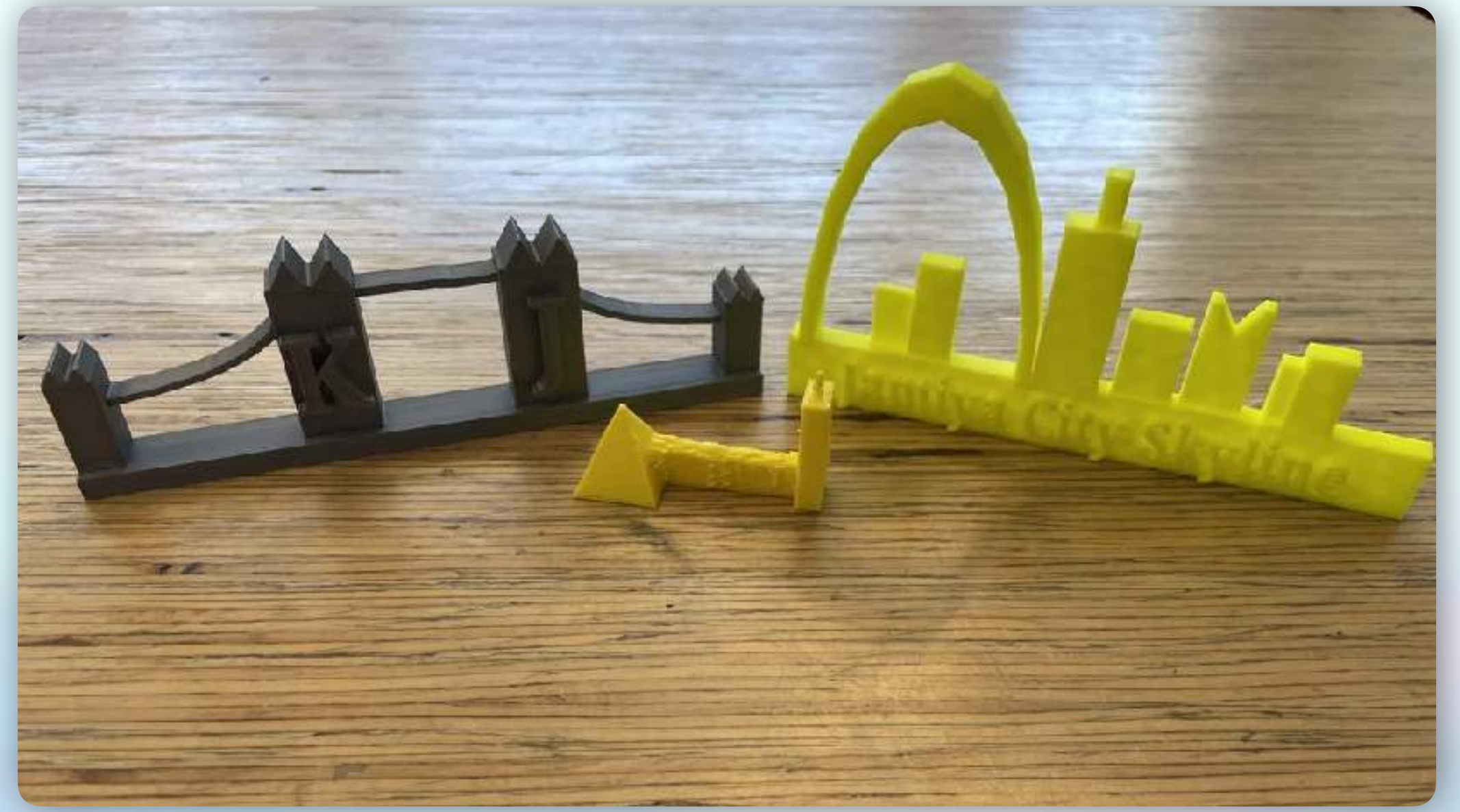


Embossing paper

Light/shadow art

https://www.kickstarter.com/projects/1856422226/zilios-light-up-your-outdoors-with-3d-printed-solar-lamps

City skyline

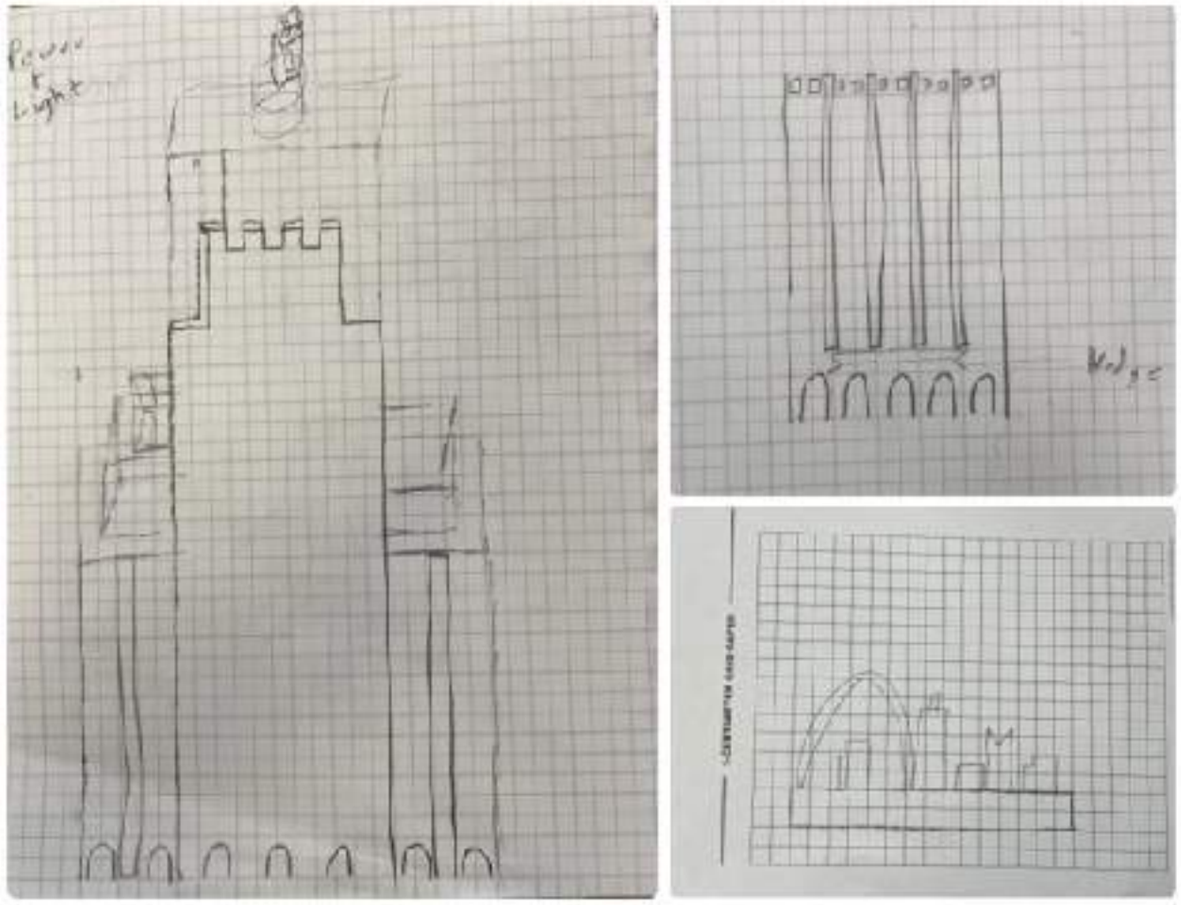


https://www.instructables.com/3D-Print-Your-Own-City-Skyline/

City skyline

to look up cities they are interested in. Finding 1 or 2 reference pictures will be very helpful when students start designing.

Step 2: Plan Your Design



After building background information, we're ready to plan our designs. I always like to show some of the design sketches I've made to show how to identify basic shapes like cubes, wedges, and cylinders that we'll

City skyline