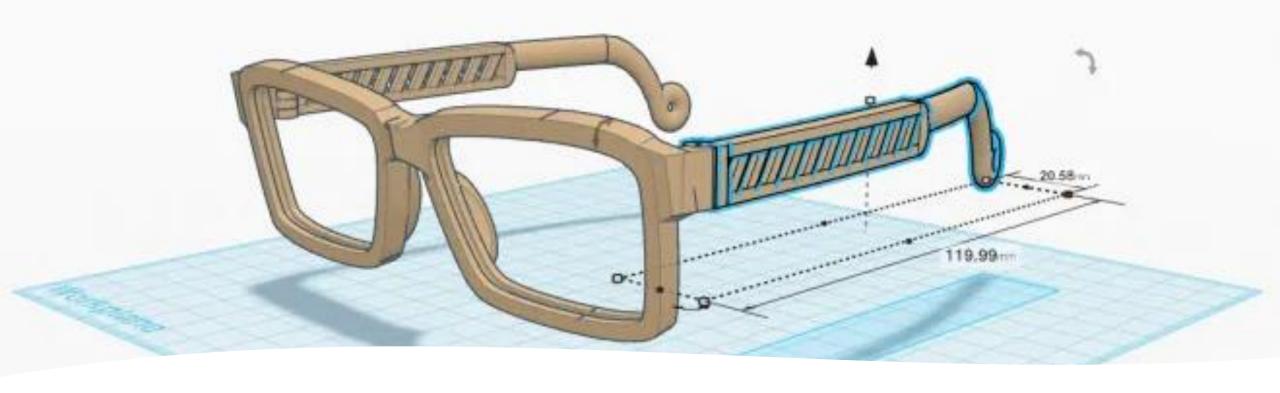
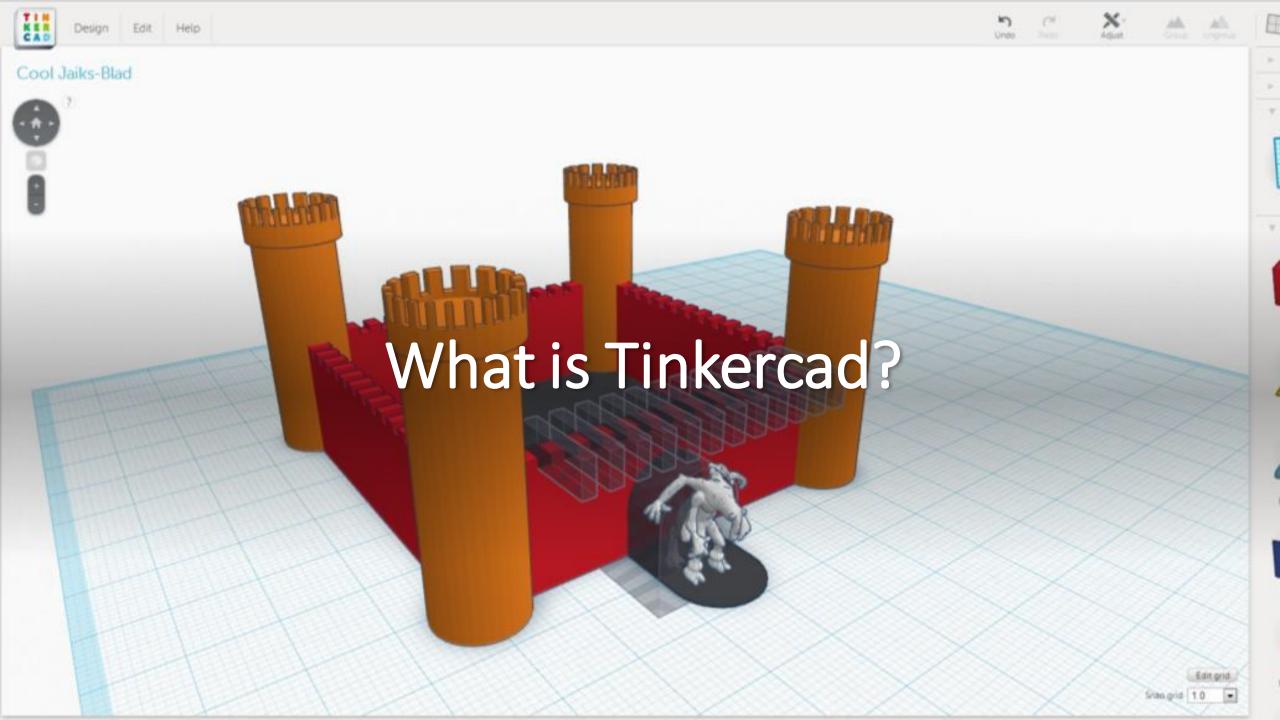
Welcome to Tinkercad Basics!

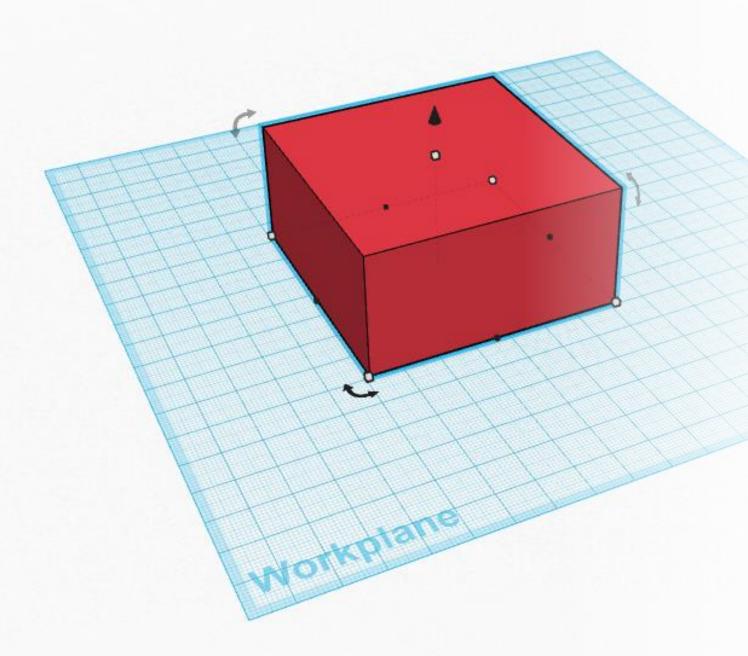




## Agenda

- What is **Tinkercad**?
- Understanding the Interface
- Tinkercad Tour





# What is Tinkercad?

Tinker is a free, online modelling software by Autodesk, the creator of the popular AutoCAD software.



#### From mind to design in minutes

Tinkercad is a free, easy-to-use web app that equips the next generation of designers and engineers with the foundational skills for innovation: 3D design, electronics, and coding!



Make a 3D Key Ring, Launch the Lesson!

Start Tinkering

Join your class



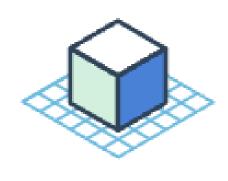




Since **TinkerCad** is web-based you do not need to download any software to use itjust go to www.tinkercad.com and create an account!

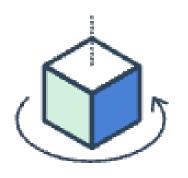


TinkerCad is also popular because it's very beginner friendly! Instead of crafting from scratch you drag pre-made shapes onto the workplane. If you can build with blocks, you can use Tinkercad!



#### 1. Place

Place a shape on the workplane to add or remove material. Use preexisting shapes or import your own. Shapes are the building blocks of Tinkercad.



### 2. Adjust

Adjust shapes freely by moving or rotating the workplane. Input exact dimensions with the ruler. Try different views and angles.



#### 3. Combine

Combine shapes together to create a custom shape. Intricate shapes are the basis of detailed models in Tinkercad. The sky's the limit!

Not sure where to start? **TinkerCad** has a gallery of objects you can copy and tinker with, or you can import existing 3D models from websites like Thingiverse.

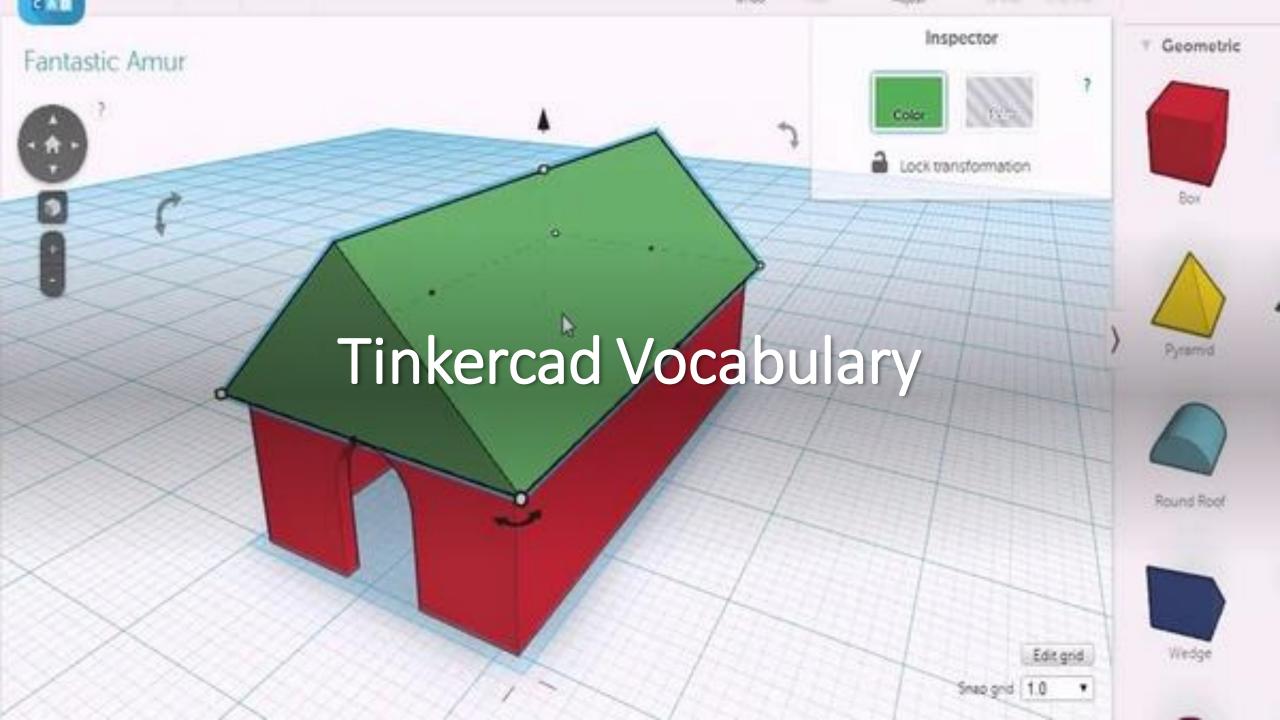








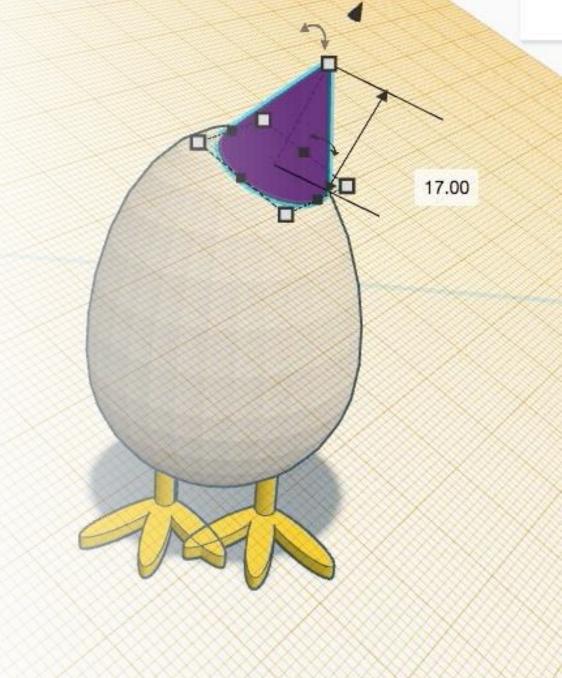


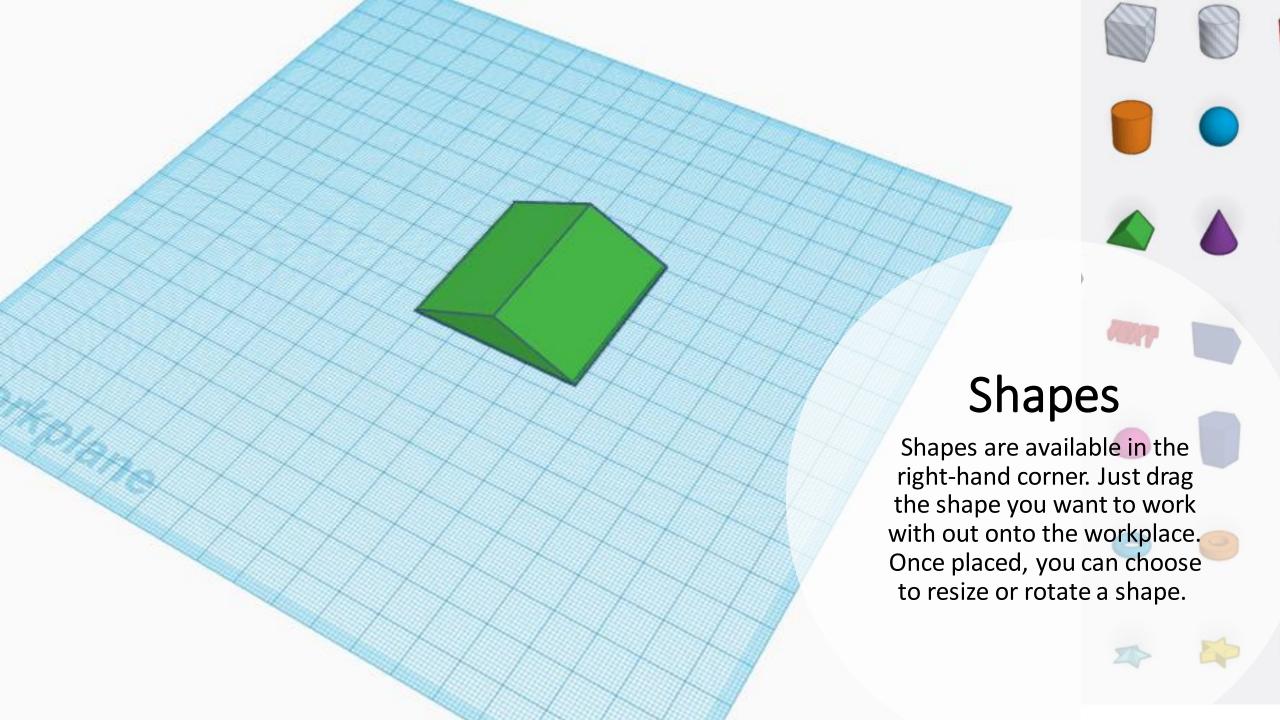


## Workplane

This is your basic workspace, which shows a grid. You can use the controls on the right side to zoom in and out or adjust your viewpoint. You can also click Snap Grid in the bottom left corner.

In addition to your basic workplane, you can use **The** Workplane Tool to add additional workplanes onto the surface of objectsallowing you to build up from any object.





Shapes can range from simple (squares, circle, letters) to complex models. Check out all the categories in the Shapes Library to get an idea of what you can make!











