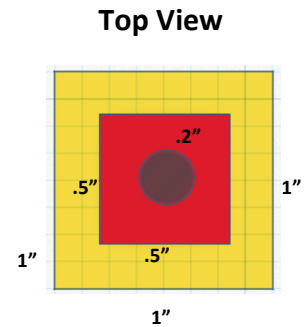


Tinkercad Training Base – Wall – Hole

30 pts.



Overview: Students will test their CAD skills by successfully attaching a Cube to a Base and creating a hole between these two shapes. This skill is the basis for the Mini Maze Game the students will soon create.

Specifications:

Base: Width: 1 inch; Length: 1 inch; Height: .062 inch

Cube: Width: .5 inch; Length: .5 inch; Height: .5 inch

Hole (cylinder): Width: .2 inch; Length: .2 inch; Height: .75 inch

Helpful Hints:

- Convert the Grid from “Millimeters” to “Inches” (Change can be made by clicking on the “Edit Grid” button). Then set the “Snap Grid” to 1/64”.
- Remember, you can only make edits to your shapes after changing the View or Angle by reapplying the “Work Plane.”
- The hole is a cylinder.
- The hole will only appear when it has been “Grouped” with the other shapes.
- The Cube and the Base will only attach when they have been “Grouped.”
- When you are ready to Export this object to be printed, the object should be visible in “Top View” and the grid behind it should be Light Blue in color – this is done by clicking the background grid (not the object) with the “Work Plane.”