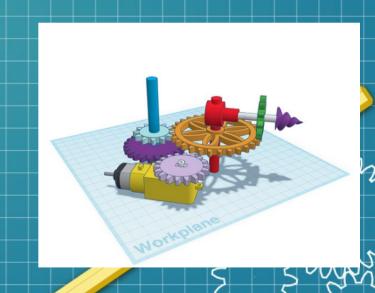




# Málaga training – Tinkercad 3D 15th-19th november 2021

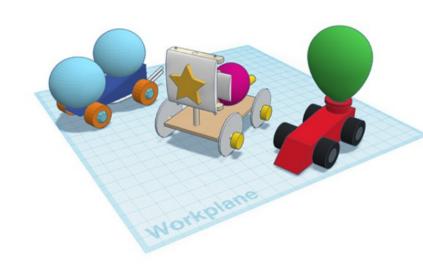


3D Design for impaired hearing kids

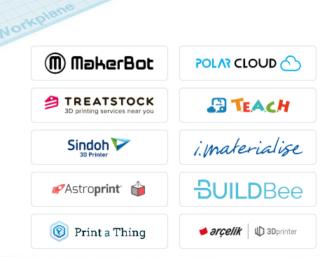


- Tinkercad is an powerful easy-to-use CAD tool for creating 3D digital designs.
- Tinkercad is a free-of-charge, online 3D modeling program that runs in a web browser.
- It is available since 2011 and it has become a popular platform for creating models for 3D printing
- It is also an entry-level introduction to constructive solid geometry in schools.
- Tinkercad 3D was design by Google in 2011 and acquire by Autodesk, one of the main 3D software enterprises, in 2013.

- Advantages:
  - Free-of-charge
    - You can use it without paying
  - Web interface
    - No need to install anything
    - All PCs have a web browser
  - Online access
    - You can use it everywhere
    - If you have internet access



- Advantages:
  - Easy to use
    - It is really easy to use
  - Compatibility with standard formats
    - It imports and exports:
      - Obj objects
      - Stl objects
  - Export to some popular 3D printers
    - Makerbot, PolarCloud, ...



- Disadvantages:
  - Limited capabilities
    - Difficult or tricky to do complex objects.
  - It doesn't support all 3D printers
  - It doesn't have integrated slicing tool
  - Only works online
    - You need internet access
    - It can be discontinued at any moment (as 123D circuits)

### Tinkercad 3D – how can I access it?

- Tinkercad 3D web:
  - https://www.tinkercad.com/



#### 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!

Start Tinkering

Join your class











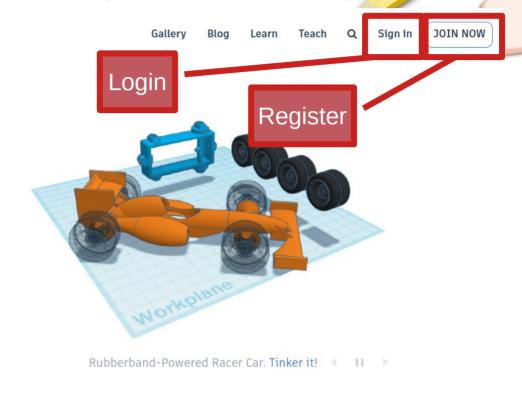
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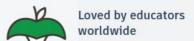
Login

Join your class



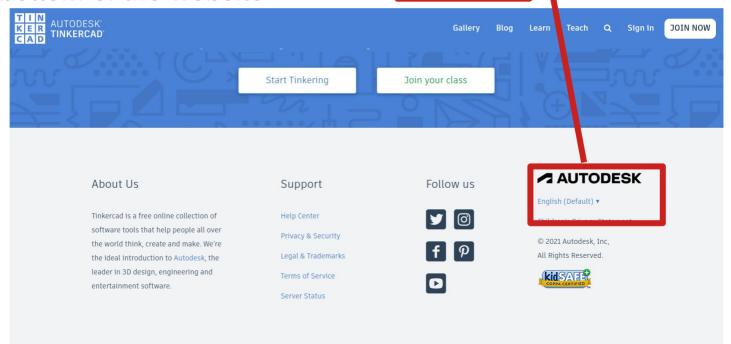






Choose language:

At the bottom of the website



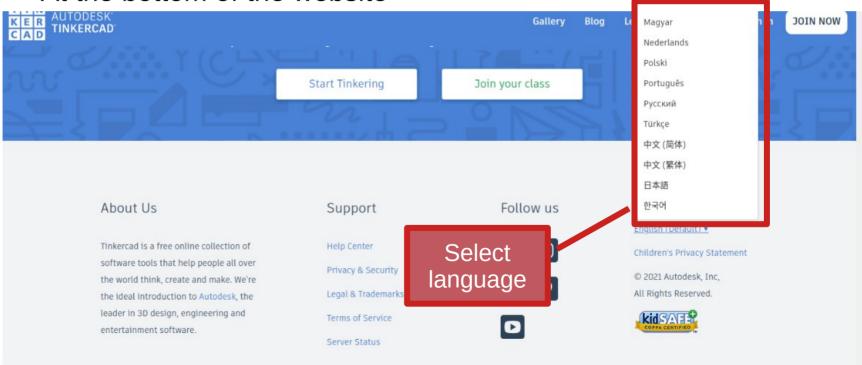
Click to

select

language

Choose language:

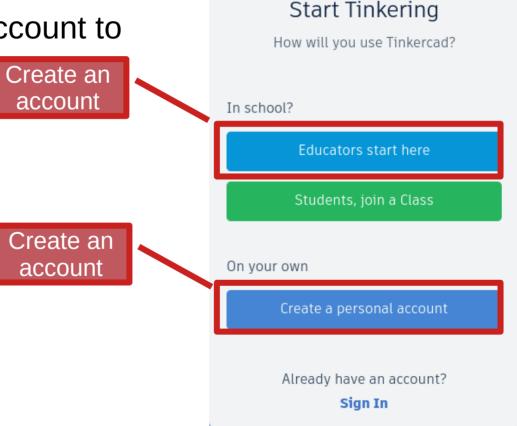
At the bottom of the website



You need to create an account to access Tinkercad 3D

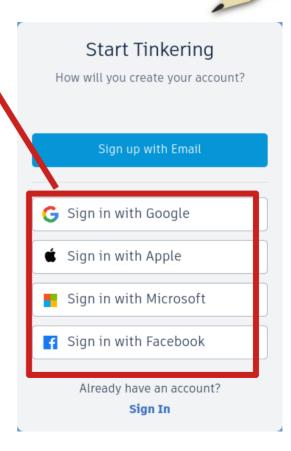
You can use any email

- It's easier if you use:
  - Gmail
  - Microsoft
  - Apple
  - Facebook



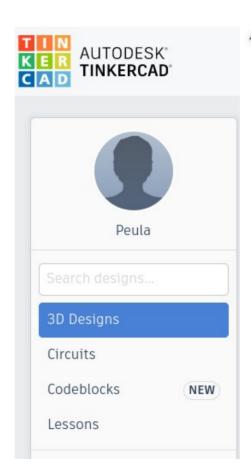
- Login:
  - You can use any email
  - It's easier if you use:
    - Gmail
    - Microsoft
    - Apple
    - Facebook

You can choose how to login



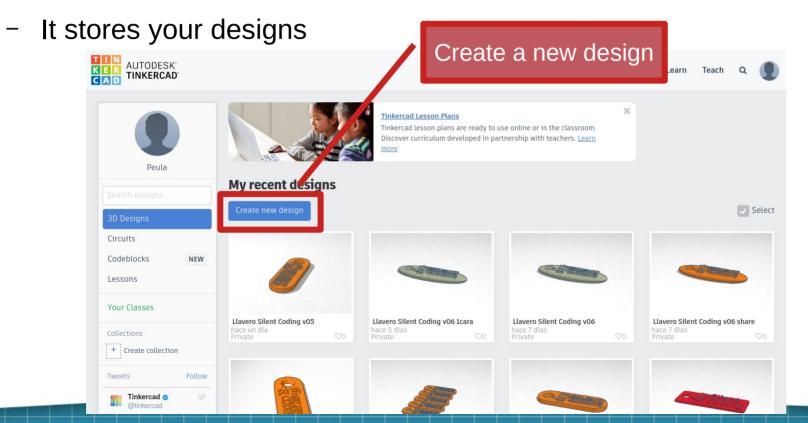
#### Tinkercad 3D – Dashboard

- User Tinkercad dashboard
  - You can choose:
    - 3D Designs
      - Design 3d objects
    - Circuits
      - Design circuit
    - Codeblocks
      - Design programs
    - Lessons
      - Thematic lessons:
        - Robotics
        - Electronics...



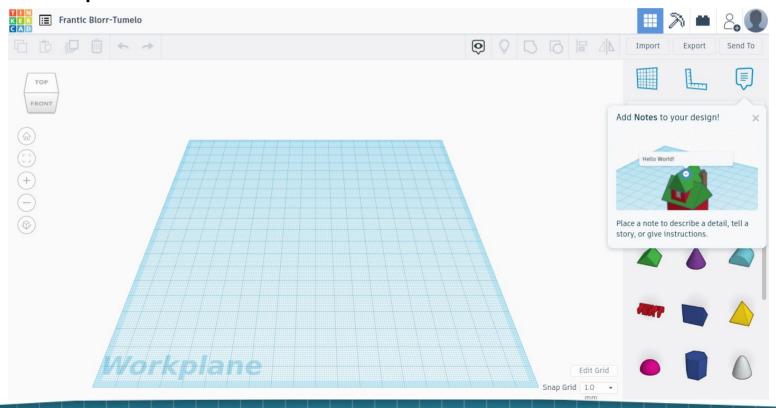
#### Tinkercad 3D – Dashboard

User Tinkercad dashboard



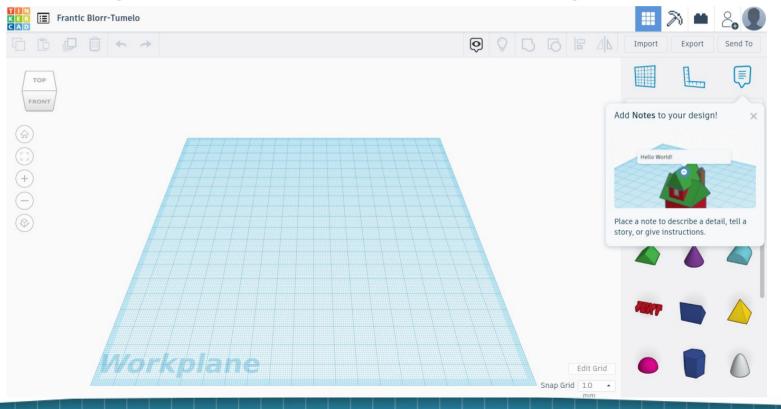
#### Tinkercad 3D - Dashboard

User workplane



## Tinkercad 3D – Let's begin with the workspace

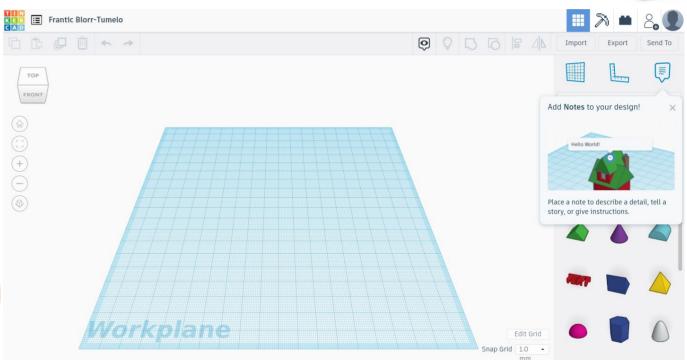
First, create you own account and access to your dashboard

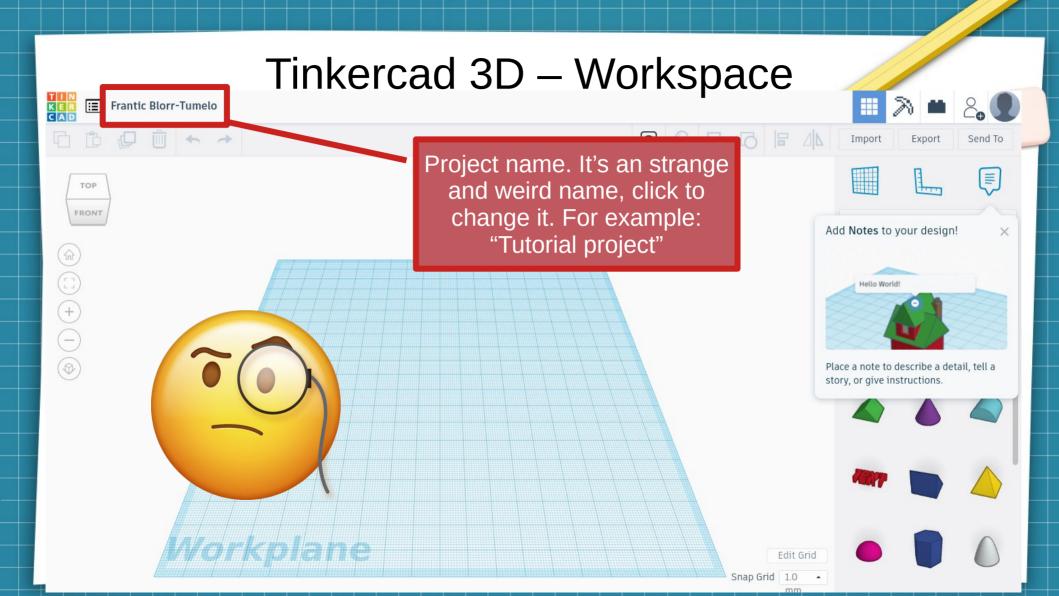


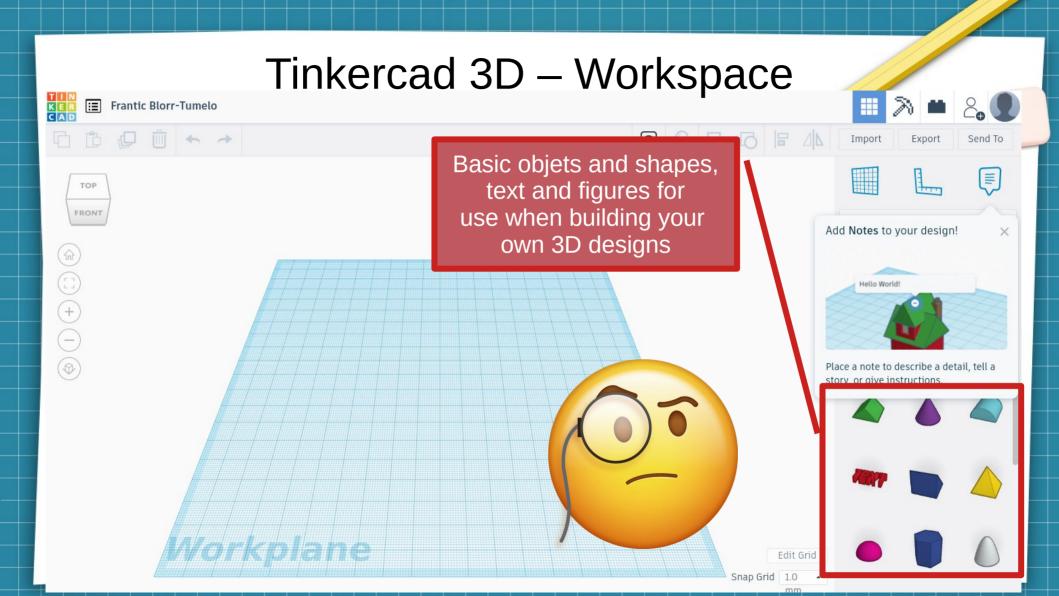
## Tinkercad 3D – Workspace

- You have an:
  - Empty plane
  - Some buttons
  - Some objects
  - A cube...



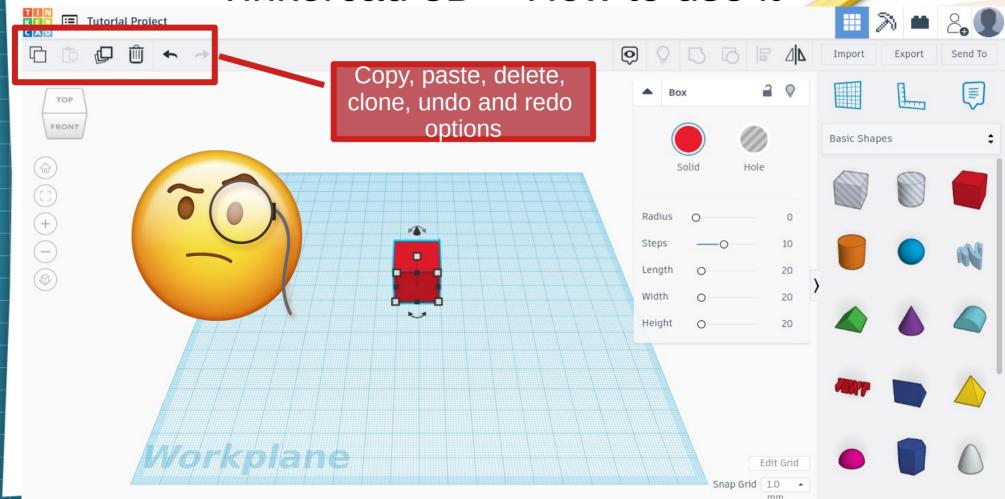




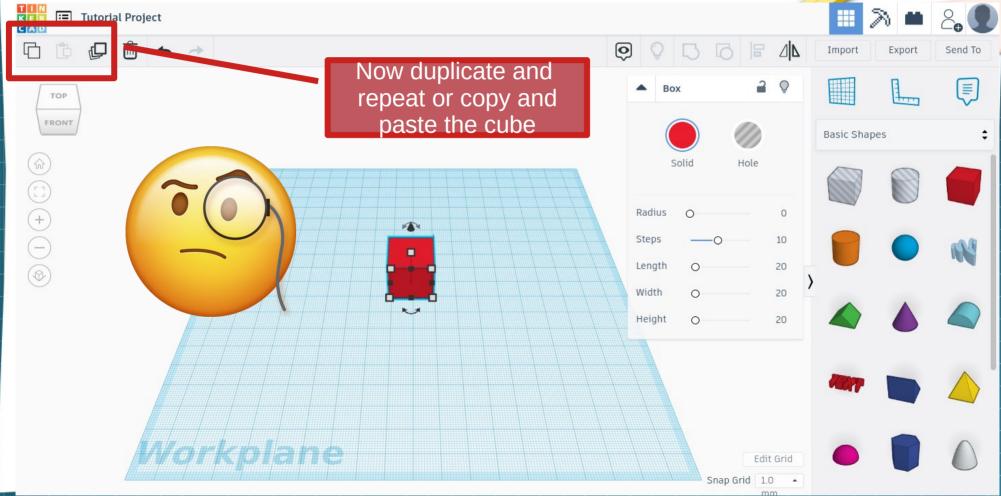


Tinkercad 3D – Workspace **≡** Tutorial Project Export Send To Left click on the cube and TOP drag It to the workplane FRONT Basic Shapes Radius 0 Length 20 Edit Grid Snap Grid 1.0

## Tinkercad 3D – How to use it



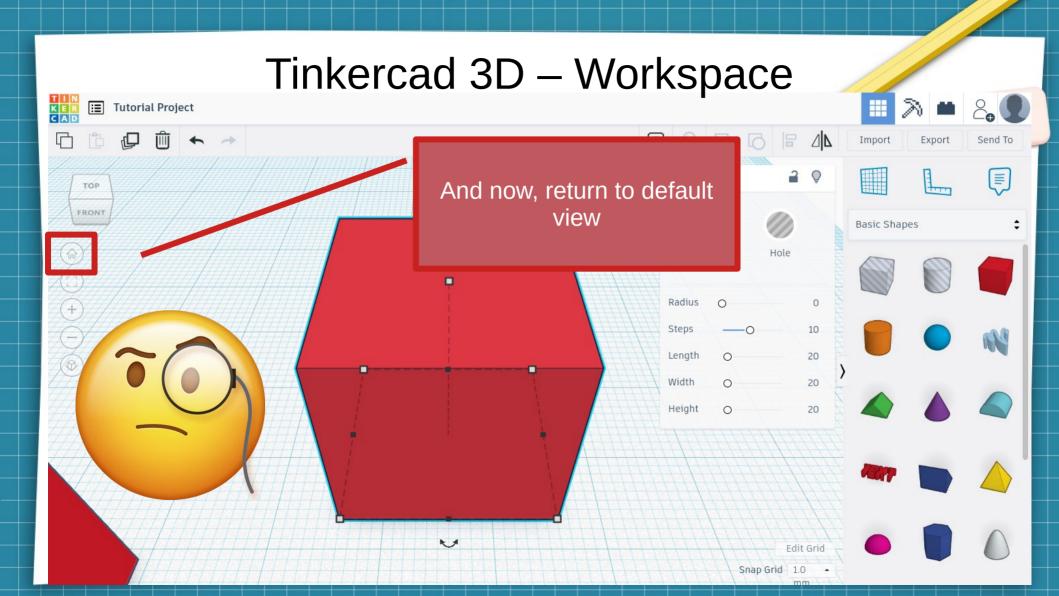
## Tinkercad 3D – How to use it



Tinkercad 3D – Workspace Tutorial Project All changes saved Export Send To View tools. Let you rotate set default view, fit selected ≡ TOP object, zoom in and FRONT Basic Shapes out, and ortographic view Radius Steps 20 Length -24.00 20 Width Height 37.00 Edit Grid Snap Grid 1.0

Tinkercad 3D – Workspace Tutorial Project Export Send To You can move through the TOP workspace pressing center button and moving the mouse. FRONT Basic Shapes You can rotate the view pressing right button and moving the Mouse. You can zoom in and out using the mouse wheel. 20 20 Height 37.00 Edit Grid

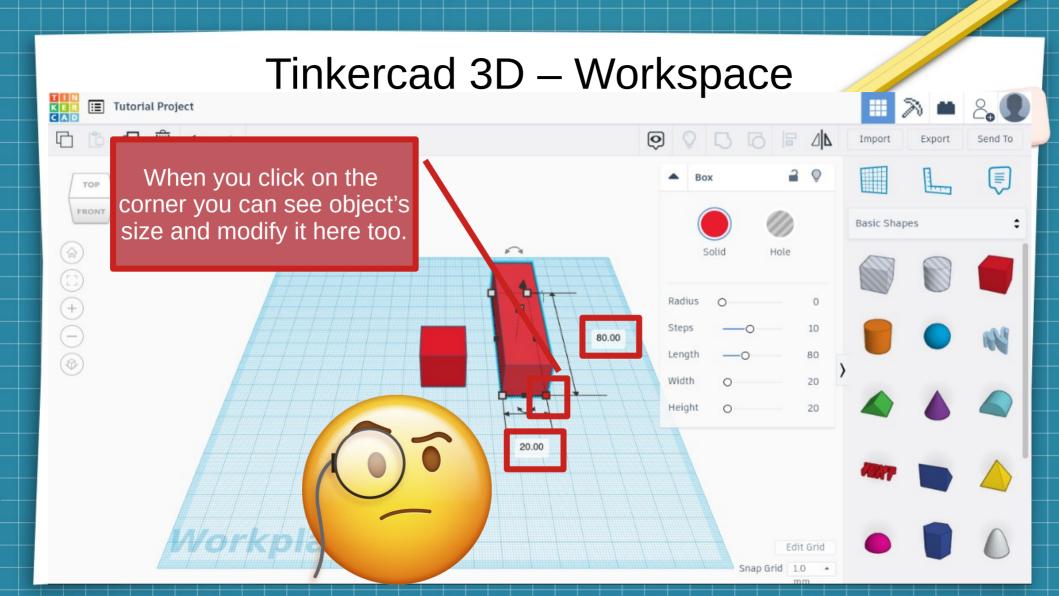
Tinkercad 3D – Workspace **≡** Tutorial Project All changes saved Export Send To ≡ TOP Now set fit selected object FRONT Basic Shapes Radius Steps 20 Length -24.00 20 Width 37.00 Height Edit Grid Snap Grid 1.0

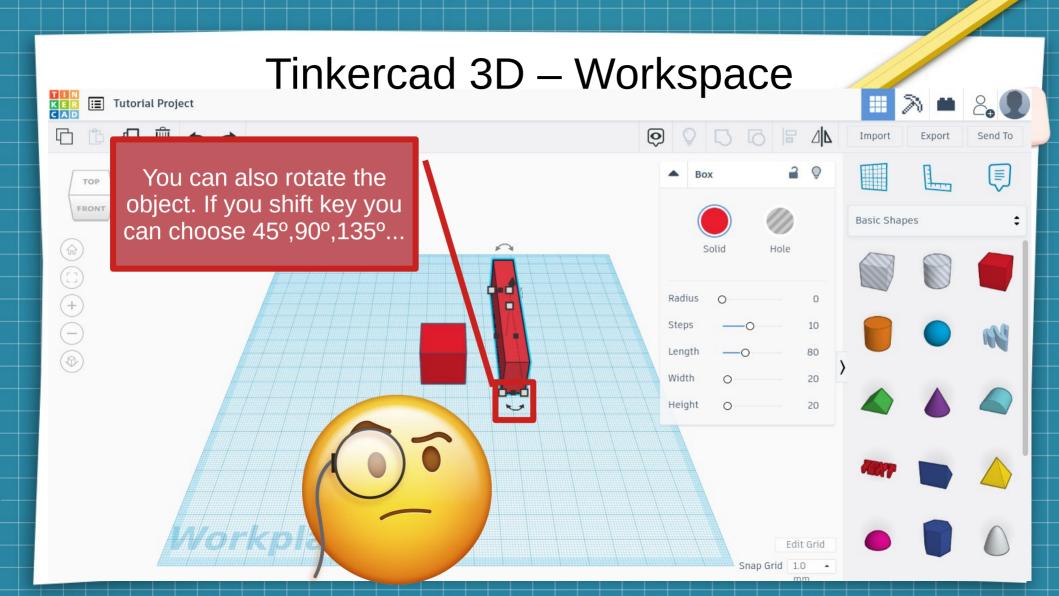


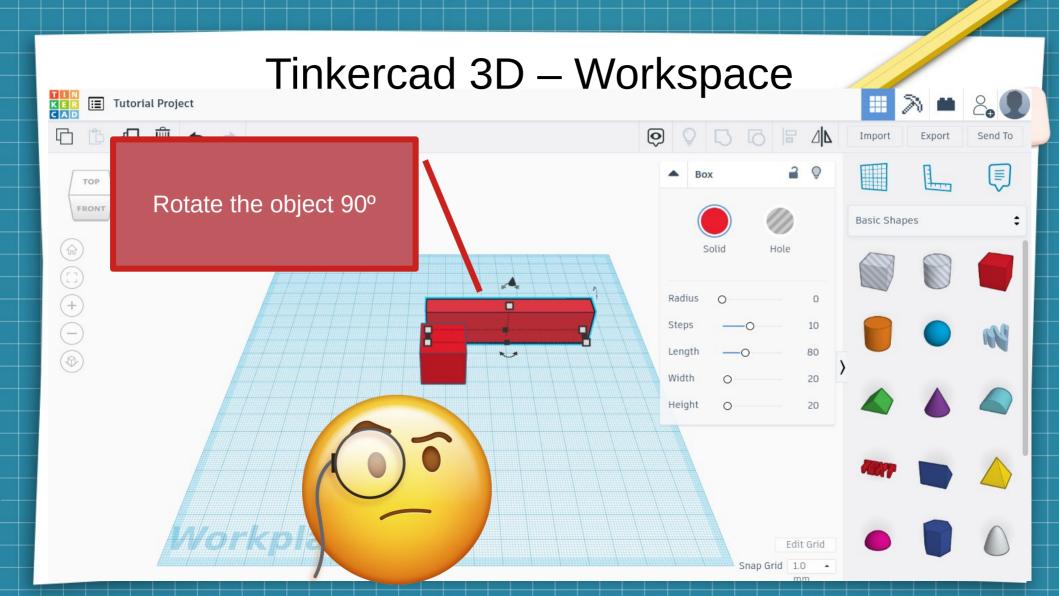
Tinkercad 3D – Workspace **≡** Tutorial Project 凸 Export Send To When you select an object ≡ you have access to the TOP object menu. Let you set FRONT Basic Shapes steps, length, width, height, colour (or hole), etc. Radius 10 Steps Length 20 -24.00 20 Width 37.00 Height 20 *lorko*lane Edit Grid Snap Grid 1.0

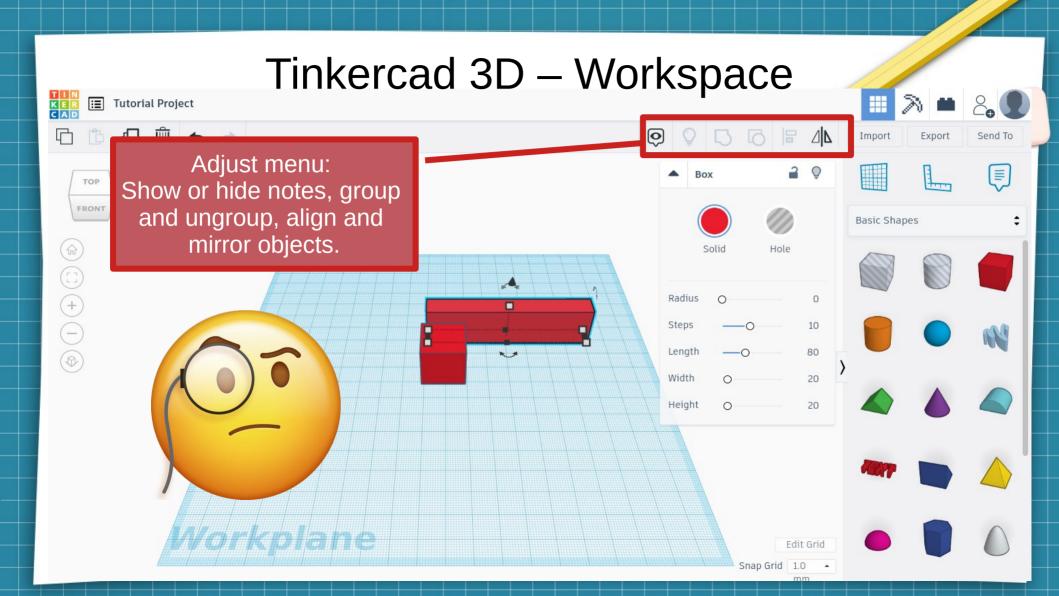
Tinkercad 3D – Workspace **≡** Tutorial Project All changes saved 凸 Export Send To Object menu. Let you set ≡ TOP steps, length, width, height, Basic Shapes colour (or hole), etc. Radius 20 Length -24.00 Height 37.00 *forkpl*ane Edit Grid Snap Grid 1.0

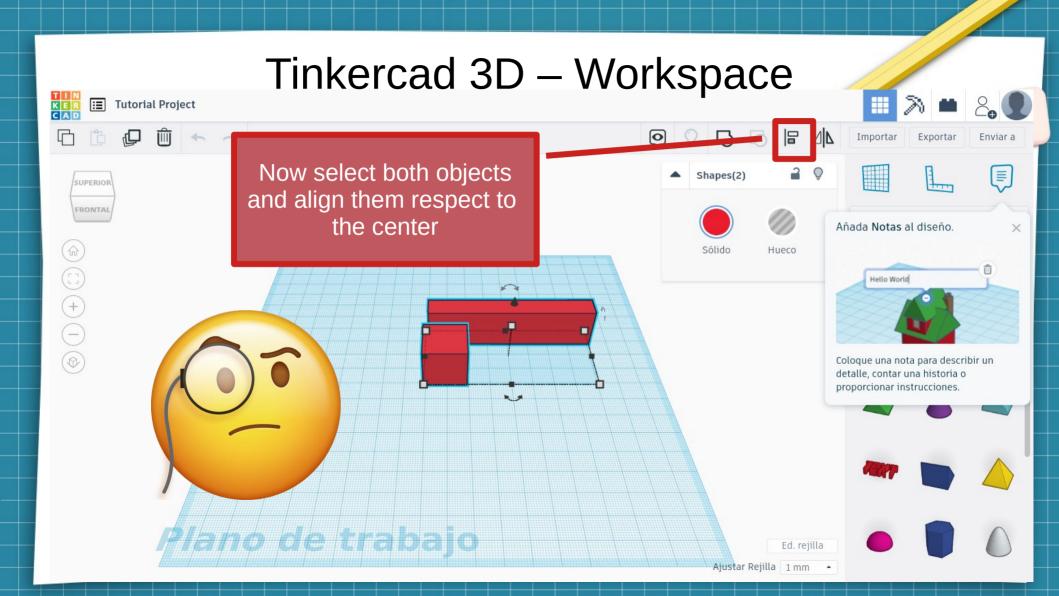
Tinkercad 3D – Workspace T I N K E R C A D Tutorial Project 5 6 8 4 Export Send To TOP Now modify length's object Basic Shapes Radius 80 20 Height Edit Grid Snap Grid 1.0

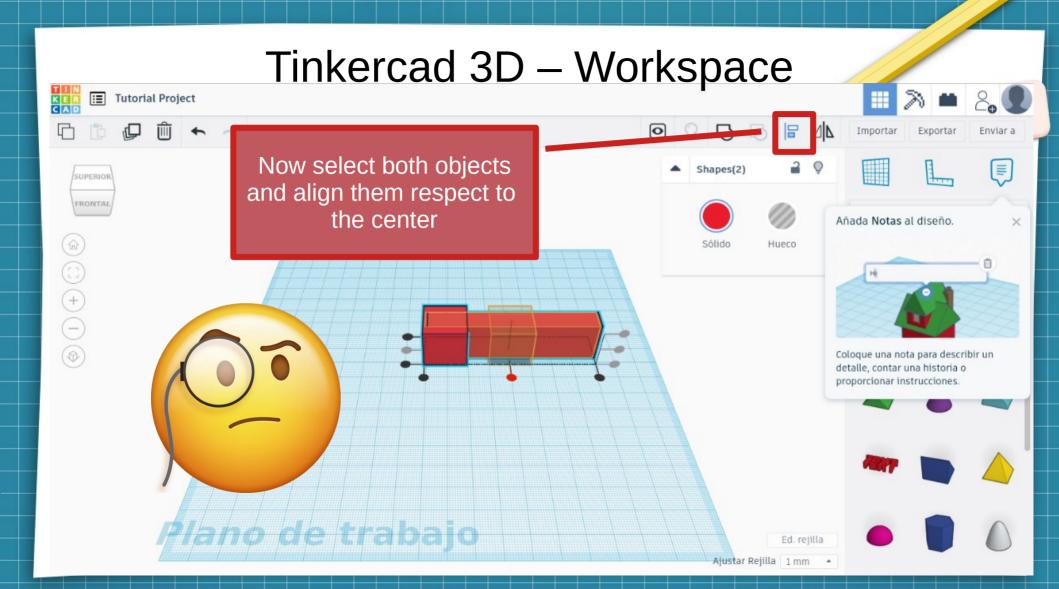


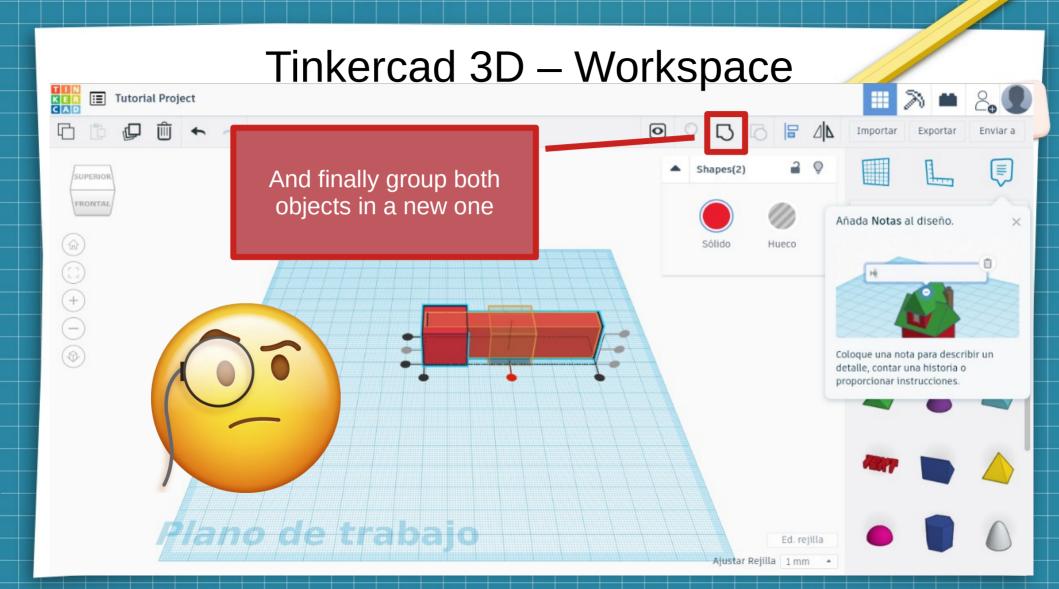


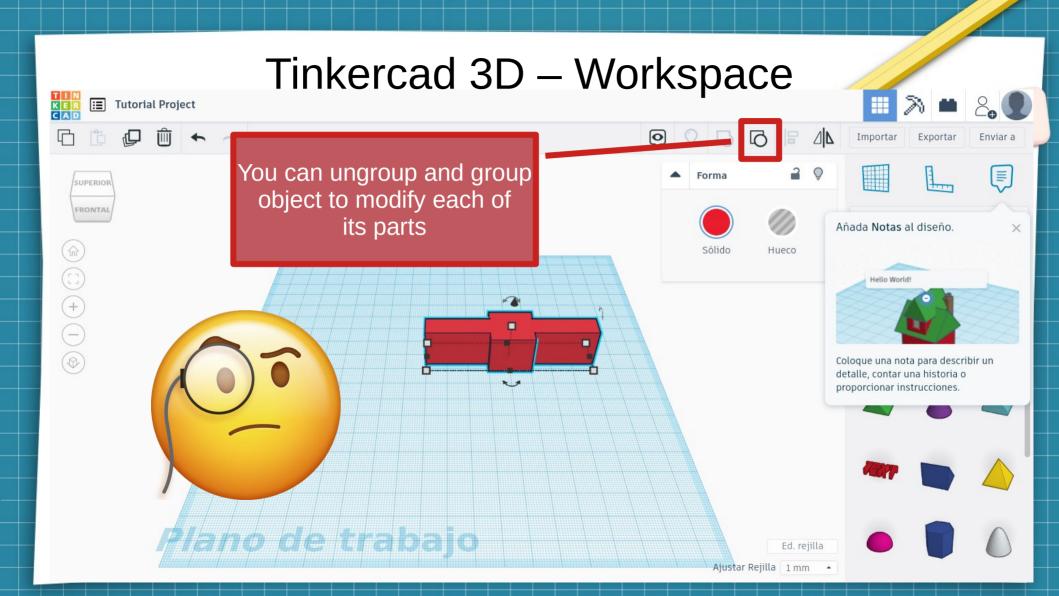


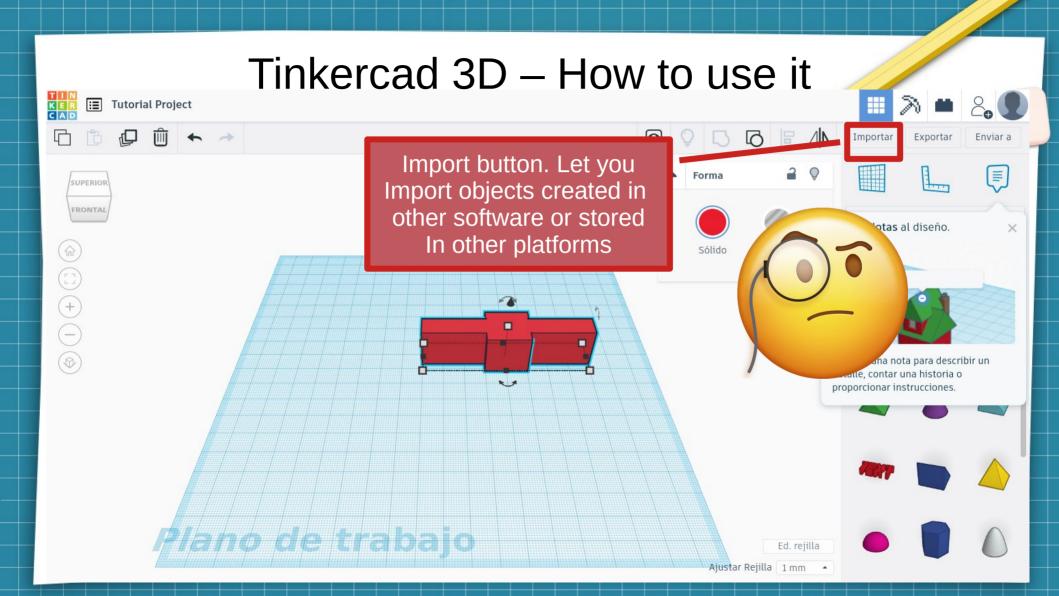




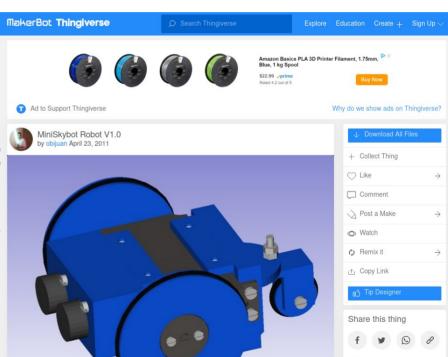




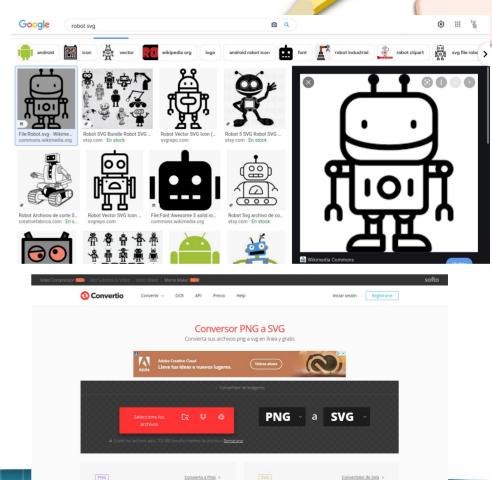


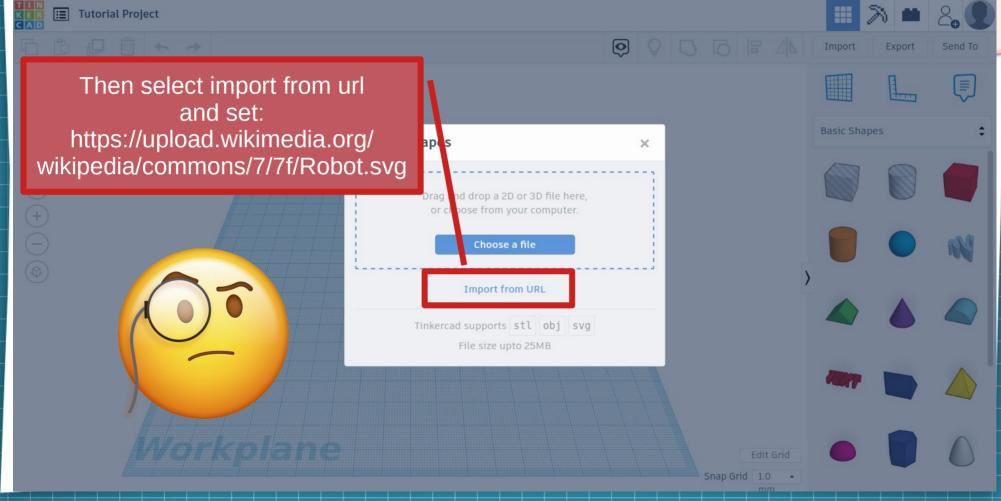


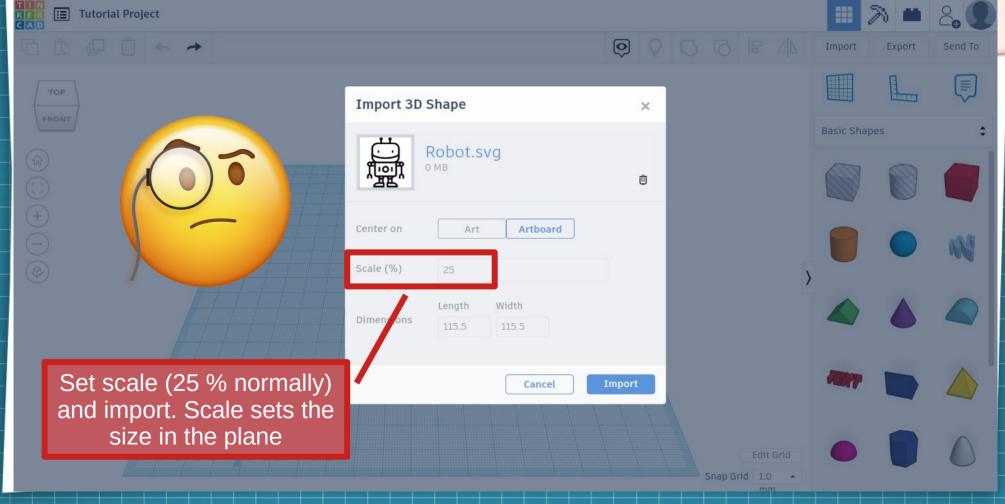
- Import files. You need files:
  - Stl (object 3d)
  - Obj (object 3d)
  - Svg (image)
- You can import objects from:
  - https://www.thingiverse.com/
  - https://www.youmagine.com/
  - https://cults3d.com/es
  - And others

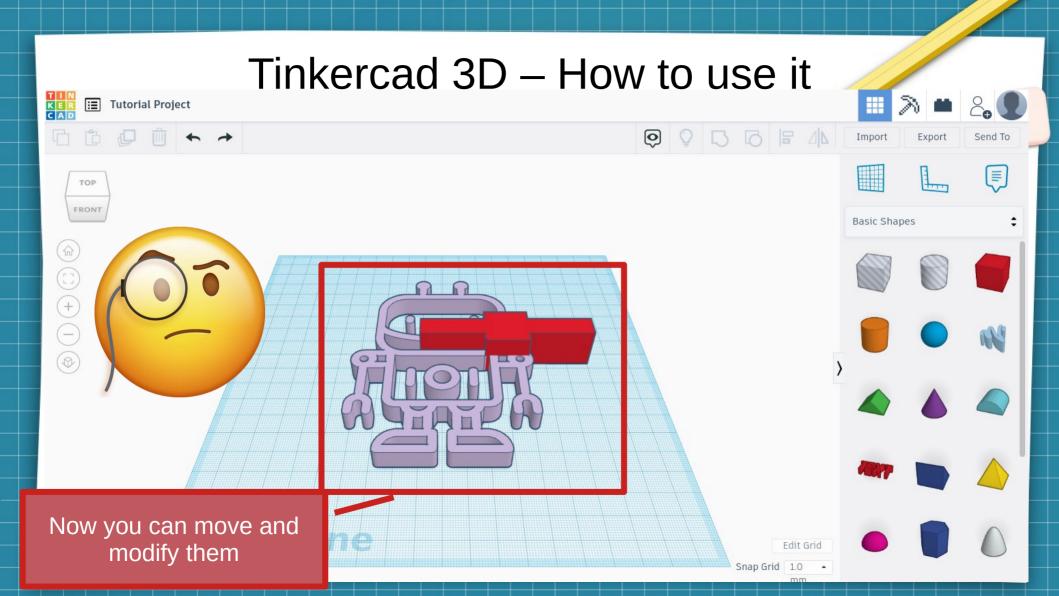


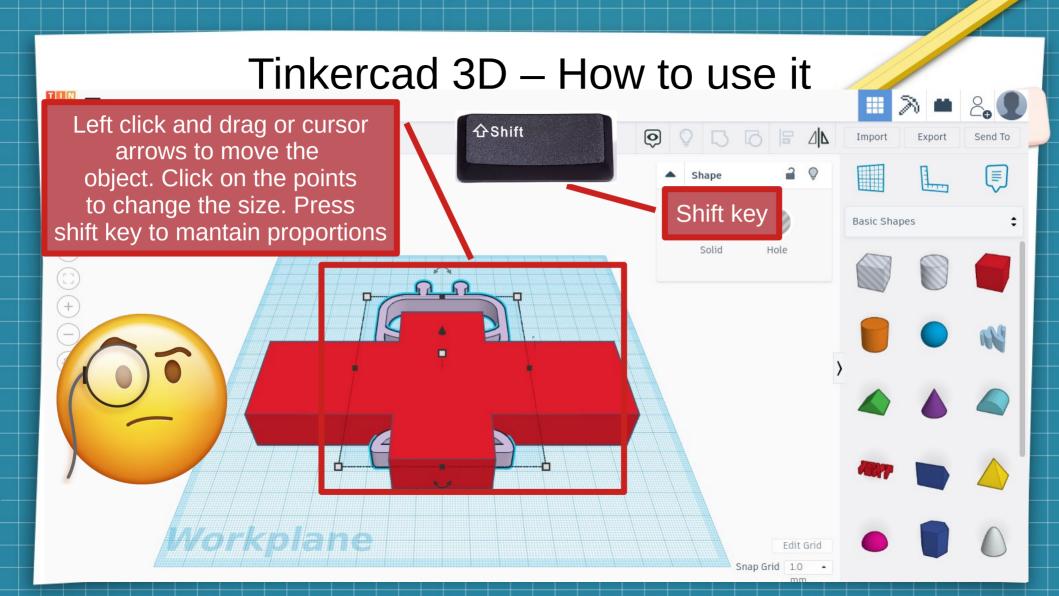
- Import files. You need files:
  - Stl (object 3d)
  - Obj (object 3d)
  - Svg (image)
- You can import images from:
  - https://www.google.com/
  - https://commons.wikimedia.org/
- You can convert to svg:
  - https://convertio.co/es/png-svg/

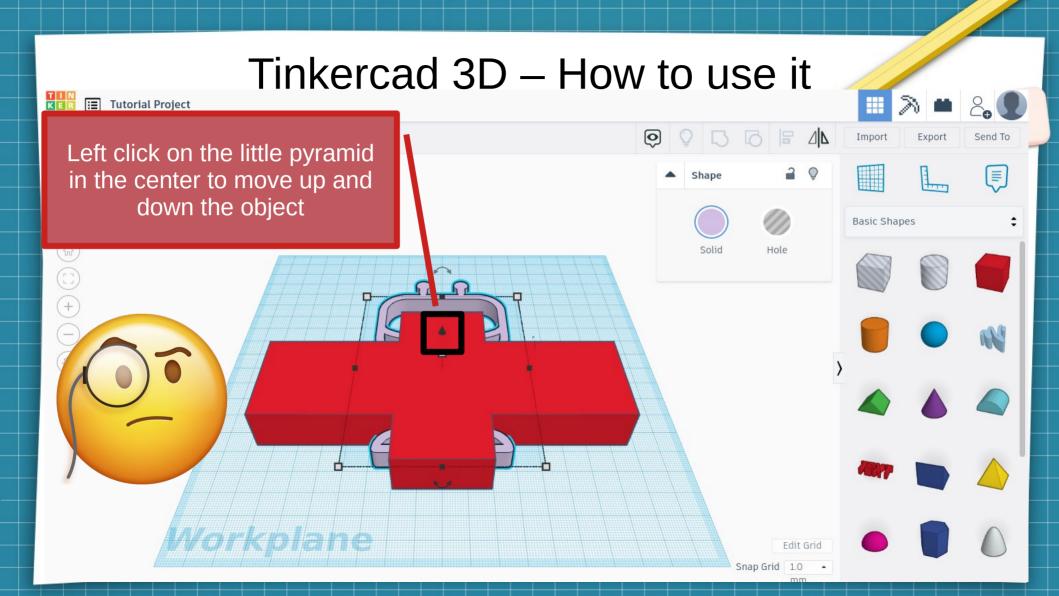


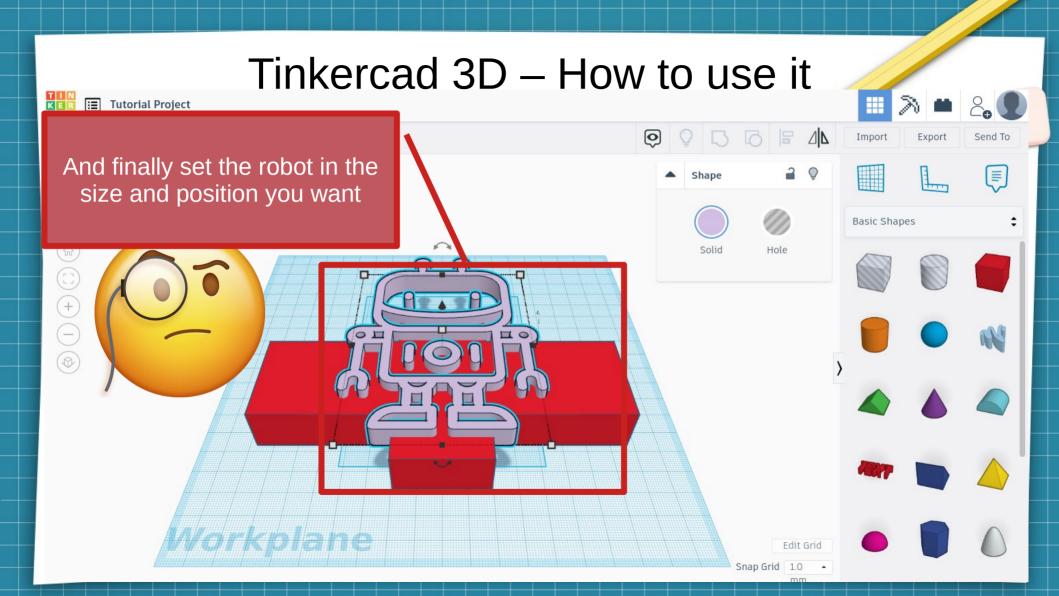


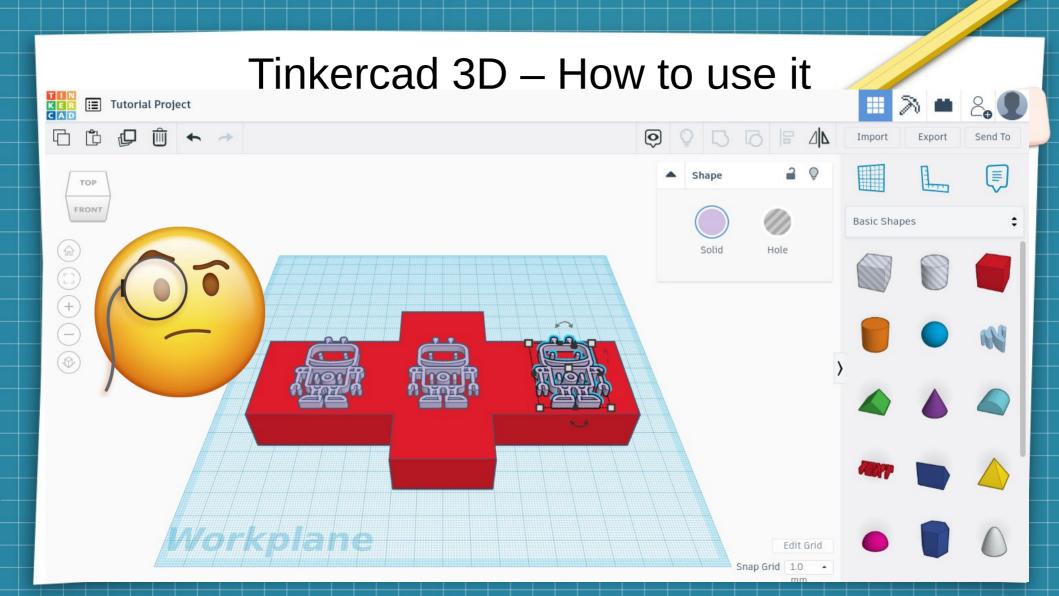


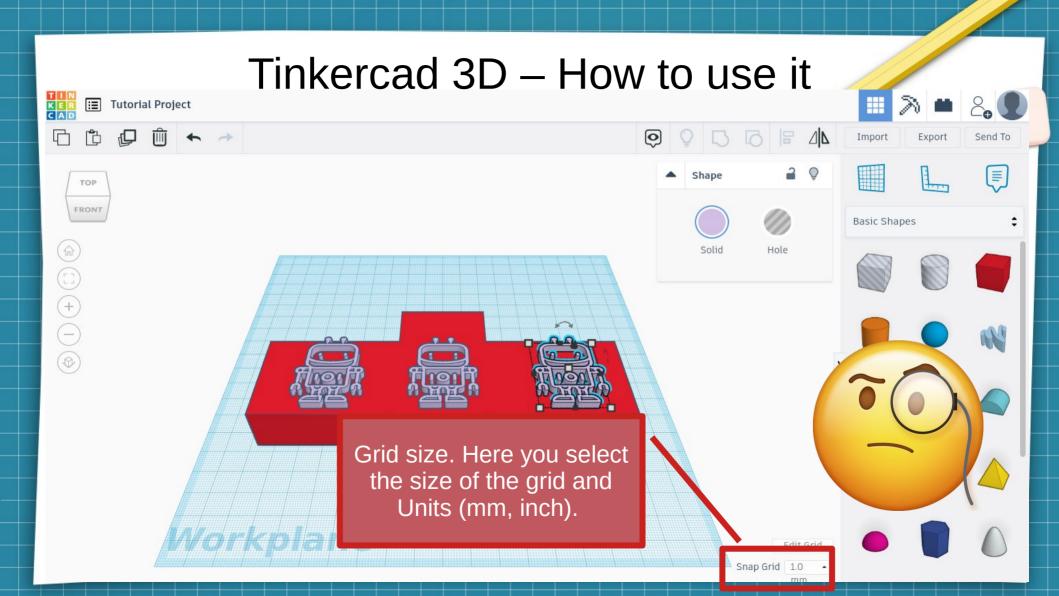


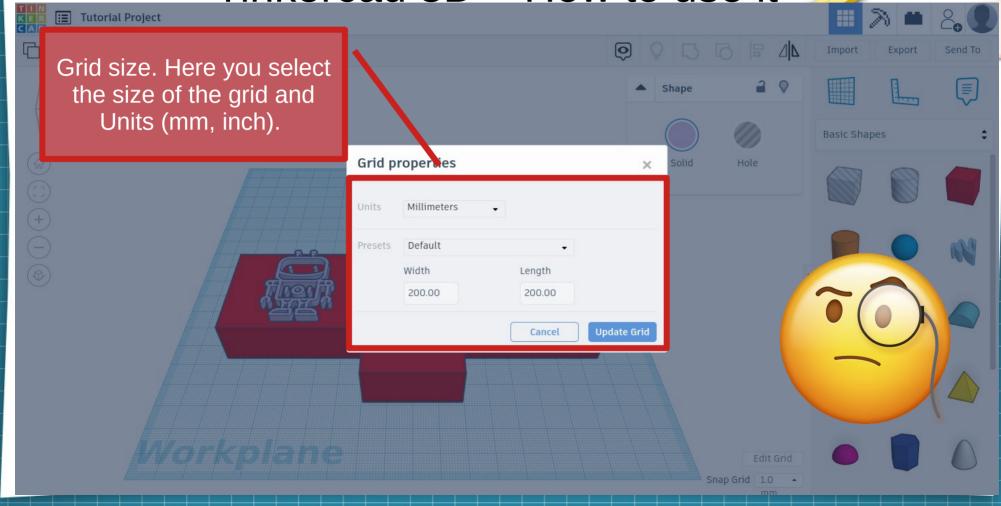


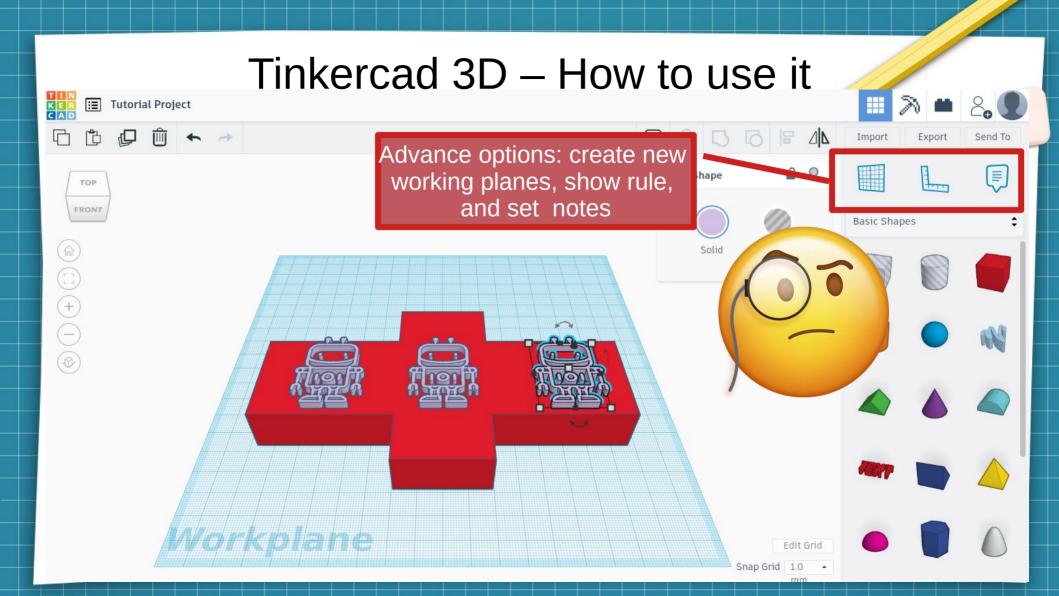


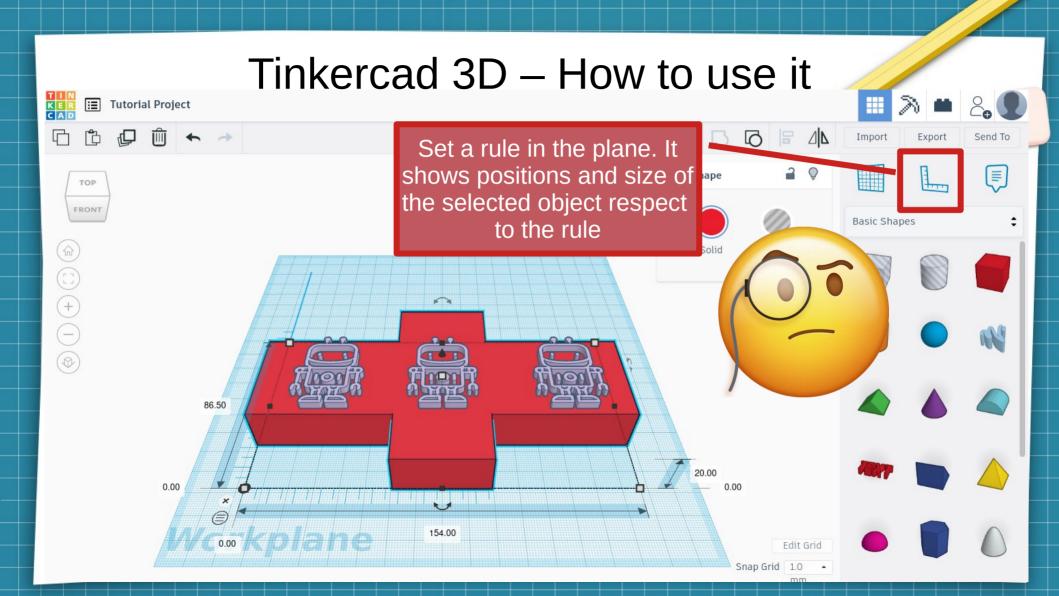


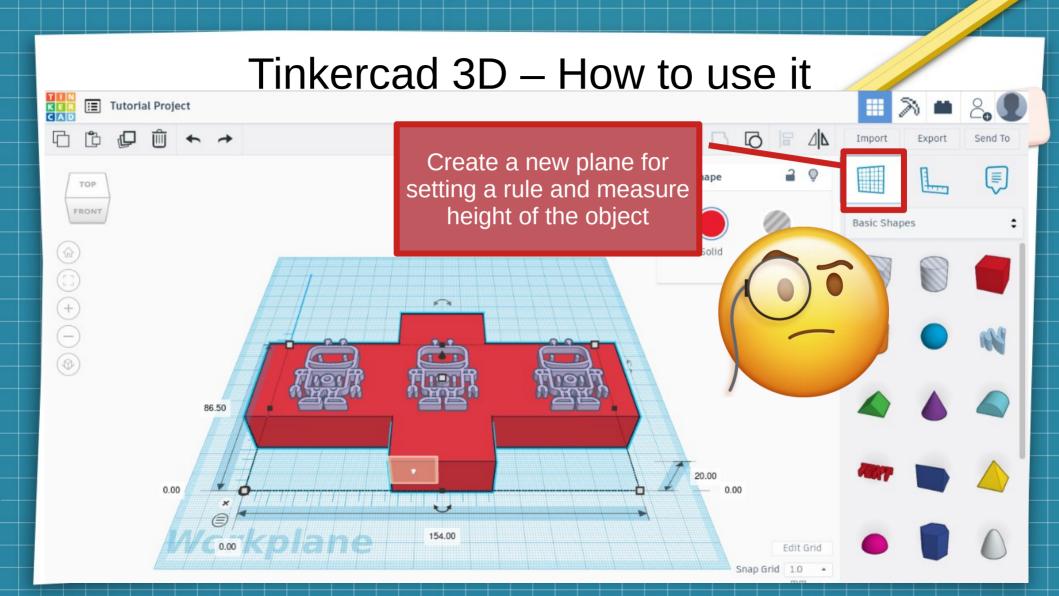


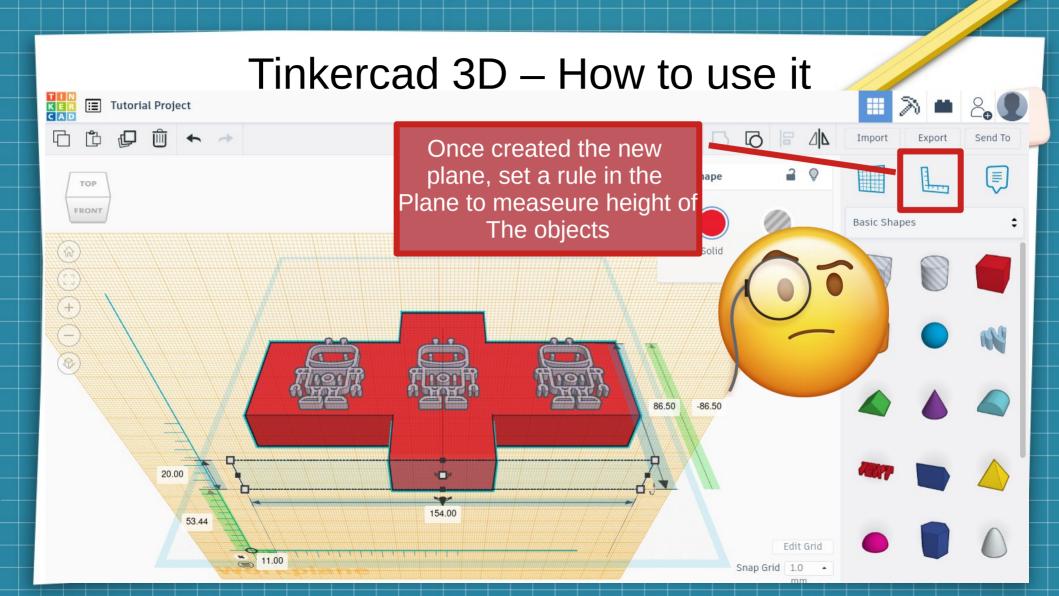




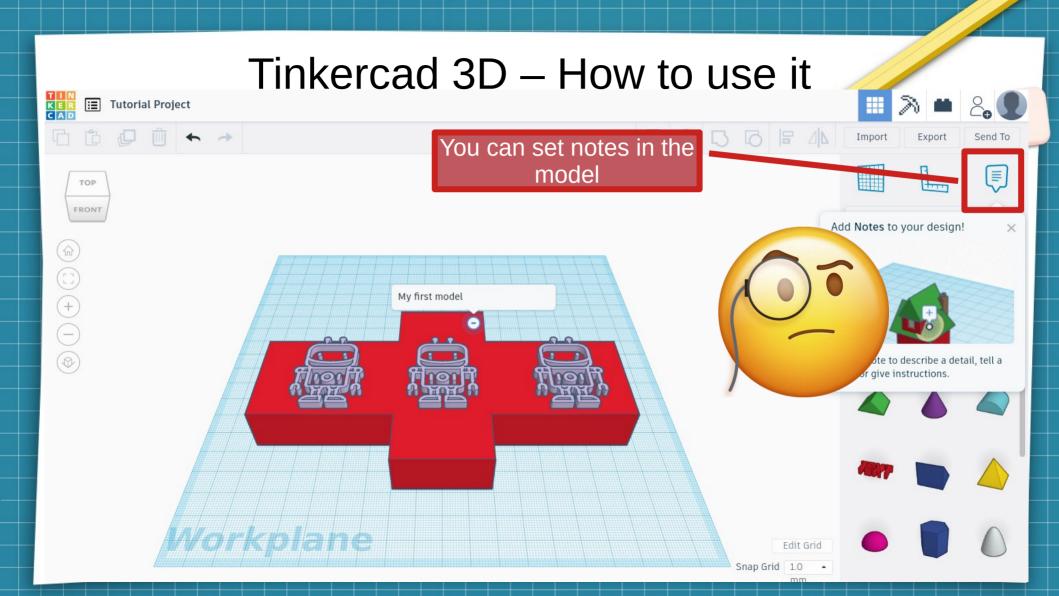






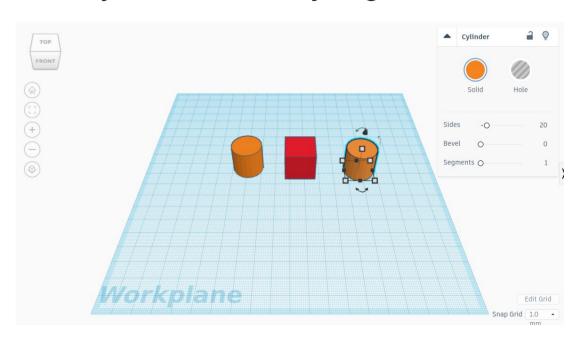


#### Tinkercad 3D – How to use it **≡** Tutorial Project 5 6 E 4L Export Send To It's easier to measure height FRONT If you choose the front view Basic Shapes 3.35 21.44 9.12 Edit Grid Snap Grid 1.0

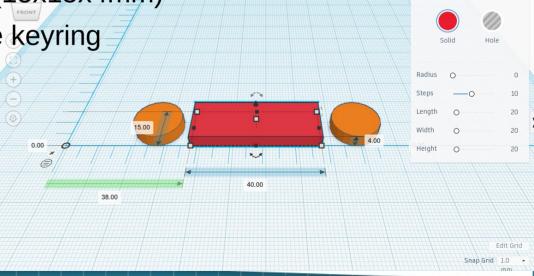


- Let's create our first object. A keyring.
- You need to select the basic objects for the keyring
  - A cube
  - Two cilinders
  - An image for the design

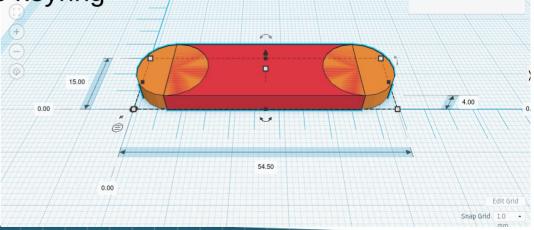
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- You need to select the basic objects for the keyring
  - A cube
  - Two cilinders
  - An image for the design



- Let's create our first object. A keyring.
- You have to modify and move the objects to form a keyring
  - Set the size of the cube (15x40x4mm)
  - Set the size of the cilinders (15x15x4mm)
  - Move the objects to form the keyring



- Let's create our first object. A keyring.
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  - Set the size of the cube (15x40x4mm)
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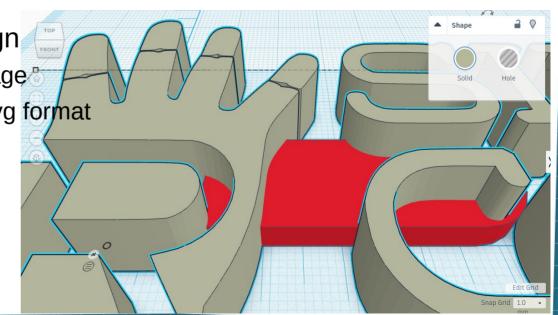
- Let's create our first object. A keyring.
- Now, we need a hole for the chain:
  - Create a new cilinder
  - Set hole instead of colour
  - Align it to the main cilinder
  - If everything seems to be correct, group all objects.



- Let's create our first object. A keyring.
- Now, we need a hole for the chain:
  - Create a new cilinder
  - Set hole instead of colour
  - Align it to the main cilinder
  - If everything seems to be correct, group all objects.

- Let's create our first object. A keyring.
- Choose the design. You can:
  - Use text
  - Use an image for the design
    - You need to import the image.
    - The image have to be in svg format
    - Let's use the project logo:
      - www.shorturl.at/nBLV5



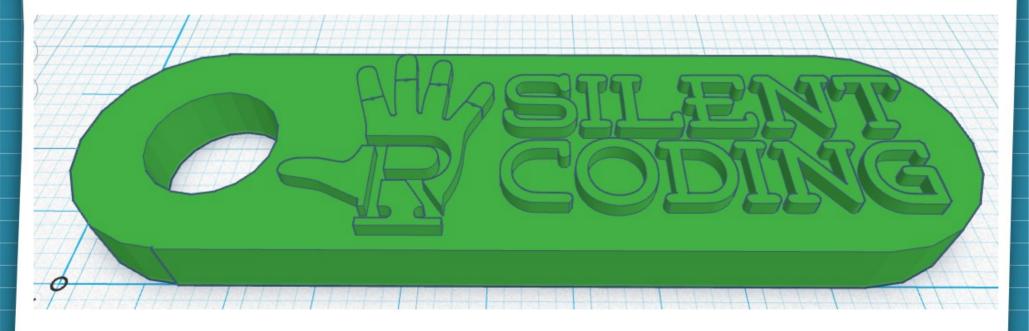


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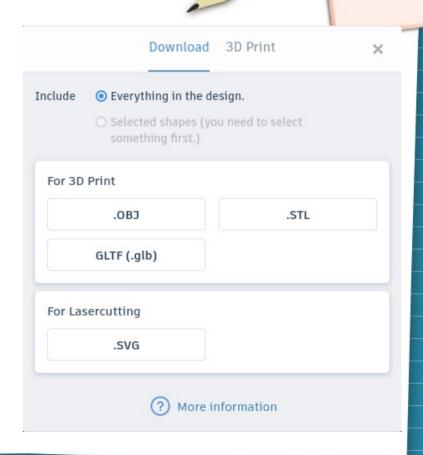


- Let's create our first object. A keyring.
- Finally, group everything. It's necessary before exporting.



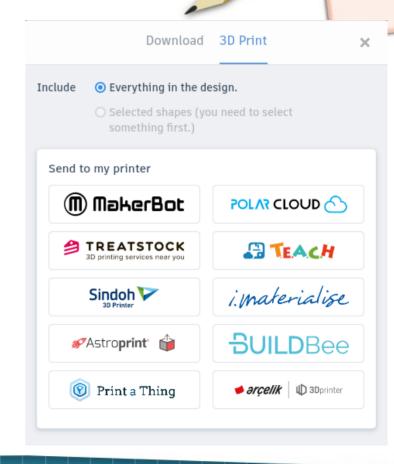
## Tinkercad 3D – Export your work

- Click on export and select the format you need.
- More typical format is stl.
- Most of 3d printers need to convert stl or obj format to its own format (gcode, pwno, etc) using a slicer program or 3d slicer (we will explain it later).



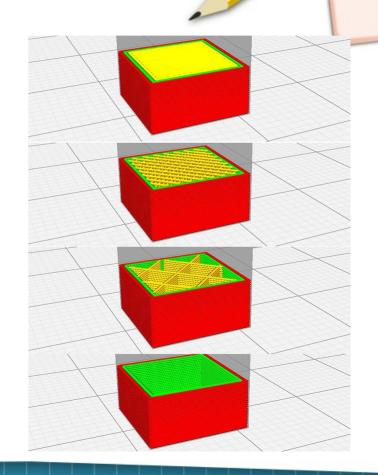
#### Tinkercad 3D – Export your work

- You can also send the design to your
  3D printer, if you have it:
  - Connected to the PC
  - Configured correctly
- It can export some typical 3D printers or 3D printer services:
  - MakerBot
  - Treatstock
  - Polarcloud
  - ...



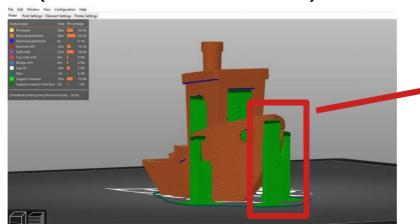
## Tinkercad 3D – Export your work

- 3D slicer or slicer program.
- 3D slicer is a program that converts a 3D object model (stl or obj) to specific instructions for the printer (g-code normally).
- A slicer program:
  - Creates supports for model parts
  - Selects object density.
    - More density means a stronger object and more material and time use in the object



#### Tinkercad 3D – 3D Print your object

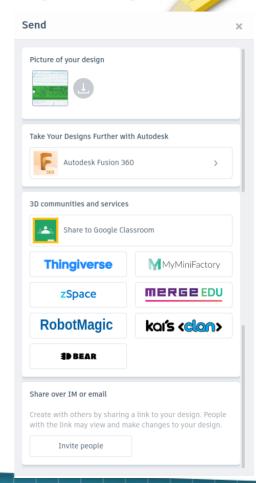
- Each 3D printer has its own slicer.
- Some 3D printer support generic or well known 3d slicers such as cura
  - Free software
  - Multiplatform (Linux, Windows, Mac)



Support for creating the model (green areas)

#### Tinkercad 3D – Share and export projects

- You can share and export your projects just clicking export:
  - Export a picture
  - Send it to Autodesk (professional program)
  - Send to 3D community or service
  - Send via email
  - Invite someone to modify and collaborate in your project









#### Thanks for your attention!

# THANK YOU

