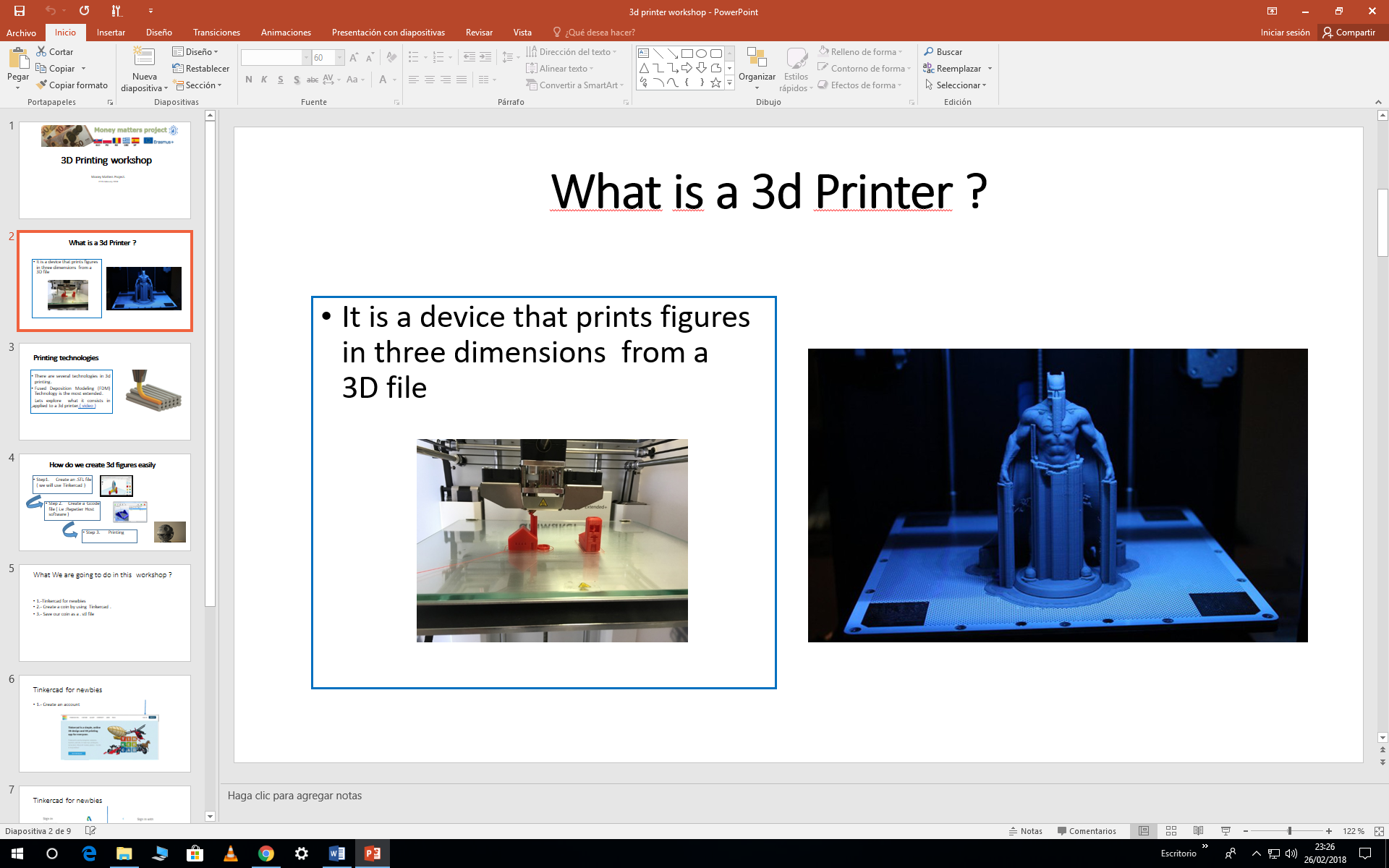
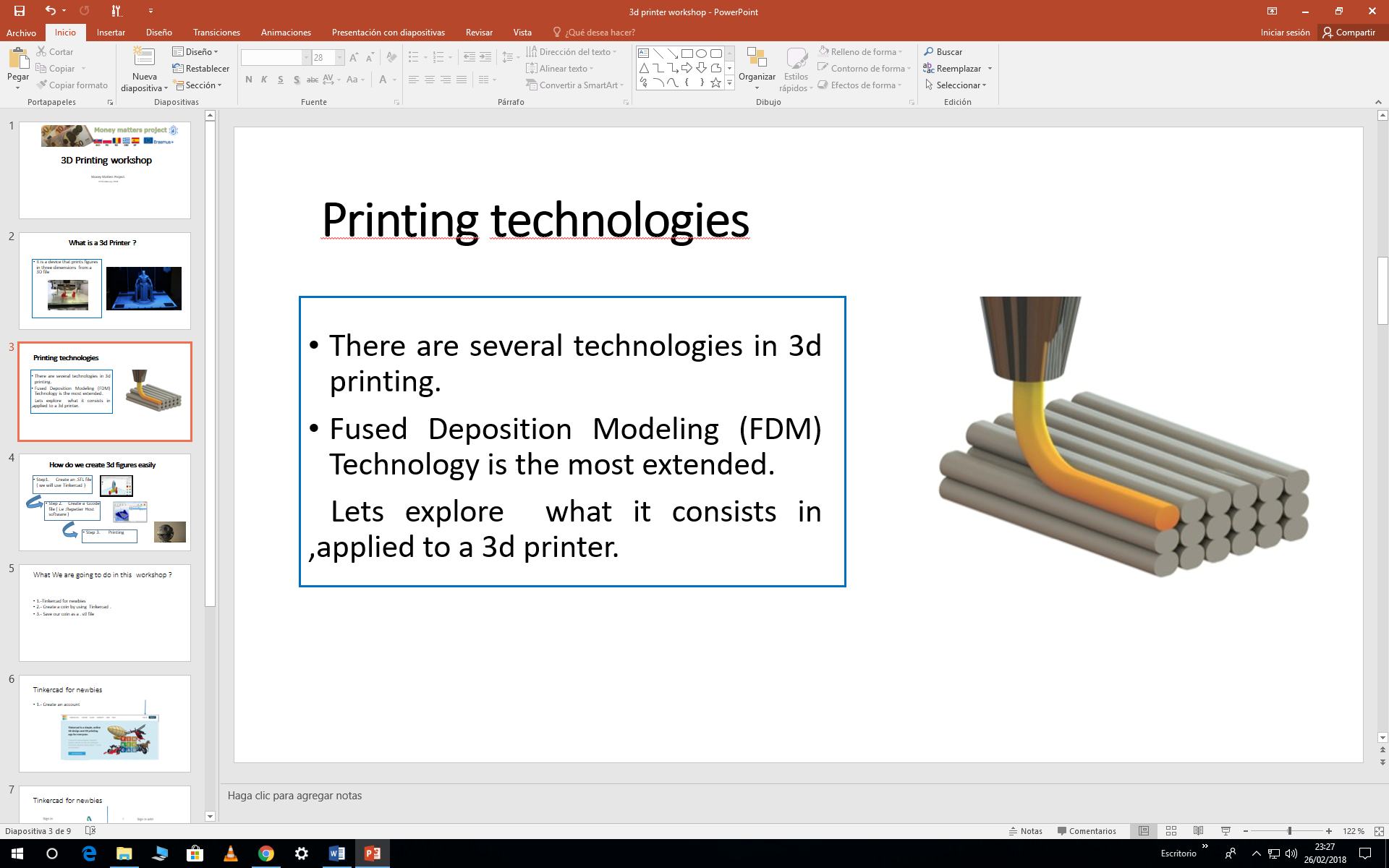
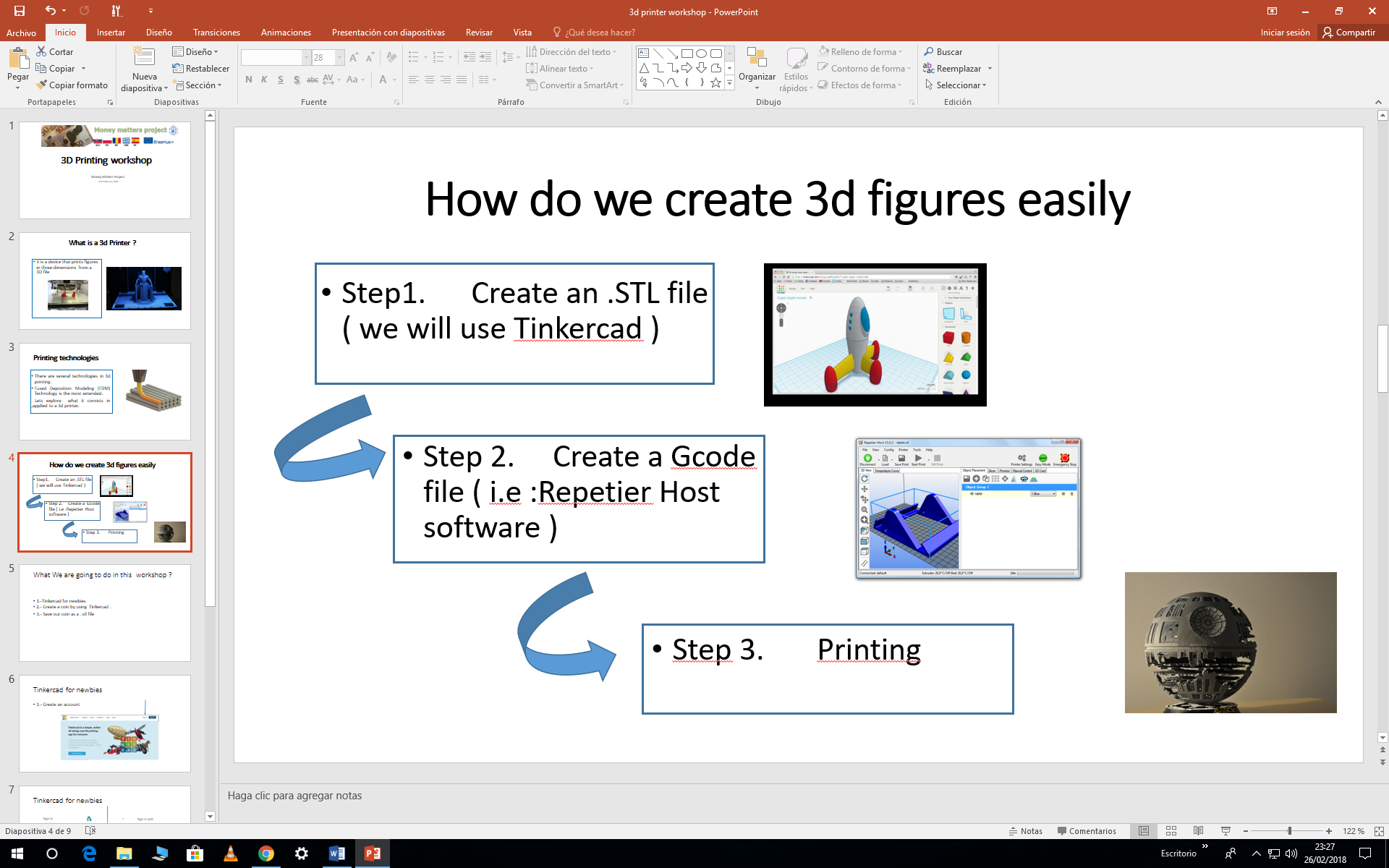
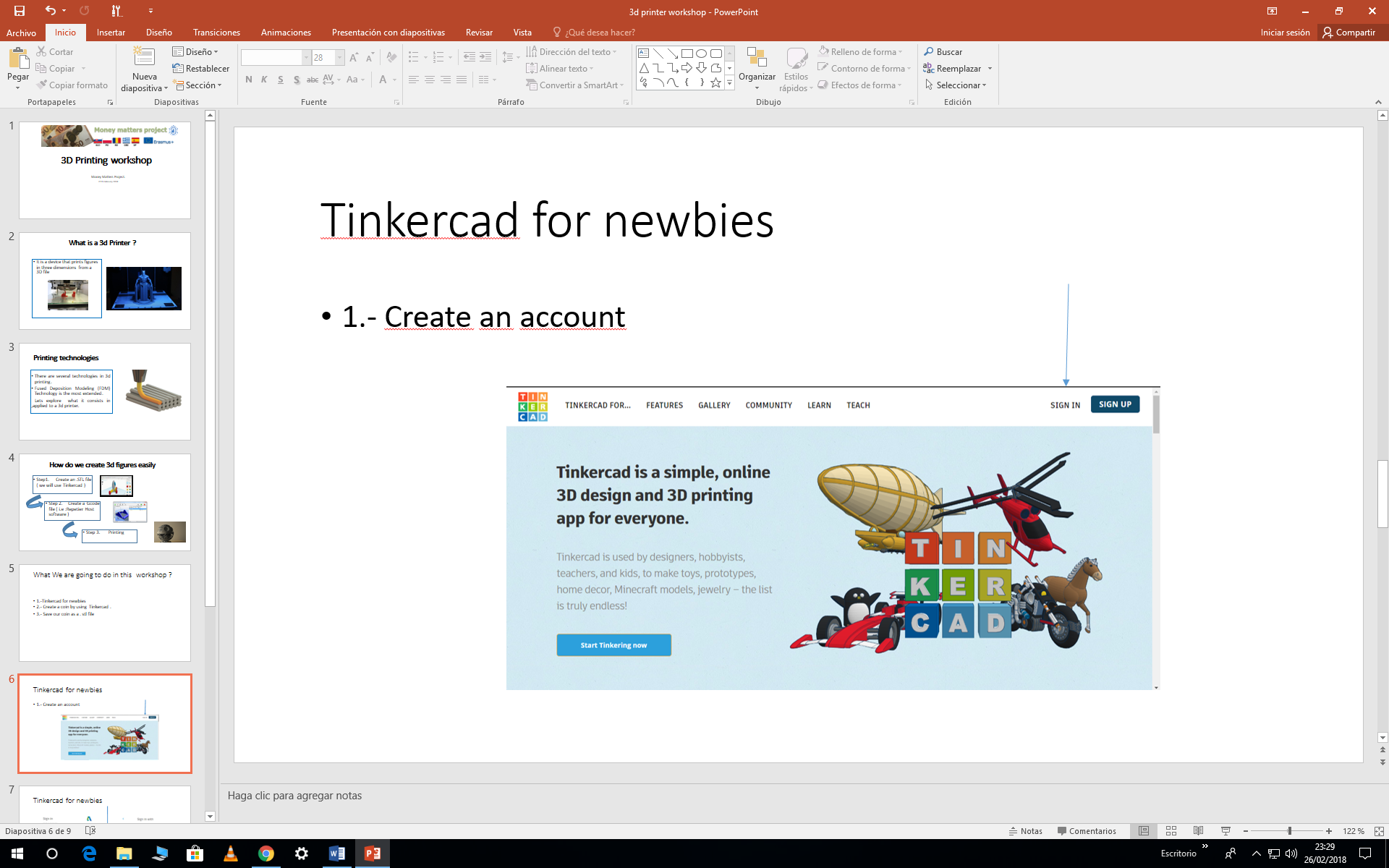
**3D Printing workshop. INTRO**

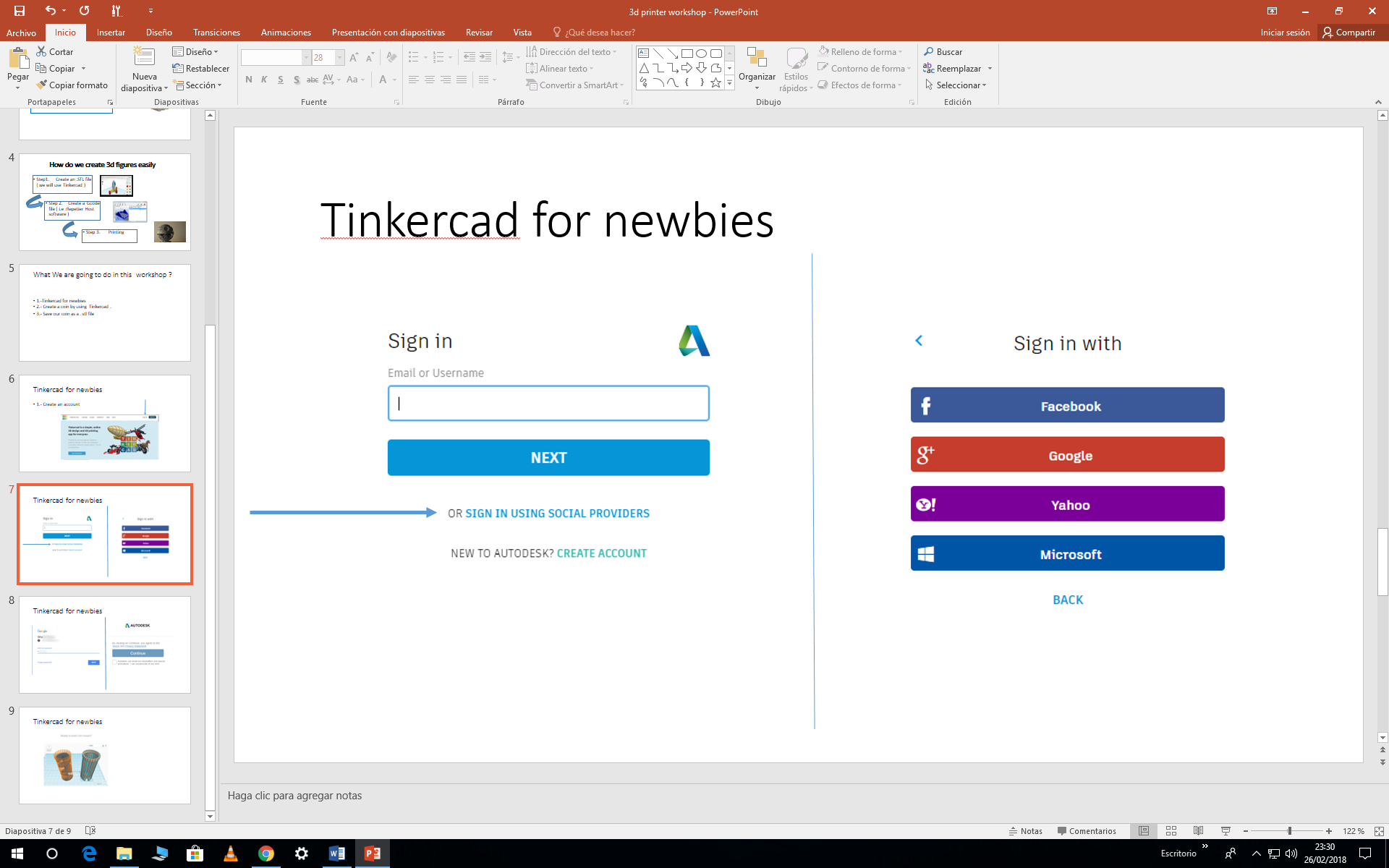


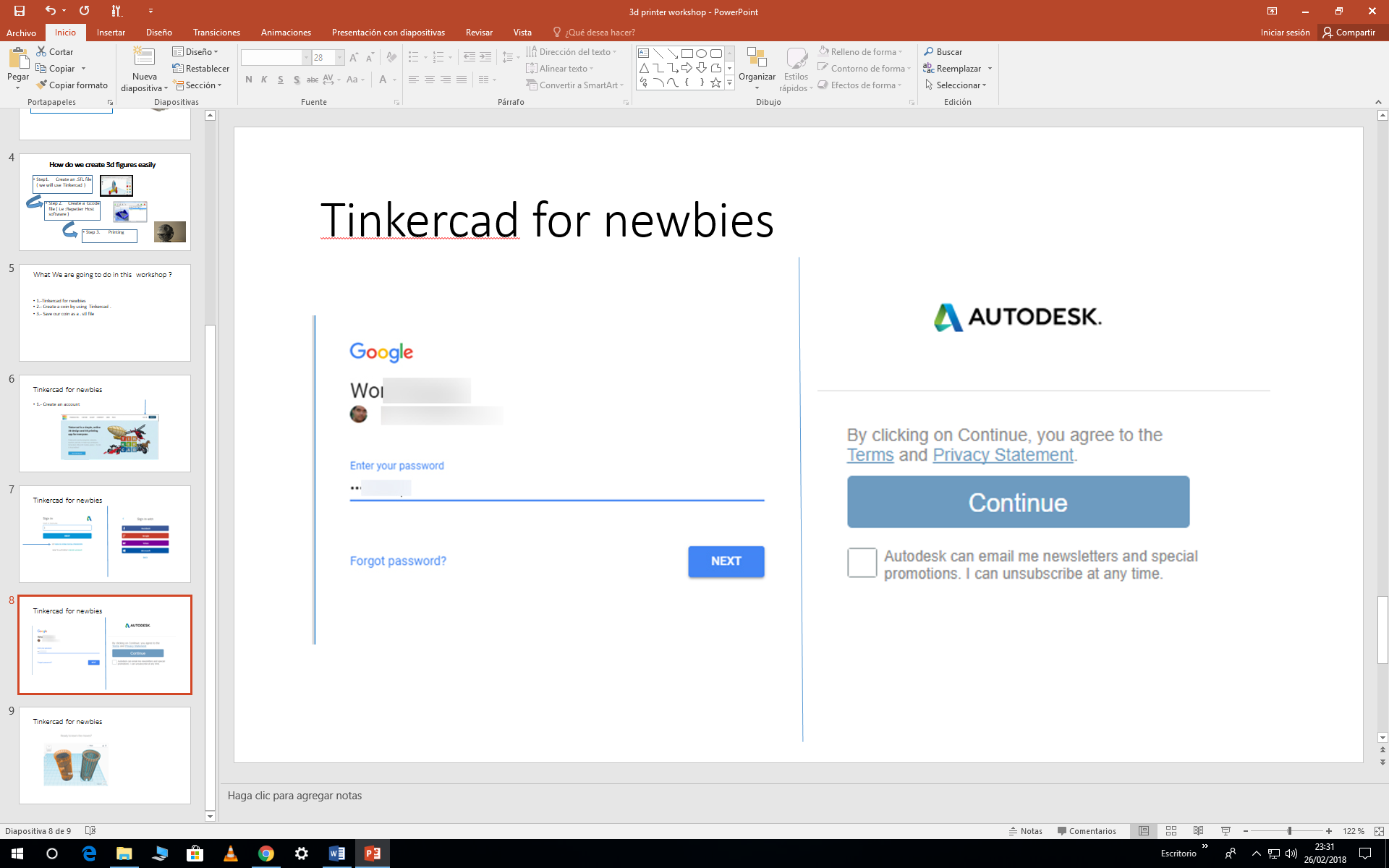




**Tinkercad for newbies**



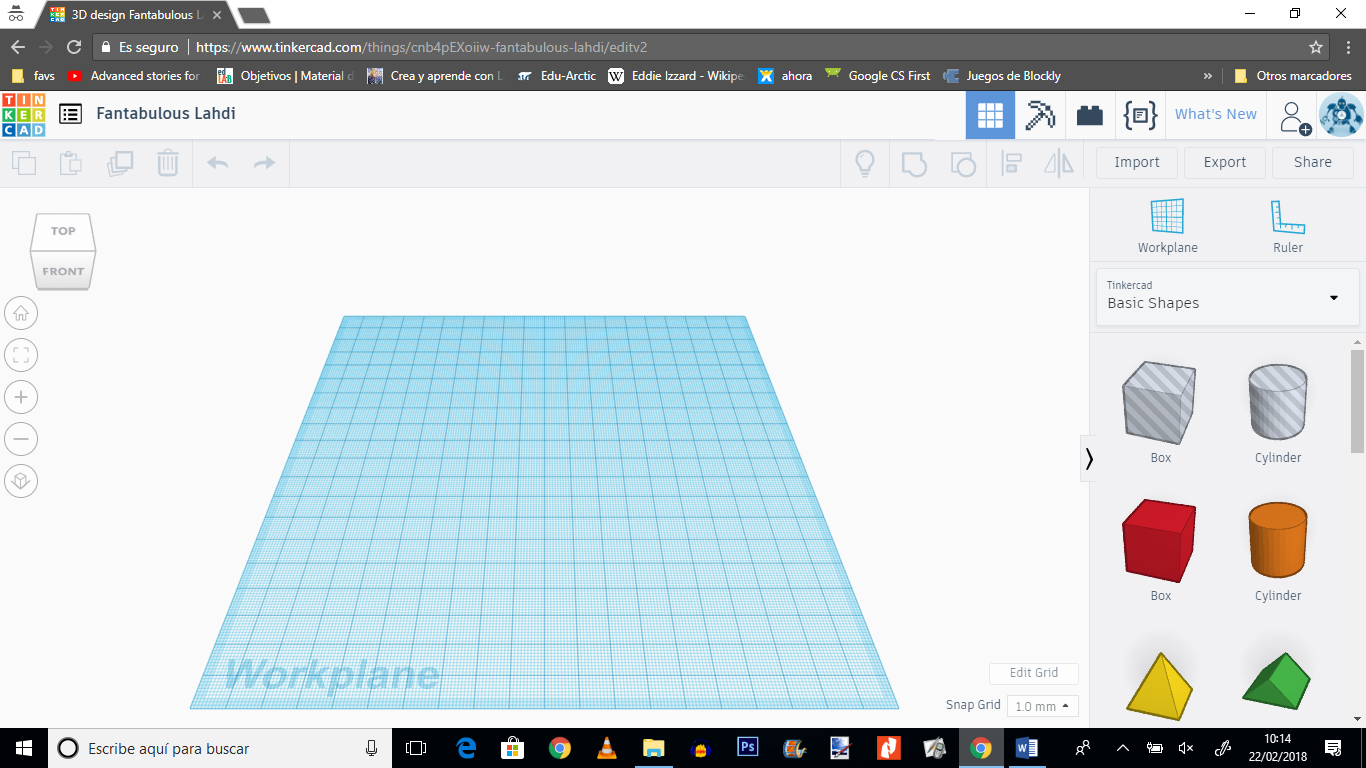




**Main components of Tinkercad interface**

When we start a drawing we see a blank page

This is the equivalent in 3D tinkercad.



**Use of the mouse**

Right click on the mouse button while dragging the mouse : To change the perspective of your workplane

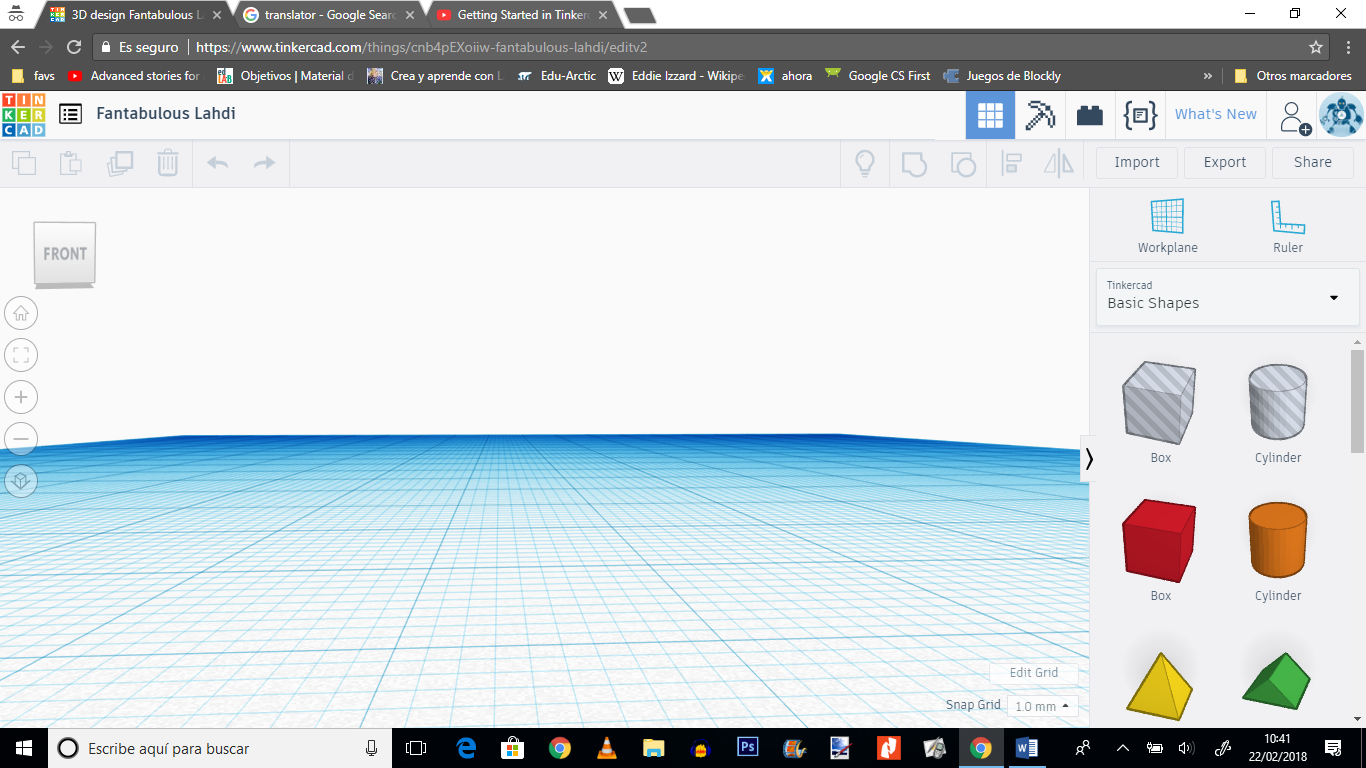
Scroll up: Zoom in

Scroll down :zoom out

Reset: click on the house icon on the left hand side

Menu on the upper right hand side

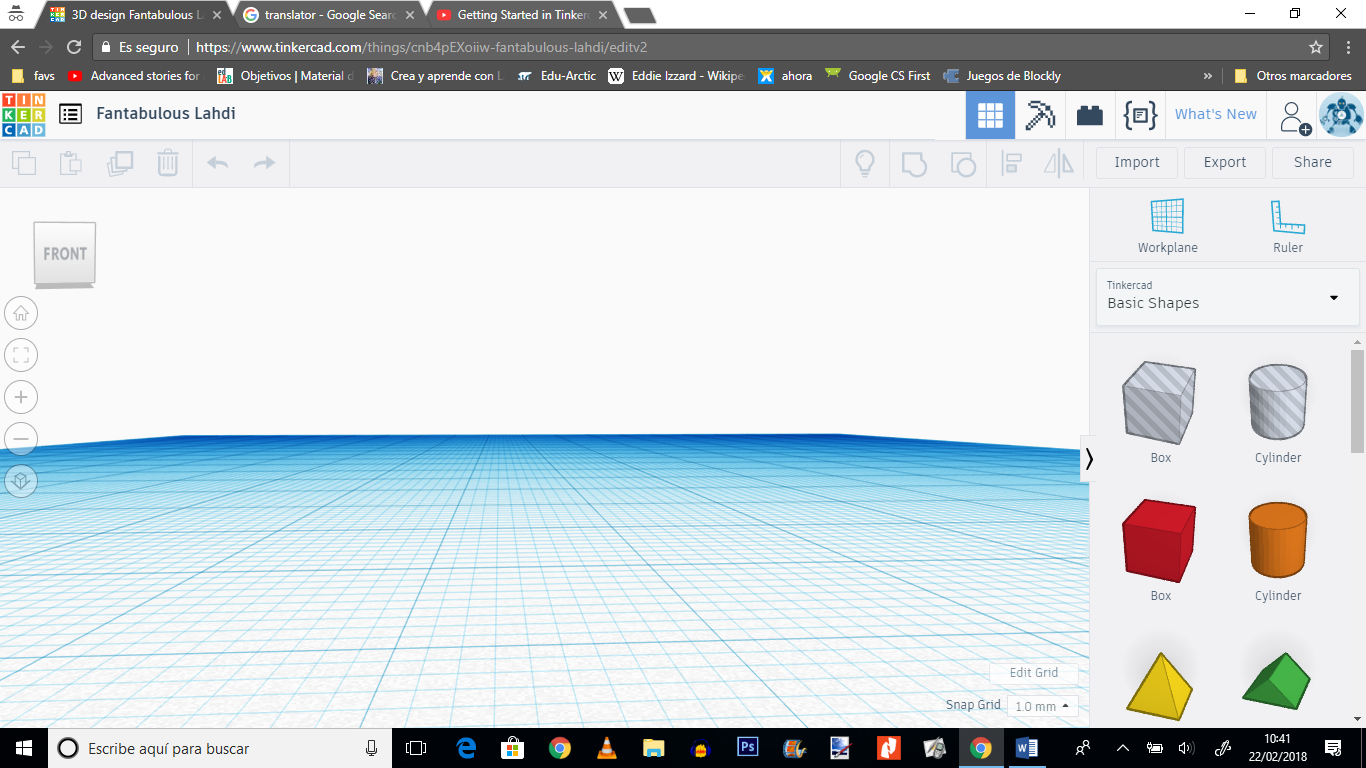
It contains basic operations we can do with shapes



Show all/ group / ungroup/align/ flip ( show examples )

Menu on the upper left hand side

It contains the conventional ops you find in all programmes( cut/ copy/…)



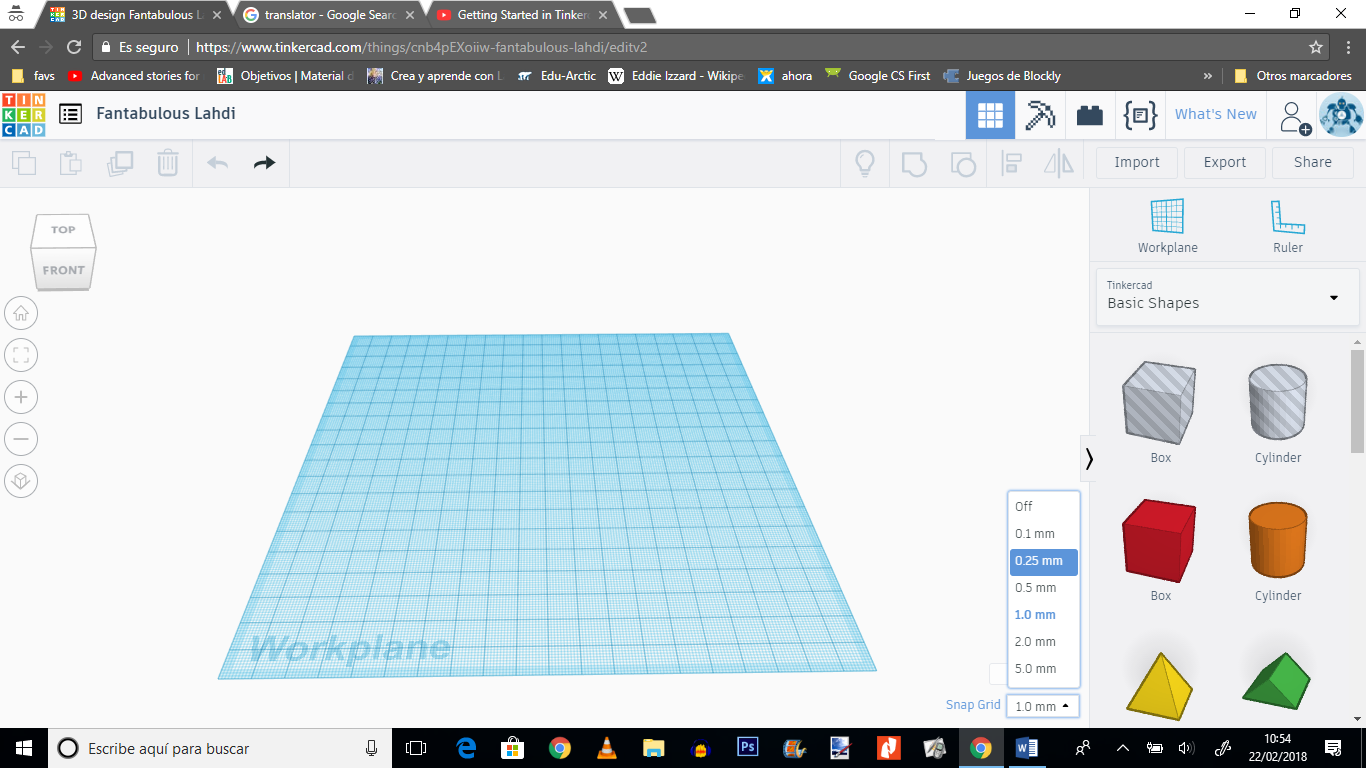
TIP:

We must consider an object as the addition of simple shapes.

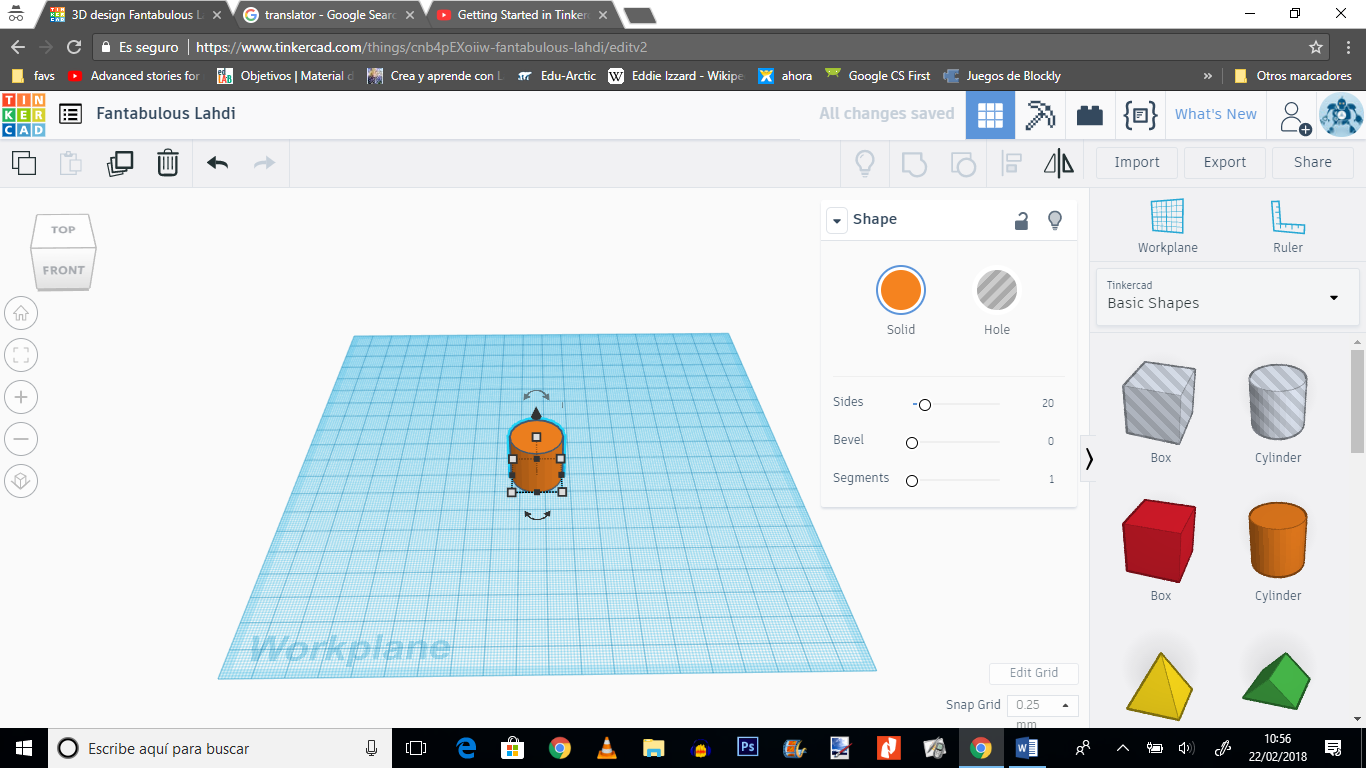
Let´s see an example.

**We are going to create the head or obverse of a coin.**

* We change the grid to 0.25mm

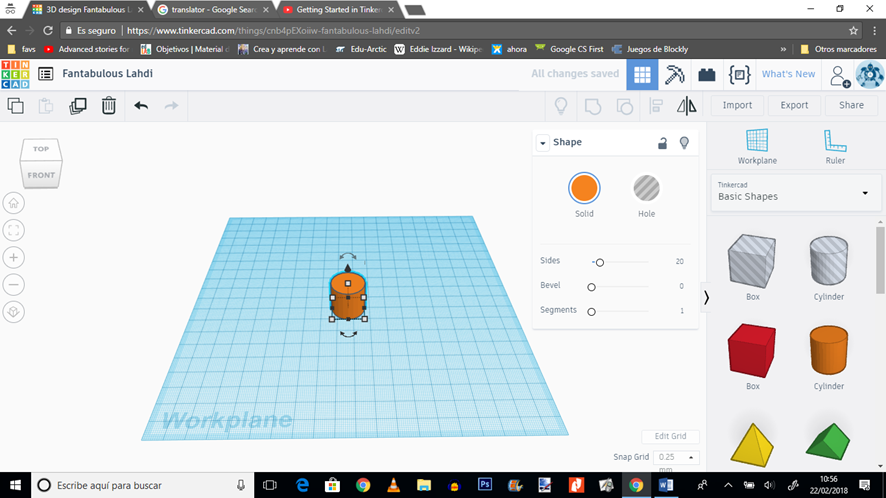


-Click on the cylinder shape / drag and drop into the workplane. It will be sitting on the workplane

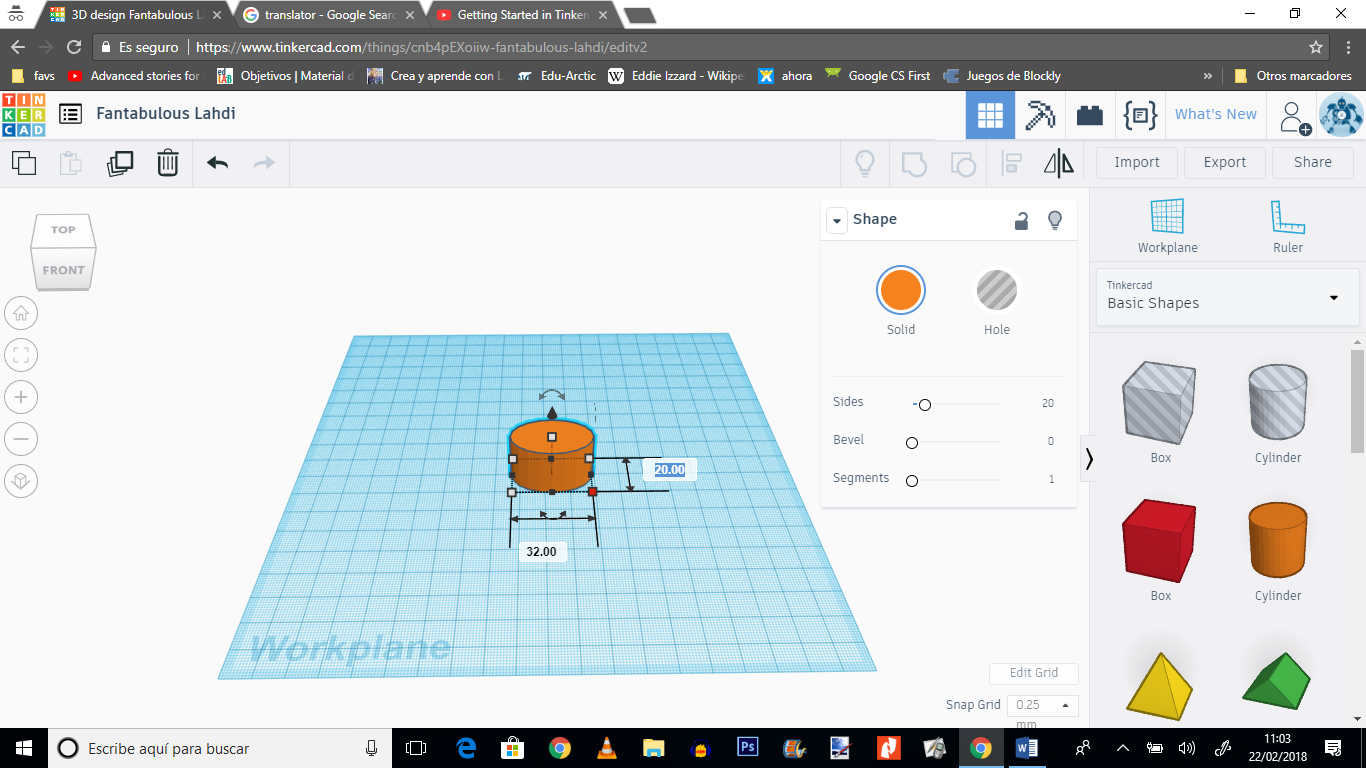


* Change its diameter and height to 32mm and 4mm.

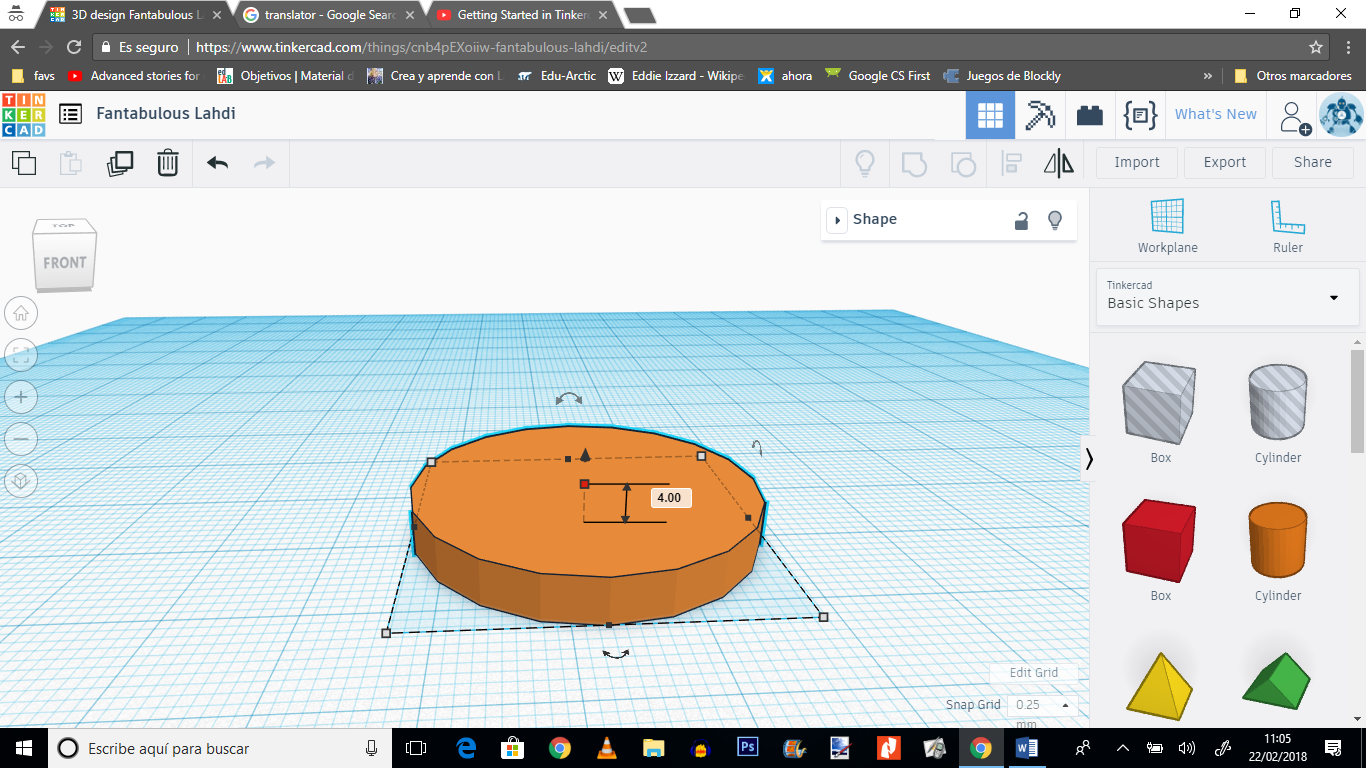
To do so , click on the white square handles



And change the values



( type the value and press enter )



Now you have the base or your coin.

In order to create the border of it, we must go on with the use of other shapes in Tinkercad called holes

**Holes in Tinkercad**

We will make a copy of the base of our coin ( in red)

