





DT Knowledge organiser - Tinkercad

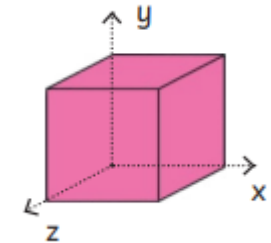
Key Vocabulary






Dimension	The measure of a size such as length or width.
Edge	The straight line where two flat faces of a 3D shape meet.
Face	A flat surface on a 3D shape.
Handle	A point on a 3D model where it can be modified by clicking and dragging.
Modify	To make a small change to something
Object	A shape or line that can be moved, resized or modified.
Perspective	In 3D modelling software, a three-dimensional view
Workplane	The area used to place objects in Tinkercad
Viewpoint	The position from where you look at something

Tinkercad Tools			
Group	Align	Mirror	Duplicate
			

Skills

- To understand that 3D modelling is a way of creating a representation of a three-dimensional object.
- To understand that three-dimensional objects are characterised by height, width and depth.
- To view their 3D model from different angles or viewpoints to make amendments.
- That 3D models can be made using materials, such as paper or wood, or they can be printed using a 3D printer.
- That 3D modelling is used in many different industries, including architecture, construction, film-making, gaming, product design, geology and even healthcare.
- To understand that 3D models allow designers to try out ideas, be creative and solve problems, without using up expensive resources in the real world
- To design and make a 3D model to a specification



Tinkercad Tools	
	View cube Shows objects from different angles.
	Home View Returns the Workplane to the home or starting position.
	Fit all in view Returns the Workplane to the home or starting position.
	Zoom in and out Use these tools or your mouse wheel to zoom in and out.
	Switch between views Switch between perspective view (3d) and orthographic view (flat).

