

Steps through Learning

Computing: Recognise and use 3D modelling

Vocabulary that I will learn and use during this unit of work

2 dimensional (2D) - shapes that are flat and have no depth

3 dimensional (3D) - shapes that have height, width and depth

Workplane - the work board of TinkerCad where designs are laid out

Duplicate - copy an object to make an exact replica

Modify - change the way that something looks or is arranged

Placeholder - used to create holes within 3D shapes

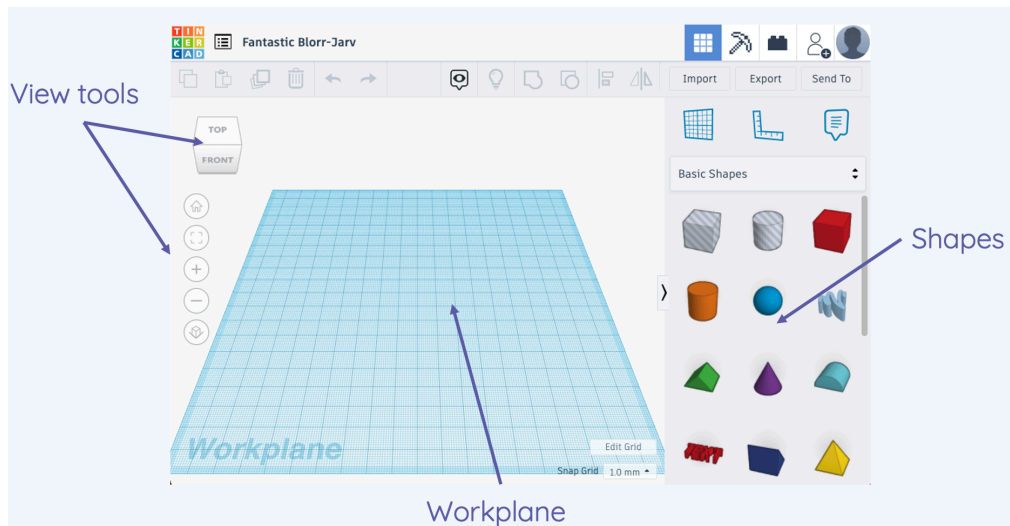
Resize - change the size of the model

Architect - someone who designs buildings and monuments

Virtual reality - a tool used by architects to help them image what their designs would look like in real life

Components - the tools used that make up part of a design, for example the shapes used on TinkerCad

CAD - Computer Aided Design which used programmes such as TinkerCad to bring to life sketches and drawings



When you rotate an object vertically, some of it may end up under the workplane.

You can lift it back on top of the workplane.

Hint: When lifting objects, the distance between the object and the workplane is shown.

