



# tinkerCAD basics

Go to tinkercad.com and create your login

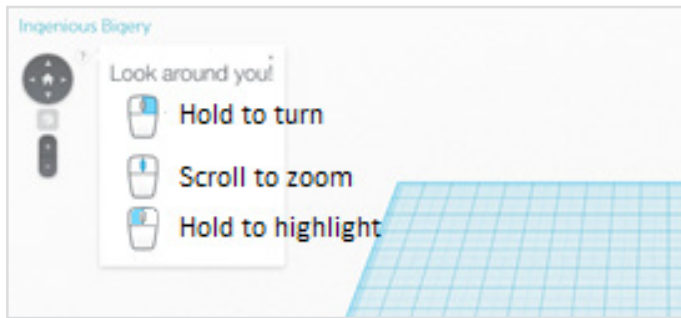
Username: \_\_\_\_\_

Password: \_\_\_\_\_



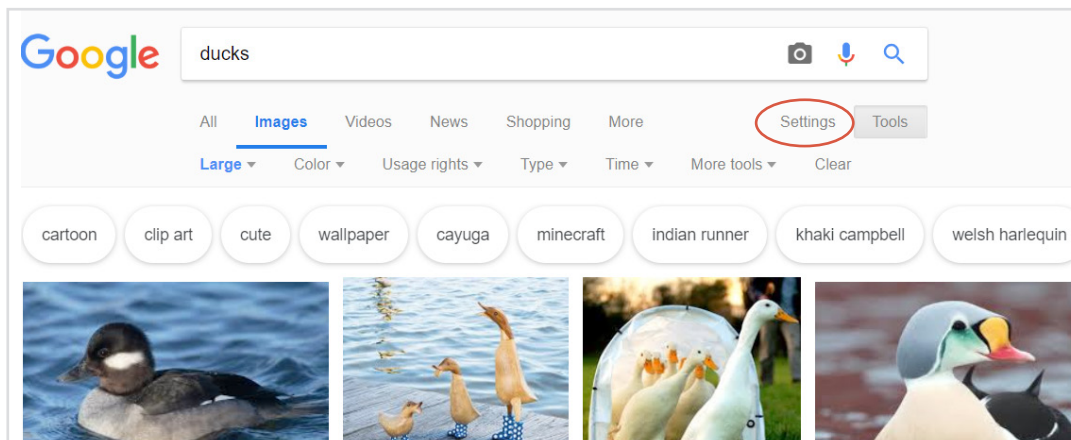
The home screen shows your designs and has links across the top for galleries of projects and tutorials. The TinkerCAD icon always returns you to the home screen.

## How to navigate the view screen:



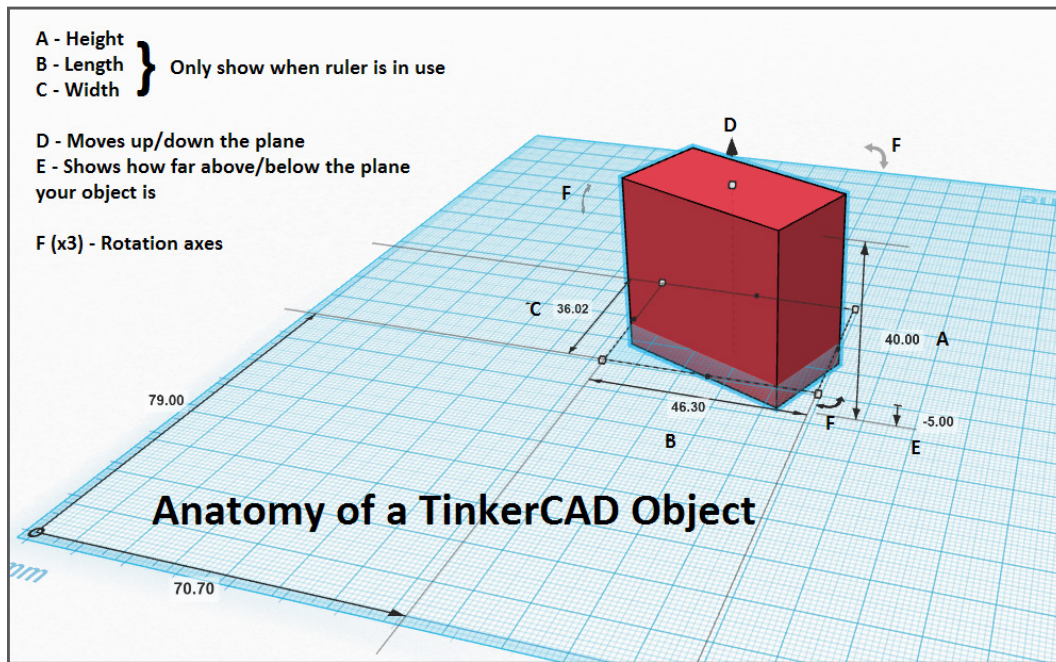
## Objects can come from three sources:

1. TinkerCAD objects from the Shapes sidebar.
2. Files imported from [www.thingiverse.com](http://www.thingiverse.com) as .stl files. **Do not** use "Download all files." Go to the "Thing Files" tab and click on the file.
3. Files imported from Google Images. Under "Settings," select "Advanced Search." Scroll down to "File Type" and select "SVG Files."



## Adding and manipulating objects:

- Object must be selected to be manipulated:



- Corners change dimensions.
- Arrow (D) moves the object up and down.
- The three rotation axes (F) rotate the object.
- The keyboard arrow keys move an object around in the workplane. The CTRL key plus the up and down arrows move it up and down.
- To drop a shape level with the workplane, press “D” on the keyboard.