



## Year 6 3D Modelling

### Key vocabulary

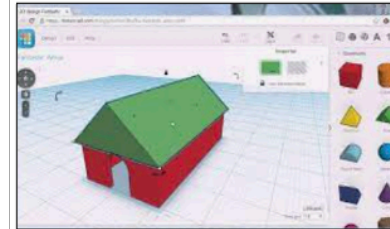
Modelling	Making a model of something in real life or in a virtual computer workspace
Three-Dimensional	A <b>three-dimensional</b> object can be <u>measured</u> in three different <u>directions</u> , usually the <u>height</u> , <u>length</u> , and <u>width</u> .
Workspace	An area for creating work
Face	A surface of a shape separated from others by edges.
Vertex	A point where two or more edges meet
Edge	The junction between two faces
Handle	A clickable point giving control to change a shape's dimensions, position or rotation
Duplicate	Make another copy of something

### Apps/Software



Tinkercad

### 3D modelling



- 3D means three-dimensional, or having 3 dimensions. For example, a box is a 3D shape, whereas a square is a 2D shape.
- 3D modelling involves using computer software to create 3D shapes, in order to produce models of real-world objects.
- 3D modelling allows us to view designs from different angles and experiment with various designs.
- 3D modelling is used in many industries, e.g. in interior design, architecture and making video games.

### Tinkercad Overview

-The ViewCube Allows us to switch the view of the model e.g., from the front angle, top angle, or spin around to show the sides.

-Zoom in and zoom out.

-The workspace, where you can work on your model. The square panes help us to distances and dimensions accurately.

-Objects can be resized by dragging the handles (white squares).

-When you move multiple objects into the same space, they merge.

-Change the colour/ shading of your model, and make them solid or 'hole.'

-3D objects that can be dragged into the workspace and remodelled.

-Alter the dimensions of your model, for example the length, height, width and shape.

