Lesson 2: Making changes

Computing

3D modelling

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Task 1 - Resizing 3D objects

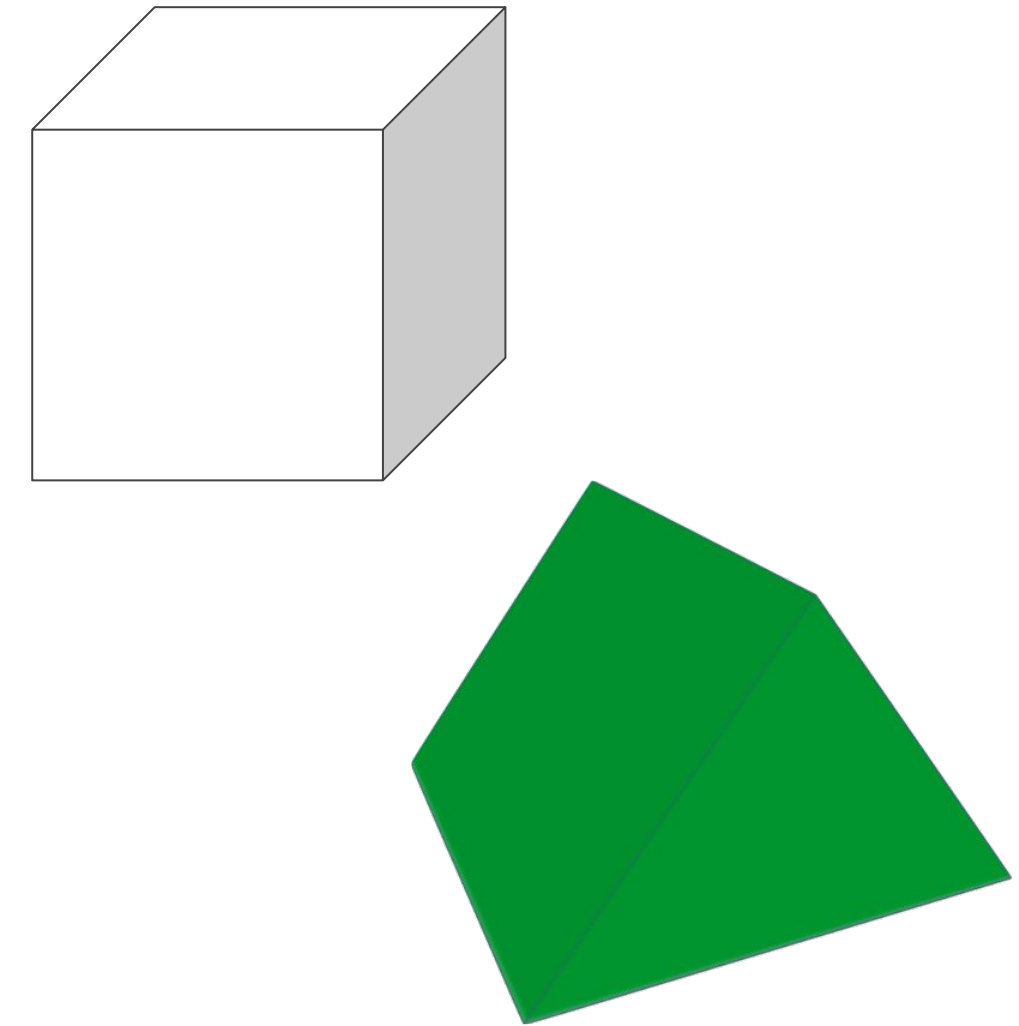Open oaknat.uk/comp-tinkercad

Use the black and white square handles to alter the width, height and depth of a 3D box.

What is the maximum and minimum size you can make your object?

Task 2 - Lifting 3D objects

Use a cuboid and a triangular prism to create a basic 3D model of a house.

Task 3 - Enhancing your 3D model

1. Add features to your 3D model. You might choose to add:
   - A chimney
   - Windows
   - Doors

   Remember, you can place 3D objects within other 3D objects!

2. Change the colour of your 3D model.