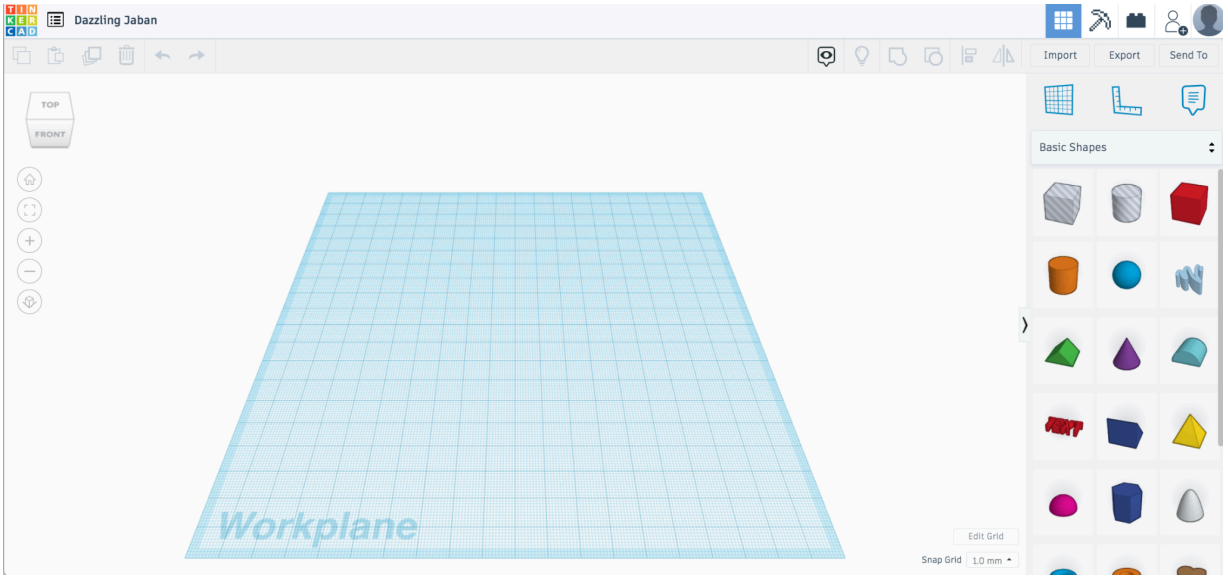
Maker Skill: TinkerCAD - Grouping and Holes

Creating projects in TinkerCAD is based on combining or adding shapes together, as well as subtracting, or taking parts away, from existing shapes. These tools will help you create projects with more detail and accuracy.

To get started in TinkerCAD

- Head to https://www.tinkercad.com/. You'll need to log in to an account, which you can create for free using an email or a class code.
- Once you're logged into your account, click on "create new project."
- Your screen will look like this:



- You can rename your work by clicking the project title (in this example, it's "Dazzling Jaban"), and typing in a new name for your project.
- Click on and drag a shape onto your Workplane from the "Basic Shapes" menu on the right side of the screen to begin creating your object.

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