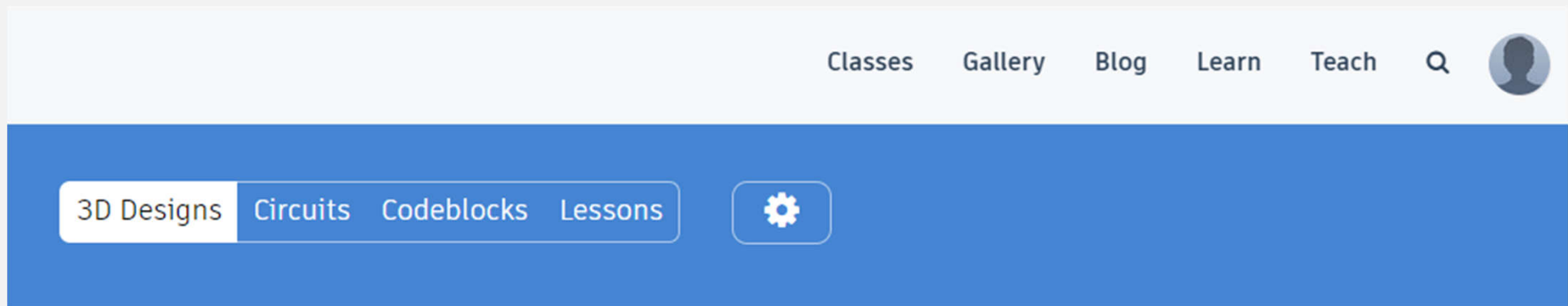


TINKERCAD

tutorial

SPOJITE SE U TINKERCAD SA SVOJIM
RAČUNOM – DOBILI OD UČITELJICE



ODABERITE LEARN

Classes

Gallery

Blog

Learn

Teach



3D Designs

Circuits

Codeblocks

Lessons



ZATIM ODABERITE STARTERS



Classes Gallery Blog Learn Teach



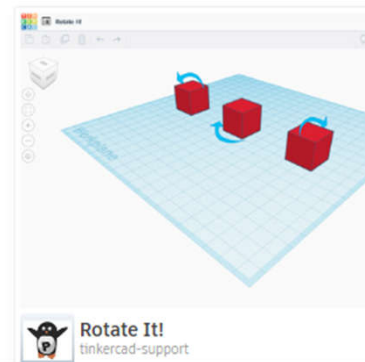
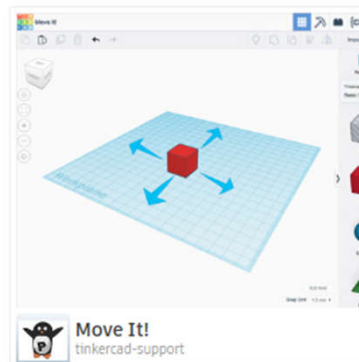
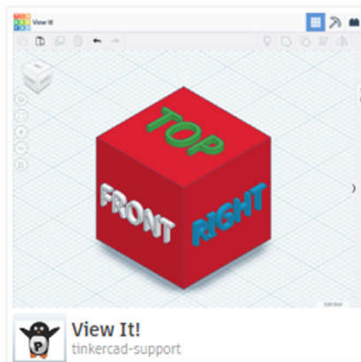
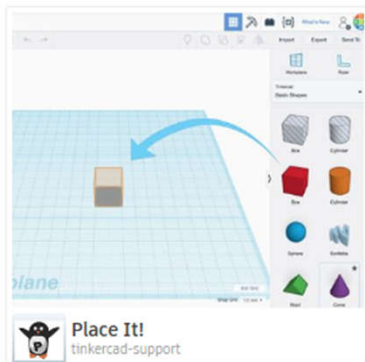
Learn how to Tinker

Sharpen your design and making skills

3D-

Starters Lessons Projects

Starters define basic 3D design functions, and link to relevant Lessons to develop your skills.



KRENITE REDOM S TUTORIALIMA



Classes Gallery Blog Learn Teach

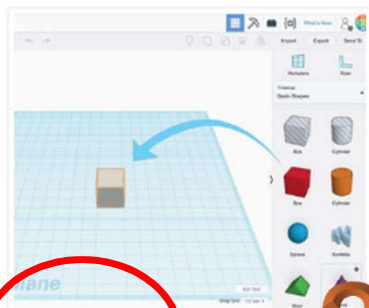


Learn how to Tinker
Sharpen your design and making skills

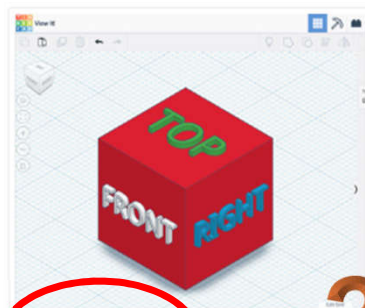
3D-


Starters Lessons Projects

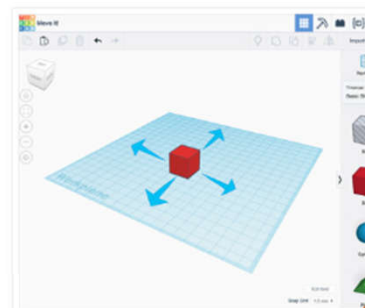
Starters define basic 3D design functions, and link to relevant Lessons to develop your skills.




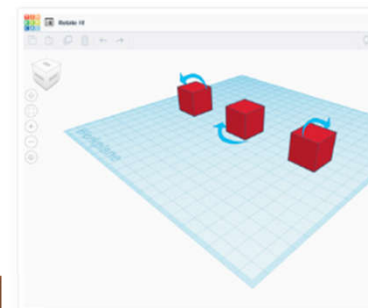
1.  Place It!
tinkercad-support



2.  View It!
tinkercad-support



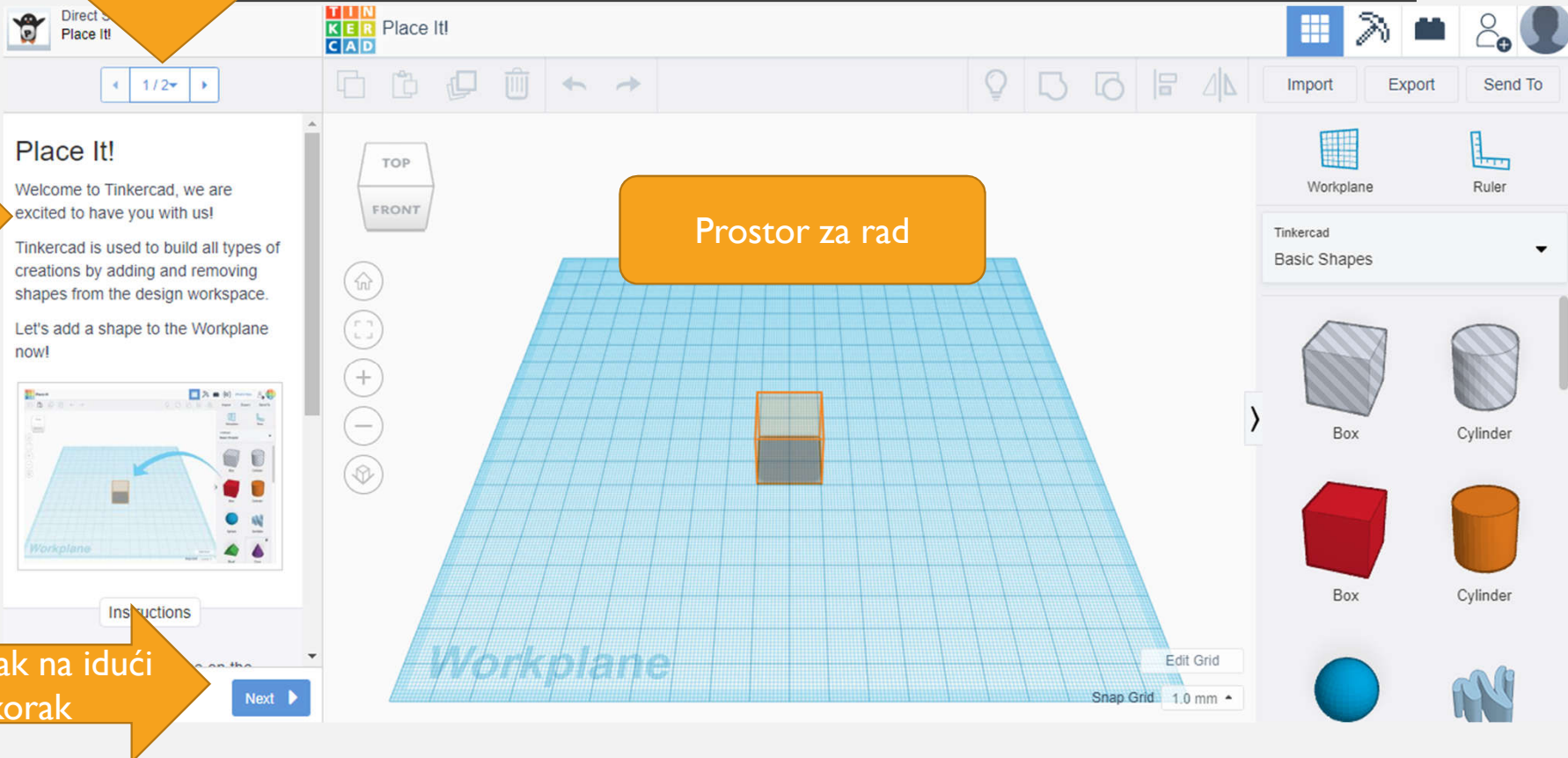
3.  Move It!
tinkercad-support



4.  Rotate It!
tinkercad-support

I. PLACE IT

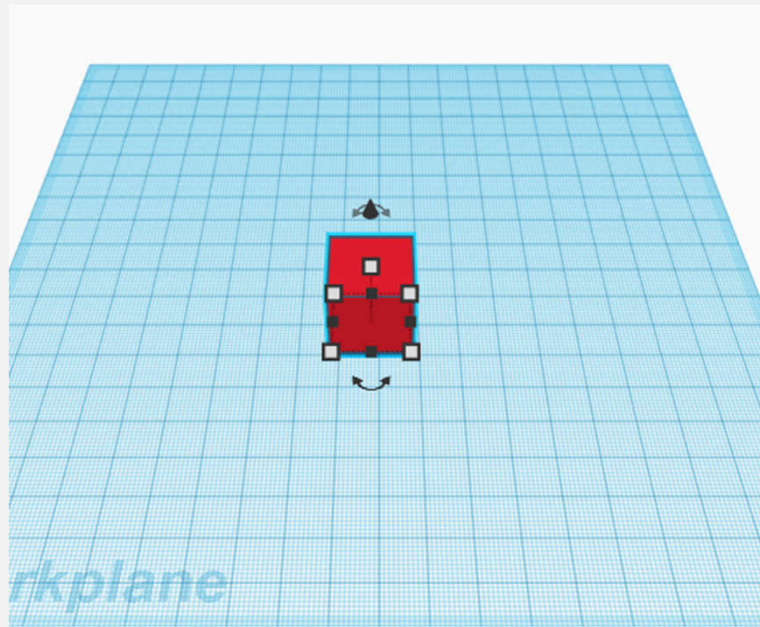
Vraćanje
na
prethodni
korak



Prelazak na idući
korak

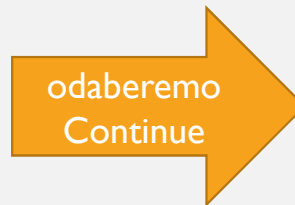
I. PLACE IT

- Zadatak je uzeti crvenu kocku i staviti je na sredinu ekrana (vidimo predviđeno mjesto na prostoru za crtanje)



2. VIEW IT

- Kada stisnemo DONE, tutorial nas vodi na sljedeću lekciju



Lesson completed!

You have completed this lesson.

Congratulations!

You can continue to take the next project:

View It!

Continue >

< Go back to the project page

Reset

Done

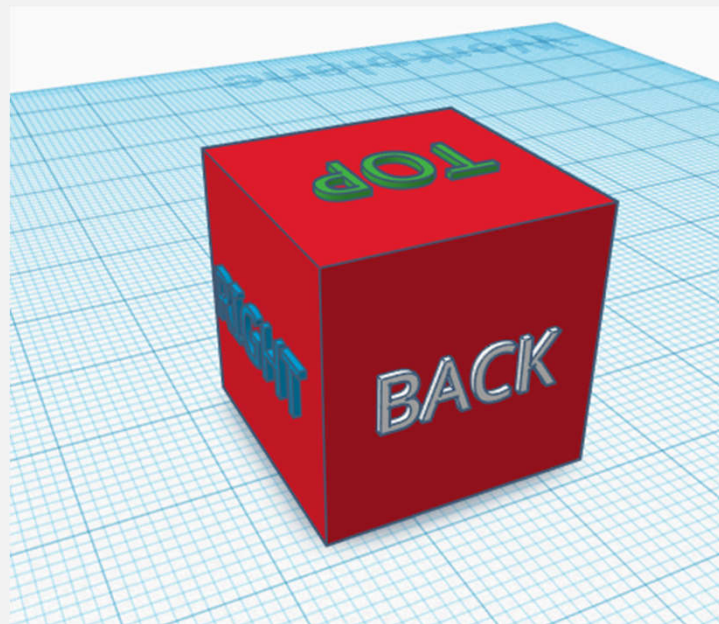
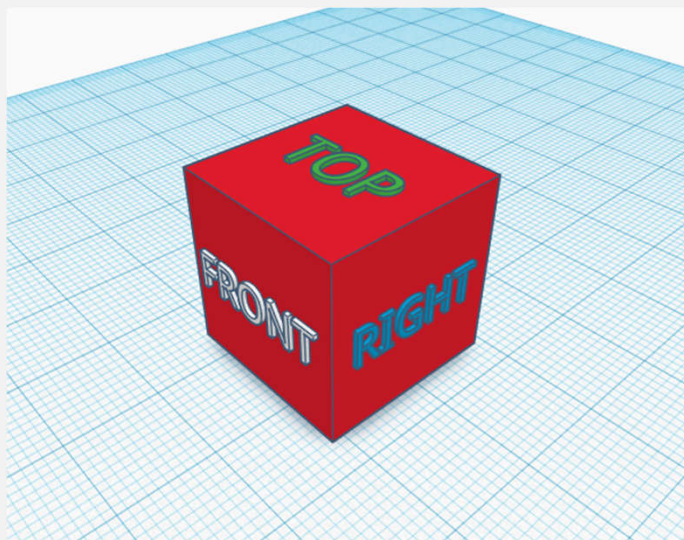
2. VIEW IT

- U programima za 3 D modeliranje nije uvijek lako namjestiti pogled, zato ova lekcija traži da isprobate okretati kameru, zumirati i odzumirati

Desni klik
miša

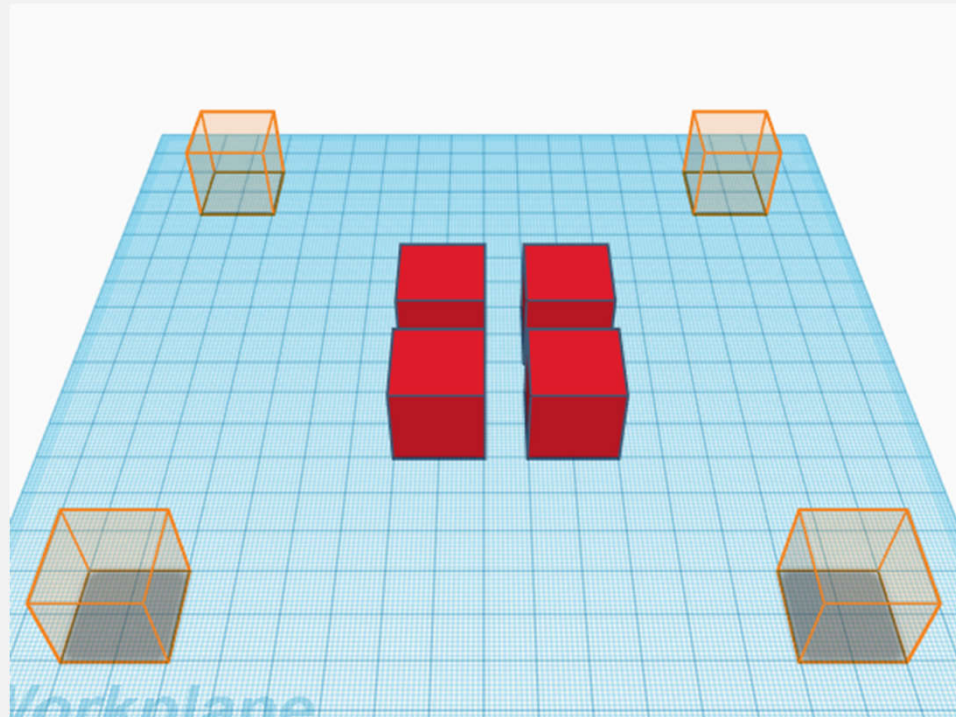
Kotačić na
mišu

Ctrl + lijevi
klik miša



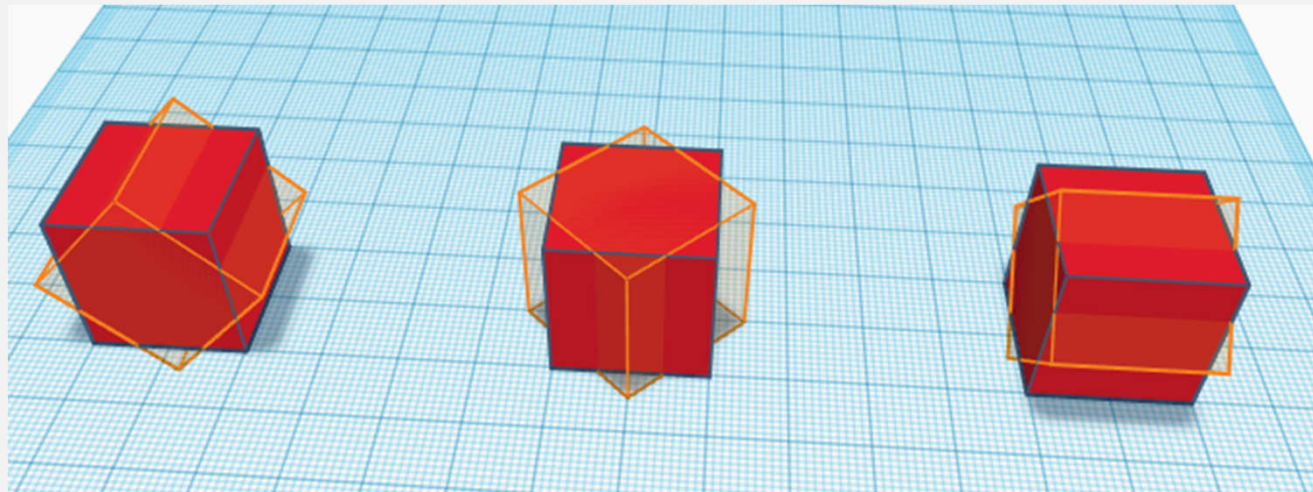
3. MOVE IT

- Zadatak je pomaknuti ove 4 kocke iz sredine na označena mjesta



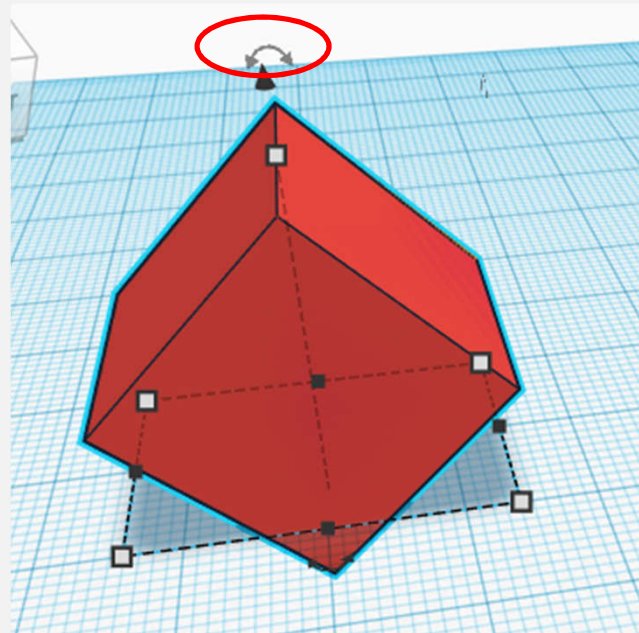
4. ROTATE IT

- Zadatak je rotirati ove tri kocke u položaj kako nam je naznačeno



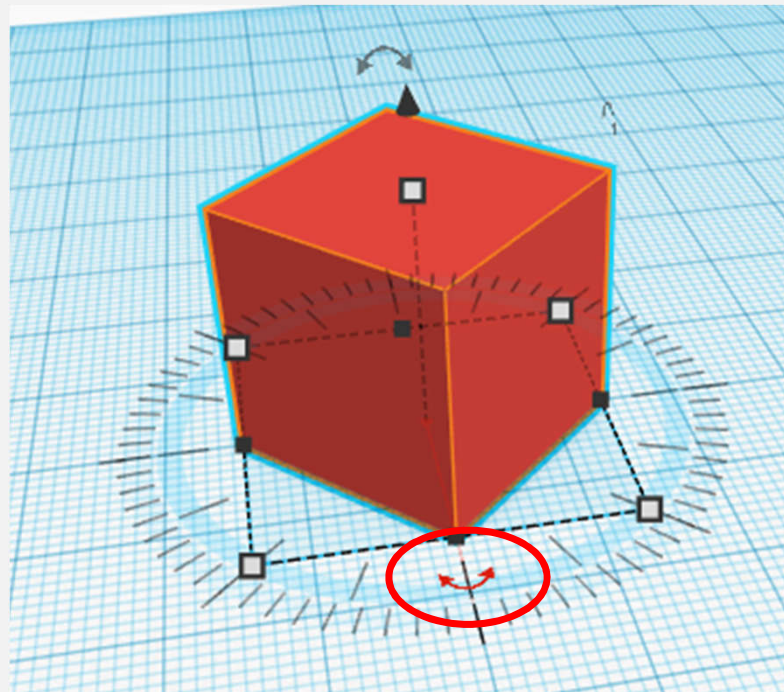
4. ROTATE IT

- Trebat će vam polukružna strelica za rotiranje objekata



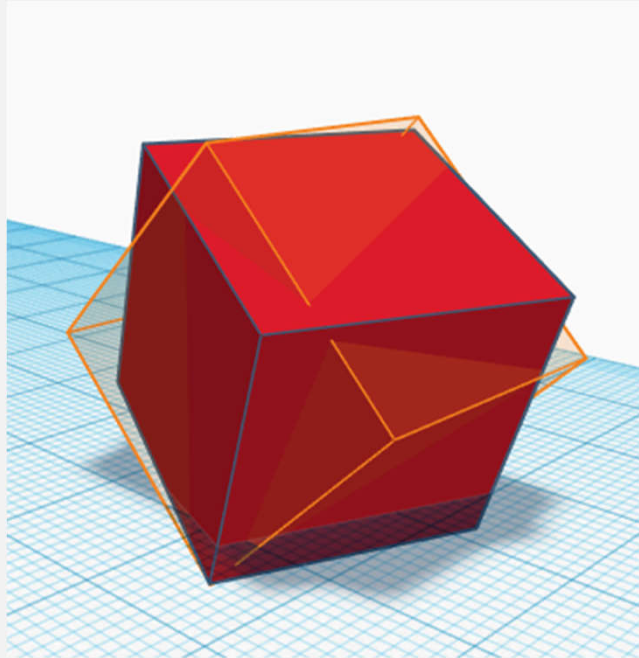
4. ROTATE IT

- Strelica se nalazi s gornje i doljne strane objekta – ovisno na koju stranu želite rotirati



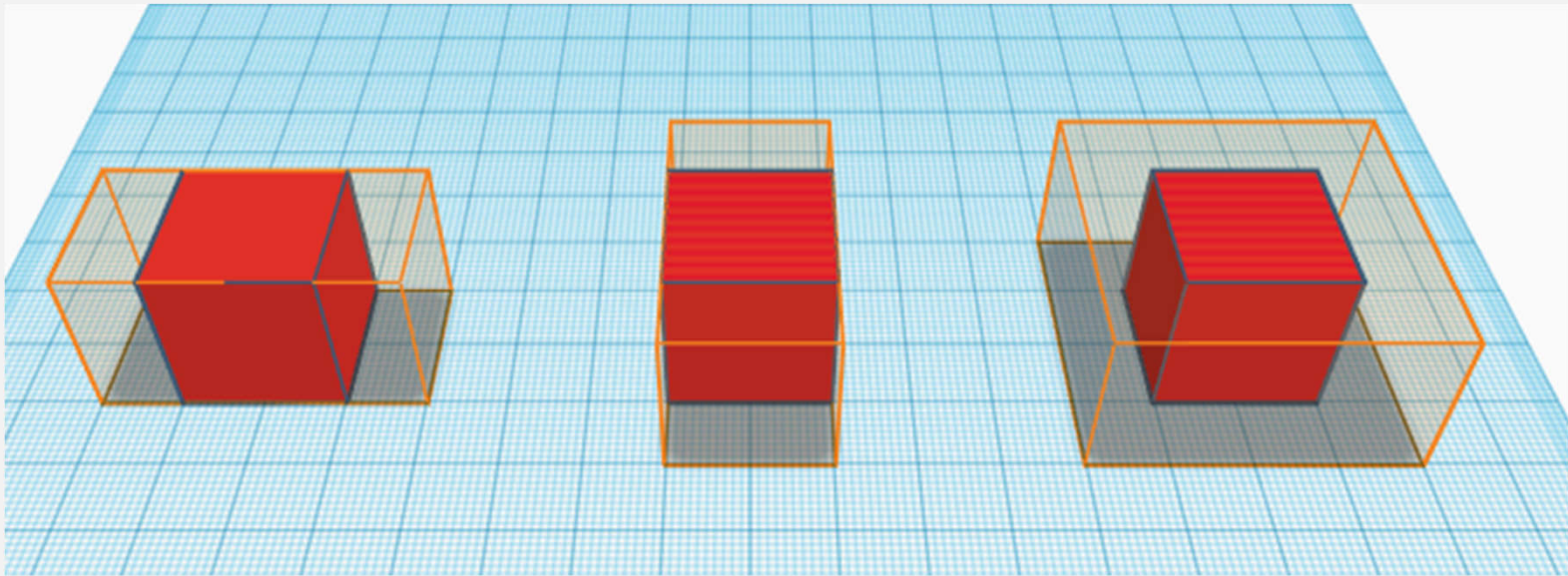
4. ROTATE IT

- Okrećite kameru i gledajte objekt (kocku) iz raznih kuteva kako bi vidjeli jeste li dobro namjestili



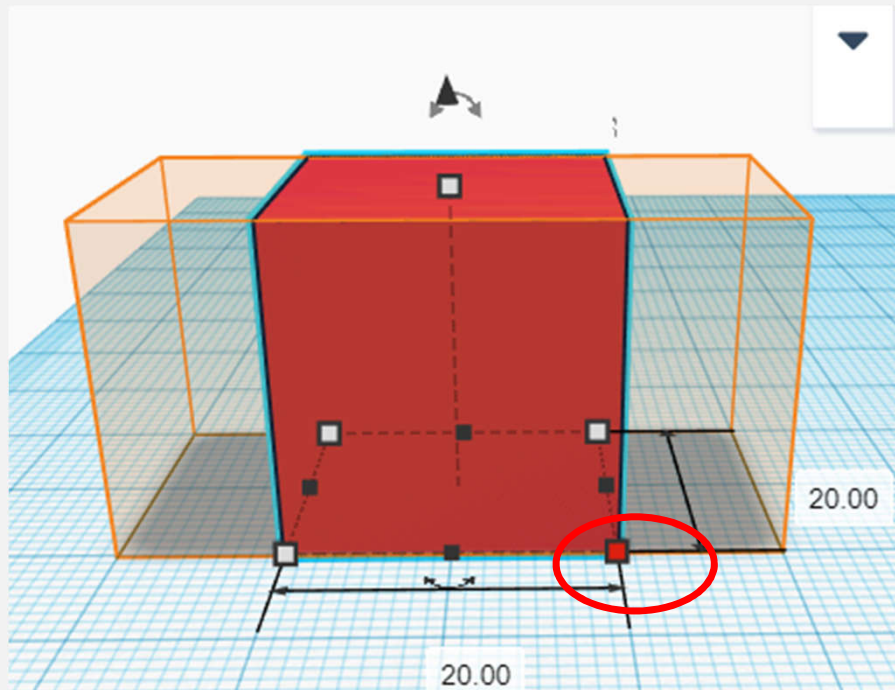
5. SIZE IT UP

- Ovdje je zadatak mijenjati veličinu našeg objekta



5. SIZE IT UP

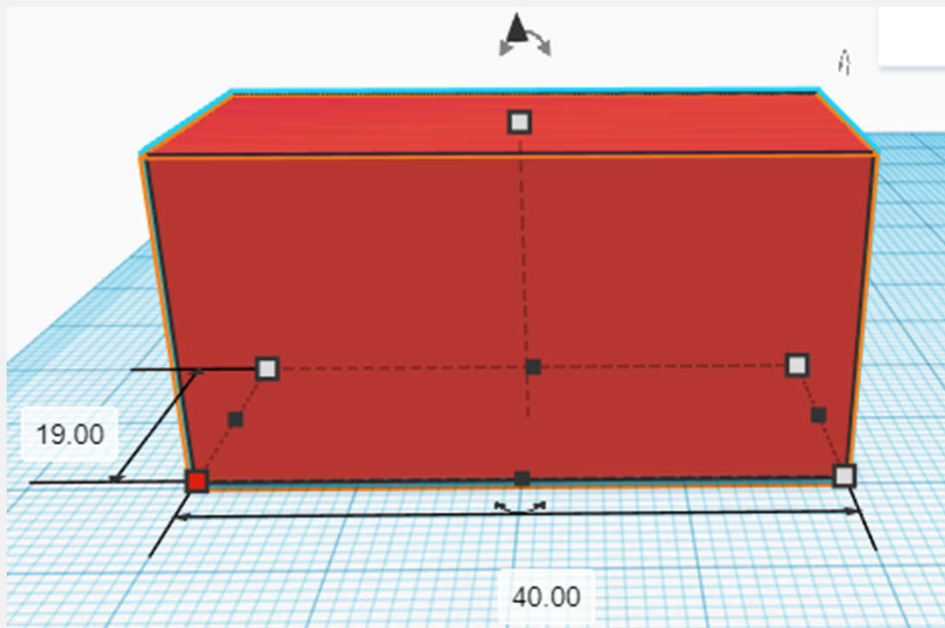
- Mijenjamo veličinu tako da dođemo na rubni kvadratić



- Možemo povlačiti kvadratić i tako mijenjati veličinu
- Možemo umjesto broja 20 upisati drugu željenu veličinu

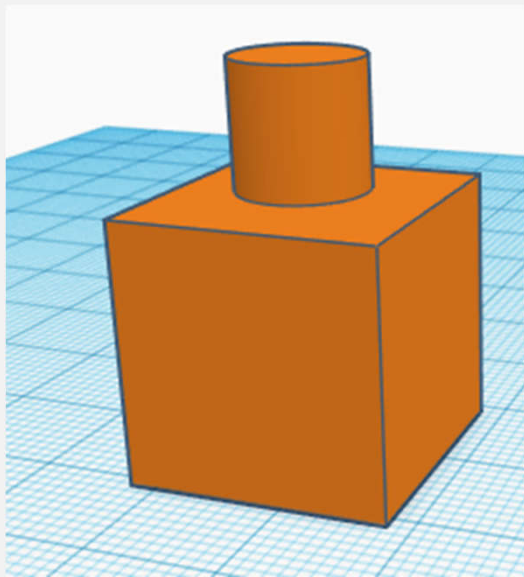
5. SIZE IT UP

- Konačni izgled prvog objekta (kocke)



6. GROUP IT

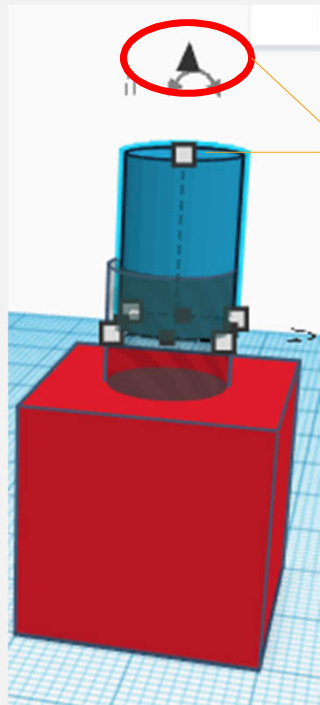
- U ovom zadatku trebamo spojiti dva objekta u jedan, kao što su nam dali primjer



- Ovaj lik se sastoji od kocke i valjka
- Kocku već imamo na radnoj površini, još trebamo staviti valjak

6. GROUP IT

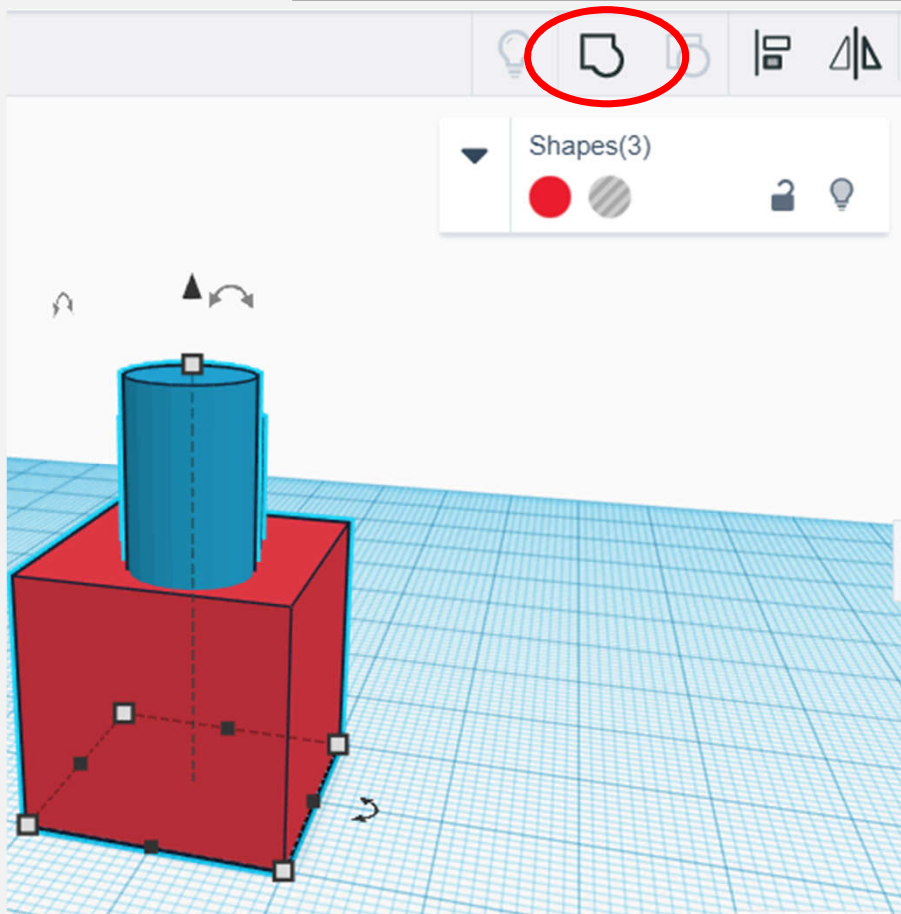
- Valjak moramo prilagoditi veličini kocke (smanjiti) i staviti iznad kocke



Podsjetnik:

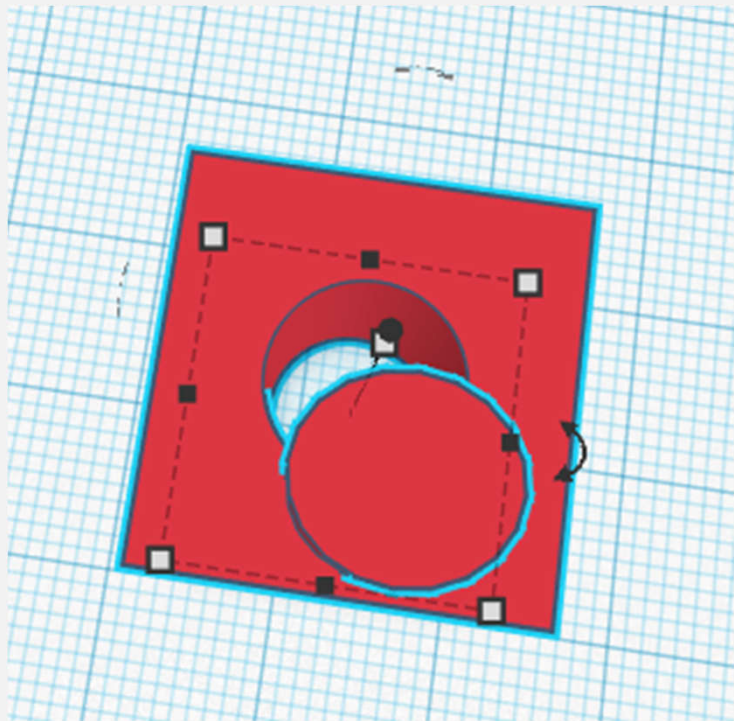
- Veličinu mijenjamo na bijele kvadratiće na rubu valjka
- Pomičemo valjak gore-dolje pomoću malog crnog stošca

6. GROUP IT



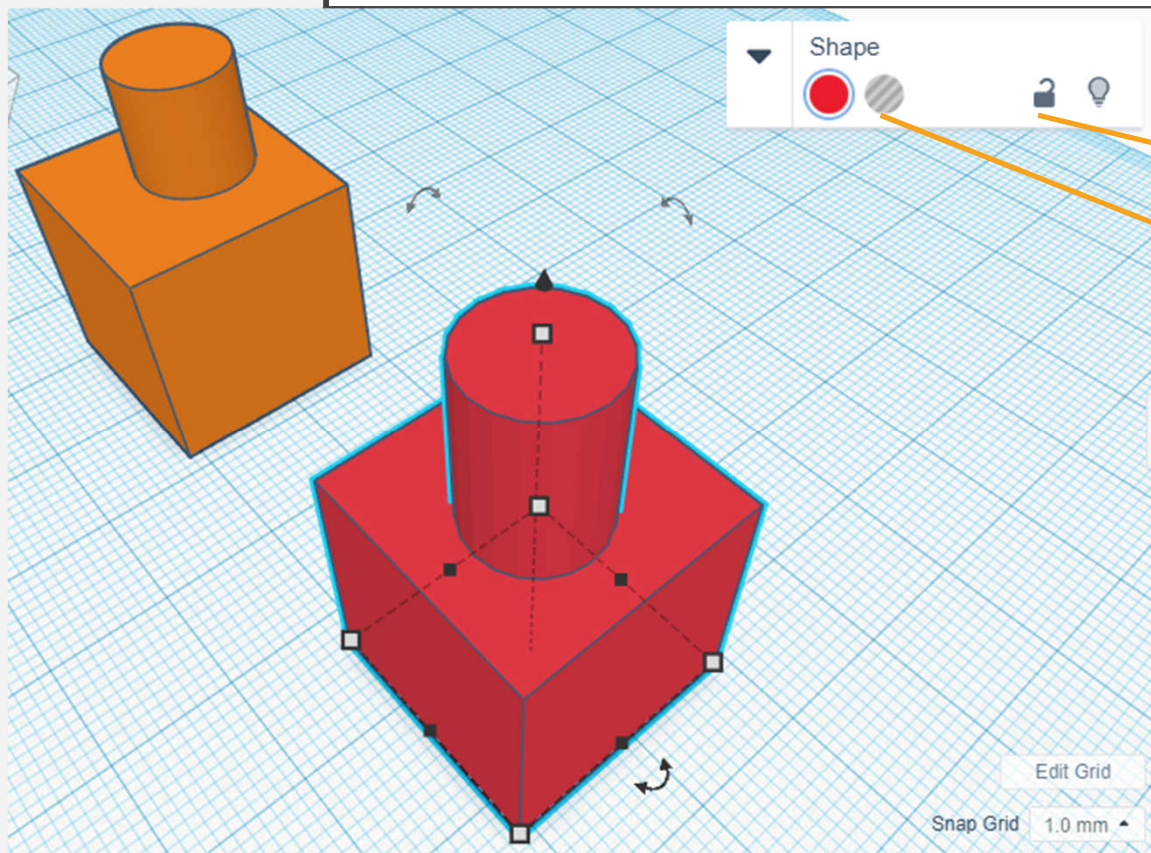
- Kada namjestimo dva objekta u pravilan položaj, možemo ih grupirati
- Označimo mišem oba objekta
- Na gornjem izborniku odaberemo Group (ctrl+g)

6. GROUP IT



- Ako uočite grešku ili želite nešto promijeniti, najprije objekte morate ungroup (ctrl+shift+g)
- Ispravite što želite pa ponovite postupak grupiranja

6. GROUP IT - DODATAK



- objekte na radnom prostoru možete i zaključati tako da se ne mogu pomicati
- objekti mogu biti čvrsti/solid (s) ili ako želimo da objekt napravi rupu odaberemo hole (h)