



# 3D MODELING WITH TINKERCAD



FULL SAIL  
UNIVERSITY

## Virtual Workshop Description

Model and create an iconic video game object in a free, easy-to-use 3D modeling program called Tinkercad. Scale, rotate, and move basic shapes to create a multidimensional model.

## Virtual Workshop Length

This workshop can be completed in 45 - 60 minutes

## Learning Goals

At the close of this workshop, participants will be able to:

**Identify** core fundamentals of 3D modeling that **support** the production pipeline for video game, film and tv industries

**Create** a 3D model for a game franchise using industry concepts by completing the following 3 Objectives:

1. Model an object
2. Incorporate three shapes
3. Scale, rotate, and move shapes within 3D environment

## Set-up & Preparation

Prior to the start of this workshop and for a more engaging experience, attendees can actively participate by creating a free account with Tinkercad found here - <https://www.tinkercad.com>. Alternatively, attendees can also follow along by simply watching the facilitators screen.

## Helpful Links

<https://www.tinkercad.com> - Program used during virtual workshop

<https://www.tinkercad.com/learn/designs> - Learn how to Tinker