

# Assignment for Week 1 - due by the second class period

JMU 3-SPACE Classroom

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It looks long but it's not so bad. I would anticipate it would take you a couple of work sessions to get it all done, however, so don't wait until the night before the next class!

1. If you have not done so already, set up your own Tinkercad account at [www.tinkercad.com](http://www.tinkercad.com).
2. Under the "Learn" tab, complete the dozen online tutorial Lessons listed below (they are short). In particular, be sure that you know how to move around the screen, copy and paste objects, align and group objects, make holes, and use the "command-D" function and the workplane. Please note that Tinkercad may offer you Lessons that are not in this list; I recommend you return to the "Lesson" tab after each Lesson and then select the next one in the list below. Feel free to do more if you like, but this is the minimum!

Basics/Learning the Moves	Buttons/Basic Button
Basics/Camera Controls	Buttons/Heart Button
Basics/Creating Holes	Buttons/Bat Button
Basics/Scale, Copy, and Paste	Gadgets/Chess Pawn
Basics/Key Ring, Letters!	Gadgets/Die from Scratch
Basics/Die on the Workplane	Home Decor/Cupboard Knob
3. Make a model in Tinkercad \*from scratch\* to present and deconstruct this model on the big screen during the next class period, so be sure you can explain what you did. You may even get to print it during class! Your model should satisfy at least one (not necessarily all!) of the following three conditions:
  - Requires measurement or must fit somewhere
  - Would be "impossible" in some way if traditionally manufactured
  - Is personally useful to you somehow
4. Before class, copy your finished Tinkercad design into the "First week" Project folder on the class Tinkercad account, following this procedure: From your own Tinkercad account, open your model, select it with your mouse (make sure it is grouped together first), and then Command-C to copy it. Then close your model, log out of your account, and log into the class Tinkercad account with username [jmu3space@gmail.com](mailto:jmu3space@gmail.com) and password threespace. Click on "First week" in the Projects list and then create a new design within that project. Now Command-V to paste your model into the file. Under the Design drop-down menu, select "Properties" and edit the name of your file so that it is called yournickname\_firstweek.
5. Come up with at least two ideas/directions for a final project, to share during the next class period. At this point you do not need fine details; you just need to have two ideas that you can talk about for 3-5 minutes for the class to review and comment on.