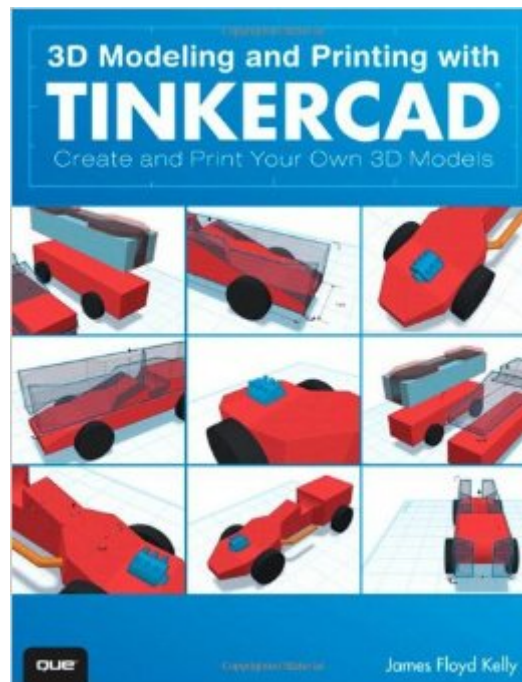


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3D Modeling And Printing With Tinkercad: Create And Print Your Own 3D Models



Synopsis

The First Complete Guide to Tinkercad: 3D Modeling That's Powerful, Friendly, & Free! Want to master 3D modeling and printing? Tinkercad is the perfect software for you: It's friendly, web-based, and free. Even better, you don't have to rely on Tinkercad's technical documentation to use it. This easy, full-color guide is packed with photos and projects that bring 3D modeling to life! No 3D or CAD experience? No problem: Best-selling author James Floyd Kelly teaches you step-by-step through simple examples and hands-on activities. You'll learn all the concepts and techniques you need...build your skills, comfort, and confidence...and create exciting projects that show off Tinkercad's full power. Learning 3D with your kids? You'll even find projects you can work on together! Quickly master the basic 3D concepts you need to understand

Navigate Tinkercad's Dashboard and tool set
Create your first 3D model and control its properties
Save time by incorporating publicly available elements
Import hand sketches or SVG graphics into your models
Use the Shape Generator to create custom shapes
Add raised text and other embellishments
Assemble multiple pieces into a more sophisticated model
Make realistic prototypes
Output molds for creating items from soft materials
Transform models into STL files for printing
Get great results from an online 3D printing service
Move your 3D objects into the Minecraft virtual world
Find answers to your most important Tinkercad questions
Discover tools for tasks Tinkercad can't handle
Learn from others! Explore projects at Thingiverse and the Gallery

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Customer Reviews

TinkerCad is a free web based CAD program. It runs entirely in the browser using WebGL, so youâ€™ll probably want to use it with Chrome (I think Safari may work in Yosemite+). TinkerCad is meant for novice CAD users. So novice that you can know absolutely nothing about CAD and be able to make something after five minutes of their built in learning quests (tutorials). Then you can save your creation to their cloud or download it for 3D printing. TinkerCad isnâ€™t full featured. You canâ€™t add chamfered edges for example, but you can combine shapes with CSG operations, stretch and rotate them, and add useful prefab shapes like letters and stars. There is even a scripting language for building programmatic objects. The UI challenge of building a CAD for newbies is daunting, yet somehow they did it. TinkerCad almost went out of business since it turns out novice users are also unlikely to pay for CAD applications. Fortunately Autodesk bought them and have made TinkerCad their free entry level offering. But this is a book review, right? 3D Modeling and Printing with TinkerCad is a new book by James Floyd Kelly. It walks you through the basics of navigation, creating shapes, merging and subtracting them, all the way to printing models and importing them into Minecraft. The book is very well written and easy to follow with lots of pictures. So should you buy it? That depends. TinkerCadâ€™s own interactive tutorials are quite good. While I enjoyed the book Iâ€™d say 75% of it covers the same things youâ€™ll learn in the tutorials. It really comes down to whether you are more comfortable learning on screen or by reading a paper book. If you learn by paper, then buy it.

I have been looking for a book like this one for a while. I recently purchased the MakerBot Rep x2 3D printer as a gift for my nephew (9) and niece (7). We got the 3D printer set up and successfully printed out some sample objects, and the kids were eager to learn more and create their own designs. James did a really good job explaining complex concepts, dry and technical skills in simple and fun ways. All project models in this book are well designed and selected. They are also well arranged in different chapters from easy to difficult, different models illustrate different features of TinkerCAD and different modeling techniques. My nephew learned Minecraft programming, so he picked it up very quickly, but even for my niece who hasnâ€™t learned Minecraft yet, she was also able to follow the book and design the models fairly quickly. I was impressed that she did not lose interest halfway. I was concerned that kids at her age wouldnâ€™t have enough patience to go through it. I think she summarized it well, â€œItâ€™s fun and cool!â€•. Now my brother-in-law (who is an engineer) is learning using this book, :) James also did a good job helping readers understand the broader 3D printing ecosystem and community, which I think is very important. He covered the software side such as Autodesk 123D Apps to 3D design, to printing services and platforms such as

i.Materialise, Shapeways, Sculpteo, and how everything in the ecosystem work together to create and produce amazing things. There is one feature in TinkerCAD which I think it's very useful to users, but not mentioned in the book is smart duplicate. It basically creates patterns or shapes with repeating structures, it's repetitive and tedious done manually. Users can simply press Ctrl + D to accomplish that. I believe this is a new feature the TinkerCAD team is quite proud of.

"3D Modeling and Printing with Tinkercad" is an easy to follow guide for novices wanting to learn how to use the excellent (and FREE) on-line Computer Aided Design application TinkerCAD. I have become very interested in 3D printing and wanted to dabble with some of own designs, so picked up this book to help guide me with the program's features and functionality. The lessons are well thought out, easy to follow, and build on the previous examples, providing the user a good working knowledge of 3D model creation by the end of the book. This is an excellent entry level introduction to TinkerCAD and, using the skills taught in the book, I was able to create a customized challenge coin with my company logo! Highly Recommended! CFH

Used this as inspiration for a workshop at school on 3D printing. Best book on the topic I have seen for cheap intro to the topic.

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