

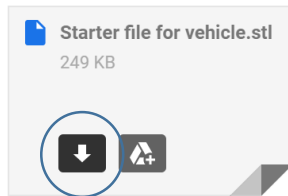
Tinkercad Vehicle project

Due Thursday 3/17 (4th period) Friday 3/18 (5th period)

Your task for this assignment is to create a vehicle starting with the 3D piece below which I have emailed you. The file I is called "Tinkercad vehicle starter file.stl".

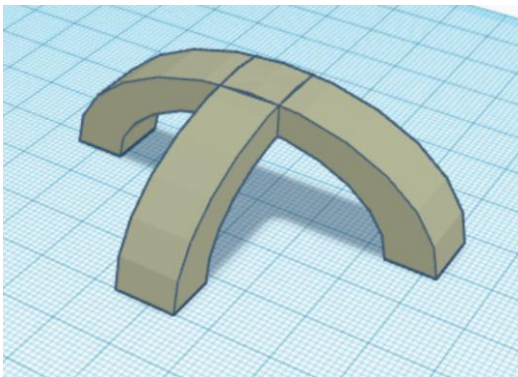
You need to import this file into a new, empty Tinkercad project. Here's how you do that:

1. I sent you an email titled "Tinkercad vehicle starter file.stl" that has this file as an attachment.
2. Open the email. Click the download icon on the attachment to download:



3. In the next window, click on Desktop and save the starter file there.
4. Next, go to Tinkercad and log in. Open a new, empty project. Click on the Import button over to the right, choose the Starter file from where you saved it, and import it. Just click Import on the window that appears with settings.

The file looks like this when you get it imported:



Your job today:

Design a boat, plane, spaceship, or wheeled vehicle that uses the above piece somehow as part of it. Your creation needs to be fun, exciting, interesting, and I need to be able to see that the starter piece is somehow part of your creation. You can resize it to be smaller or larger. You can make copies of it. It just has to be part of what you create, and what you create has to be a boat, a plane, a spaceship, or a wheeled vehicle.

When you are done, rename your project to be your name and "vehicle". Create a Share link and turn the Share link in for this project. This is due today.