Tinkercad Vehicle project
Due Saturday by midnight, all classes

Your task for this assignment is to create a vehicle starting with the 3D piece below which I have shared with you on the Google Classroom. The file I have shared with you is called "Starter file for vehicle.stl". A file that ends with .stl is a 3D design. That's the format we use when we send a file to one of our printers, for example.

In this case 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 "Starter file for vehicle.stl" that has this file as an attachment.
2. Open the email. Click the download icon on the attachment to download:
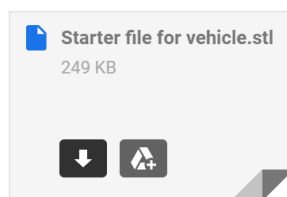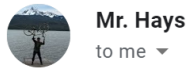
.
I'm talking about the black download arrow you see in the image above.
3. In the next window, click on My Files over on the left and select Downloads, and save the Starter file there.
4. Next, go to Tinkercad and log in. Open a new, empty project. Click on the Import button over to the right, choose the Starter file from your Downloads folder, and import it.

The file looks like this when you get it imported:
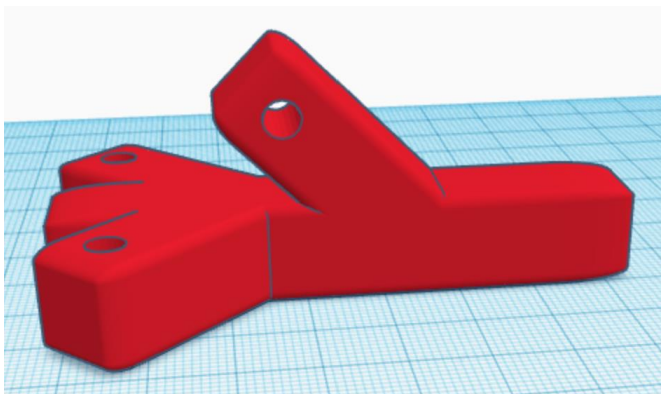
Your job today:

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. The work is due by midnight Saturday.