

Build a city
Project Make

Due 4th period: Monday 4/12/21 by midnight
3rd & 7th periods: Tuesday 4/13 by midnight

Your assignment today is to make a city in Tinkercad or Gravit (your choice).

Requirements:

1. At least four roads, two perpendicular and one that is at some other angle. The roads should not show seams (in other words, group them/union them so they seem like a single piece.)
2. At least 10 buildings.
3. A water or park feature.
4. Interesting colors.
5. Name your city and include the name in the drawing/scene.

Here is what I created as a sample:



Notice how I have five roads in total? Three going away from the viewer straight, one at a right angle on the back left, and one going diagonally away to the right back from the front/center. My scene also has 13 buildings, one lake, and a grassy area. My example has seven different building sizes/types.

Build a fun and interesting city! Good luck!