

Tinkercad Shadow part 2 (all students)

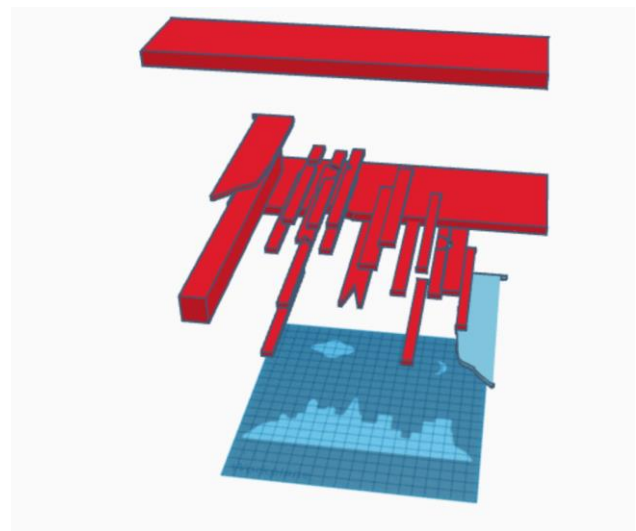
Due: 4th and 6th periods: Tuesday 10/10

3rd period: Wednesday 10/11

If you didn't do last week's shadow assignment, do that first.

For today, in a new Tinkercad project, make a new shadow design where the important parts are NOT the shadow. Use at least 30 objects to create an interesting/fascinating/fun shadow creation where the cool thing that we're looking at is NOT the shadow. See the example below.

Create an arrangement of objects such that the image you are creating is the part that is not the shadow. Another way to think of it is that your image must be the "light" not the shadow. Here is an example:



See how the city skyline and the UFO and the moon are the things that are things, while the objects are all the shadows? That's what I'm talking about.

Make the interesting part be the part that is NOT the shadow. It can be a message or a shape, design, etc. It just has to be recognizable and/or be fun and interesting, and the important part must be the part that is NOT a shadow.

If you did this already (some of you did this for your first project), come talk with me and I'll give you an alternate assignment.

Be sure to turn in a share link to the project (not an STL file) when you are done. You get a share link by clicking on the person with the + sign, and then creating a copying and turning in a link.