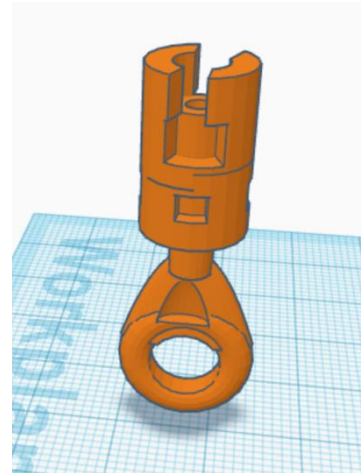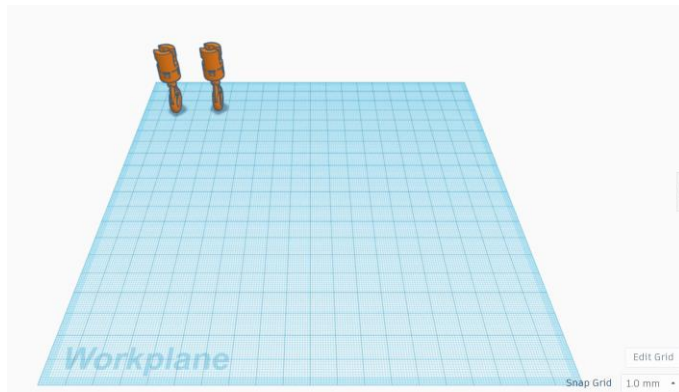3D Slicer Project
Project Make

Today you're going to take a 3D object that you already created and slice it up into layers.

First, find something you've made in Tinkercad that is not too complicated or large. I used my unknown object creation from months ago (see image to the right.)
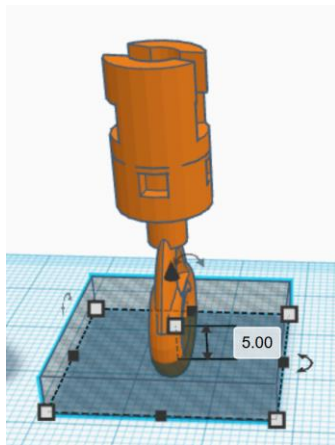
Next, resize it, if necessary, so that it is 40 mm tall. Hold down the shift key while resizing it so that you do not distort your creation.

Next duplicate it, so that you have two copies. Move the copies so that they are near the back left of the workspace.
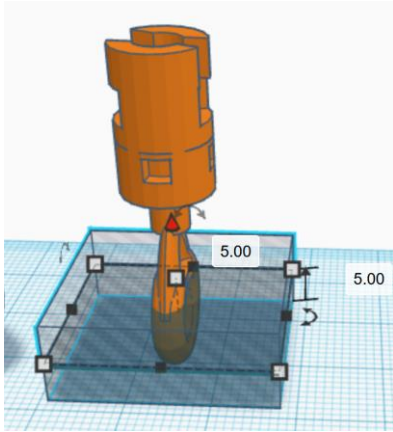
Now, drag over a box hole piece. Resize it so that it is 5mm tall and large enough in length and width to completely enclose your object:
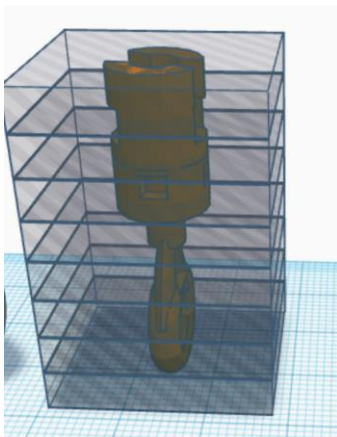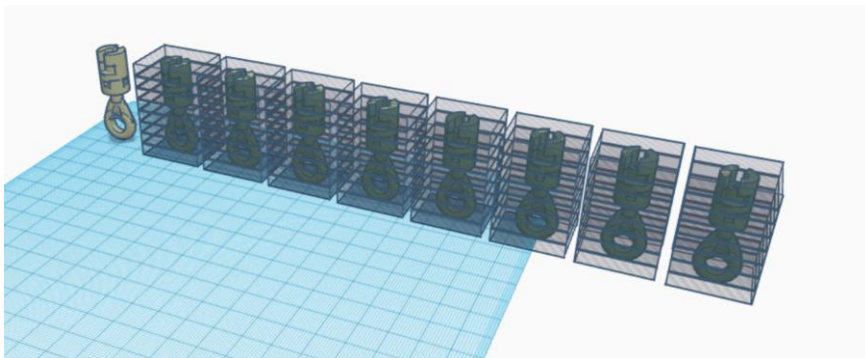
Duplicate this hole piece, and move the copy up until it is exactly on top of the first hold piece like this:

Duplicate it six more times until your entire object is completely enclosed by a stack of 5mm tall hole pieces:
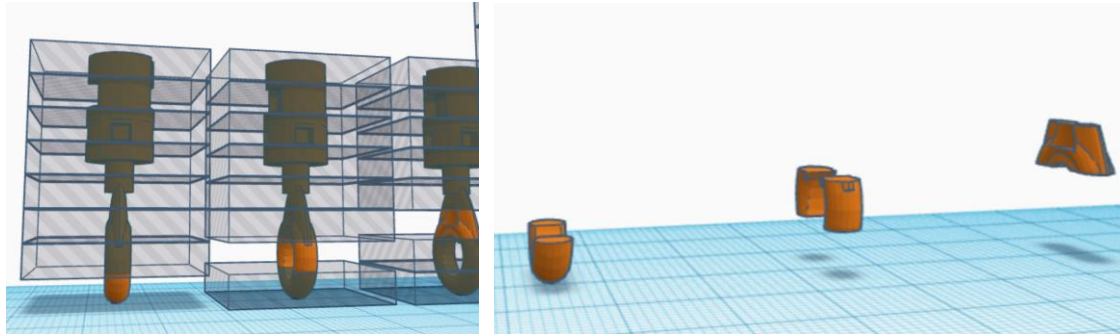

Now, make 8 duplicates of this entire setup (the object contained by the 8 rectangular hole pieces.) Arrange them in rows like this:
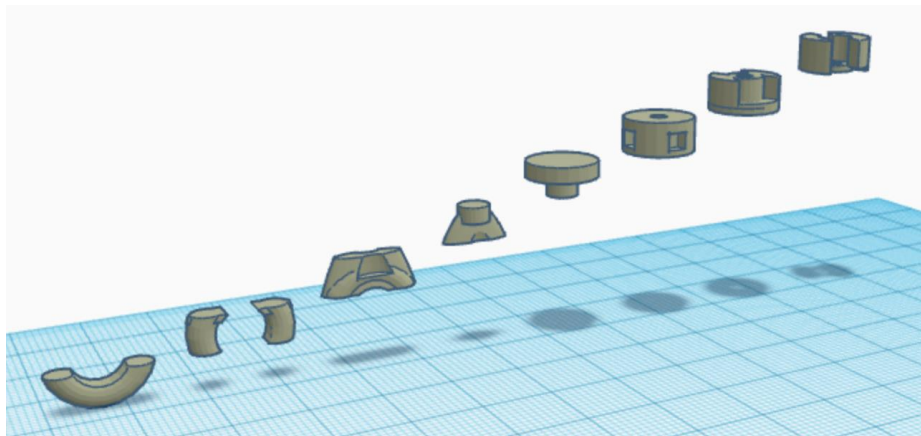
Now comes the fun part. Carefully remove one layer of the rectangular hole pieces from each set, moving from the bottom up as you go along. After removing one layer, select the other layers and the object, and group them. This leaves you with just one layer, or slice, of your object.
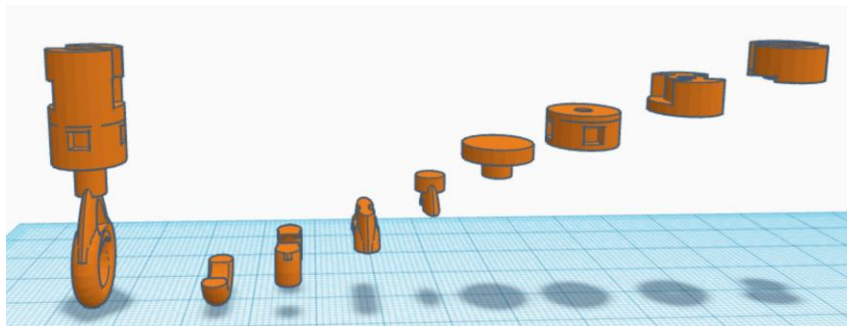

Do this until you have one "slice" for each of the 8 layers in your object:

Arrange them using the align tool so that they go from lowest piece to highest piece from left to right (move them so they are all in a single row, then use the align tool so that they are all centered.)

In the end you will have the actual object on the far left, then 8 slices of the object going from the bottom to the top from left to right, all in a row.

Turn in a share link when you are done.