3-D Drawing and Printing
with TinkerCad

MONDAY, July 29, 2024
6:30 P.M. - 8:00 P.M.

with Gary Webster

Drawing is something everybody is convinced they can't do. If you've ever wanted to draw, sculpt, or just make things, this is the class for you. If you use the 3-D modeling app TinkerCAD, drawing, sculpting and creating is a snap. In this session you'll use TinkerCAD to draw things in perspective with shading, highlights and shadows, something that used to be hard to do. We'll cover the basic tools and pre-made shapes that make creating easy and fun. You'll see how to move through the workspace, stretching, aligning and merging shapes into what you want. Make toys, robots, houses, furniture, or art never before seen, and then save and print as posters or real 3-D plastic objects.

Bring your laptop or use the one provided by the library. You won't believe how quickly you can master this!

Presenter Gary Webster is a dynamic technology integrator, industrial designer and certified teacher, teaching technology and design in the classroom. He taught web design, page layout, podcasting, movie making and photo editing at Southern Connecticut State University.

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