
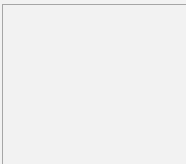
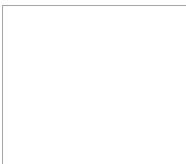
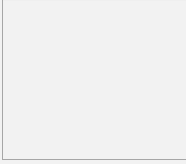



# STEAM Tech Teams

## Glossary of Terms

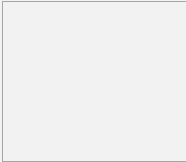

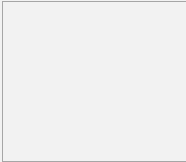
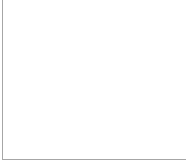
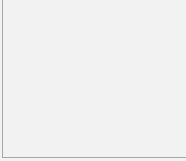
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ID/Type/OLE	Word/Definition/Link
279 TinkerCad 	Align v. In TinkerCad, one needs to place two or more objects in precise relationship to one another. For example, the designer may want to align the centers of each object or align the outside edges. Action: Enclose objects in a Command Box so both objects are highlighted, Edit->Align->click on the axis to be aligned.
	<a href="https://www.youtube.com/watch?v=Ru742pUG_Bc">https://www.youtube.com/watch?v=Ru742pUG_Bc</a>
296 TinkerCad 	Bevel n. A transitional edge between two surfaces. To create a bevel, form an object with the "transitional characteristics" desired and convert it into a "hole" form using the Inspector Window. Then, group the hole and the solid object. Bevels are also referred to a "chamfers."
	<a href="https://www.youtube.com/watch?v=J-6X6in6Las&amp;t=540s">https://www.youtube.com/watch?v=J-6X6in6Las&amp;t=540s</a>
305 TinkerCad 	Caliper n. A device used to measure the distance between two sides. Most 3D designers utilize electronic calipers capable of displaying measurements in the metric (i.e. centimeters and millimeters) and Imperial (i.e. inches) systems.
	<a href="https://en.wikipedia.org/wiki/Calipers_-_Digital_caliper">https://en.wikipedia.org/wiki/Calipers_-_Digital_caliper</a>
294 TinkerCad 	Chamfer n. A transitional edge between two intersecting planar surfaces. To create a chamfer, form an object with the "transitional characteristics" desired and convert it into a "hole" form using the Inspector Window. Then, group the hole and the solid object. Chamfers are also referred to a "bevels."
	<a href="https://www.youtube.com/watch?v=J-6X6in6Las&amp;t=540s">https://www.youtube.com/watch?v=J-6X6in6Las&amp;t=540s</a>
272 TinkerCad 	Command Box n. A graphical box drawn around an object or group of objects used to designate the objects for some kind of operation. Action: Left-click and drag a box around objects to be highlighted. Verify the objects are highlighted with blue.

# STEAM Tech Teams

## Glossary of Terms


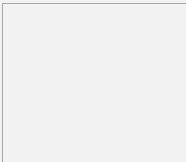
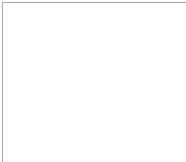
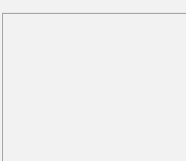

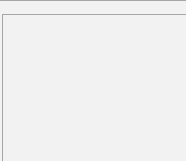
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ID/Type/OLE	Word/Definition/Link
287	TinkerCad
	
	<b>Copy/Paste</b>
	<p>v. Creating one or more copies of an object. Similarly, one can copy objects from one modelling file to another. One can copy and paste at angles by copying an object, pasting it, rotating the pasted object and copying it repeatedly. The result is copying-pasting at progressive angles. For example, one can add teeth to a gear body in this fashion. Action: Left-click an object-&gt;Ctl-C-&gt;Ctl V. Alternatively, Left-click an object-&gt;Edit-&gt;Copy-&gt;Edit-&gt;Paste. Alternatively, Alt + C-&gt;Alt -Shift + V to paste in place. Alternatively, Edit-&gt;Duplicate-&gt;Pull source and copy parts apart.</p>
	<a href="https://www.youtube.com/watch?v=rwyTzY55vSU">https://www.youtube.com/watch?v=rwyTzY55vSU</a>
275	TinkerCad
	
	<b>Dimension</b>
	<p>v. To change the dimensions of an object or group of objects. Action: Left Click on Object verify it is selected (surrounded by blue). Left click and drag a grip in the appropriate direction. Alternatively, Alt + Left Click &amp; Drag to scale relative to the center point. Alternatively, Shift + Left-Click &amp; drag for 3-direction uniform scaling.</p>
	<a href="https://www.youtube.com/watch?v=qGSenao6CEk">https://www.youtube.com/watch?v=qGSenao6CEk</a>
303	TinkerCad
	
	<b>Download</b>
	<p>v. Moving the design file from the Cloud to the user's local computer. Action: Main Menu-&gt;Design-&gt;Download for 3D Printing. Look for the file in the "Downloads" file on your local computer.</p>
	<a href="#">IDWordDefinitionLinkOLE ObjectType</a>
288	TinkerCad
	
	<b>Duplicate</b>
	<p>v. In TinkerCad, called "Smart Duplicate." Action: Left-click object-&gt;Edit-&gt;Duplicate-&gt;Press Arrow Key to Move Cursor-&gt;Edit-.Duplicate.</p>
	<a href="https://www.youtube.com/watch?v=rwyTzY55vSU">https://www.youtube.com/watch?v=rwyTzY55vSU</a>
293	TinkerCad
	
	<b>Emboss</b>
	<p>v. Raising material from an object in the design. To emboss, group the object you want to emboss with the design object.</p>
	<a href="https://www.youtube.com/watch?v=i7EyUKfJz3Y">https://www.youtube.com/watch?v=i7EyUKfJz3Y</a>

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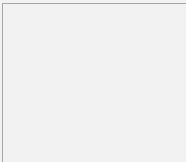
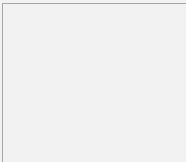
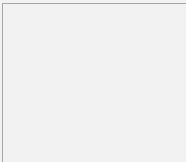
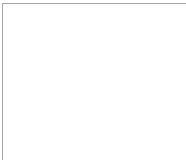
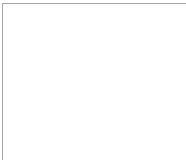
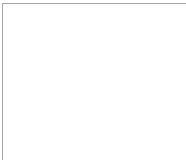
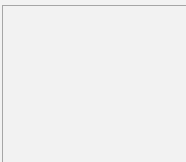
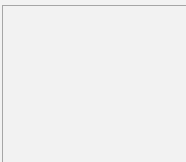
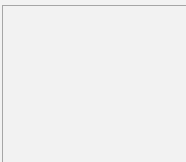
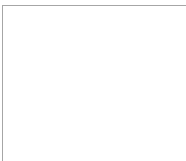
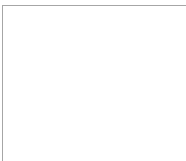
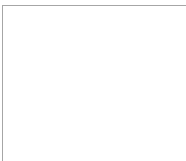
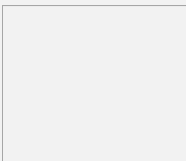
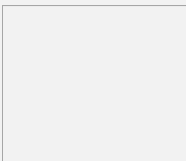
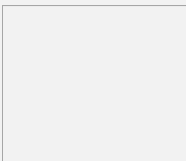
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ID/Type/OLE		Word/Definition/Link
295	TinkerCad	Engrave
		v. Subtract material from an object in the design. To engrave, group the object you want to engrave with the design object in "hole" form. Any object can be converted from a solid object to a "hole" object in the Inspector Window.
		<a href="https://www.youtube.com/watch?v=i7EyUKfJz3Y">https://www.youtube.com/watch?v=i7EyUKfJz3Y</a>
302	TinkerCad	File Name
		v. TinkerCad automatically names every file the users create because the design files are maintained in the Cloud. To change the name assigned by TinkerCad, select Design->Properties->Change and enter the file name you desire. The designer can specify whether the design should be "shared" or should remain "invisible" to the User Community.
		<a href="https://www.youtube.com/watch?v=C1JaslCrWP8">https://www.youtube.com/watch?v=C1JaslCrWP8</a>
297	TinkerCad	Fillet
		n. A transition between two intersecting planar surfaces where the corner between the two surfaces is filled in. Very similar to a chamfer or bevel, except that the outer surface is convex.
		<a href="https://www.youtube.com/watch?v=iw7Lgttc-iE">https://www.youtube.com/watch?v=iw7Lgttc-iE</a>
286	TinkerCad	Flip (also, "Mirror")
		v. To create an identical object in a mirror image of the original object. This operation is used to create left-hand and right-hand pairs. Action: Left-click object to highlight it->Select Adjust->Mirror.
		<a href="https://www.youtube.com/watch?v=rgnvNXCh-mw">https://www.youtube.com/watch?v=rgnvNXCh-mw</a>
264	TinkerCad	Grid Setup
		n. Tool in the lower right-hand corner of the design screen to establish the increments on the workplane grid
269	TinkerCad	Grips
		n. The "handles" on the outside of an object used to change its size. Left click on the object to view the grips. Action: Alt-Key + Rt Click & Drag to scale relative to the center point; Shift Key + Rt Click to scale uniformly.

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## Glossary of Terms


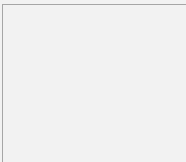
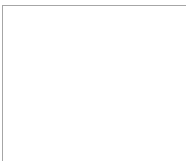
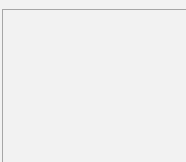
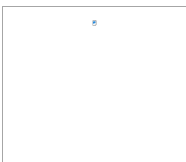
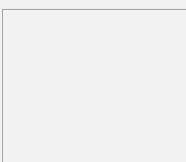
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282	<table border="1"><tr><td>TinkerCad</td><td>Group</td></tr><tr><td></td><td><p>v. Combines two or more separate objects into a single object. Action: Shift-Left-Click the objects to highlight them-&gt;Click Group on the tool Bar.</p><p><a href="https://www.youtube.com/watch?v=m0UQHlbGcF0">https://www.youtube.com/watch?v=m0UQHlbGcF0</a></p></td></tr></table>	TinkerCad	Group		<p>v. Combines two or more separate objects into a single object. Action: Shift-Left-Click the objects to highlight them-&gt;Click Group on the tool Bar.</p> <p><a href="https://www.youtube.com/watch?v=m0UQHlbGcF0">https://www.youtube.com/watch?v=m0UQHlbGcF0</a></p>
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284	<table border="1"><tr><td>TinkerCad</td><td>Hole Object</td></tr><tr><td></td><td><p>n. Subtracts from an object the 3-dimensional space occupied by a shape. This operation is used to cut or shell objects. Mathematically, it is a "Boolean Subtraction." Action: Left-click + Drag a shape from the Shape Generator-&gt;Select "Hole" from the Inspector Window-&gt;Move the Hole shape and Solid shape together as appropriate-&gt;Select Group.</p><p><a href="https://www.youtube.com/watch?v=lxrsHSELHsw">https://www.youtube.com/watch?v=lxrsHSELHsw</a></p></td></tr></table>	TinkerCad	Hole Object		<p>n. Subtracts from an object the 3-dimensional space occupied by a shape. This operation is used to cut or shell objects. Mathematically, it is a "Boolean Subtraction." Action: Left-click + Drag a shape from the Shape Generator-&gt;Select "Hole" from the Inspector Window-&gt;Move the Hole shape and Solid shape together as appropriate-&gt;Select Group.</p> <p><a href="https://www.youtube.com/watch?v=lxrsHSELHsw">https://www.youtube.com/watch?v=lxrsHSELHsw</a></p>
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289	<table border="1"><tr><td>TinkerCad</td><td>Inspector Window</td></tr><tr><td></td><td><p>n. A window arising from the selection of a Shape from the Shape Generator Panel which allows conversion (back &amp; forth) from a solid object to a hole.</p><p><a href="https://www.youtube.com/watch?v=lxrsHSELHsw&amp;t=5s">https://www.youtube.com/watch?v=lxrsHSELHsw&amp;t=5s</a></p></td></tr></table>	TinkerCad	Inspector Window		<p>n. A window arising from the selection of a Shape from the Shape Generator Panel which allows conversion (back &amp; forth) from a solid object to a hole.</p> <p><a href="https://www.youtube.com/watch?v=lxrsHSELHsw&amp;t=5s">https://www.youtube.com/watch?v=lxrsHSELHsw&amp;t=5s</a></p>
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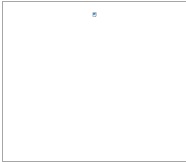
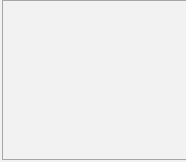

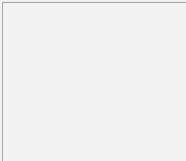
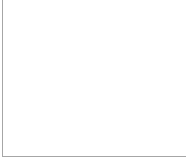
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ID/Type/OLE	Word/Definition/Link
278	TinkerCad
	<b>Object</b> n. A mathematical representation of a 3-dimensional surface.  <a href="https://en.wikipedia.org/wiki/3D_modeling">https://en.wikipedia.org/wiki/3D_modeling</a>
261	TinkerCad
	<b>Orbit</b> v. Act of moving the orientation from which the designer is viewing a design object. Generally, the same as "Plane Orientation."
304	TinkerCad
	<b>Orthogonal View</b> n. The direction from which one can view the workplane or design: Top, Side, Front, Back, Cross-section or mid-section.  <a href="https://www.youtube.com/watch?v=wa37nrj0pH0">https://www.youtube.com/watch?v=wa37nrj0pH0</a>
306	TinkerCad
	<b>Overhang</b> n. In 3D design, that part of a design that has no material under it leaving open the possibility that the portion of the printed model may "droop" due to gravity. Overhangs more than 45 degrees generally need support material to be printed under it which is removed after the print is completed.  <a href="https://www.youtube.com/watch?v=gfauSm8aXh0">https://www.youtube.com/watch?v=gfauSm8aXh0</a>
263	TinkerCad
	<b>Pan</b> v. The act of moving a design object round to see it from various viewpoints. Action: click and hold the object with the right mouse button depressed.
256	TinkerCad
	<b>Plane</b> n. the flat, two-dimensional surface on which a design object is placed and manipulated.  <a href="https://en.wikipedia.org/wiki/Plane_(geometry)">https://en.wikipedia.org/wiki/Plane_(geometry)</a>

# STEAM Tech Teams

## Glossary of Terms

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ID/Type/OLE		Word/Definition/Link
260	TinkerCad	Plane Orientation Tool
		n. A tool on the design screen which allows the designer to view an object or design plane from various directions.
267	TinkerCad	Primitive
		n. The basic object forms used in "mesh-based" design programs. For example, a sphere, a cube, a taurus and many more. Also referred to in TinkerCad as "Shape Generators." They can be found in a panel on the right-hand side of the design screen and many more primitives can be found in the Community files.
		<a href="https://www.tinkercad.com/search/?q=Shape+Generators">https://www.tinkercad.com/search/?q=Shape+Generators</a>
276	TinkerCad	Rotate
		v. Rotate an object along a plane. Action: Left-click on an object + Left-click + drag a curved gripper. Drag close to the center point of object to snap to 22.5 degree increments. Drag away from the center point to rotate in single degree increments.
281	TinkerCad	Ruler Tool
		n. The Ruler Tool is used to make measurements or change measurements of an object along a particular plane. Action: Left-click Ruler Tool->Left-click the object on a plane. Use the appropriate gripper to alter a dimension.
		<a href="https://www.youtube.com/watch?v=qUA9VSdG5Oc">https://www.youtube.com/watch?v=qUA9VSdG5Oc</a>
274	TinkerCad	Scale
		v. to change the dimensions of an object or group of objects. Action: Left Click on Object verify it is selected (surrounded by blue). Left click and drag a grip in the appropriate direction. Alt + Left Click & Drag to scale relative to the center point. Shift + Left-Click & drag for 3-direction uniform scaling.

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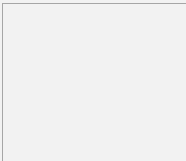
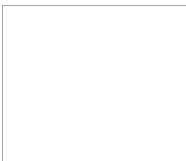
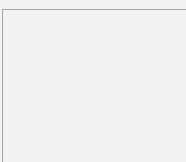
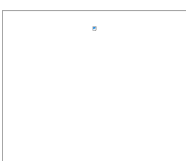
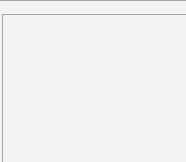
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ID/Type/OLE		Word/Definition/Link
268	TinkerCad	<p data-bbox="521 386 672 422">Shape Panel</p> <p data-bbox="521 436 1455 611">n. Same as "Primitive." The basic object forms used in "mesh-based" design programs. For example, a sphere, a cube, a taurus and many more. Also referred to in TinkerCad as "Shape Generators." They can be found in a panel on the right-hand side of the design screen and many more can be found in the Community files.</p> <p data-bbox="521 625 1138 661"><a href="https://www.youtube.com/watch?v=bbnsAyVhR5s">https://www.youtube.com/watch?v=bbnsAyVhR5s</a></p>
300	TinkerCad	<p data-bbox="521 701 586 737">Shell</p> <p data-bbox="521 751 1463 919">v. The process of "hollowing out" the inside of an object such that the distance between the outer wall and the inner wall is uniform. In general, one creates an object in that shape that needs to be hollowed out, aligns it to the center of the object, converts it to a "hole object," and groups the hole and solid object.</p> <p data-bbox="521 934 1227 970"><a href="https://www.youtube.com/watch?v=xxtONgRdxDY&amp;t=92s">https://www.youtube.com/watch?v=xxtONgRdxDY&amp;t=92s</a></p>
308	TinkerCad	<p data-bbox="521 1016 594 1052">Slicer</p> <p data-bbox="521 1066 1430 1157">n. A computer program which converts stereo lithography (stl) files to the layer-by-layer and pixel-by-pixel instructions to a 3D printer for laying down the material to print a design file.</p> <p data-bbox="521 1184 984 1220"><a href="https://en.wikipedia.org/wiki/3DSlicer">https://en.wikipedia.org/wiki/3DSlicer</a></p>
266	TinkerCad	<p data-bbox="521 1268 643 1304">Snap Grid</p> <p data-bbox="521 1318 1422 1444">n. In 3D design, the smallest unit of measure the designer wants the dimensions of an object to "snap to." Tenths of a millimeter (.1 mm) is commonly used for small objects. The "snap grid" can be changed anytime during the design process.</p>
310	TinkerCad	<p data-bbox="521 1541 667 1577">Split Object</p> <p data-bbox="521 1591 1463 1759">v. For various reasons, a designer may choose to split an object that has been designed. This could be necessary to print the design with a flat surface on the build plate to prevent warping, or because the object is too large to be printed in one session, or for other reasons. The YouTube link below describes how an object design can be split.</p> <p data-bbox="521 1774 1146 1810"><a href="https://www.youtube.com/watch?v=1SwSqROgLPY">https://www.youtube.com/watch?v=1SwSqROgLPY</a></p>

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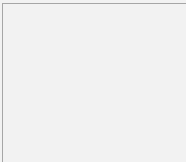
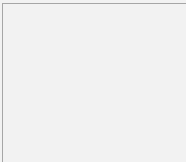
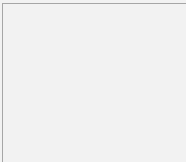
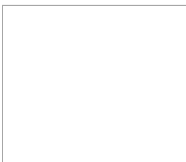
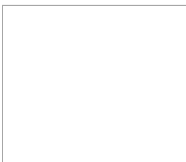
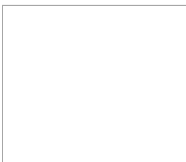
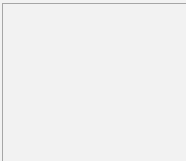
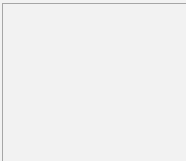
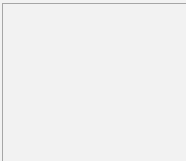
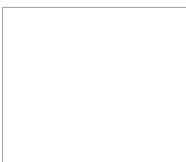
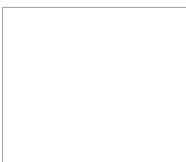
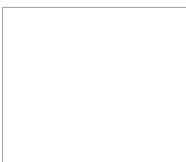
ID/Type/OLE	Word/Definition/Link
307	TinkerCad
	<p>Support</p> <p>n. Material that is printed below an "overhang" and is removed after the print is completed. Supports are usually added to the print file in the "Slicer" software.</p> <p><a href="https://www.youtube.com/watch?v=gfauSm8aXh0">https://www.youtube.com/watch?v=gfauSm8aXh0</a></p>
292	TinkerCad
	<p>SVG File</p> <p>n. Text as well as other pictures can be imported into TinkerCad as "svg" files. Basically, anything that can be "Photoshopped," can be incorporated into a model. Jpeg, png and svg files can be used.</p> <p><a href="https://www.youtube.com/watch?v=TgFWj8INx6w">https://www.youtube.com/watch?v=TgFWj8INx6w</a></p>
291	TinkerCad
	<p>Text Fonts</p> <p>n. Text as well as other pictures can be imported into TinkerCad as "svg" files. Basically, anything that can be "Photoshopped," can be incorporated into a model. Jpeg, png and svg files are also usable.</p> <p><a href="https://www.youtube.com/watch?v=TgFWj8INx6w">https://www.youtube.com/watch?v=TgFWj8INx6w</a></p>
290	TinkerCad
	<p>Text Generator</p> <p>n. Pre-formed letters and numbers available in the Shape Generator Panel. Letters and numbers can be "holes" or "solid objects." Therefore, text can be embossed or engraved in a design. Jpeg, png and svg files are also usable.</p> <p><a href="https://www.youtube.com/watch?v=hfQt0NmeYvU">https://www.youtube.com/watch?v=hfQt0NmeYvU</a></p>
259	TinkerCad
	<p>TinkerCad LOGO</p> <p>n. Logo designating the Autodesk TinkerCad brand and located on the design screen.</p>
258	TinkerCad
	<p>Tool Bar</p> <p>n. That portion at the top of the design screen and to the right of the TinkerCad logo which displays such design tools as "Design," "Edit," "Help," "Undo," and etc.</p>



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283	<table border="1"><tr><td>TinkerCad</td><td>Ungroup</td></tr><tr><td></td><td><p>v. Separates two or more objects that were previously grouped together. Action: Left-click to highlight an object-&gt;Select Ungroup from the Tool Bar.</p><p><a href="https://www.youtube.com/watch?v=m0UQHlBgcF0">https://www.youtube.com/watch?v=m0UQHlBgcF0</a></p></td></tr></table>	TinkerCad	Ungroup		<p>v. Separates two or more objects that were previously grouped together. Action: Left-click to highlight an object-&gt;Select Ungroup from the Tool Bar.</p> <p><a href="https://www.youtube.com/watch?v=m0UQHlBgcF0">https://www.youtube.com/watch?v=m0UQHlBgcF0</a></p>
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265	<table border="1"><tr><td>TinkerCad</td><td>Unit of Measurement</td></tr><tr><td></td><td><p>n. A standard of measurement for the same type and quantity, established by convention. In 3D design, we normally measure in metric units (i.e. millimeters or centimeters) or in English units (i.e. inches or feet). Industry usually uses the metric measurement system.</p><p><a href="https://en.wikipedia.org/wiki/Units_of_measurement">https://en.wikipedia.org/wiki/Units_of_measurement</a></p></td></tr></table>	TinkerCad	Unit of Measurement		<p>n. A standard of measurement for the same type and quantity, established by convention. In 3D design, we normally measure in metric units (i.e. millimeters or centimeters) or in English units (i.e. inches or feet). Industry usually uses the metric measurement system.</p> <p><a href="https://en.wikipedia.org/wiki/Units_of_measurement">https://en.wikipedia.org/wiki/Units_of_measurement</a></p>
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309	<table border="1"><tr><td>TinkerCad</td><td>Warp</td></tr><tr><td></td><td><p>n. In the fused demolition modelling (FDM) process, hot material is laid onto a flat build plate, and subsequent layers of hot material are laid on top of the previous layers. The subsequent layers are hotter than the previous layers and, have a different rate of cooling. Because of the different rates of cooling, the first layers are pulled away from the build plate causing the bottom of the printed object to "warp" or bow upwards from the flat build plate. If this "warping process" is not controlled, the object can be distorted and in the worst case, be pulled away from the build plate before the printing process is completed.</p></td></tr></table>	TinkerCad	Warp		<p>n. In the fused demolition modelling (FDM) process, hot material is laid onto a flat build plate, and subsequent layers of hot material are laid on top of the previous layers. The subsequent layers are hotter than the previous layers and, have a different rate of cooling. Because of the different rates of cooling, the first layers are pulled away from the build plate causing the bottom of the printed object to "warp" or bow upwards from the flat build plate. If this "warping process" is not controlled, the object can be distorted and in the worst case, be pulled away from the build plate before the printing process is completed.</p>
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255	<table border="1"><tr><td>TinkerCad</td><td>Workplane</td></tr><tr><td></td><td><p>n. The flat plane in the design area on which an object resides. There can be multiple work plane in a design project.</p></td></tr></table>	TinkerCad	Workplane		<p>n. The flat plane in the design area on which an object resides. There can be multiple work plane in a design project.</p>
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280	<table border="1"><tr><td>TinkerCad</td><td>Workplane Tool</td></tr><tr><td></td><td><p>n. Establishes a plane on which design work is carried out. Action: Left-click Workplane-&gt;Left-click the face of the object where the designer wants the plane.</p><p><a href="https://www.youtube.com/watch?v=VfmziKJ28pY">https://www.youtube.com/watch?v=VfmziKJ28pY</a></p></td></tr></table>	TinkerCad	Workplane Tool		<p>n. Establishes a plane on which design work is carried out. Action: Left-click Workplane-&gt;Left-click the face of the object where the designer wants the plane.</p> <p><a href="https://www.youtube.com/watch?v=VfmziKJ28pY">https://www.youtube.com/watch?v=VfmziKJ28pY</a></p>
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257	TinkerCad	<p data-bbox="526 386 769 422">Zoom (in/out or +/-)</p> <p data-bbox="526 436 1422 537">v. An action in the design process where an object can be made to grow larger or smaller at scale. Action: Spin the center mouse wheel or click on the "+" or "-" in the upper left hand corner of the Work Plane.</p> <p data-bbox="526 562 1179 598"><a href="https://en.wikipedia.org/wiki/Zooming_user_interface">https://en.wikipedia.org/wiki/Zooming_user_interface</a></p>