

OOSHIE STAND

In this project you will learn to use

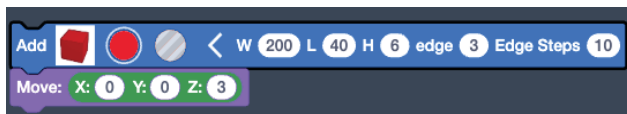
- 3D design
- shape blocks
- variables

Open Tinkercad and create a new Codeblocks project.



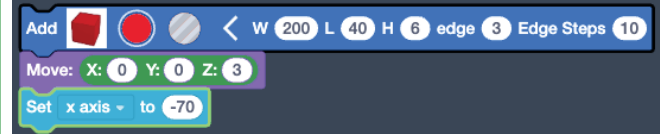
1

Add a box shape. Set the measurements of W 200 L 40 H 6. Set the edge to 3 and edge steps to 10. Add a move block setting the Z axis to 3 so it sits on the plate.



2

Create a number variable and call it x axis. Add a set variable block and set the x axis to -70



3

Add a repeat loop and set it to 5. This will create the 5 cylinders for the Ooshies to sit on.



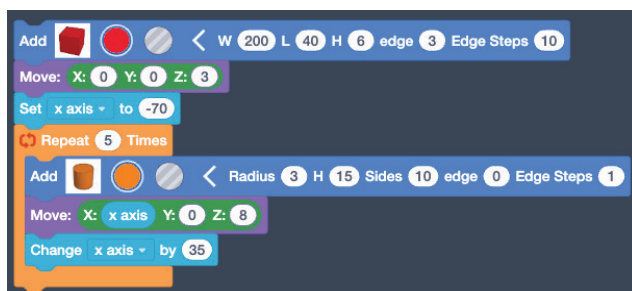
4

Inside the repeat loop add a cylinder shape. Set the radius to 3 and height to 15. Change the sides to 10.



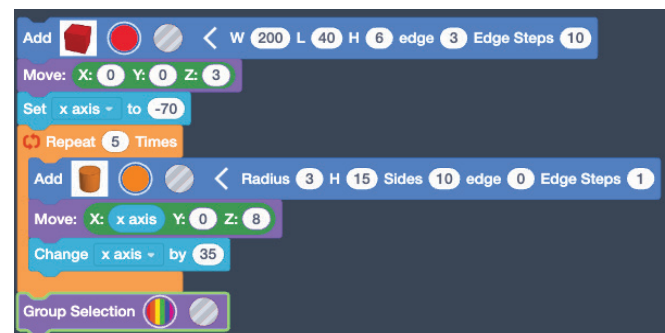
5

Add a move block and set the X axis to be the x axis variable and the z axis to 8. Add a change x axis variable block and set the number to 35. (Each run of the loop will shift the shape by 35 on the x axis).



6

Complete the project with a group selection block to lock the pieces together.



Run your program. How does it look?

Challenge

Do you have more than 5 Ooshies to display? How can you adapt the project to fit more Ooshies - maybe build a multiple level display board?