

A Guide to Tinkercad's Skills and Tools

White Box

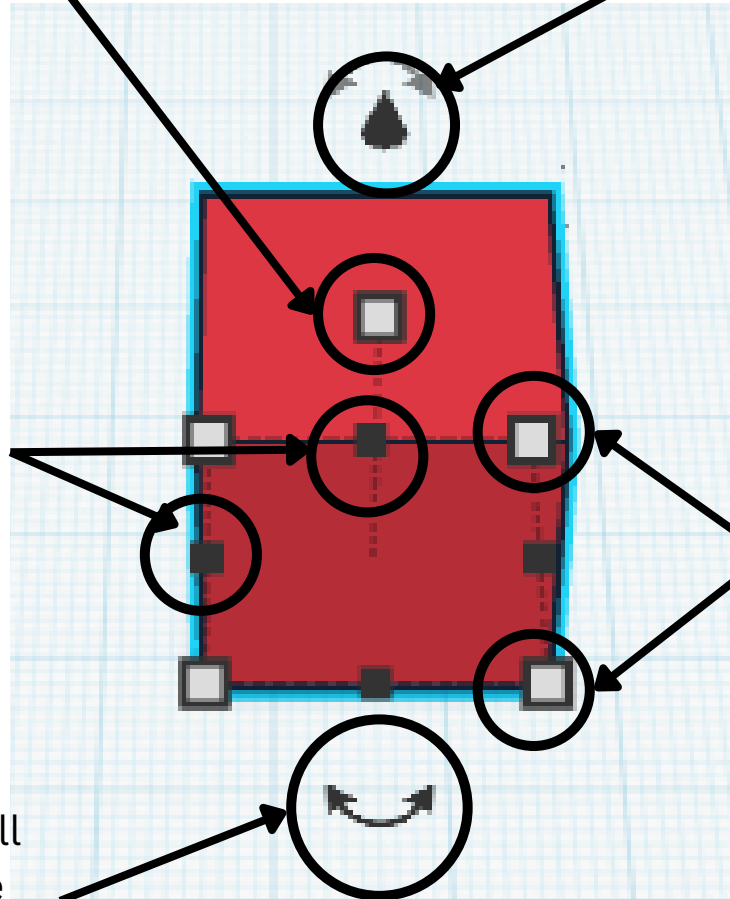
(Height): This box lets you change how tall or short your shape is.

Black Boxes: These boxes let you change the length or width of your shape, but only one at a time. Click and drag a black box to stretch or shrink the shape in one direction!

Curved Arrows (Rotate): The small circle rotates the shape in big steps, while the big circle lets you rotate it one degree at a time for more precise movement. Click and drag to spin your shape!

Cone (Height Adjuster): This cone lets you lift your shape higher or lower off the workplane. Click and drag it up to raise the shape or down to bring it closer to the workplane!

White Boxes: These boxes let you change the length and width of the shape at the same time





View Cube: This cube helps you look at your shape from different sides. You can click on a side, like top, right, or front, to change your view. You can also click anywhere on the cube and move your mouse to see your shape from any angle. Use this to rotate your shape differently or connect shapes precisely with cruise mode!



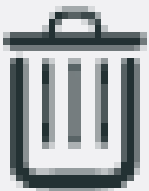
Home Icon: Clicking this icon takes you back to the original home view. This is really useful if you get lost while zooming in too close, rotating the view too much, or making adjustments that make it hard to see your whole creation. **It quickly resets your view so you can see everything clearly again!**



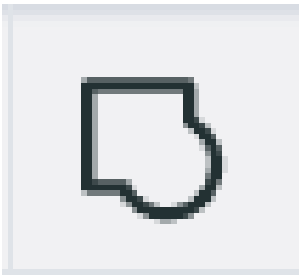
Cruise Mode Icon (Magnet): This icon helps you snap one shape directly to another. When you bring out a new shape, cruise mode is usually on automatically, so it connects perfectly to other objects. If you accidentally turn it off or misplace a shape, you can click this icon to turn cruise mode back on. It's super helpful for building towers, stacks, or any designs where shapes need to fit perfectly!



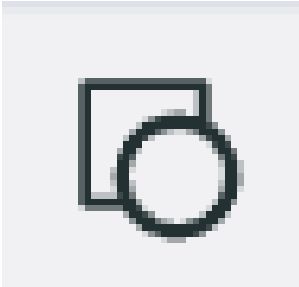
Undo Icon: This might be one of the most useful tools in Tinkercad! If you ever feel like you've made a mistake, just click the undo button to go back a step. You can keep clicking it to go back as many steps as you need—**just remember, it only works for the changes you've made in the current session before you close or exit!**



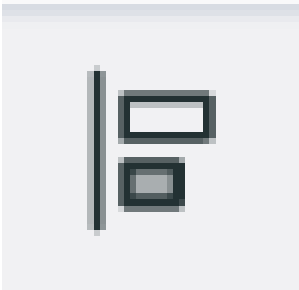
Trash Icon: This tool lets you delete any shape you don't need. Just click on the shape you want to remove and then click the trash icon. If you delete something by mistake, don't worry—you can always use the undo button to bring it back!



Grouping Icon: This tool lets you combine shapes so they move and act as one object. You can group as many shapes as you need—even ones that aren't touching! To group, either draw a dotted line around the shapes or click each one while holding the shift key. Grouping is great for keeping your designs organized and making adjustments easier!

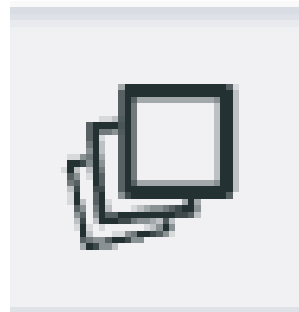


Ungrouping Icon: This tool lets you separate shapes that you've grouped together. It's helpful if you want to adjust or move individual pieces after grouping them. You can group objects, move them as one, and then ungroup them whenever you need to make changes. Use this to fine-tune parts of your design without starting over!

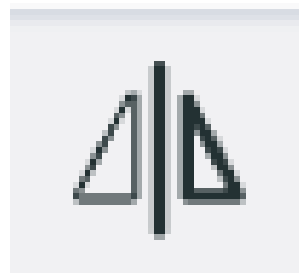


Align Icon: This tool helps you line up shapes perfectly! It can be tricky to use at first, but when you move your cursor over a dot, it shows a preview of how the shapes will align—this can help you decide before clicking. You can use this tool to align shapes that aren't touching each other, which is great for creating neat, organized designs. Once you master it, aligning makes your projects look professional and balanced.

And if you mess up, don't worry—you can always undo!



Duplicate Icon: This tool makes an exact copy of your shape! The duplicate will appear right on top of the original, so you might not see it right away. Just move the duplicate to a new spot to use it. This is super handy for making repeated patterns or matching parts in your design!



Mirror Icon: This tool lets you flip a shape in three different ways—left to right, front to back, or top to bottom. It's super useful when you're creating something symmetrical, like a robot with matching but opposite arms, or a butterfly with identical wings. Just choose the direction you want to mirror and watch your shape flip perfectly!