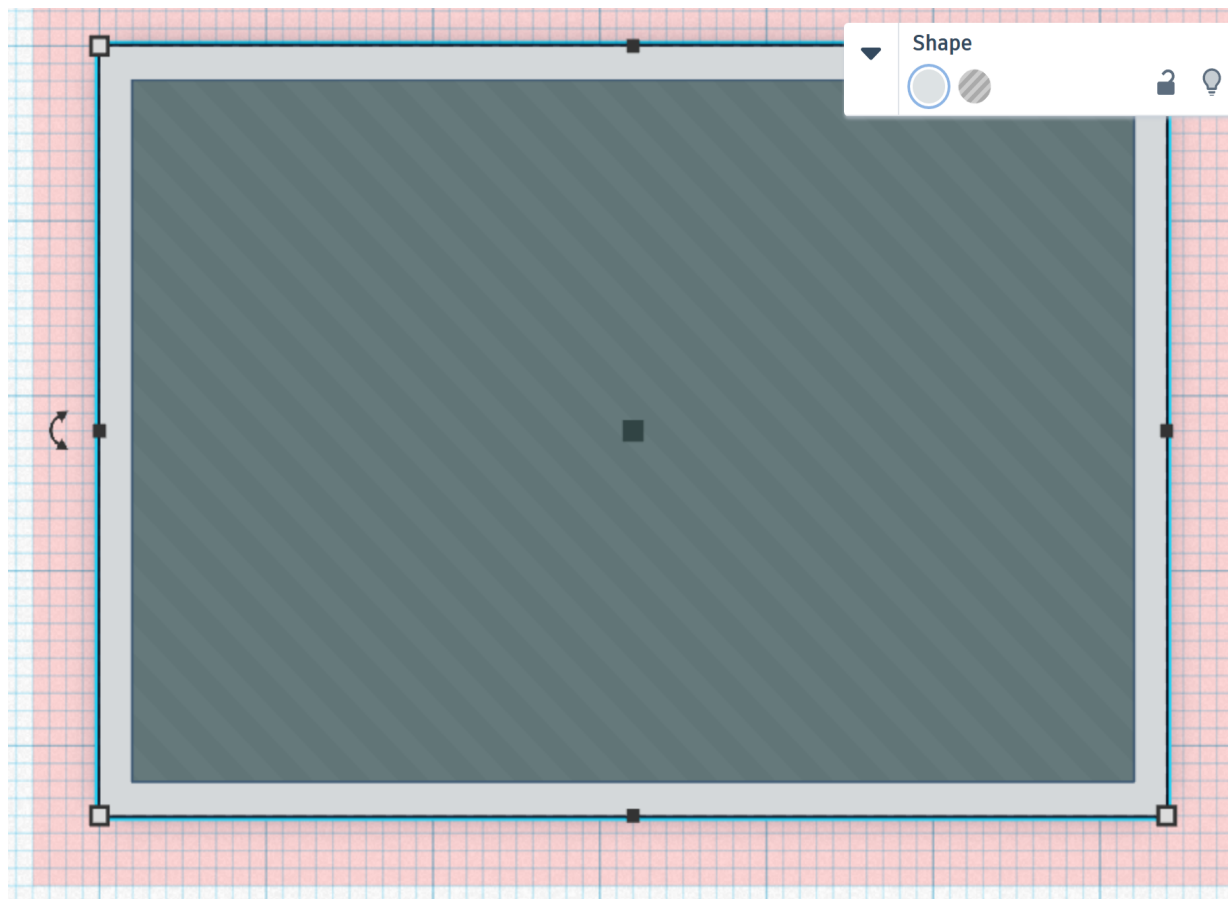


Tips for Creating Room Objects

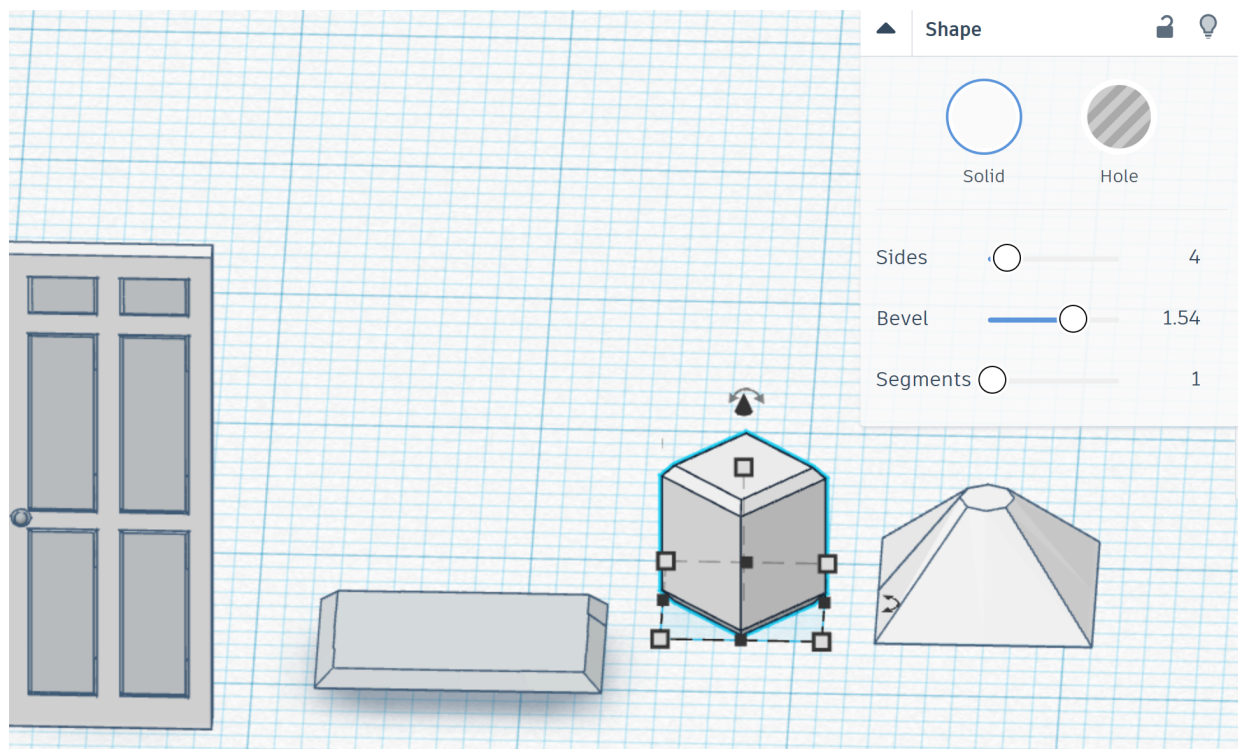
These examples are provided to give you ideas for building objects for your room, like doors, game components, and furniture. Your designs do not need to be similar or as complex. Practice using the tools in Tinkercad to experiment with your shapes and measurements. Use your imagination to build the room of your dreams!

Making Initial Boxes



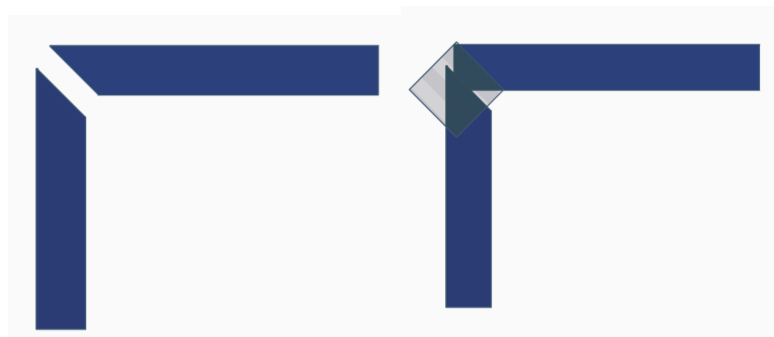
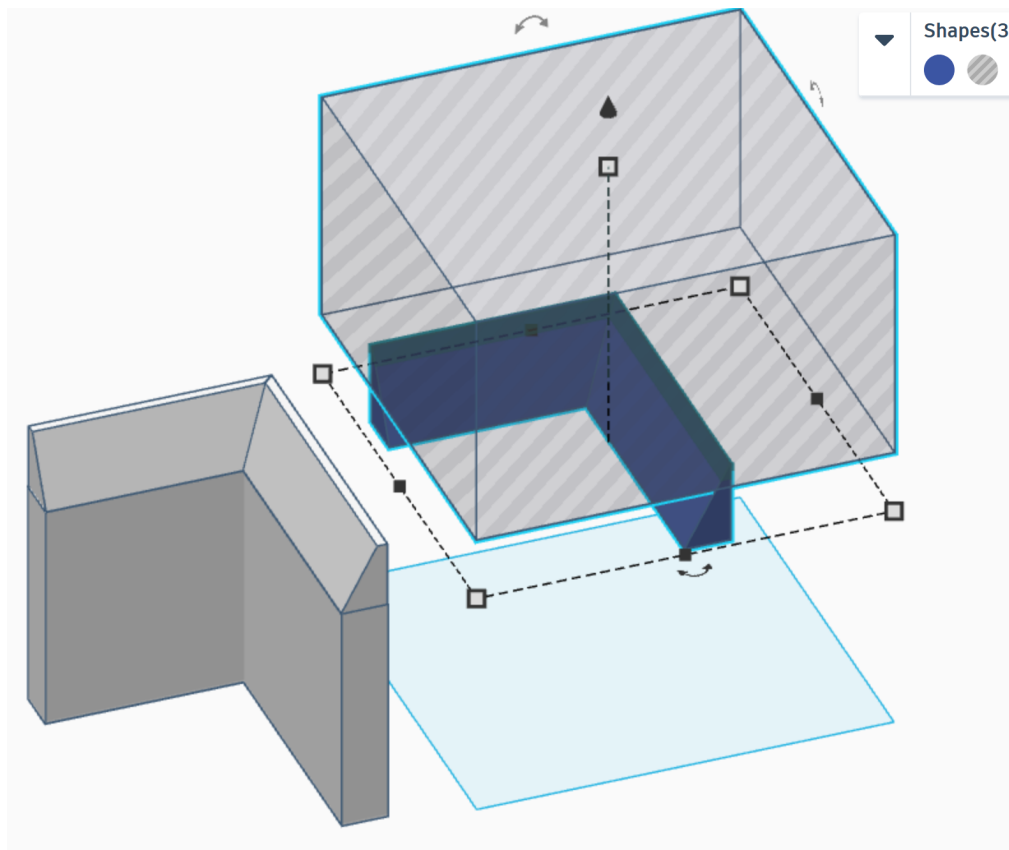
To create your room, decide on your initial measurements for the box. Duplicate and scale it up 4mm on the x-axis and y-axis. Center it, and make the smaller box a hole. Nudge or translate it up 2mm on the z-axis to make sure you have a floor. Group everything, performing Boolean Subtraction.

Making a Door



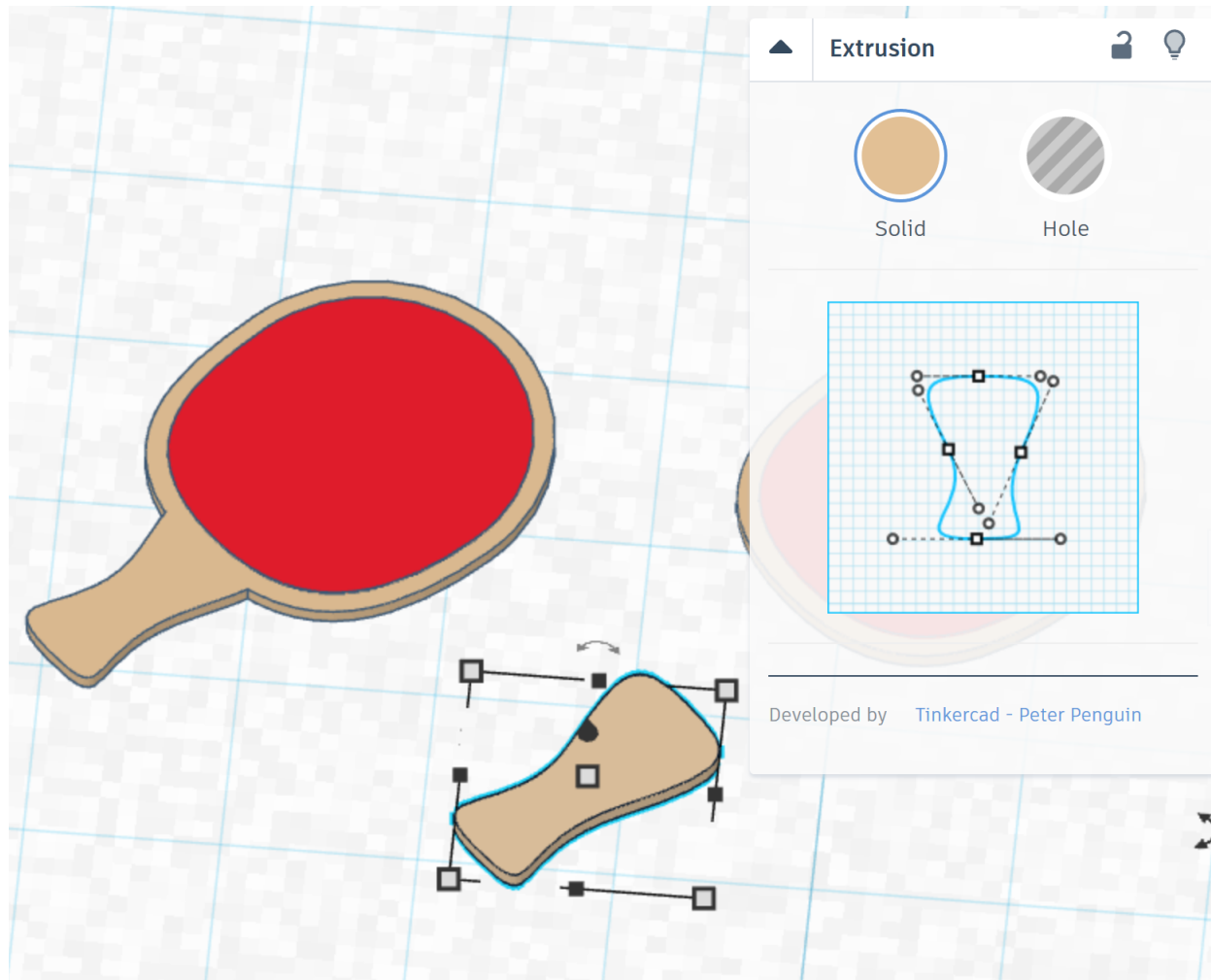
To create a door, you need boxes and either a polygon with a bevel or a square tapered and modified with a hole through Boolean Subtraction.

Making a Baseboard



Create the baseboard by scaling a box and using a wedge. Modify the wedge by using a box as a hole to cut off one end at an angle. That will allow the two corner pieces to fit together. To extend the shapes across the length of the room, duplicate part of the grouped design and cut it so that it's flush on both sides.

Making Game Components



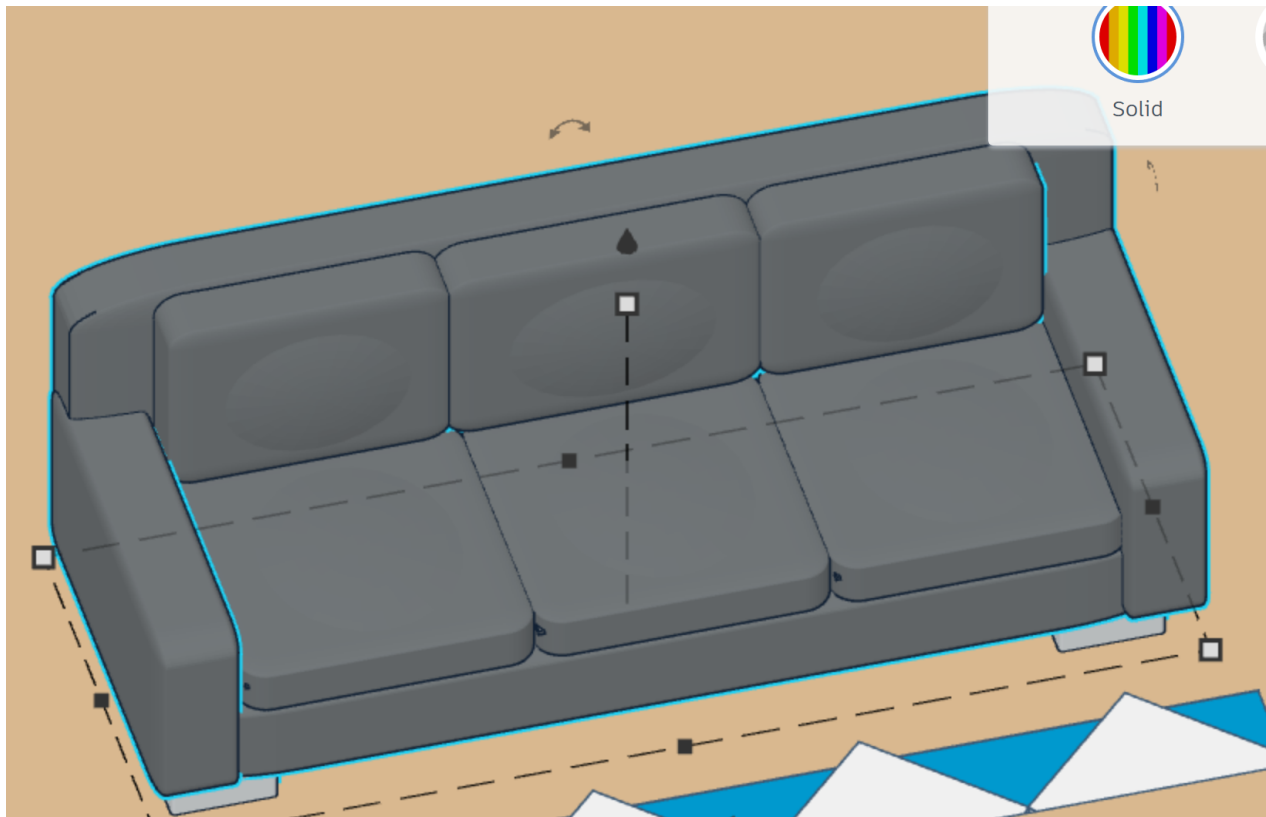
To create a table tennis paddle, use the Extrusion shape under Featured Shape generators. Examine the image, and modify the Bézier curves to create the desired effect.



This arcade game cabinet is built from primarily boxes, the Extrusion shapes from Featured Shape generators, and SVG files for the game characters. A sphere and cylinders were used for the joystick and buttons.

The couch is made from boxes with an adjustment to the radius to add a softened look to the edges.

Making Furniture



The couch is made from boxes, with an adjustment to the radius that softens the edges.