Year 6
3D Modelling

Key vocabulary

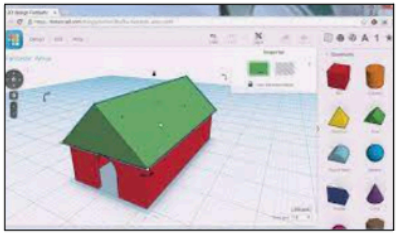
Modelling	Making a model of something in real life or in a virtual computer workspace
Three-Dimensional	A three-dimensional object can be measured in three different directions, usually the height, length, and width.
Workspace	An area for creating work
Face	A surface of a shape separated from others by edges.
Vertex	A point where two or more edges meet
Edge	The junction between two faces
Handle	A clickable point giving control to change a shape's dimensions, position or rotation
Duplicate	Make another copy of something

Apps/Software



Tinkercad

3D modelling





- 3D means three-dimensional, or having 3 dimensions. For example, a box is a 3D shape, whereas a square is a 2D shape.
- 3D modelling involves using computer software to create 3D shapes, in order to produce models of real-world objects.
- 3D modelling allows us to view designs from different angles and experiment with various designs.
- 3D modelling is used in many industries, e.g. in interior design, architecture and making video games.

Tinkercad Overview

