

How to make a 3D pirate ship in Tinkercad



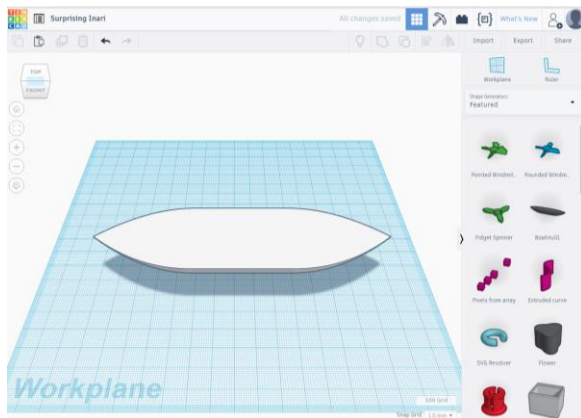
Short cuts

Ctrl + Up/Down arrow: moves the shape that you have selected up and down.

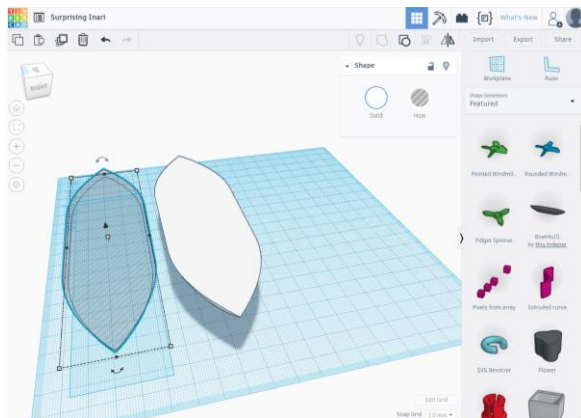
Shift⬆ + corner box: allows you to scale the shape equally in 3 dimensions

Up/Down/Left/Right arrows: moves the shape a little bit in each direction.

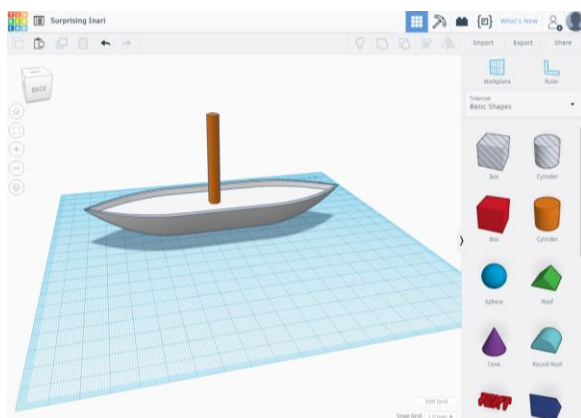
Shift⬆ + Rotate: allows you to rotate the shape in 45 degree steps.



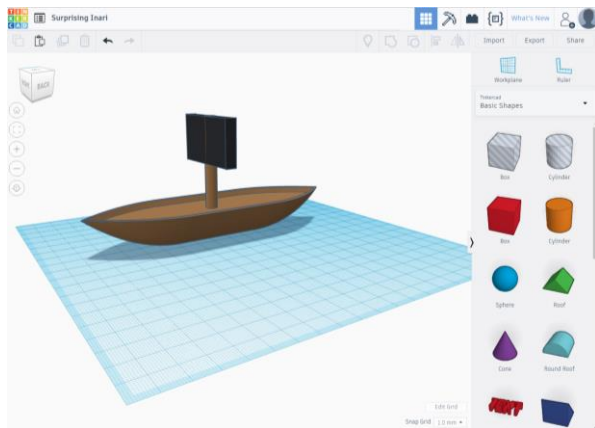
The first thing you need to do is get a “BoatHull1” from the “Featured” part of the tool menu and drag it to where you want the boat to be.



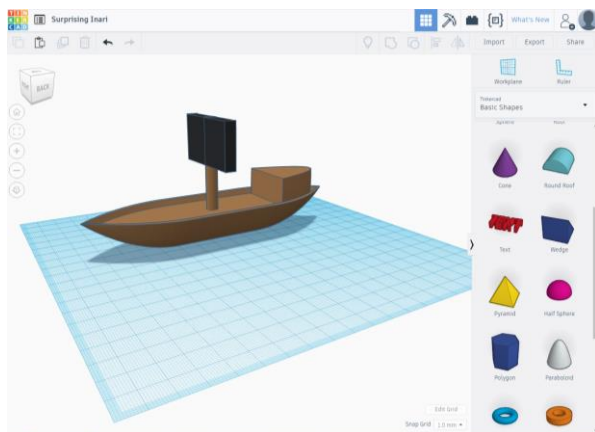
You can now make the deck of the ship by putting a shallow hole in the hull that you placed. (You can use any shape you want but I used the top half of a boat hull by slicing it in half with a square hole)



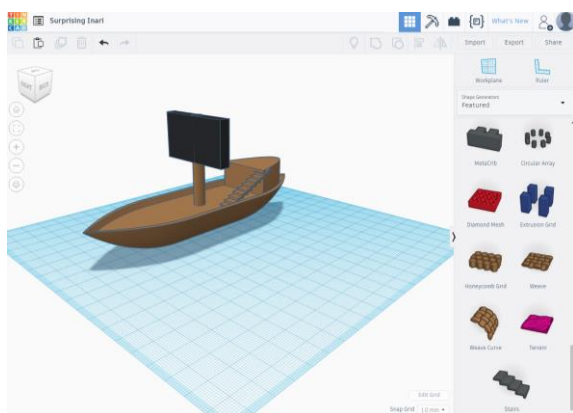
You now need to make the mast for the sail on the boat. You can do this by getting a cylinder for the tool menu and making it a little bit taller and thinner.



You can now add the captain's cabin to your ship. You should use either a cube (box) or triangular prism (roof) block for this as they fit on the ship best.



You can now add the sail by getting a cube (box) from the "Basic shapes" menu and making it into the shape of a sail. (You don't have to paint your ship but it does make it look more realistic)



You can now add the stairs and any final touches to the ship. (you can find the stairs in the "Featured" part of the tool menu)

Created by Ryan at www.amazingict.co.uk

'The educational technology company that REALLY helps you with Computing and Esafety.'

