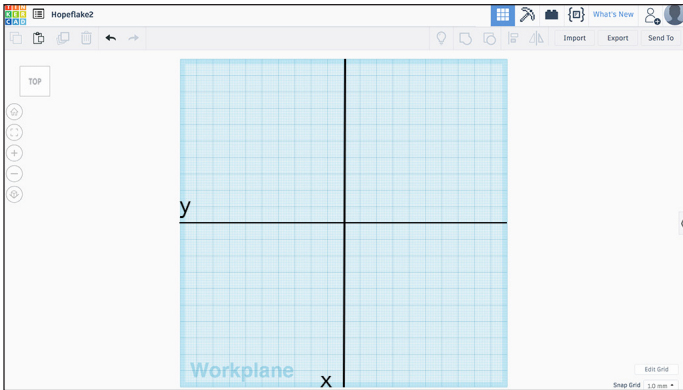
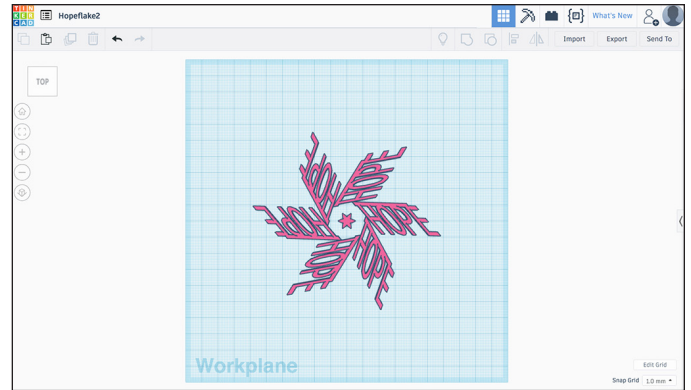


Math Activity: Practicing Rigid Transformations in Tinkercad

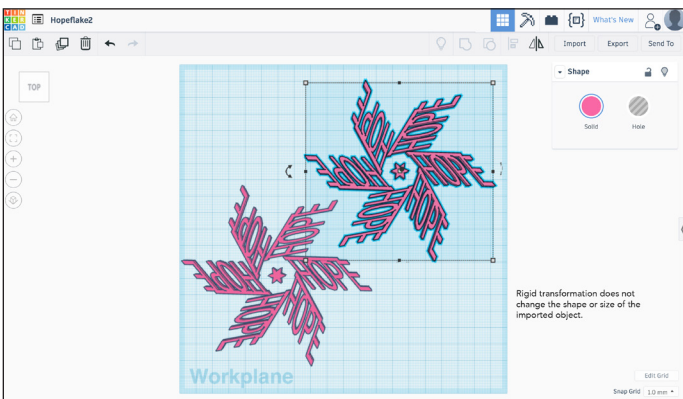
Goal: Import a Codeblocks-generated object into Tinkercad 3D Design and practice rigid transformations using the tools in the program



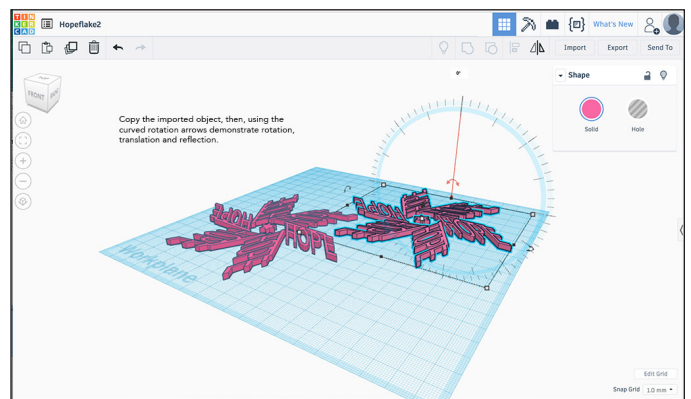
The Workplane is the grid



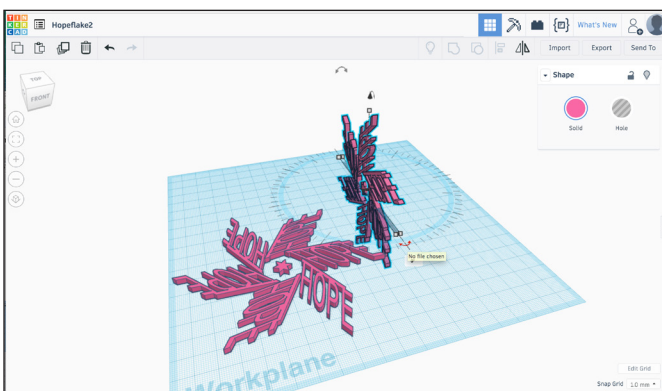
Import the 3D design and position it in the center of the workplane/grid



Copy, then move the copied object to create a translation and give room to rotate it



Practice making rotations, translations and reflections



Add additional copies and create a 3D snowflake (see right)

