

COMPUTING: CREATING MEDIA- 3D Modelling



	Important Vocabulary								
Modelling	Three-Dimensional	Workspace	Faces	Vertices	Edges	Handles	Resize	Position	Hole

the length, height, width

and shape.

-When you move

multiple objects into the

same space, they merge.

-Objects can be resized

by dragging the handles

(white squares).

dimensions

accurately.

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Lifting: Use the ViewCube to change the viewing angle of the model to the front/ side. Then, use the cone handle in order to lift the object from the workspace.

Combining Shapes Many complex shapes are made up of a number of 3D shapes – we can position and merge them together.





Text: You can add block text by selecting 'text' in the shapes. This can help you to enhance other shapes.

Holes: Sometimes we need to create objects that are not solid – they have space inside/ within them.

-To achieve this, begin by adding a 3D shape onto the workspace. Then drag one of the 'holes' shapes onto the workspace. Adjust dimensions accordingly.

-Drag the 'holes' shape over the 3D shape as desired.

-Click and drag a box around the shapes to select them.

-Click the 'group' button to combine the shapes and create the hole.

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