# Mathematical 3D Printed <br> Exhibits 

## Refreshing summer puzzle

## Learning Objectives:

- Know how to manipulate simple shapes using tinkercad.com
- Understand how 3D printers work.

Level of Difficulty: Level 1

## List of Materials Required:

- A 3D printer
- A spool of filament for the 3D printer
- A cutter to remove supporting material or the puzzle from the work plane


## 3D Modelling Skills Needed:

- Know how to move an object in the workplane
- Know how to create a cone
- Know how to create a hole
- Know how to resize an object
- Know how to group objects
- Know how to elevate and lower objects on the workplane


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## Step-by-step 3D Modelling



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| Step 6 | Create a cylinder, resize it to <br> $2 \times 2$ cm and place it on one <br> side of the two halves of the <br> watermelon. Do the same <br> with a rectangle sized $2 \times 1 \mathrm{~cm}$ <br> and group the two. |
| :--- | :--- |
| Step 7 | Duplicate the obtained shape. <br> One will be a hole, the other <br> one will be your conjunction <br> piece. Group the conjunction <br> with one side of the <br> watermelon and the hole with <br> the other side of the <br> watermelon. Resize (+0.2) <br> the hole so that the two <br> pieces will match. |
| You have two options: draw <br> the seeds with a 3d pen after <br> you printed the watermelon <br> or create a cylinder sized <br> $1.5 \times 1.5$ and place them like <br> shown in the picture. Group <br> the dots and the halved <br> watermelon. |  |
|  | Select text from the menu, <br> resize it to 3x2 cm, and place <br> it as shown in the picture on <br> the other side of the <br> watermelon. Group it. |

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## Creation of the Exhibit

Assemble/disassemble and store the exhibits, accompanied by the corresponding time-frames

| Step 1 | Print the watermelons from 1 <br> to 10. Remember to separate <br> the two halves for the printing <br> procedure. |
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## Design Map

Summary of the key steps for developing and creating the 3D Exhibit.



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