

LINKS TO SHARE

OnShape Login:

<https://cad.onshape.com/signin>

OnShape Login Slides:

https://docs.google.com/presentation/d/1W_UbJHgl7MI_NVgwVVPCT8RjLoQSz2M3k0OrHkaPgSQ/edit#slide=id.p

CAD For Kids–Among Us Slides:

https://docs.google.com/presentation/d/1Tx0t2VmO_EfzcSuHsCCoBzjuikvmFlh8btuyWfGBc5Q/edit?usp=sharing (Steps begin on slide 12)

Among Us OnShape File:

<https://cad.onshape.com/documents/85bf4794916475cebff21b9b/w/506e8ab188de390069cdd990/e/f686ee60f07898c9a367f473>

Navigation Help:

<https://cad.onshape.com/help/Content/moving.htm>

EMAILS

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Please share your characters with us
We would love to see what you have made regardless of mistake or
how far you got

To share with us you can either:

1. Email us a screenshot
2. Share your file directly with us (instructions on slide 13)

You can also share workshop suggestions, either themes you want
or skills you want to learn

CAD for Kids

CREATED BY

ETECH CHARGERS ROBOTICS TEAM 5298





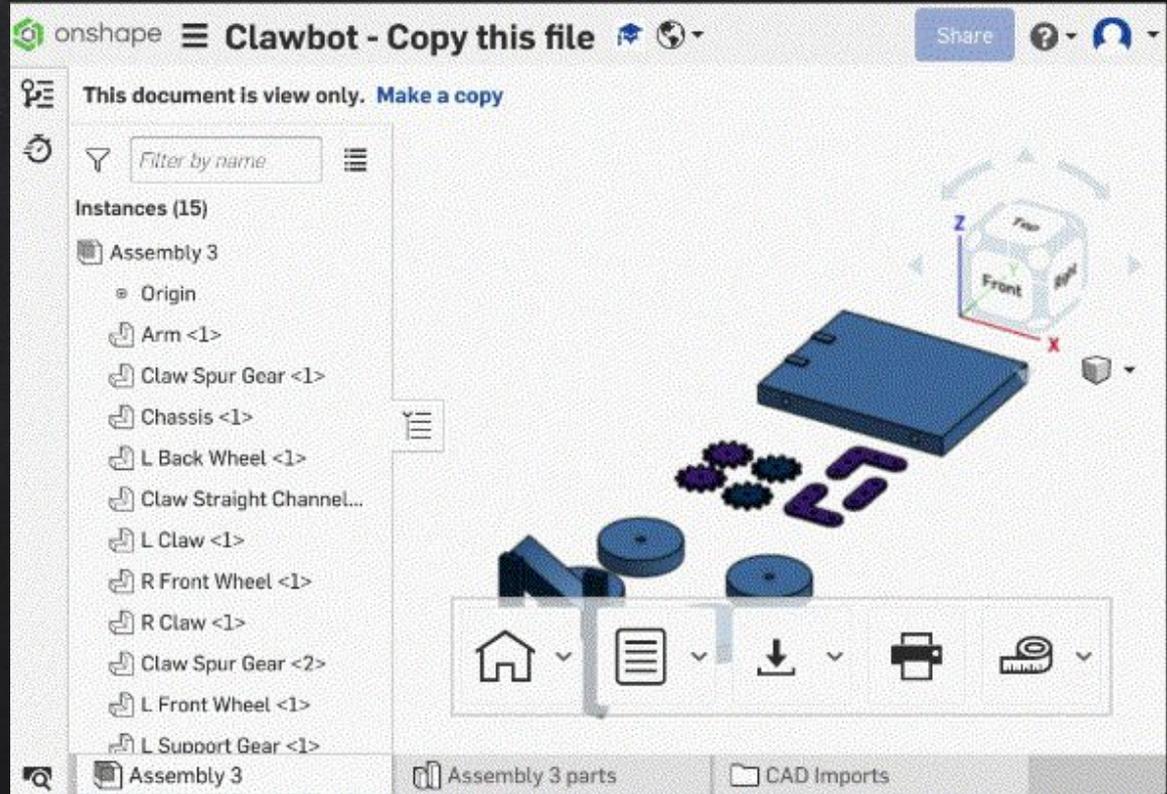
Make your Among Us Character



Find the File & Make A Copy

Link to parts:

<https://cad.onshape.com/documents/85bf4794916475cebff21b9b/w/506e8ab188de390069cdd990/e/f686ee60f07898c9a367f473>



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Share with Onshape Support Close

Step 1 Click on the share button on the top right

Step 2 Enter the email of your mentor

Step 3 Hit share

Part Studio 2 Halo Party Hat Pumpkin Beach Ball Devil Horns

Navigating on Windows

Mouse	Keyboard	Touchpad
<p>3D Rotate: Right-mouse-button-click+drag</p> <p>Press the Alt key to animate to nearest 'floor down' view (the nearest view without any roll)</p> <p>Holding Alt+Right Mouse results in horizontal mouse movement around the model, and vertical mouse movement pitches over the model</p> <p>Zoom in and out: Scroll up and scroll down, respectively</p> <p>2D pan: CTRL-right-mouse-button+drag (middle button click+drag)</p>	<p>3D Rotate: Rotate 15 degrees: arrow key Rotate 3 degrees: Shift + arrow key Continuously rotate: press and hold arrow key</p> <p>Zoom in and out: Zoom in: Shift+z Zoom out: z</p> <p>2D pan: Ctrl+Shift + arrow key</p>	<p>3D Rotate: Right-mouse-button-click+drag</p> <p>Zoom in and out: Pinch out and pinch in, respectively</p> <p>2D pan: CTRL-right-mouse-button+drag</p>

Navigating on Apple Mac

Mouse	Keyboard
<p>3D Rotate: Right-mouse-button-click+drag</p> <p>Zoom in and out: Scroll down and scroll up, respectively</p> <p>2D pan: Ctrl+RMB+drag (middle button click+drag)</p>	<p>3D Rotate: Rotate 15 degrees: arrow key Rotate 3 degrees: Shift + arrow key Continuously rotate: press and hold arrow key</p> <p>Zoom in and out: Zoom in: Shift+z Zoom out: z</p> <p>2D pan: Ctrl+Shift + arrow key</p>

Navigating on Phone/Tablet

Fingers

3D Rotate: 2 finger rotate

Zoom in and out: 2 finger pinch in/out

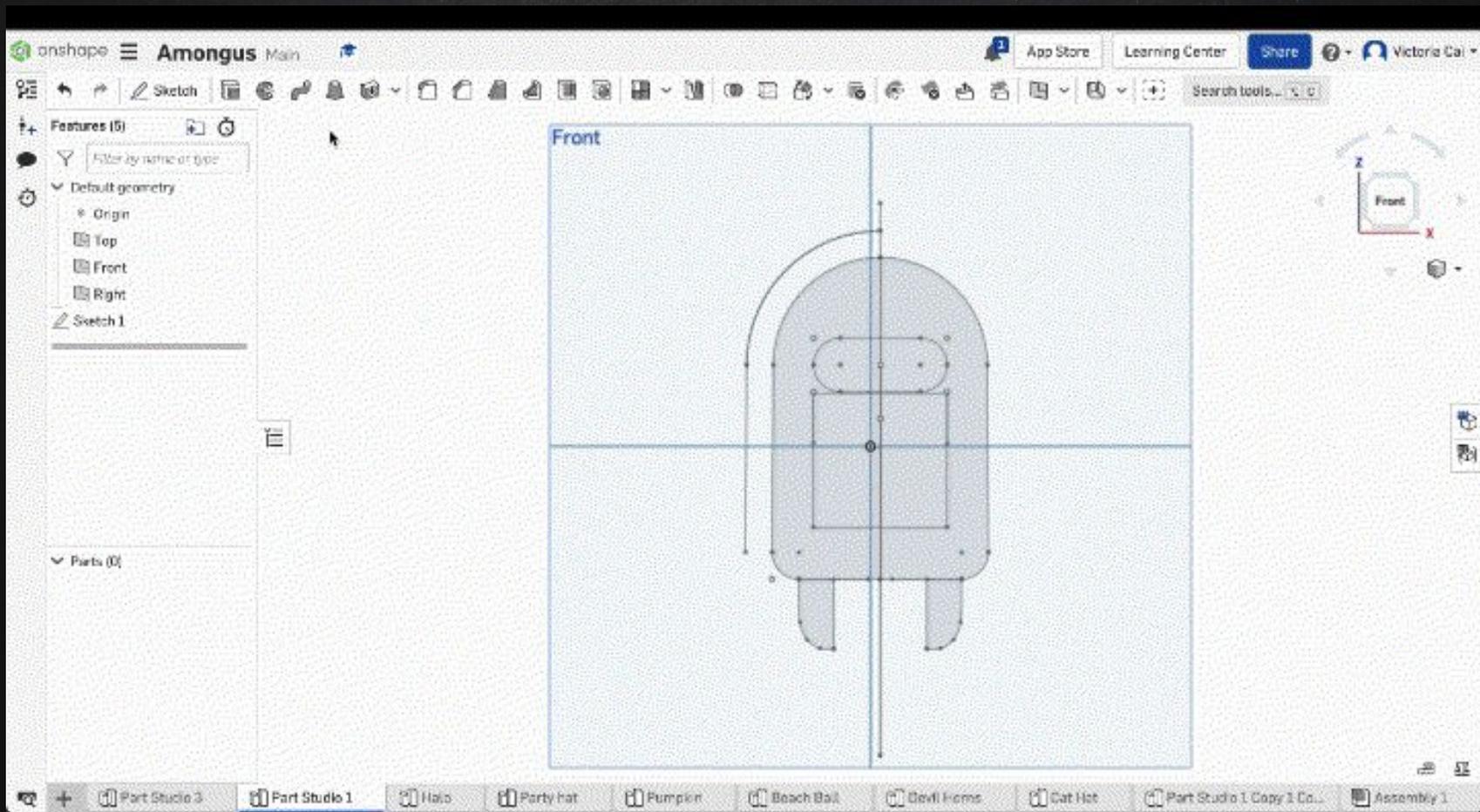
2D pan: 1 finger drag

Other Helpful notes

Deselect: Double Tap

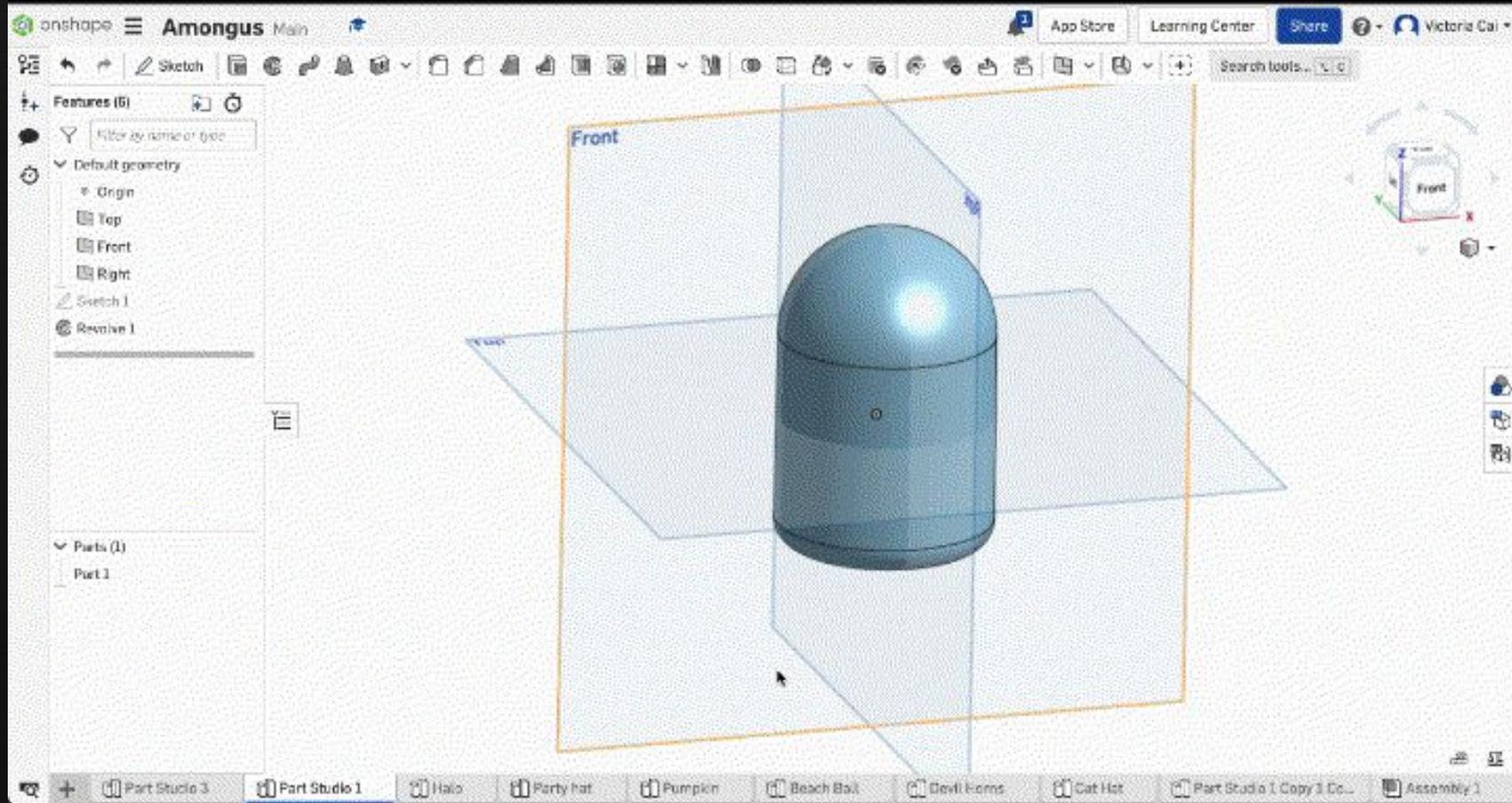
Left Panel: Click on the 3 lines off to the left of your screen

Revolve Body



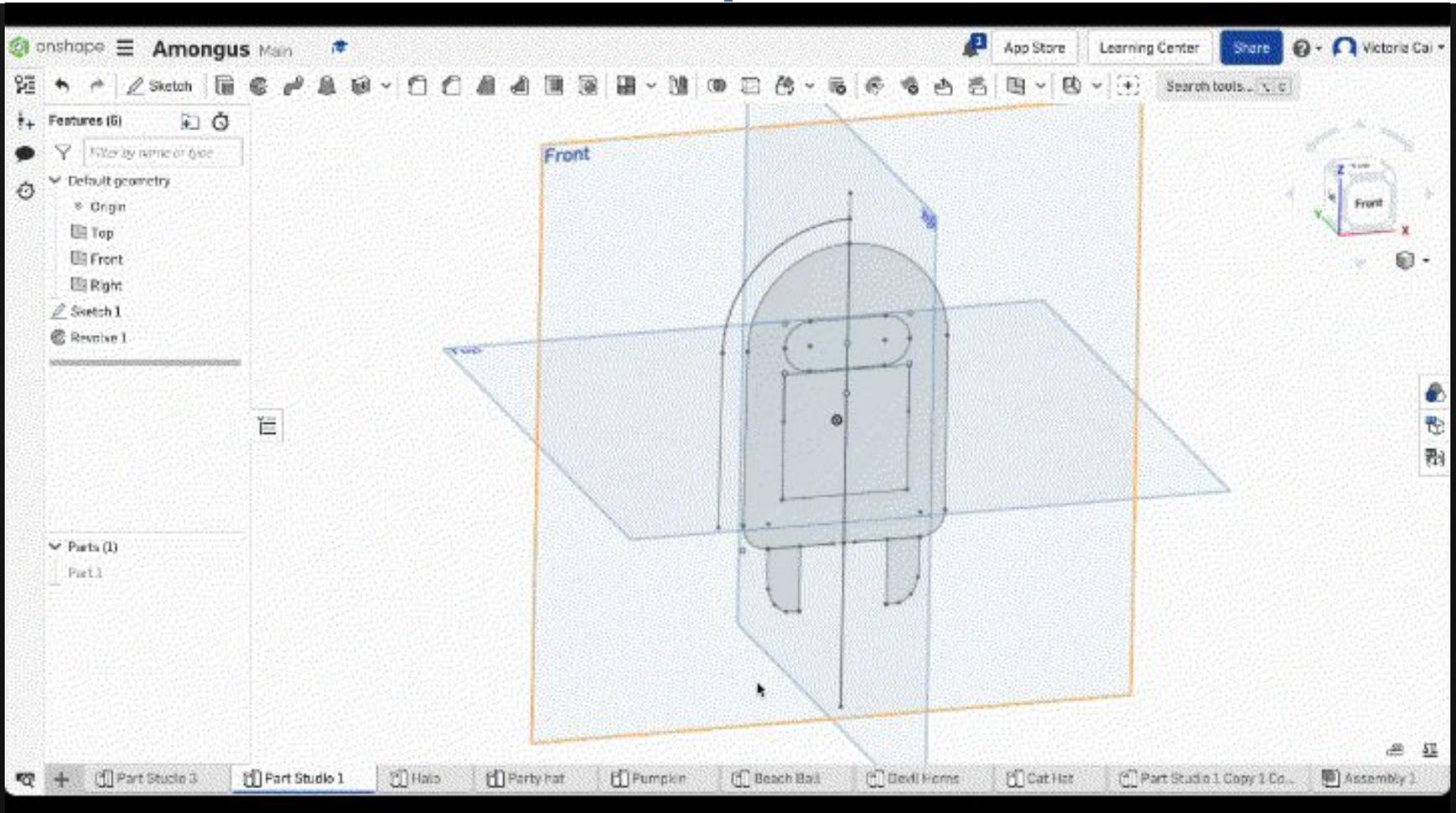


Hide Body Unhide Sketch 1





Extrude Backpack 2 inches

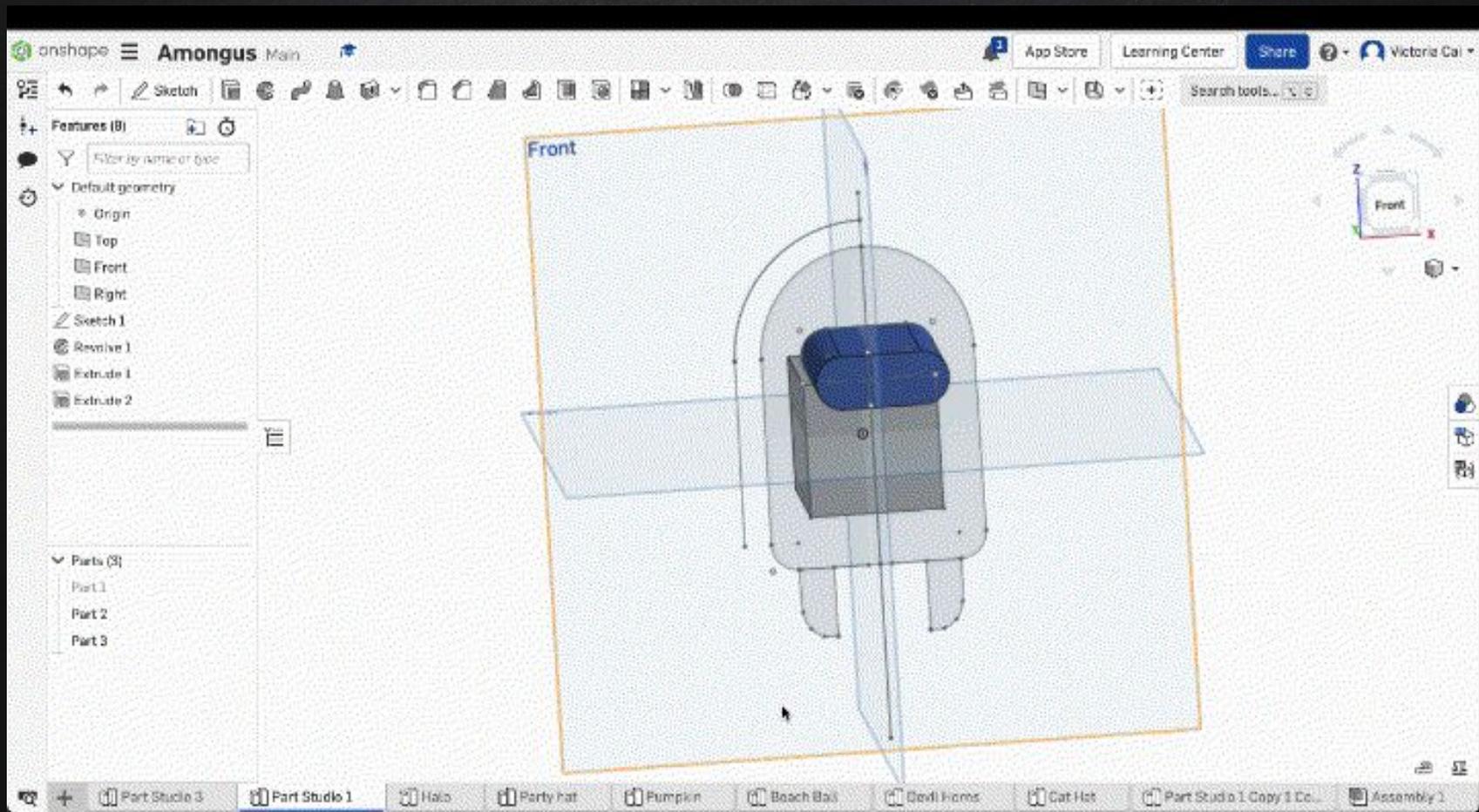




Extrude Goggles 2 inches

The screenshot displays the Onshape CAD interface. The main workspace shows a 3D model of a pair of goggles. A vertical orange plane, labeled 'Front', is positioned to extrude the goggles. The 'Features' tree on the left lists the following features: Default geometry (Origin, Top, Front, Right), Sketch 1, Revolve 1, and Extrude 1. The 'Extrude 1' feature is currently selected. The top toolbar includes tools for sketching, modeling, and viewing. The bottom status bar indicates the current part is 'Part Studio 1' and lists other parts in the assembly: Halo, Party hat, Pumpkin, Beach Ball, Devil Horns, Cat Hat, Part Studio 1 Copy 1, and Assembly 1.

Revolve Surface



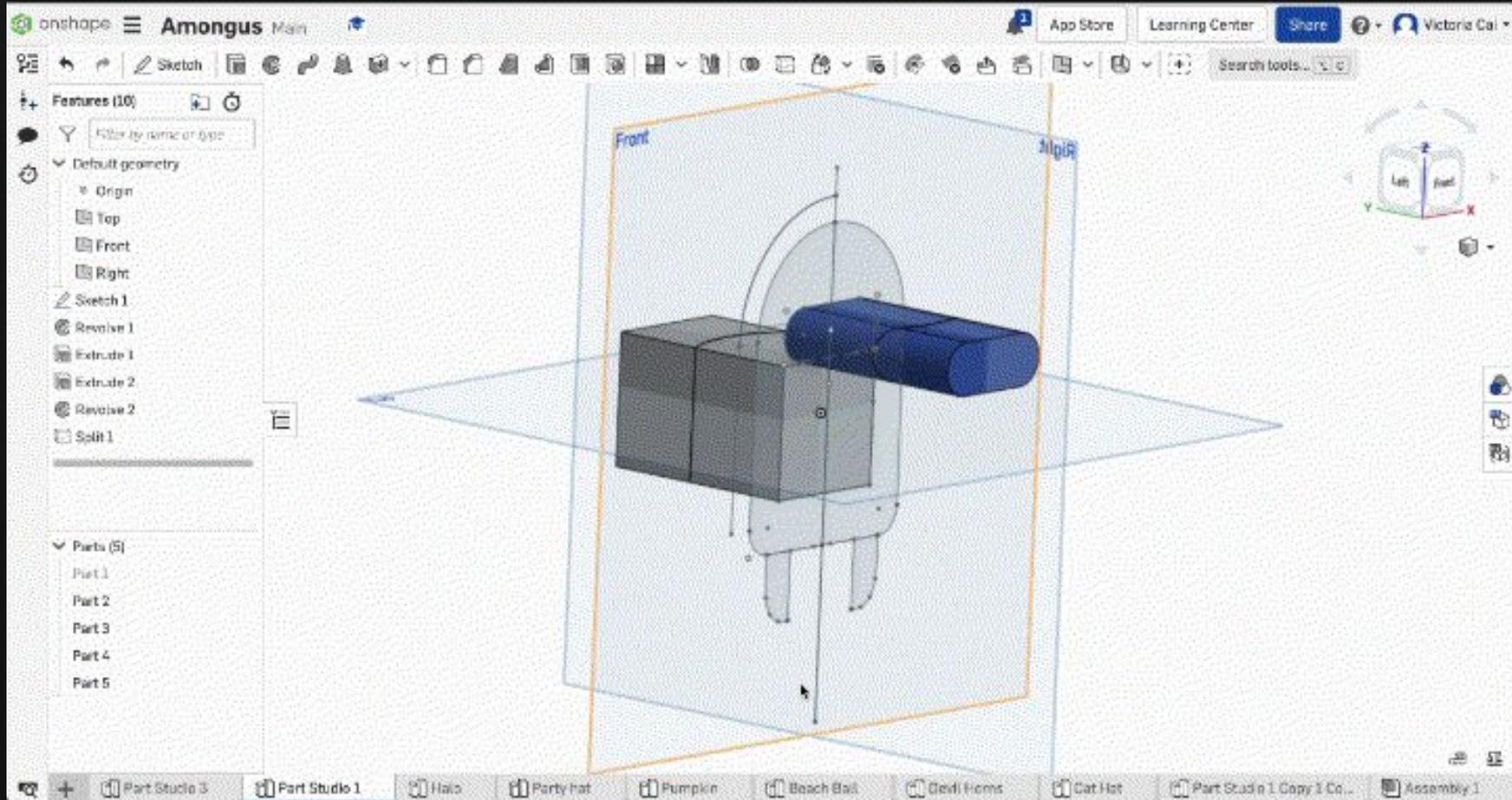


Split Goggle and Backpack with Surface

The screenshot displays the Onshape CAD interface for a project named "Amongus". The main workspace shows a 3D model of a robot head, which is a grey dome with a blue oval-shaped feature on its front. A vertical blue plane is positioned to split the model, and a yellow rectangular frame highlights the "Front" view area. The left-hand "Features" tree lists the model's construction steps: Origin, Top, Front, Right, Sketch 1, Revise 1, Extrude 1, Extrude 2, and Revise 2. Below this, the "Parts" tree shows Part 1, Part 2, and Part 3, and the "Surfaces" tree shows a single surface. The top toolbar includes icons for Sketch, Extrude, Revolve, and other CAD functions. The bottom status bar shows the current part is "Part Studio 1" and lists other open parts: Halo, Party hat, Pumpkin, Beach Ball, Devil Horns, Cat Hat, Part Studio 1 Copy 1 Co..., and Assembly 1. A small navigation wheel is visible on the right side of the workspace.

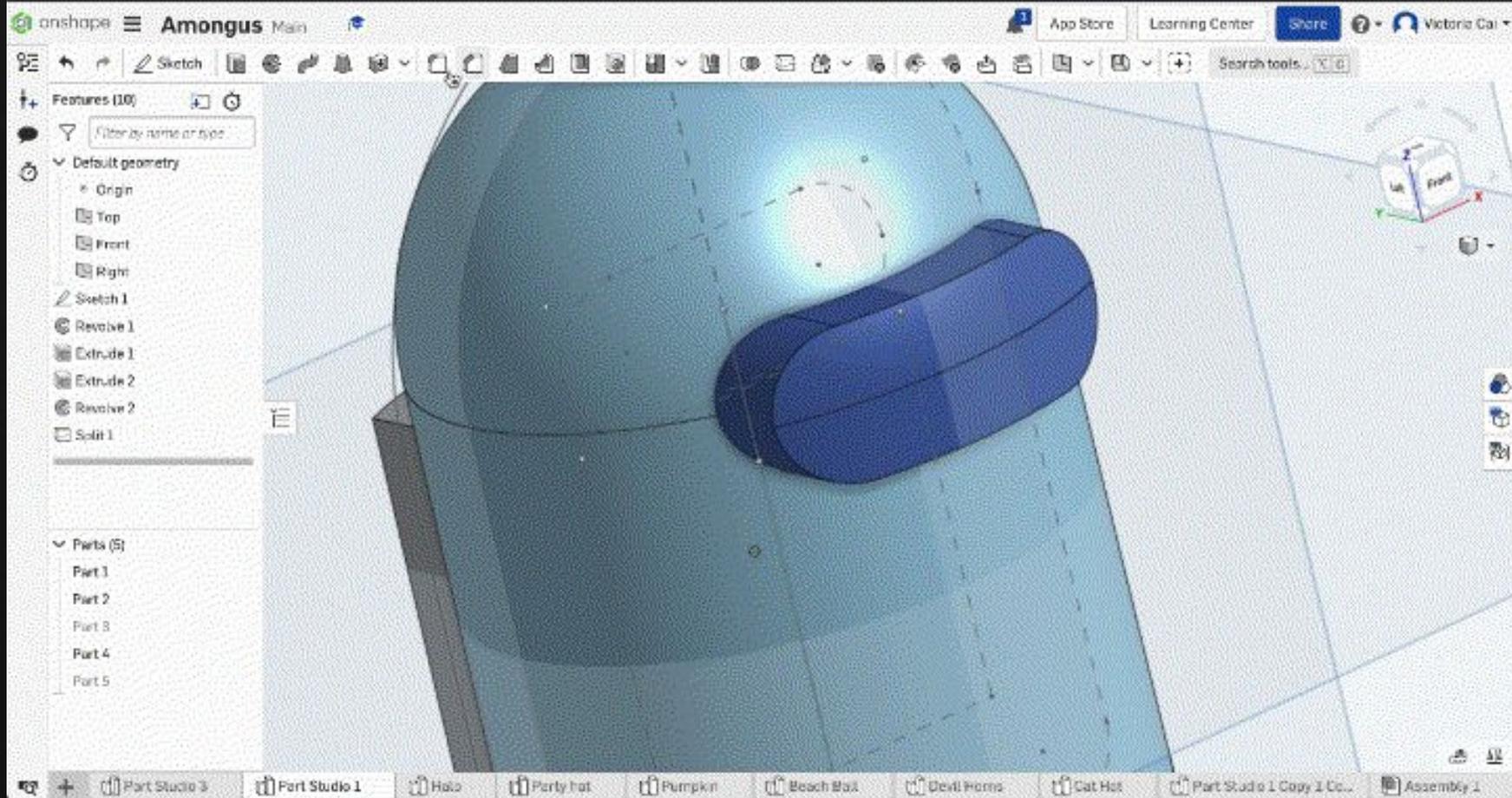


Hide Split Parts



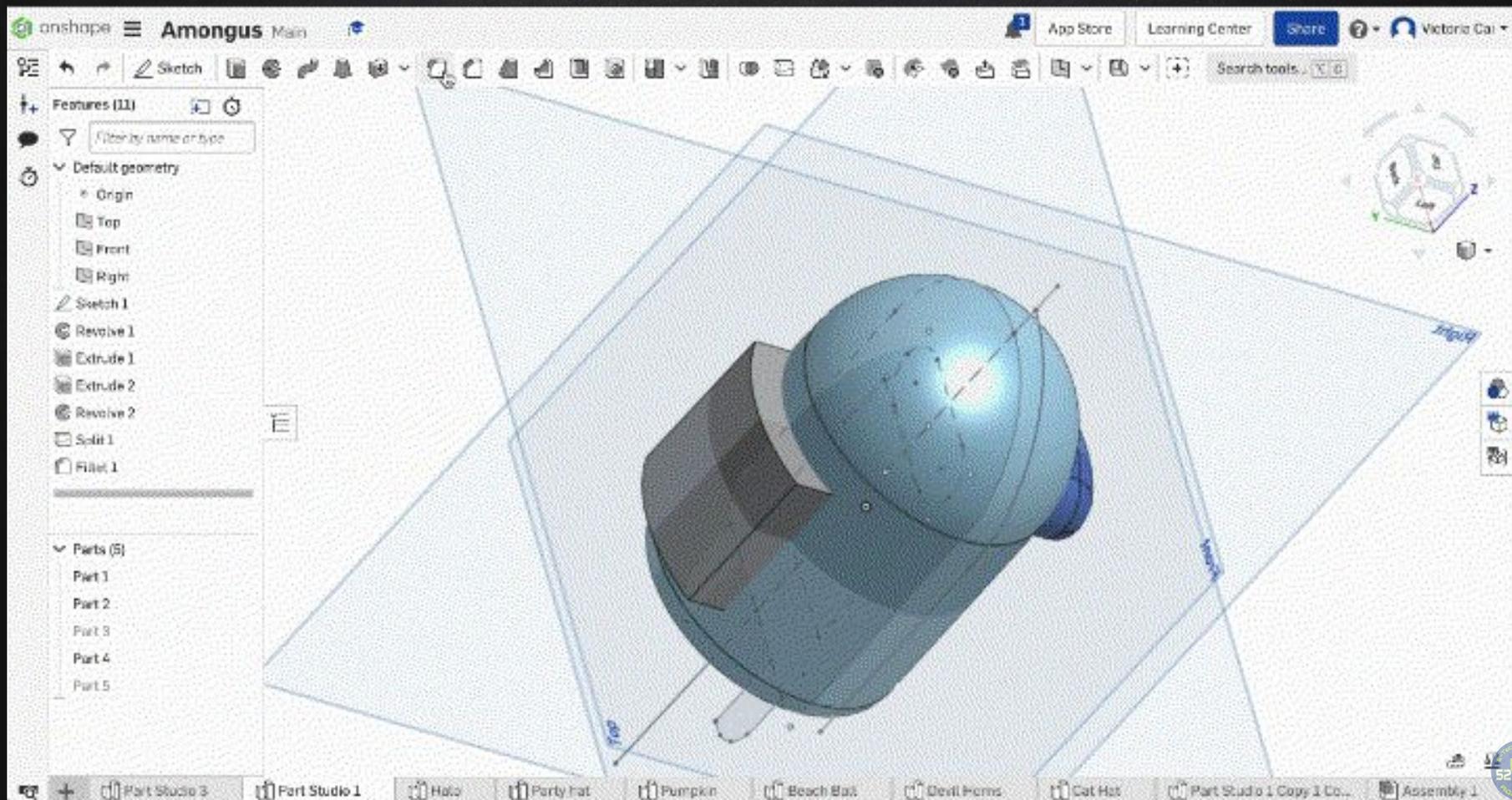


Fillet Eyes

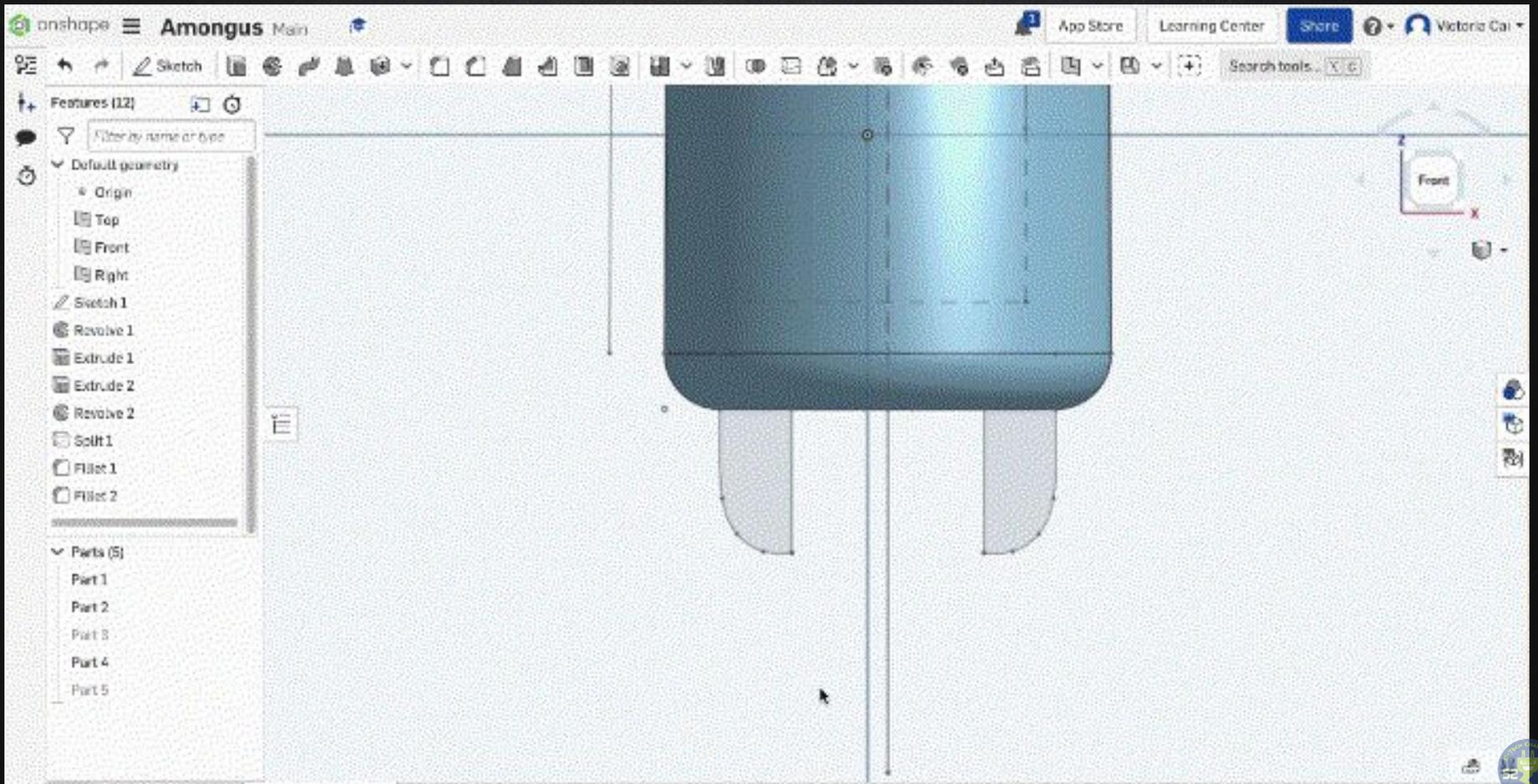




Fillet Backpack

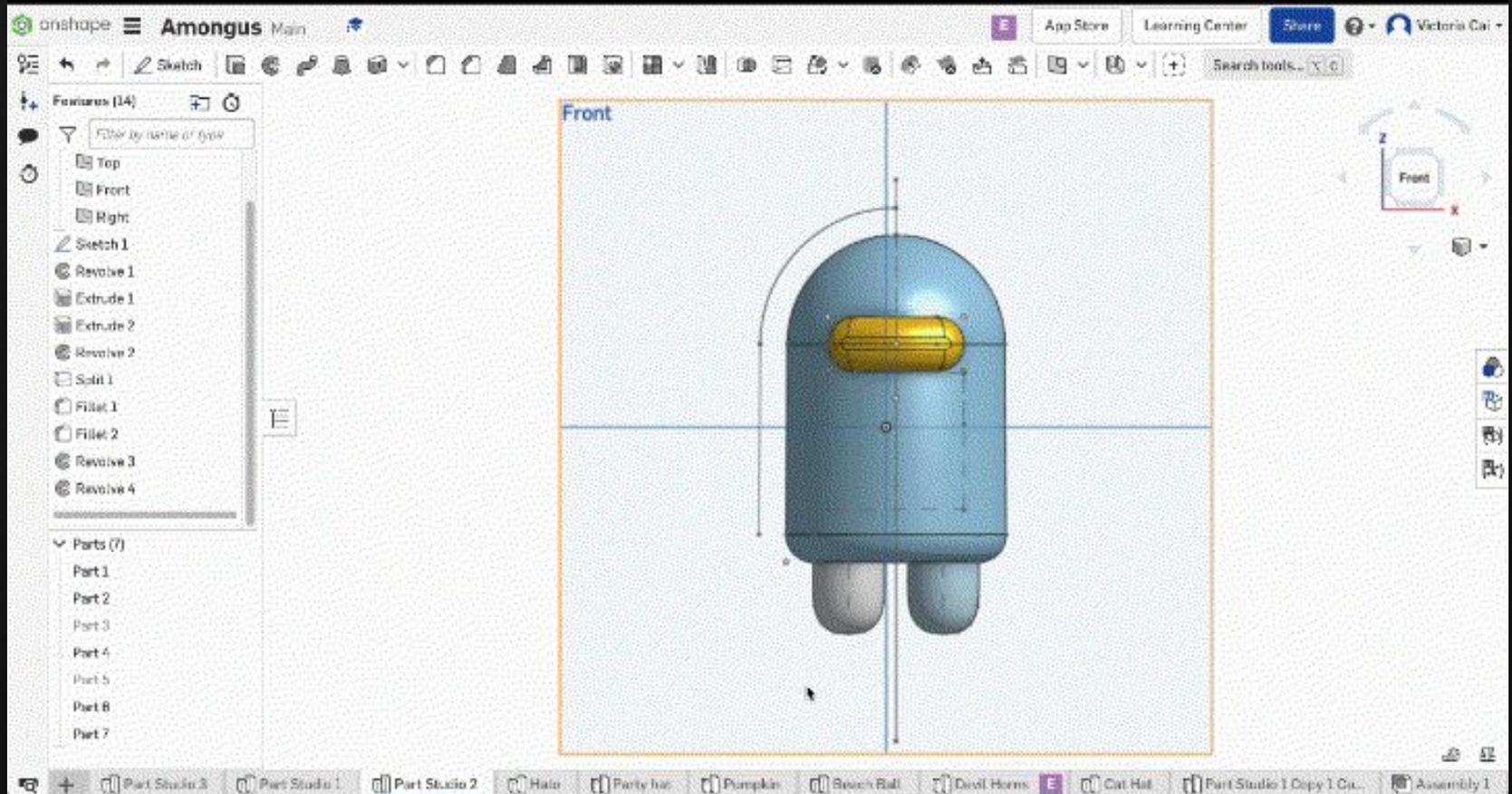


Revolve Legs

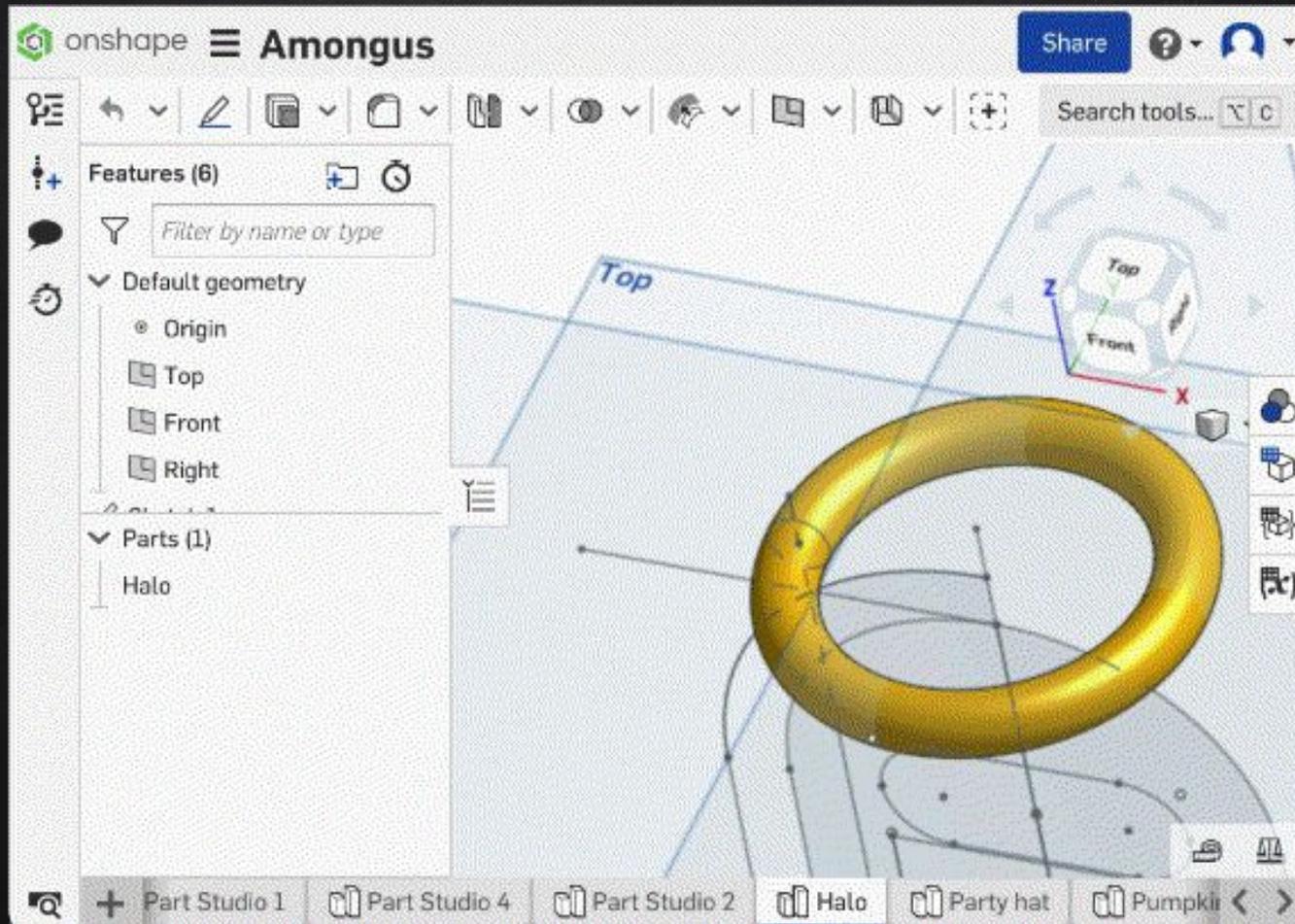




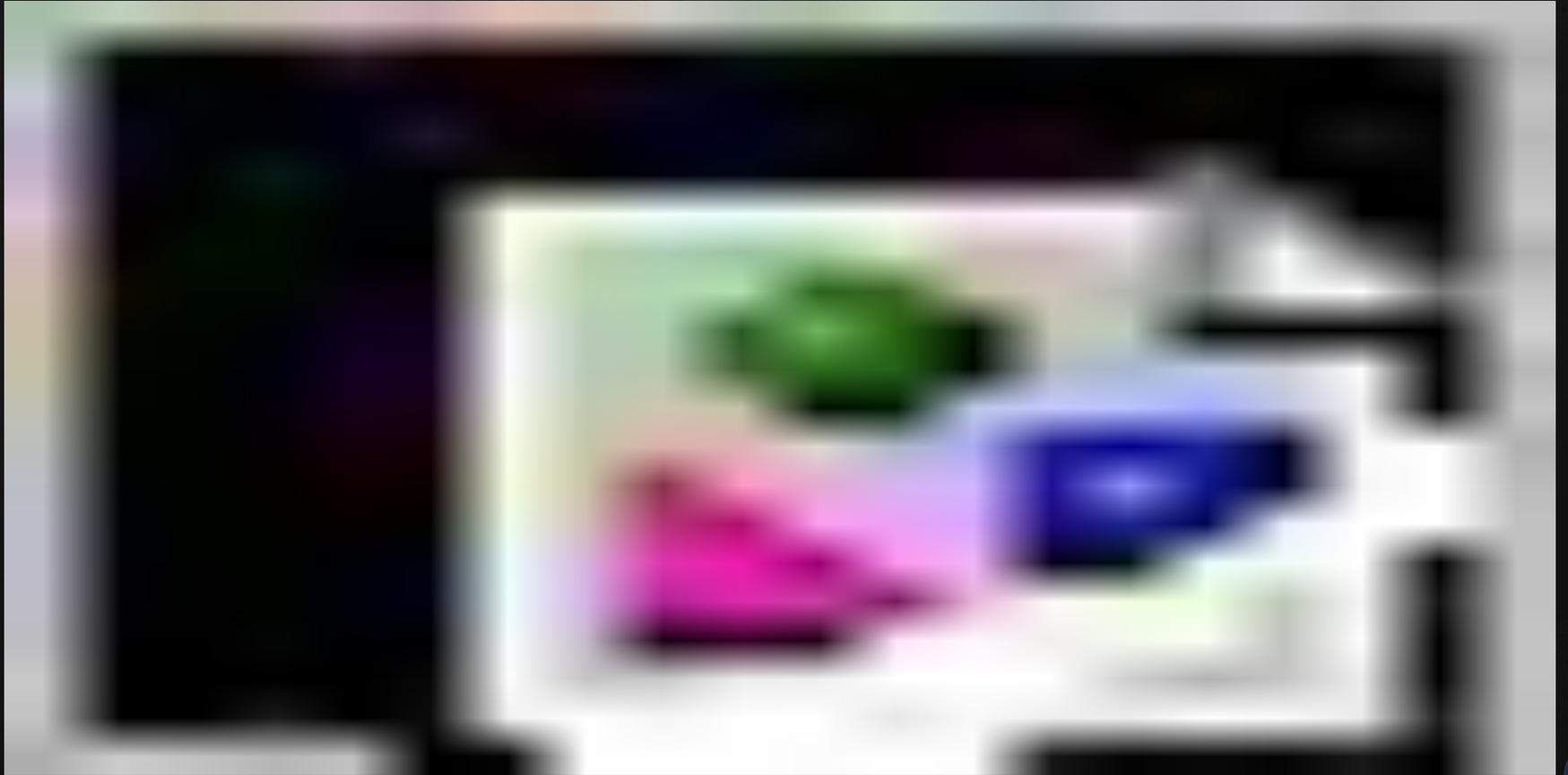
Derive Your Choice of Hat



Edit Appearance



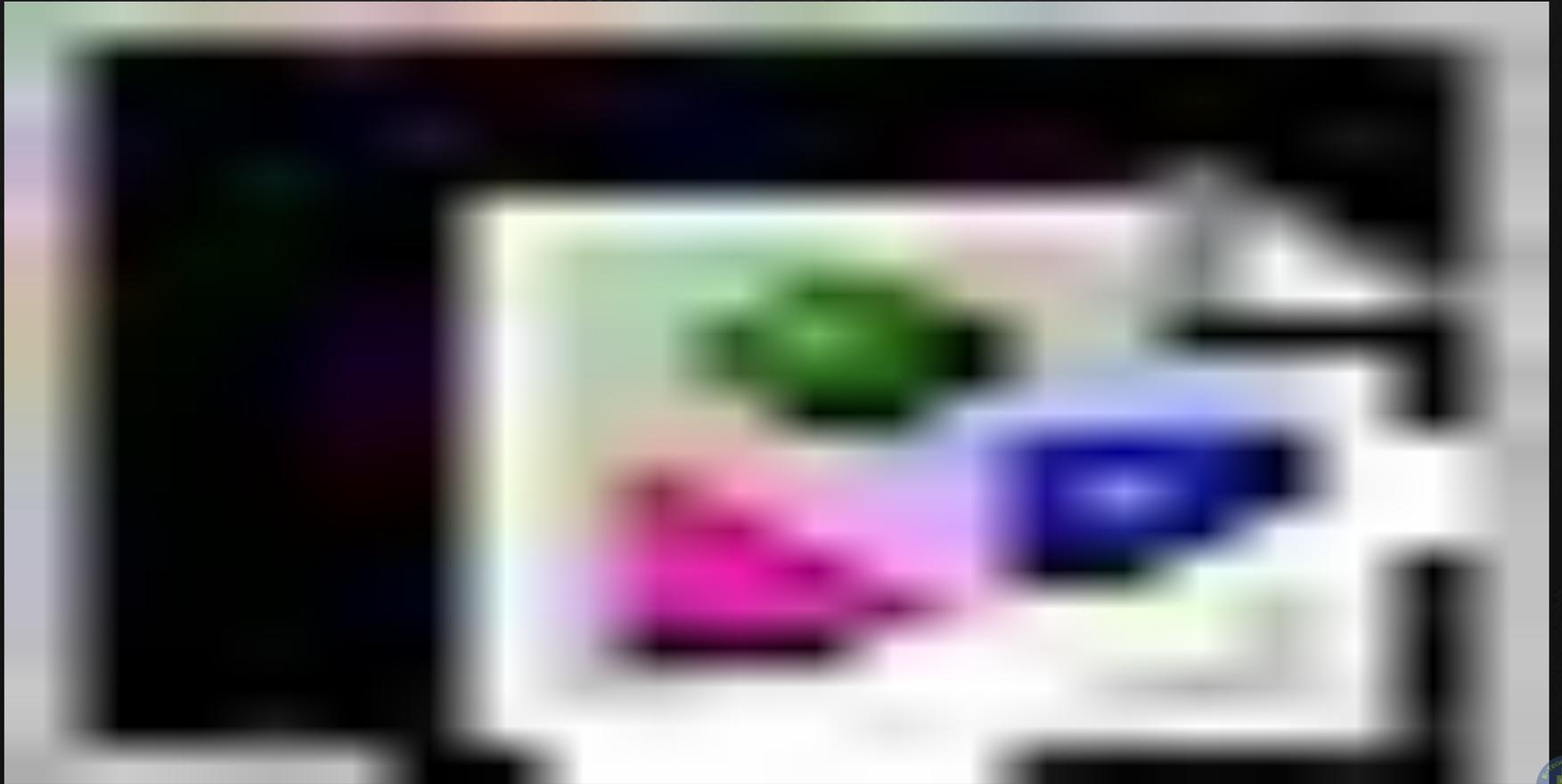
How to save as STL



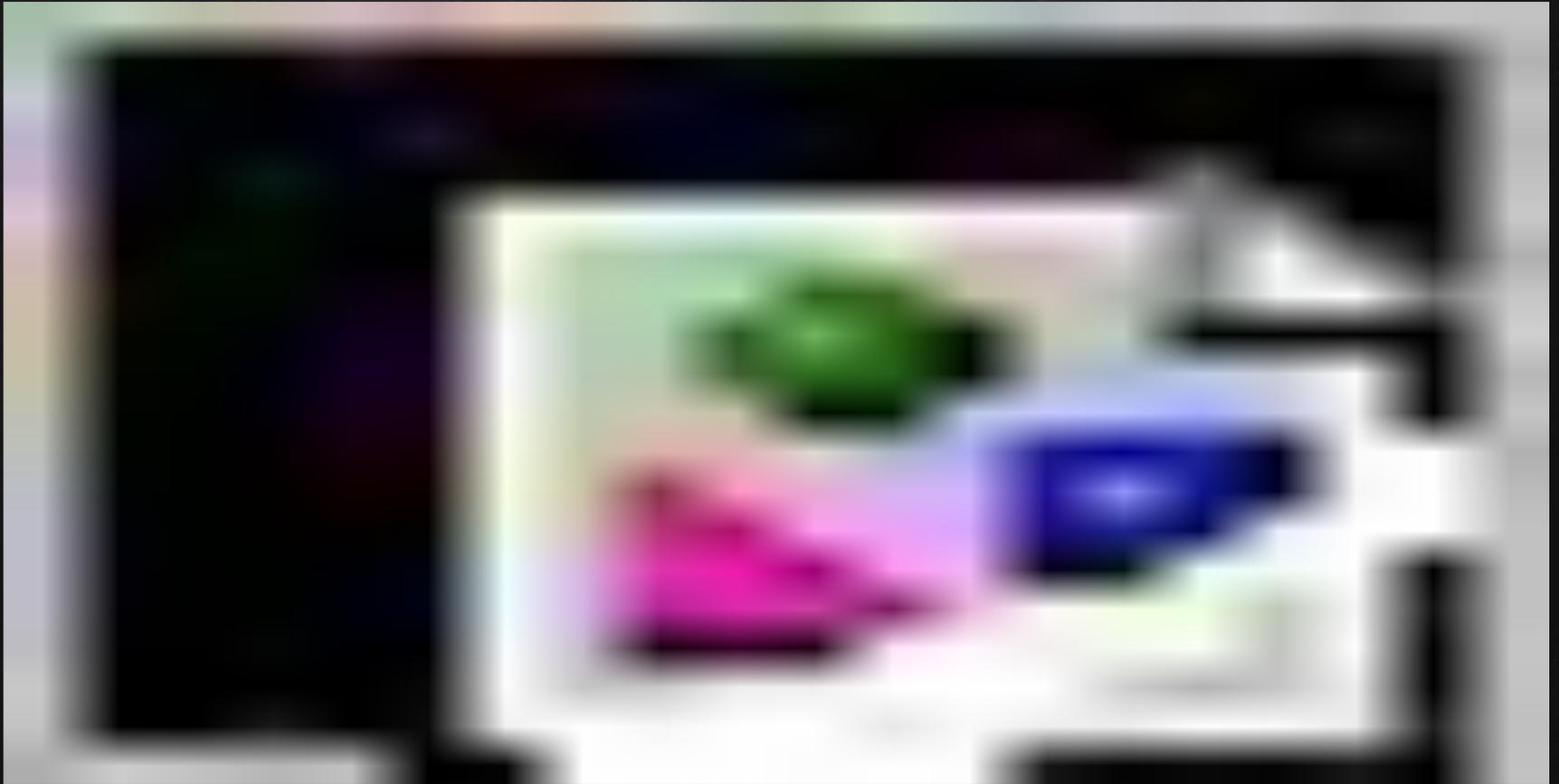
Upload STL file to MakerBot



Preview Model



Exporting a MakerBot file



Last step!

- ✓ Save the file on the flash drive
- ✓ Insert the flash drive into the 3d printer
- ✓ Make sure the filament is in
- ✓ Begin the print





Thank you.

Please share your feedback with
etechchargers5298@gmail.com