

## TinkerCAD Quick Start Guide

*A pocket reference for the moves you will use most. Keep it handy while you work.*

| Action          | How to Do It                                                                                         |
|-----------------|------------------------------------------------------------------------------------------------------|
| Place a shape   | Drag it from the right-hand Shapes panel onto the workplane.                                         |
| Resize          | Drag the white corner handles, or type exact numbers in the boxes that appear.                       |
| Move            | Drag the shape, or use the arrow keys for small, precise moves.                                      |
| Rotate          | Click the shape, then drag the curved rotation arrows that appear around it.                         |
| Group / Ungroup | Select multiple shapes → Ctrl+G to combine into one. Ctrl+Shift+G to separate.                       |
| Label with text | Drag a text shape onto the plane, type your label, then resize and place it.                         |
| Camera / View   | Use the view cube (top-right corner) to look from above — great for checking a floorplan.            |
| Save / Export   | TinkerCAD autosaves to your account. Take a screenshot of your finished model for your presentation. |