
Activity 1.5.4 Sketch Plane Cube

Introduction

Have you ever tried to explain to someone what you knew, and that person wanted you to tell him or her more? Here is your chance to do just that. You have been learning about three-dimensional (3D) modeling. Using your sketching, your visual, and your computer skills, you will create a 3D object following specified criteria and constraints.

Equipment

- GTT notebook
- Pencil
- Computer with 3D modeling software

Procedure

You have been hired by the Do Right Box Company. The company president, Mr. Open Ender, has a new idea for a box that he would like you to re-create. The box is a **2 inch cube**.

Mr. Open Ender has provided sketches to give you an idea of what he would like. He has included the criteria and constraints. “It is important that the dimensions are exact and that your final solution looks like my final sketch,” says Mr. Open Ender as you eagerly take your assignment to your desk.

Mr. Open Ender continues, “One more thing. You may want to try sketching this box by hand to understand what I want before you move to using the computer.”

“After you have created my box on the computer, save the file and print it to be included in your GTT notebook,” says Mr. Open Ender as he turns to go to his office.

You quickly get to work creating a sketch of the shapes, then constraining and extruding them in order to replicate his box idea.

In this activity you will use Mr. Open Enders annotated drawing on the next page to create the new box idea.

