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3D Modeling (21st Century Skills Innovation Library: Makers As Innovators)



Synopsis

Learn how to create computer-generated 3D models like the ones used in video games and animated films. Readers will blend their art and technology skills as they learn how to use the program SketchUp. Photos, sidebars, and callouts help readers draw connections between new concepts in this book and other makers-related concepts they may already know. Additional text features and search tools, including a glossary and an index, help students locate information and learn new words.

Book Information

File Size: 8164 KB

Print Length: 32 pages

Publisher: Cherry Lake Publishing (December 1, 2014)

Publication Date: December 1, 2014

Sold by: Digital Services LLC

Language: English

ASIN: B00PIXEGXG

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #1,315,222 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #68

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Customer Reviews

This is a great book to get elementary-school-aged kids started in the very basics of 3D modelling. My kids are 5 and 7 years old. I read this book aloud to them while they drove a PC running Sketchup. They were able to understand all the simple tasks this book explains. At one point we started poking around in the program, and my 7 y/o suggested sticking to the book because they learned easier that way. We went through the book in an hour or two, and now they feel competent in the very basics of Sketchup and inspired by the examples of what advanced users can do. They're eager to create a shape to be printed at our local library.

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