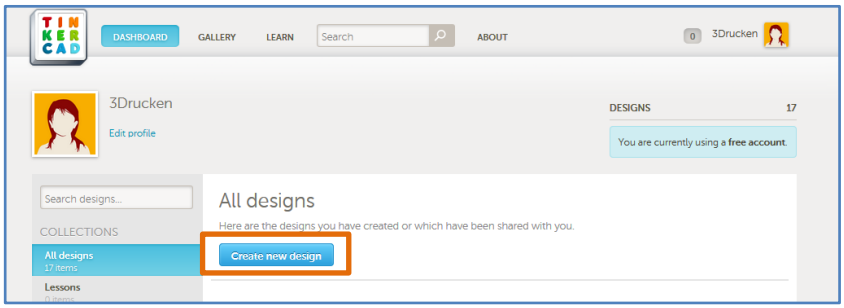
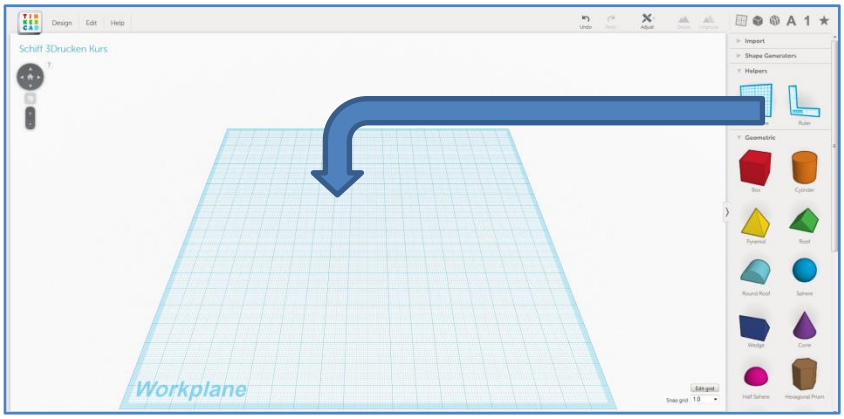
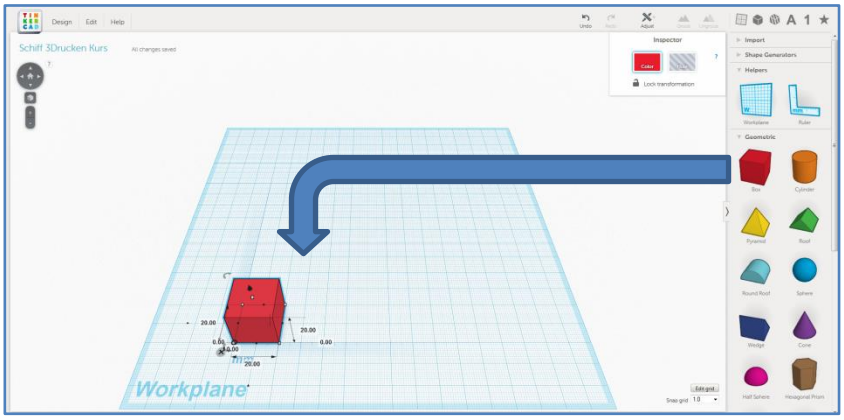
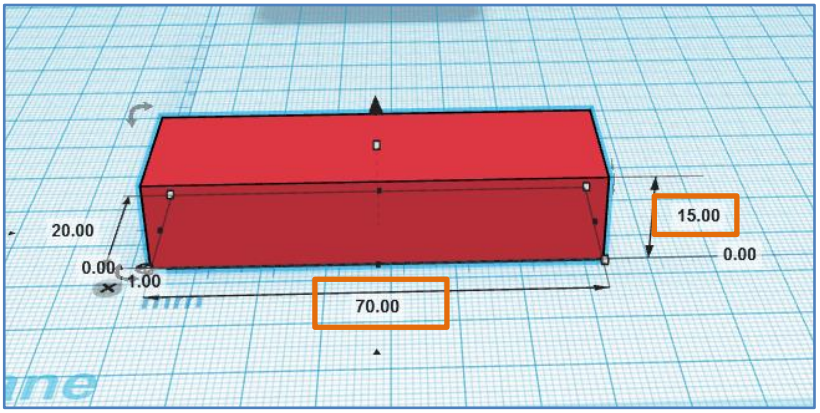
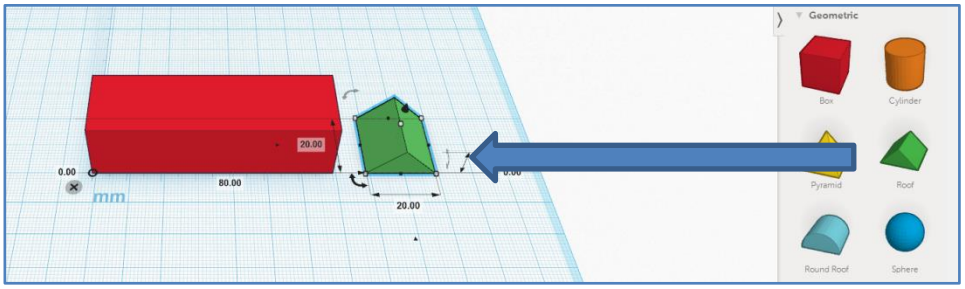
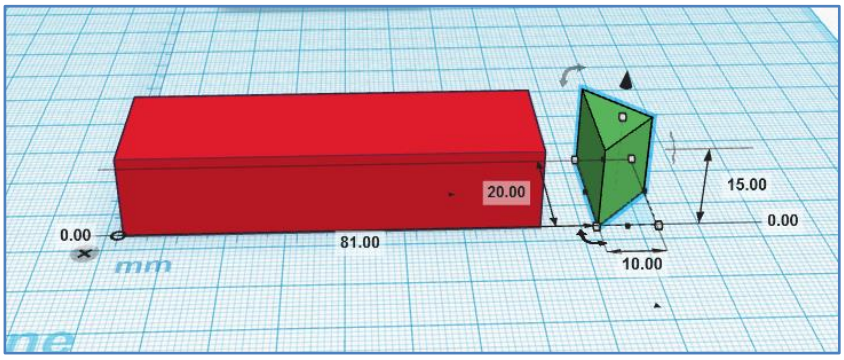
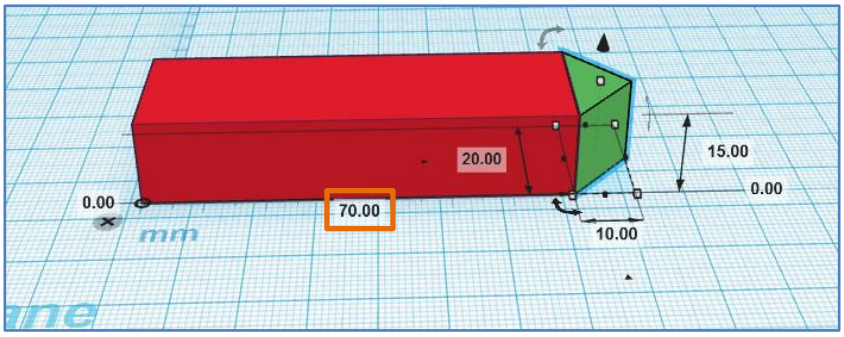
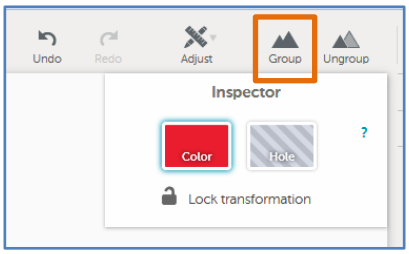
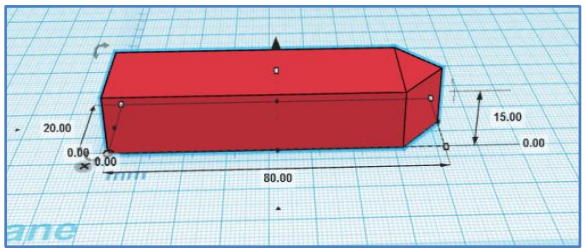
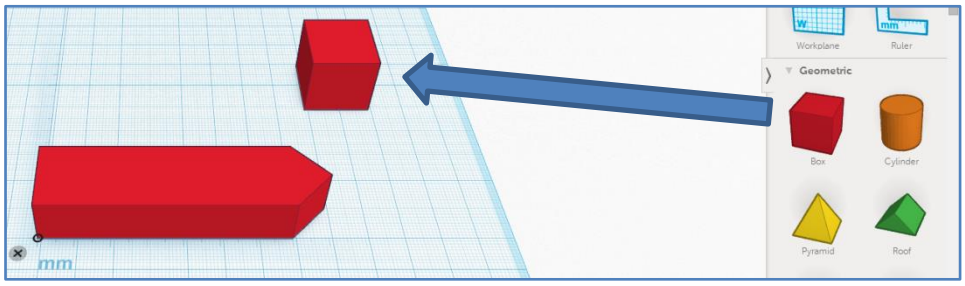
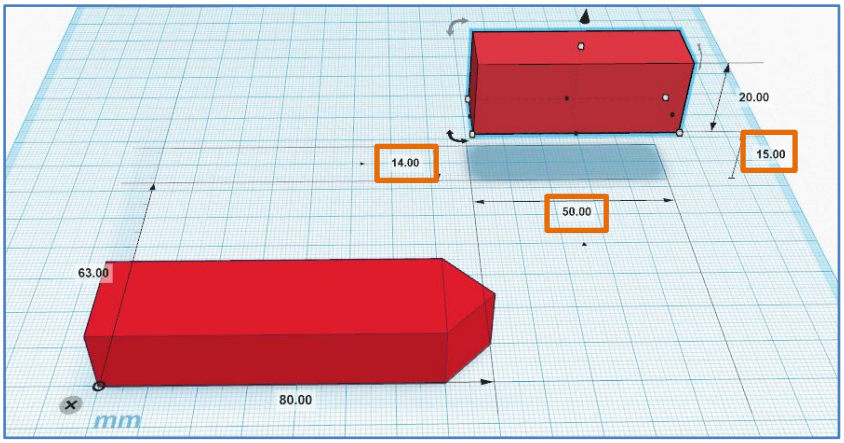
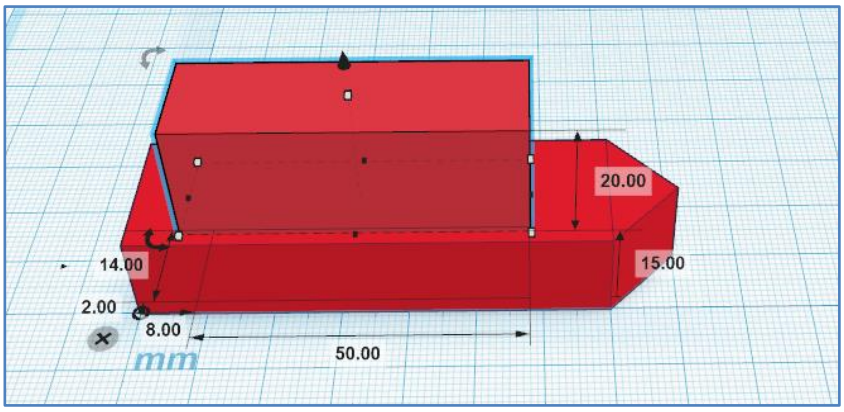
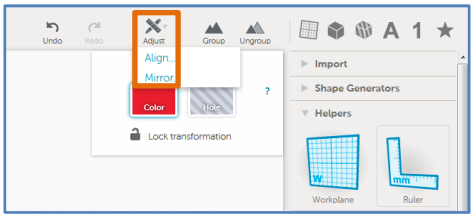
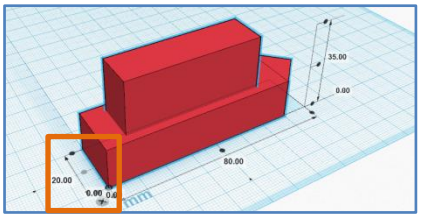
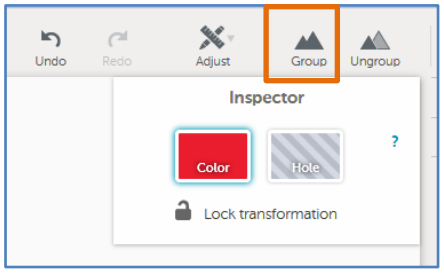
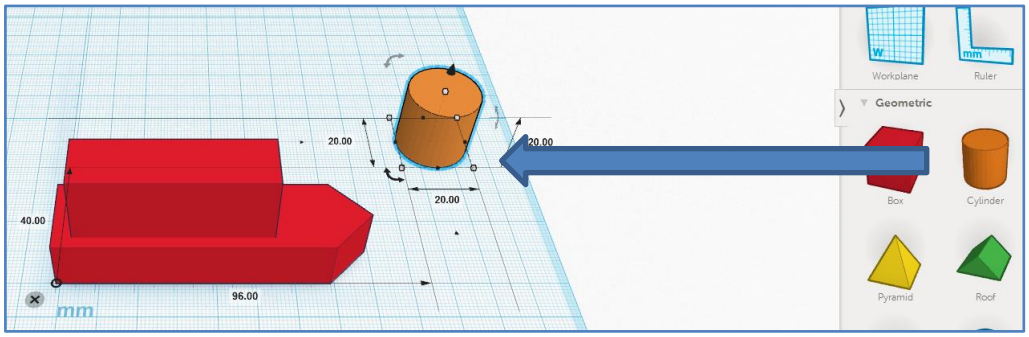
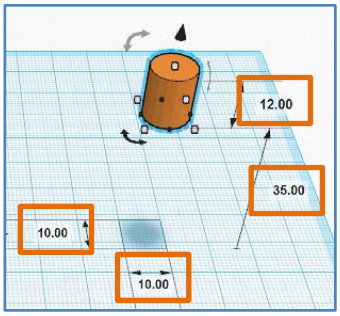
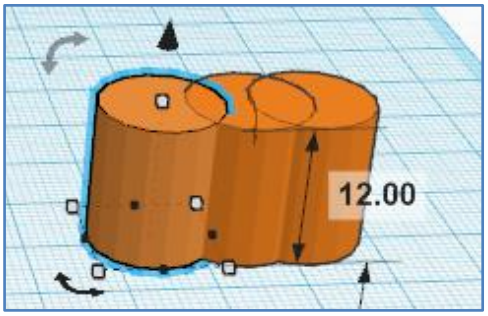
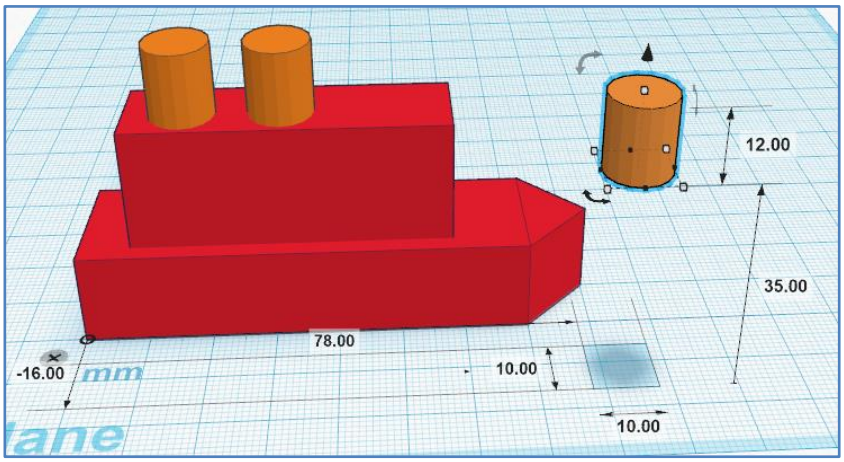
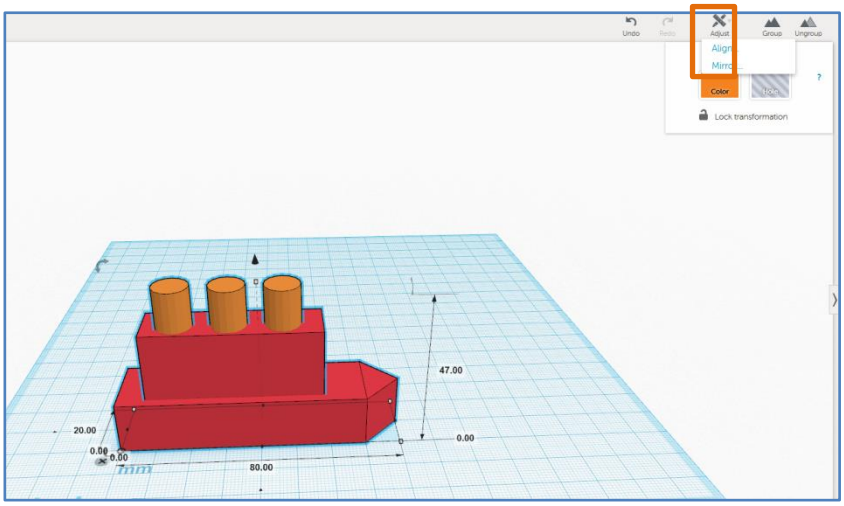
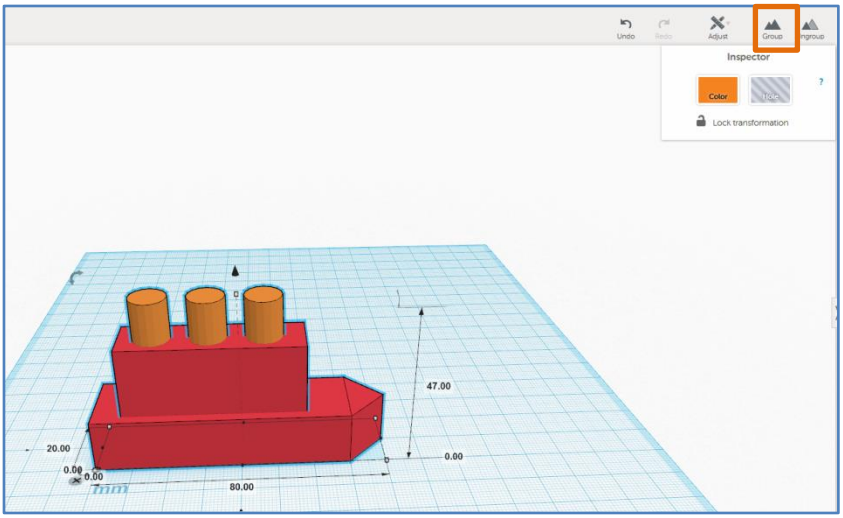
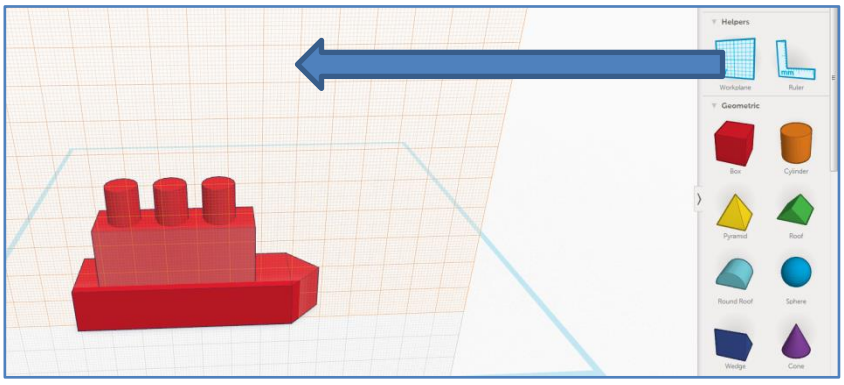
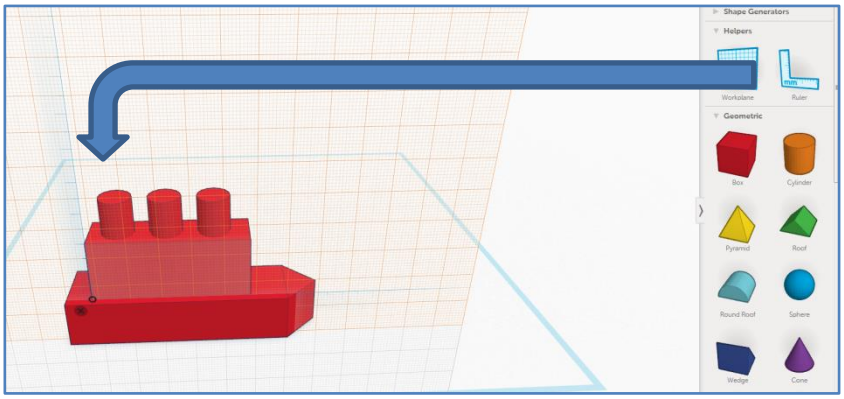
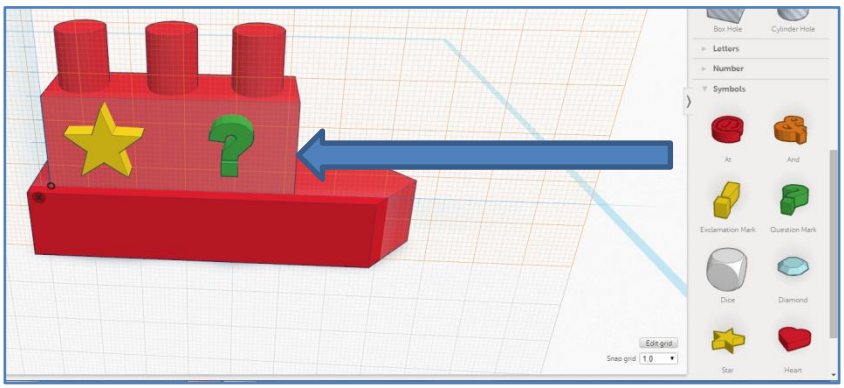
SCHIFF MODELLIEREN IN TINKERCAD

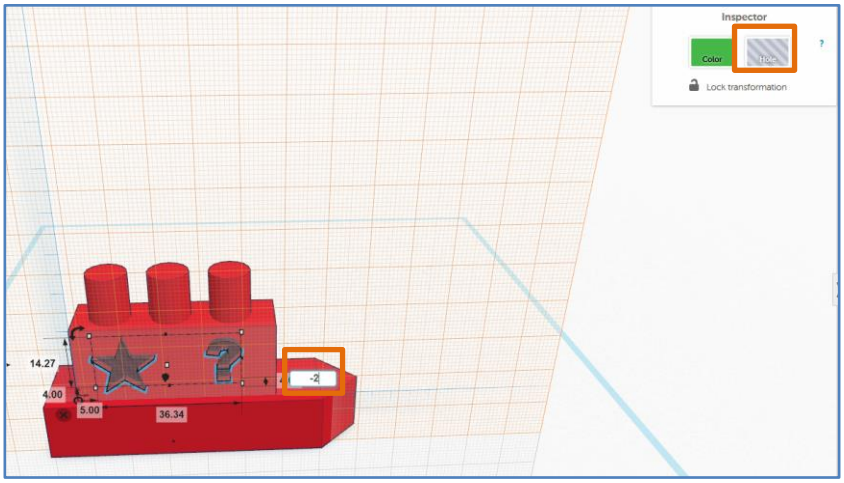
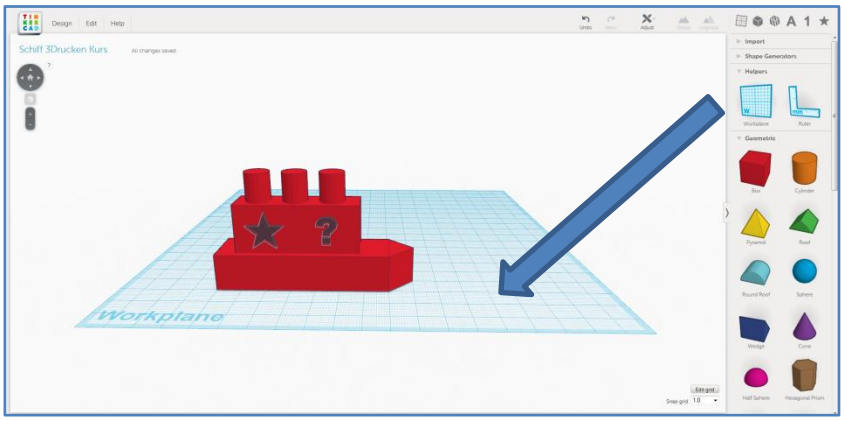
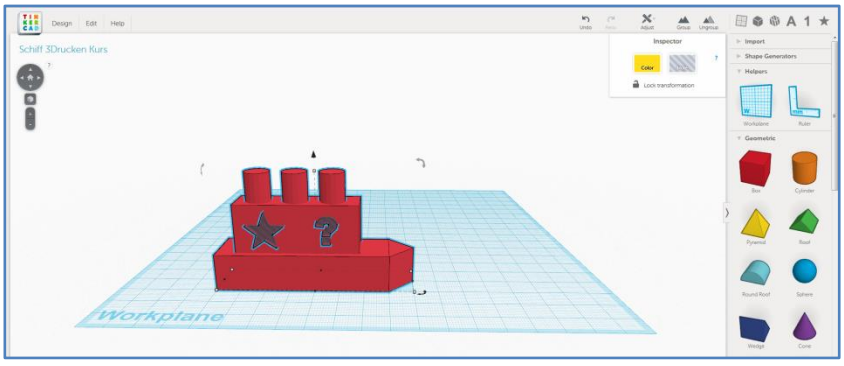
1.		Neues Design eröffnen
2.		Ruler auf Workplane platzieren
3.		Box auf Workplane platzieren
4.		Masse der Box anpassen

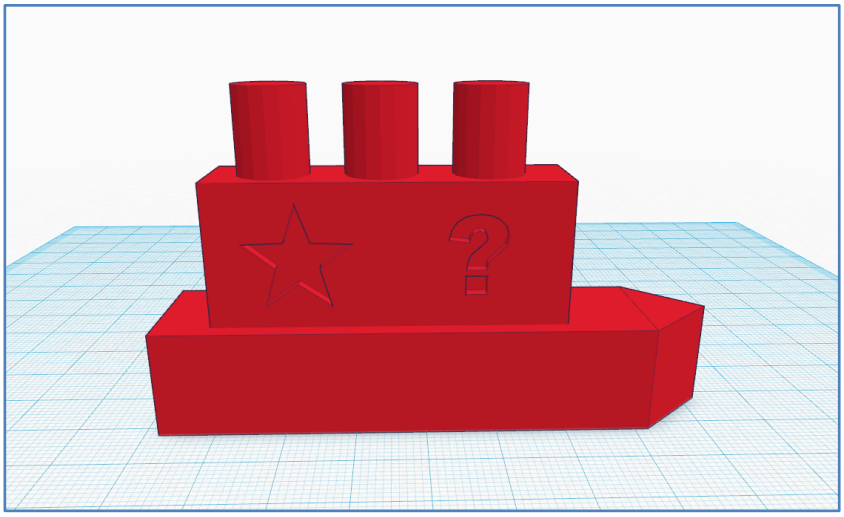
5.		Roof auf Workplane platzieren
6.		Roof kippen Tipp: SHIFT-Taste drücken um 45° Drehungen zu ermöglichen
7.		Roof an die Box anheften
8.	 	Beide Teile markieren und gruppieren
9.		Eine weitere Box auf die Workplane ziehen

10.		Masse anpassen
11.		Box platzieren
12.	 	Mit Hilfe von Align die Boxen aneinander ausrichten
13.		Beide Objekte markieren und gruppieren
14.		Einen Cylinder auf die Workplane ziehen

15.	 	Masse anpassen Cylinder 2mal kopieren
16.		Cylinder einzeln auf den Rumpf setzen
17.		Alle teile markieren und mit Align aneinander ausrichten

18.		Alle Teile markieren und gruppieren
19.		Neue Workplane an die Front legen
20.		Neuen Ruler auf die Workplane ziehen
21.		Symbols auf die Workplane ziehen

22.		Symbols alignieren (siehe Schritt 12) Symbols als „Hole“ definieren Masse anpassen
23.		Neue Workplane unter das Objekt legen
24.		Alle Objekte markieren und gruppieren (siehe Schritt 18)

25. 	Fertig!