



? What are we learning about 3D design?

3D design is used to design 3D objects, including buildings, furniture and transport. 3D designers use CAD software (Computer Aided Design), which allows them to view 3D objects on a 2D screen by moving around the objects. The software includes tools to add 3D objects and resize them and change how they look.

📖 Key knowledge

1. Change the colour and pattern of elements.
2. Position and rotate objects.
3. Position objects in relation to each other.
4. Position 3D objects and change their colour.

AB CD Important Vocabulary

3D	Three dimensional, to see a shape from different angles and adding depth to a 2D (2 dimensional) object.
Rotate	Turn 3D objects such as a cube to see the different faces of it and edit each face.

The screenshot shows the 'CITY CREATOR' software interface. On the left is a grid of 3D object icons categorized into 'Buildings', 'Roofs', 'People/vehicles', and 'Roads/walkways'. Below this is a 'Backgrounds' section with several scene options. The main window displays a 3D city scene with various buildings, trees, and people. At the top right, there are tabs for different city types: 'Markton', 'Snowland', and 'Medieval'. At the bottom, there are 'Tools' including 'Instructions', 'About this', 'Save & send', and 'Delete all'. A 'To delete single item drag to dumpster' icon is also present.

Annotations with red arrows point to specific features:

- Top left: "Click the different tabs for the different objects, such as buildings, people and roads." (points to the object category tabs)
- Top right: "Switch to a different type of city." (points to the city type tabs)
- Bottom left: "Change your background scene." (points to the background selection area)
- Bottom center: "Clear all your objects." (points to the 'Delete all' button)
- Bottom right: "Drag your objects here to delete them." (points to the dumpster icon)