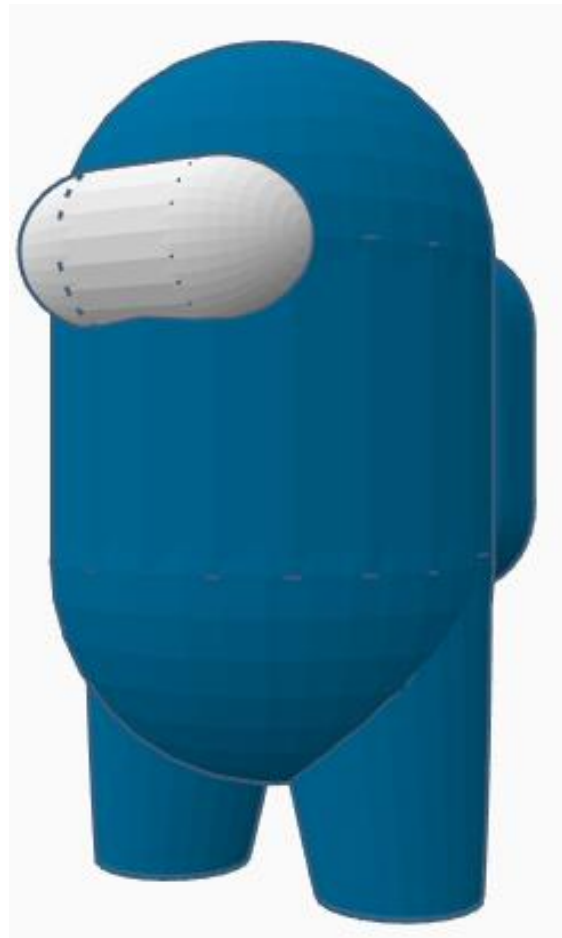
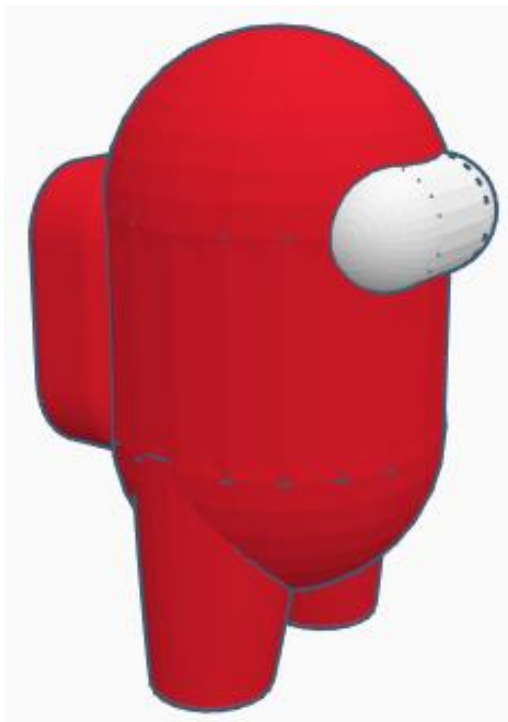




Among Us Character



Contents:

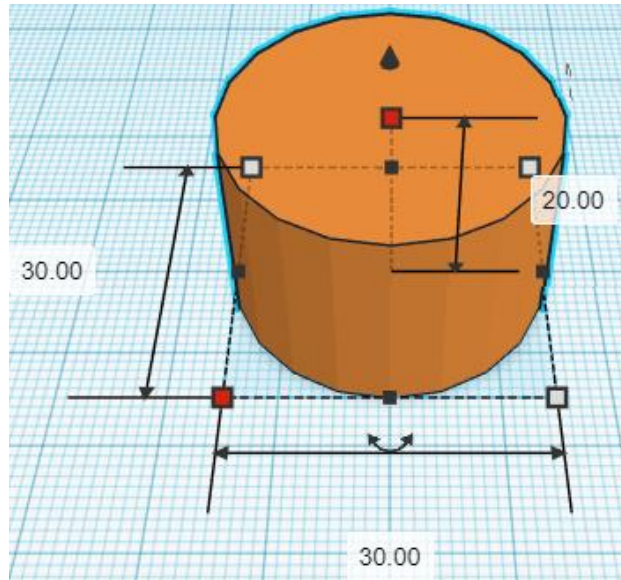
Cover.....	1
Table of Contents.....	2
Among Us Body.....	3
Visor	5
Backpack.....	8
Legs.....	10
References.....	15
Tool Guide.....	17

Among Us Body:

Body:

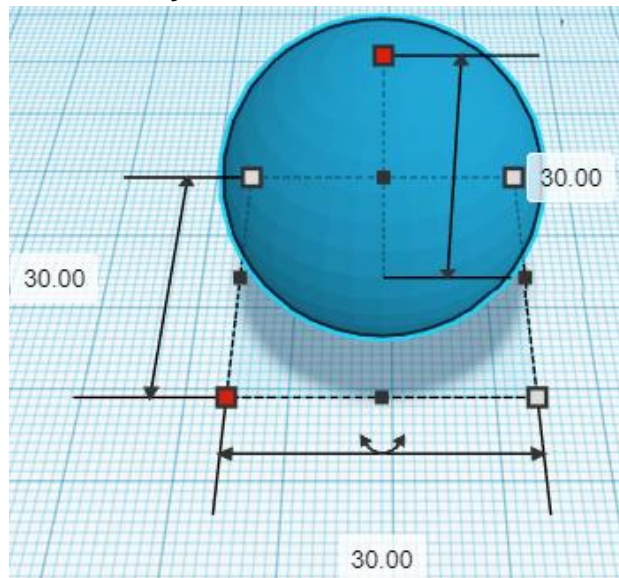
Bring in a Cylinder, located in Basic Shapes on the right 2 shapes down.
From now on this will be called the **Body**.

Change the dimensions to
30mm X direction,
30mm Y direction, and
20mm Z direction.



Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.
From now on this will be called the **Round Body**.

Change the dimensions to
30mm X direction,
30mm Y direction, and
30mm Z direction.



Duplicate Round Body 1 time

The duplicate Round Body will be called **Round Body Top**

Move Round Body Top (Must be in home view for this to work!)

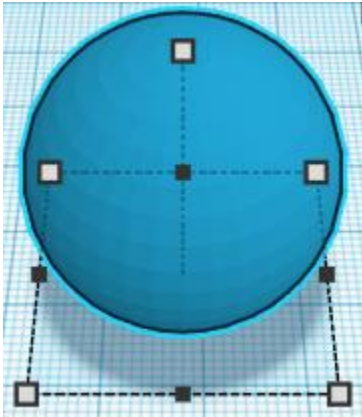
move up in positive Z direction 20mm

Hint: Select Round Body Top and hold control and push up arrow key 20 times.

Or

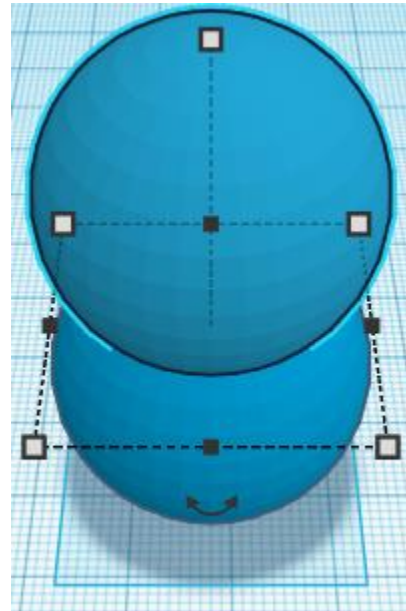
Select Round Body Top and hold control and hold shift and push up arrow key 2 times.

Before



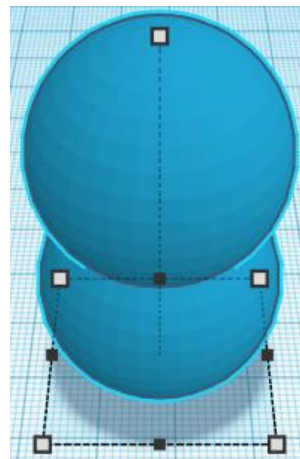
20mm
Up
(hold control)

After



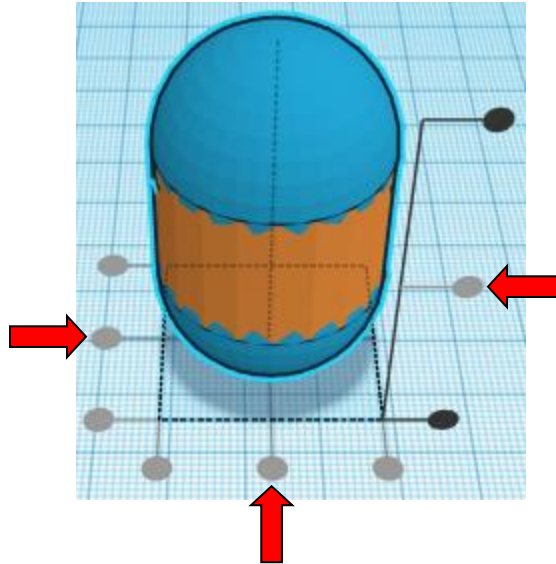
Group Round Body and Round Body Top

From now on this will be called the **Round Body**



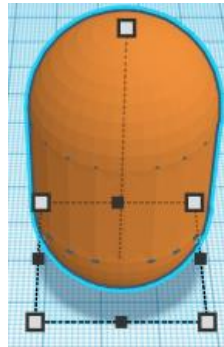
Align Body and Round Body

centered in X direction,
centered of Y direction, and
centered of Z direction.



Group Body and Round Body

From now on this will be called the **Body**

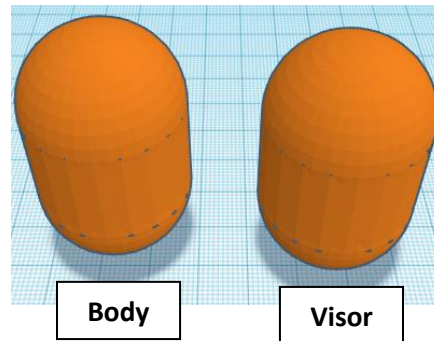


Visor:

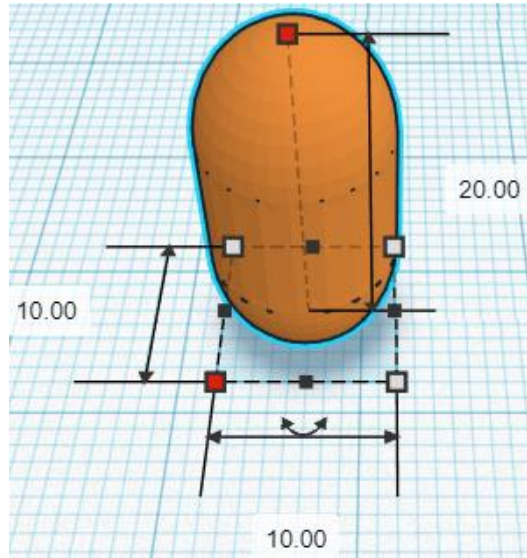
Duplicate Body 1 time

The duplicate Body will be called **Visor**

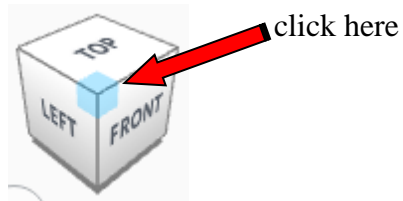
Set the Visor to the side:



Change the dimensions to Visor
10mm X direction,
10mm Y direction, and
20mm Z direction.

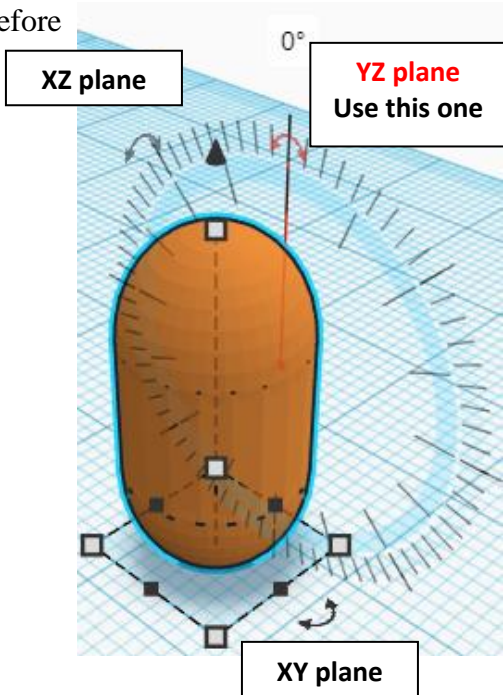


Go to TOP LEFT FRONT view for rotations

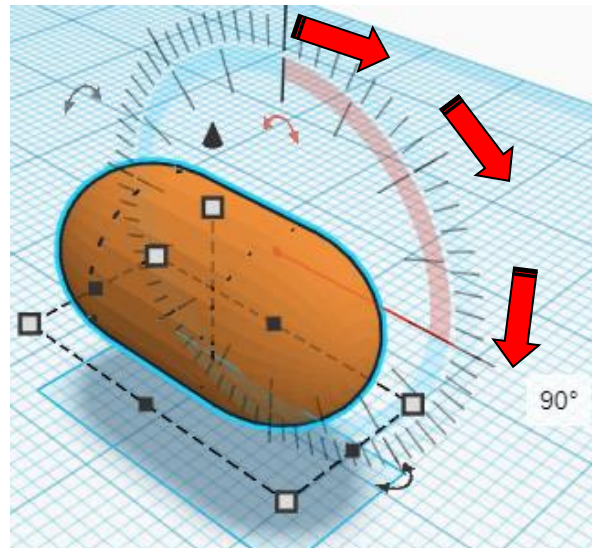


Rotate the Visor clockwise 90 degrees in YZ plane.

Before

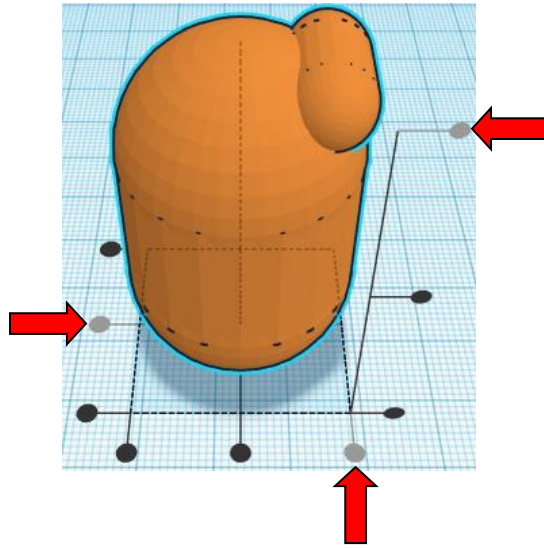


After



Align Body and Visor

right in X direction,
centered of Y direction, and
top of Z direction.

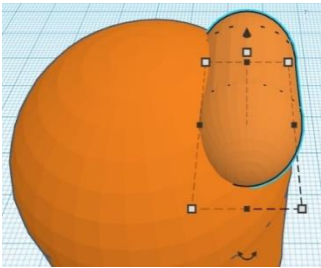


Move Visor (Must be in home view for this to work!)
move right in positive X direction 3mm

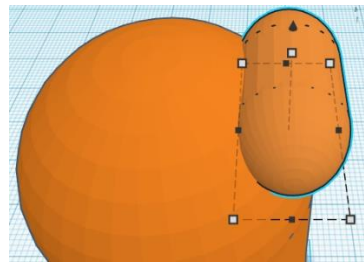
Hint: Select Visor and push right arrow key 3 times.

Before

After



3mm
right

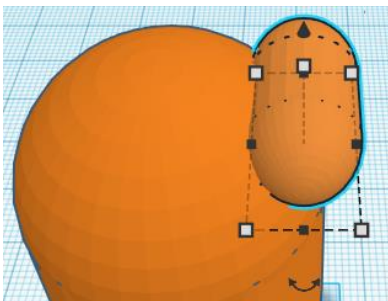


Move Visor (Must be in home view for this to work!)
move down in negative Z direction 10mm

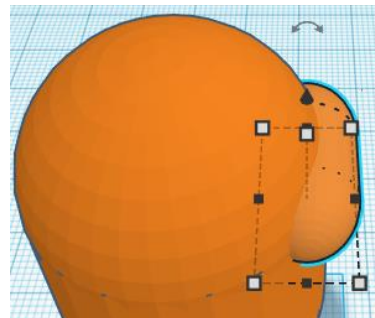
Hint: Select Visor and hold control and hold shift and push down arrow key 1 time.

Before

After

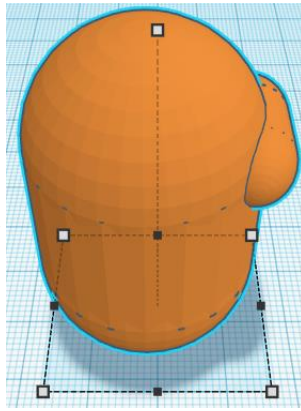


10mm
Down
(hold control)



Group Body and Visor

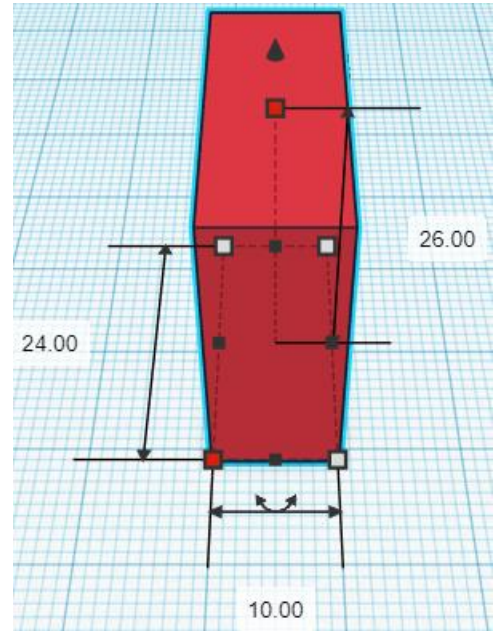
From now on this will be called the **Body**



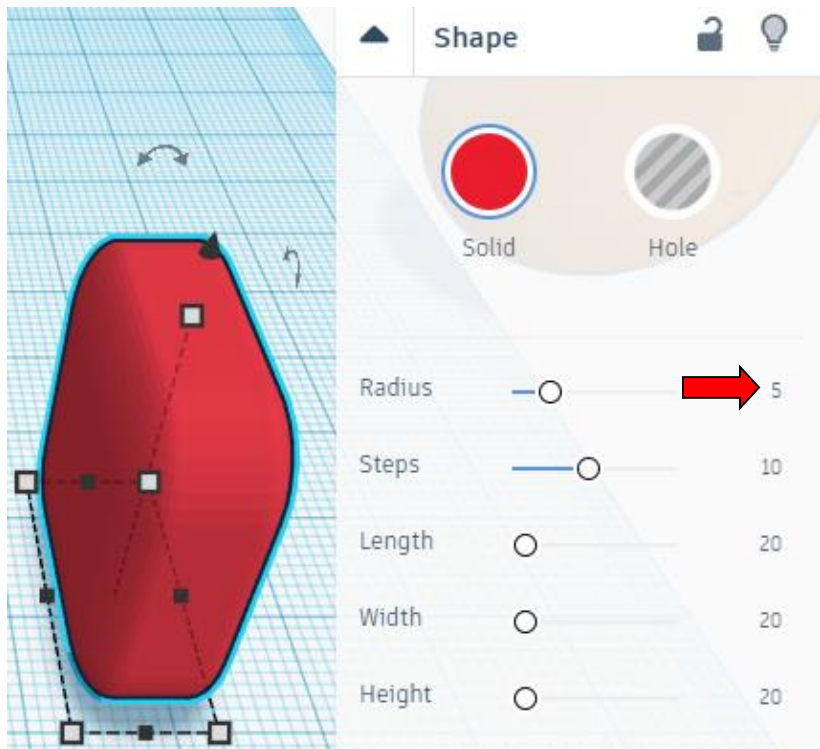
Backpack:

Bring in a Box, located in Basic Shapes on the left 2 shapes down.
From now on this will be called the **Backpack**.

Change the dimensions to
10mm X direction,
24mm Y direction, and
26mm Z direction.

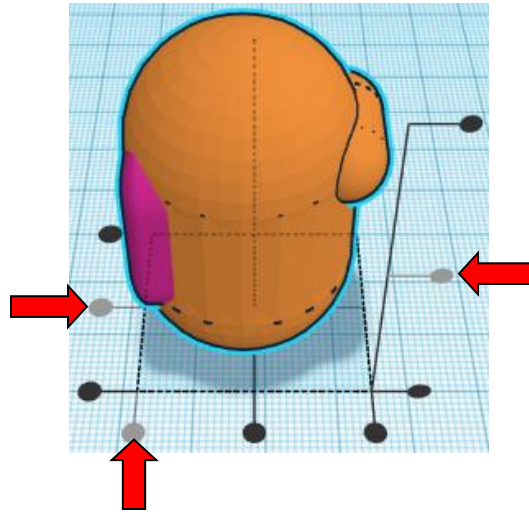


Change Shape settings to:
Radius from 0 to 5



Align Body and Backpack

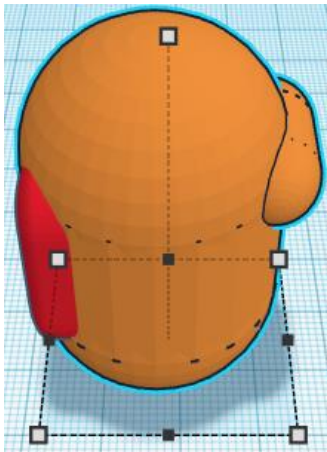
left in X direction,
centered of Y direction, and
centered of Z direction.



Move Body (Must be in home view for this to work!)
move right in positive X direction 5mm

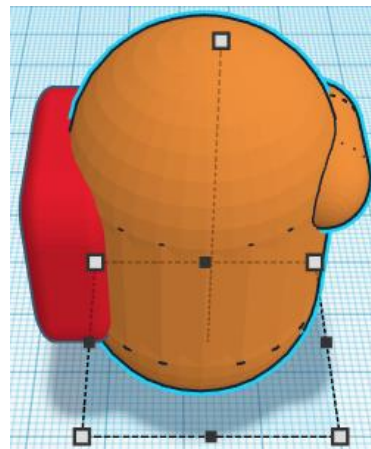
Hint: Select Body and push right arrow key 5 times.

Before

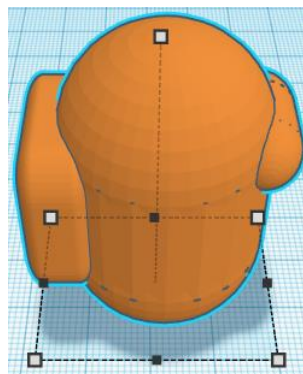


5mm
right →

After



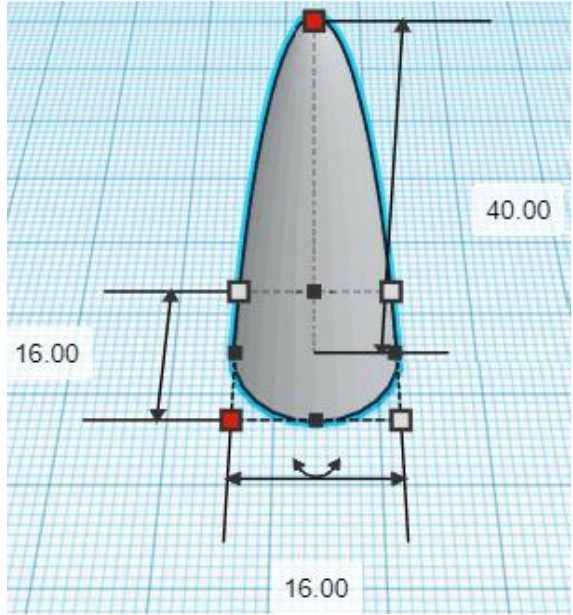
Group Body and Backpack
From now on this will be called the **Body**



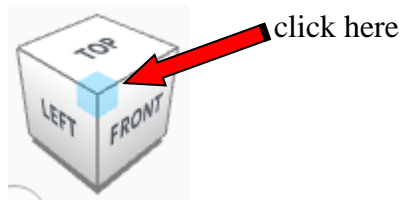
Legs:

Bring in a Paraboloid, located in Basic Shapes on the left 8 shapes down.
From now on this will be called the **Right Leg**.

Change the dimensions to
16mm X direction,
16mm Y direction, and
40mm Z direction.

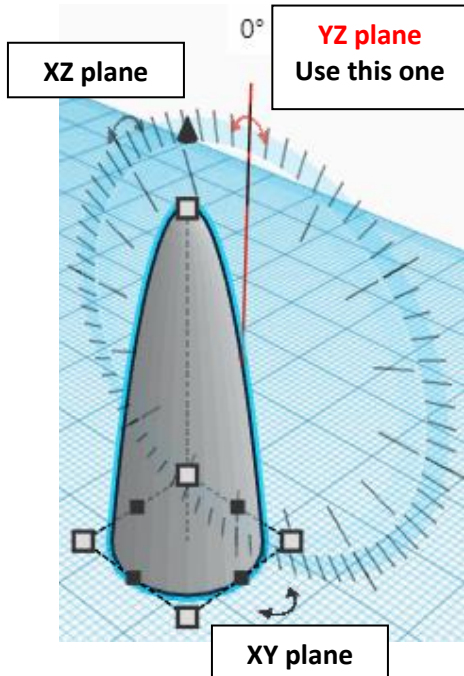


Go to TOP LEFT FRONT view for rotations

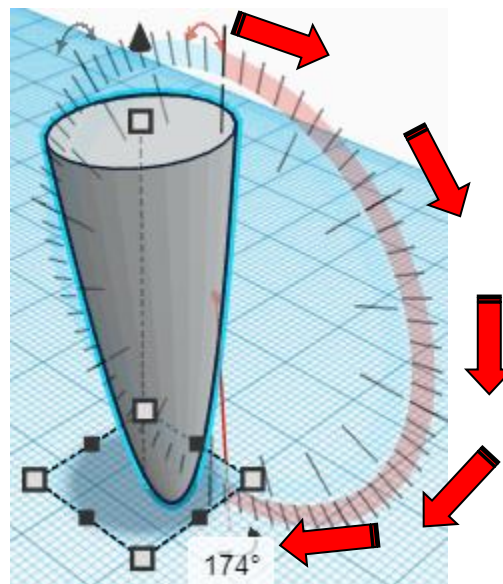


Rotate the Right Leg clockwise 174 degrees in YZ plane.

Before



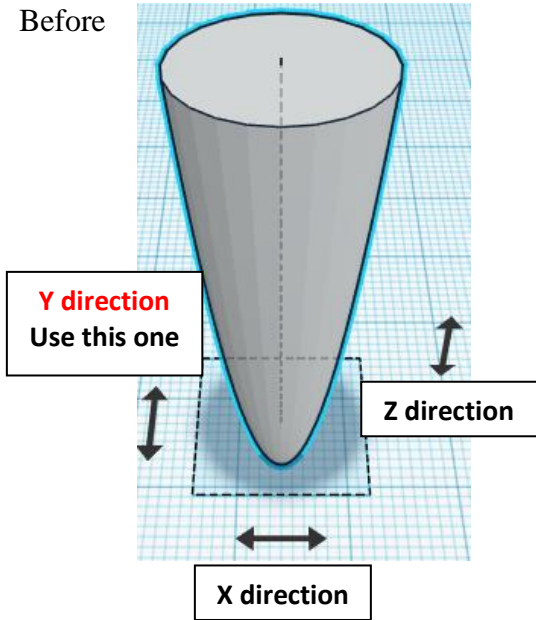
After



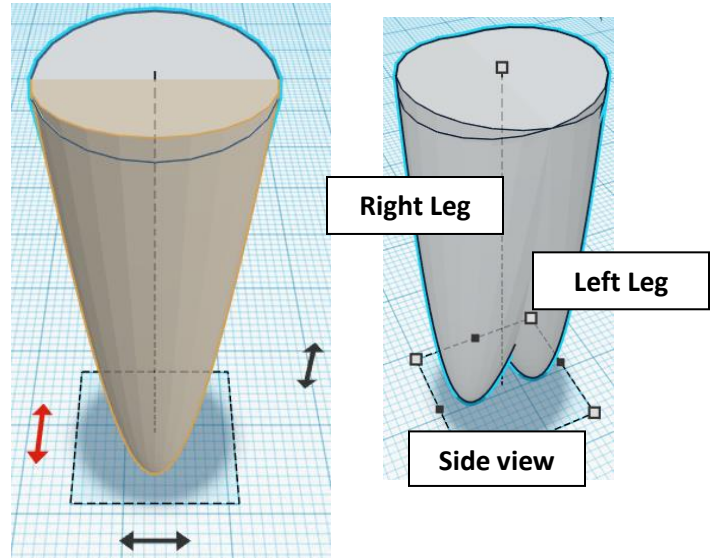
Duplicate Right Leg 1 time
The duplicate Left Leg will be called **Left Leg**

Flip Left Leg in Y direction.

Before



After



Move Right Leg (Must be in home view for this to work!)
move forward in negative Y direction 14mm

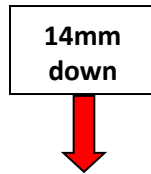
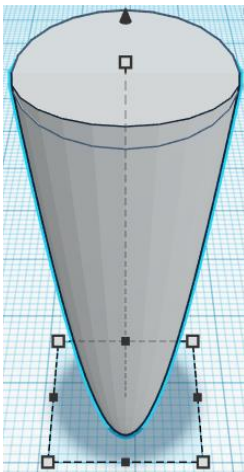
Hint: Select Right Leg and push down arrow key 14 times.

Or

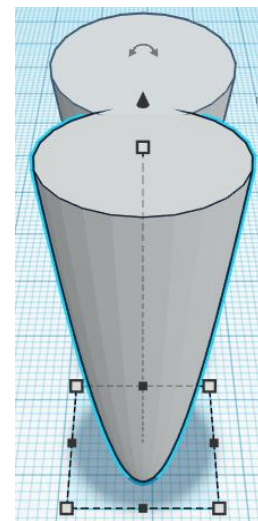
Select Right Leg and hold control and hold shift and push down arrow key 1 time.

Then release shift and push down arrow key 4 more times.

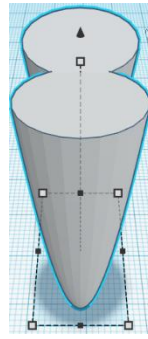
Before



After

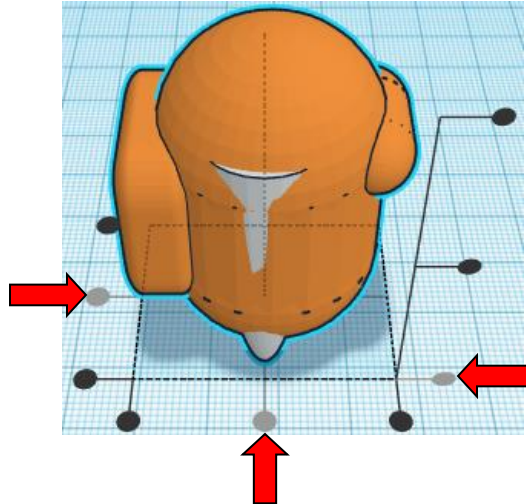


Group Right Leg and Left Leg
From now on this will be called the **Legs**



Align Body and Legs

centered in X direction,
centered of Y direction, and
bottom of Z direction.



Move Body (Must be in home view for this to work!)
move up in positive Z direction 25mm

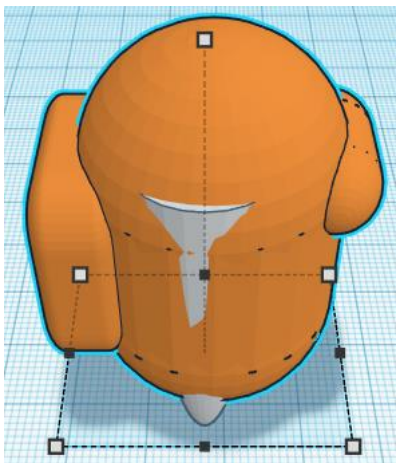
Hint: Select Body and push up arrow key 25 times.

Or

Select Body and hold control and hold shift and push up arrow key 2 time.

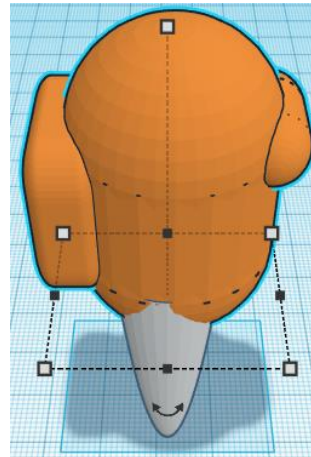
Then release shift and push up arrow key 5 more times.

Before



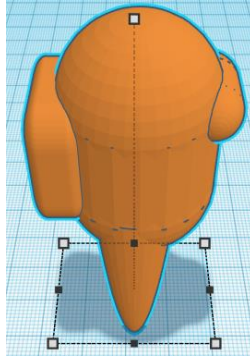
25mm
Up
(hold control)

After



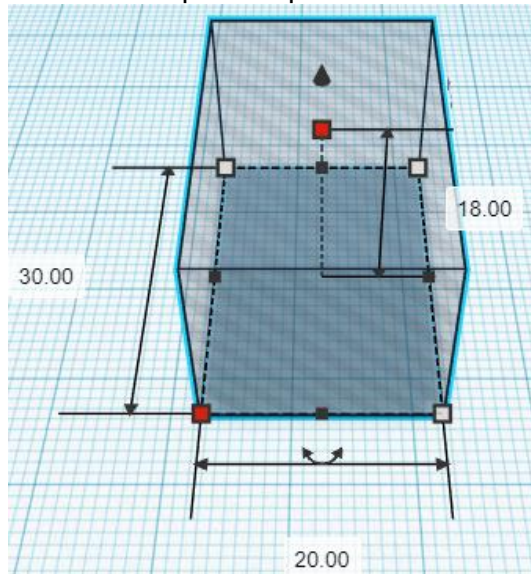
Group Body and Legs

From now on this will be called the **Body**



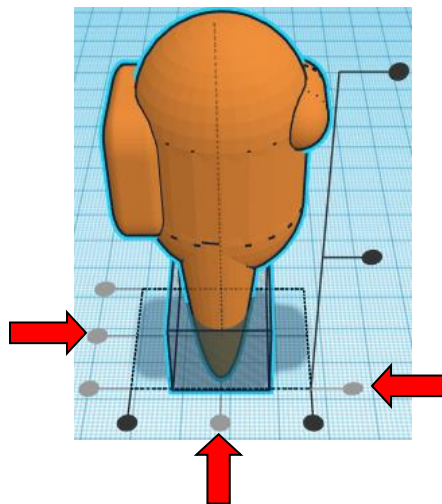
Bring in a Box (Hole), located in Basic Shapes on the left 1st shape on top.
From now on this will be called the **Leg Cut-Off**.

Change the dimensions to
20mm X direction,
30mm Y direction, and
18mm Z direction.



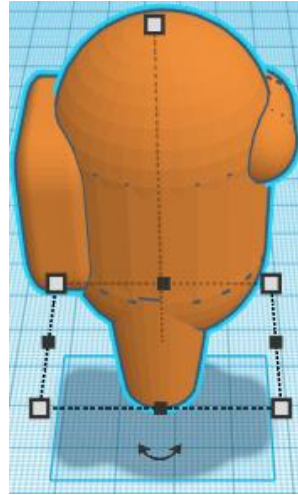
Align Body and Leg Cut-Off

centered in X direction,
centered of Y direction, and
bottom of Z direction.



Group Body and Leg Cut-Off

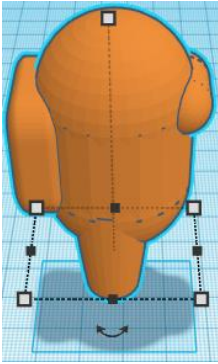
From now on this will be called the **Among Us Character**



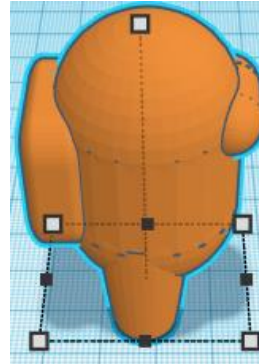
Set on Workplane:

Select the Among Us Character and type "d" to set the body on the work plane.

Before



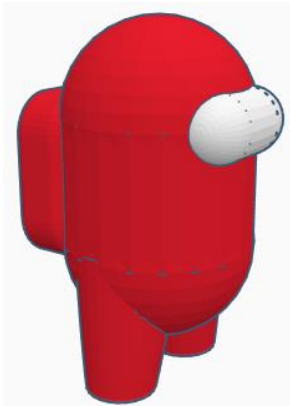
After



You're are done!

Very cute character, have fun!

Enjoy

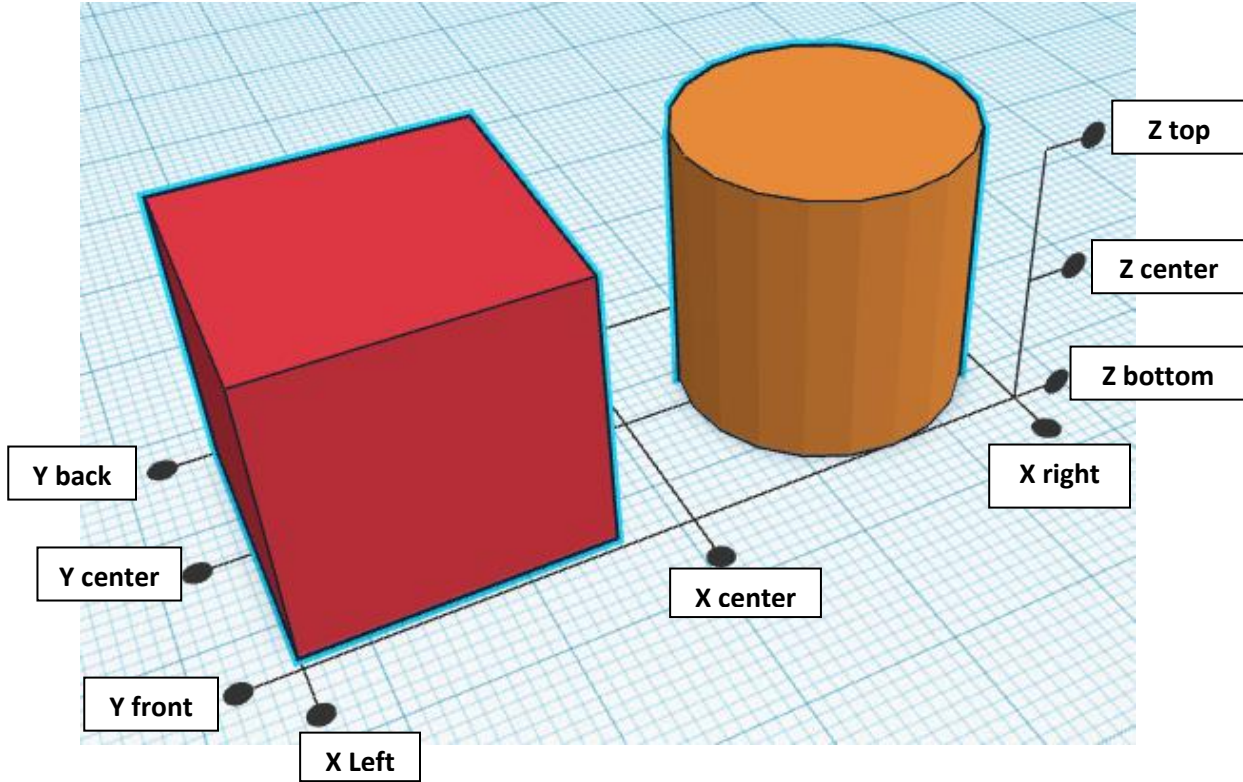


Reference to Aligning, Flip direction, Move direction, and Rotate direction.

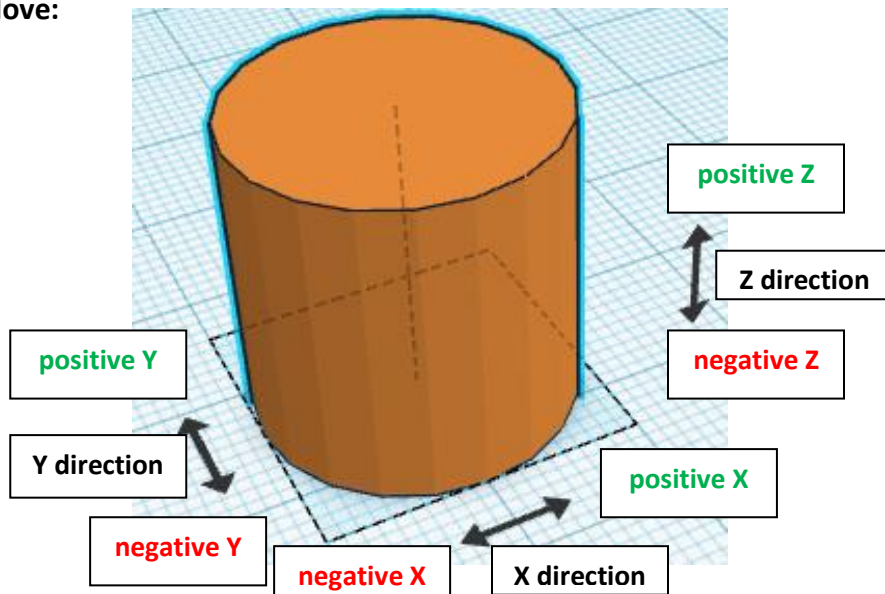
Always be in the "home view" when doing any of these!!!



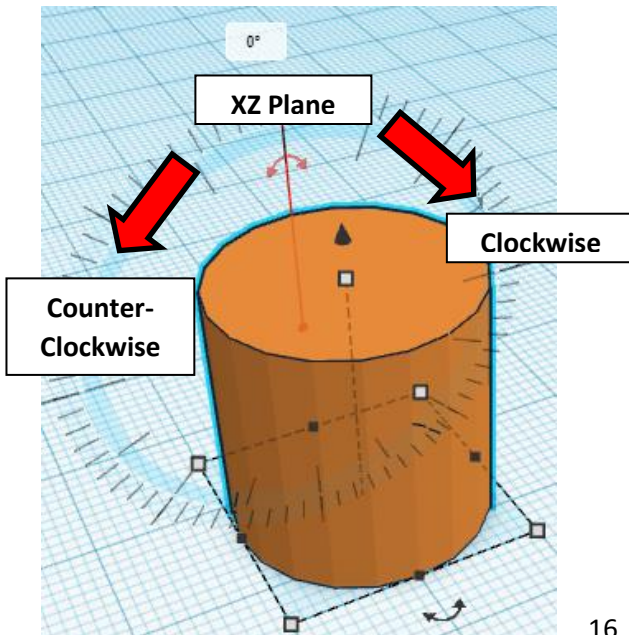
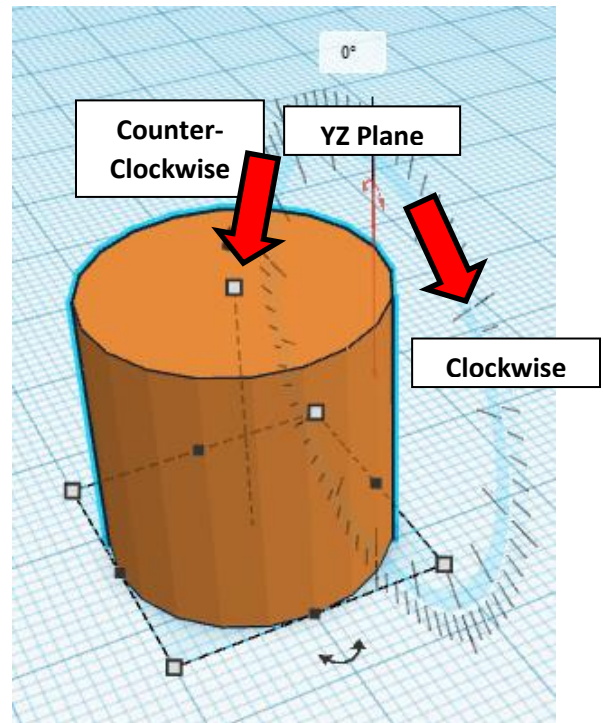
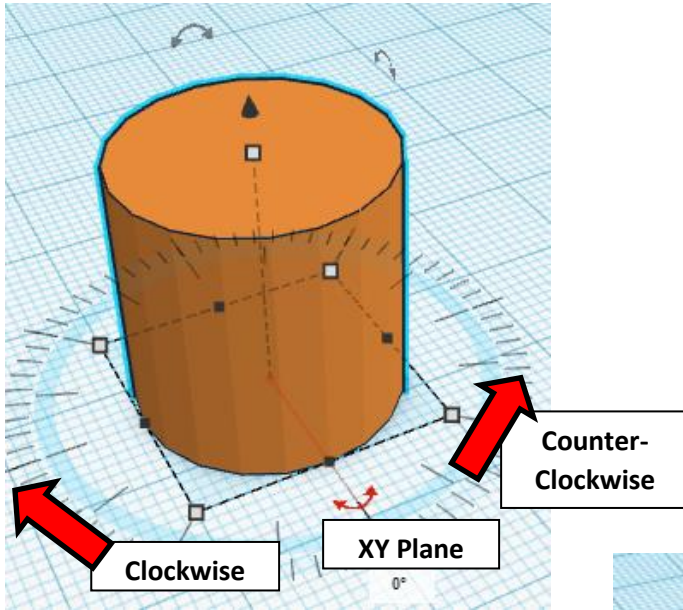
Aligning:



Flip or Mirror and Move:



Rotate:



Tool Guide

Most used Keyboard Shortcuts:

Transparency toggle	T	Duplicate object(s) in place.	Ctrl + D
Turn object(s) into Holes	H	Delete object(s)	Del
Turn object(s) into Solids	S	Undo action(s)	Ctrl + Z
Align object(s)	L	Zoom the view in or out	Mouse scroll wheel
Flip/Mirror object(s)	M	Zoom-in	+
Drop object(s) to workplane	D	Zoom-out	-
		Fit selected object(s) into view	F

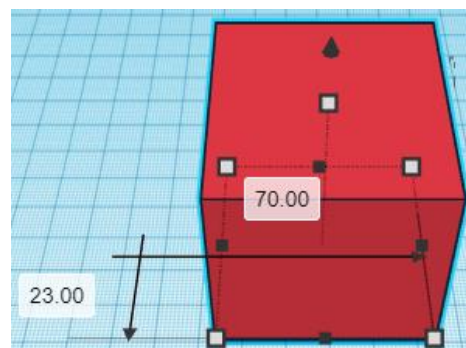
Moving Object(s):

To move object(s) with mouse:

In XY Plane
(left/right and forward/ backward)

Click and hold left mouse button on object.

Move mouse to desired location.

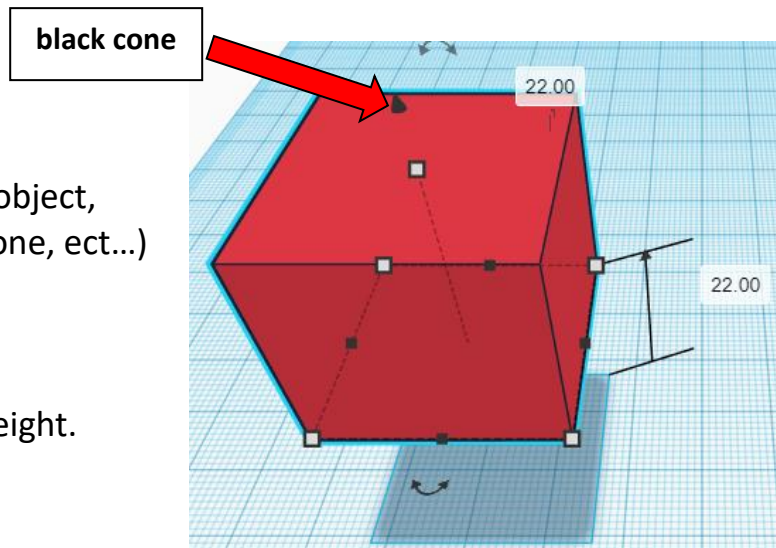


Moving Object(s) continued:

In Z direction (up/down)

Select object with left mouse button.
Notice that several shapes appear on object,
(white squares, black squares, black cone, ect...)

Click and hold left mouse button
on the black cone at top of object.
Move mouse up or down to desired height.



To move object(s) with keyboard:

In XY Plane (left/right and forward/ backward)

Select object with left mouse button.

Use arrow keys to move the object in 1mm increments.



In XY Plane (fast) (left/right and forward/ backward)

Select object with left mouse button.

Hold shift key
and use arrow keys to move the object in 10mm increments.



Moving Object(s) continued:

In Z direction (up/down)

Select object with left mouse button.



Hold control button
and use up and down arrow keys to move the object in 1mm increments.

In Z direction (fast) (up/down)

Select object with left mouse button.

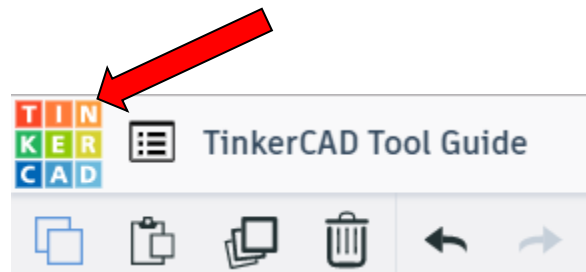


Hold control button and hold shift button
and use up and down arrow keys to move the object in 10mm increments.

Using on screen icons:

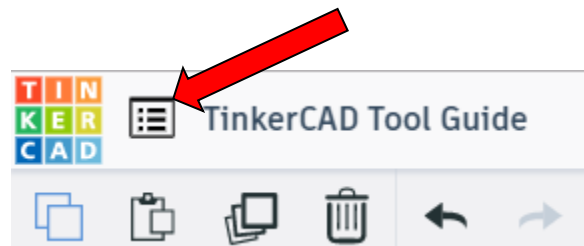
TinkerCAD main screen:

(I know this doesn't look
like an icon button, but it is)



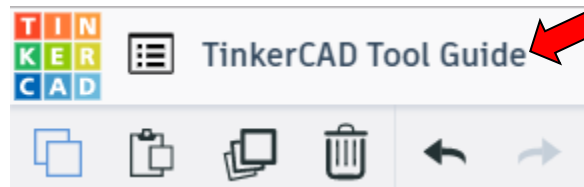
My designs:

Pulls up menu of your designs.



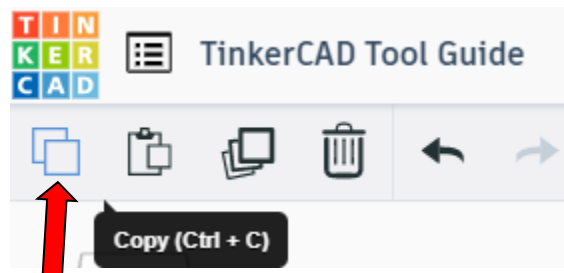
Design name:

TinkerCAD automatically names your design a random name.
Click here to change your design name.



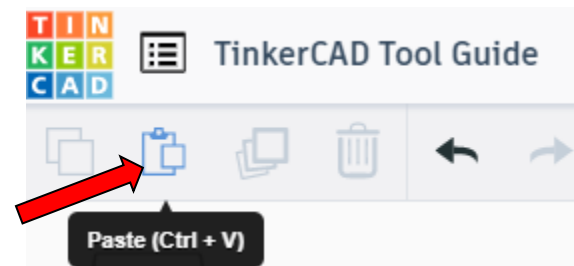
Copy:

Select shape.
Click copy or use ctrl + c
Paste to copy or go into new design and paste to copy.



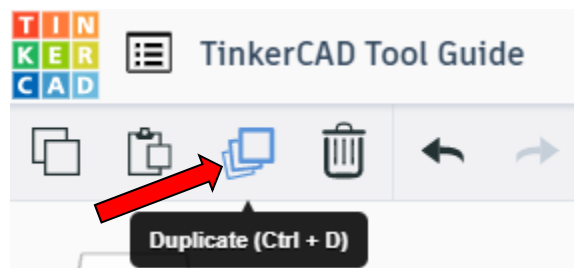
Paste:

After using copy,
click paste or use ctrl + v to paste.



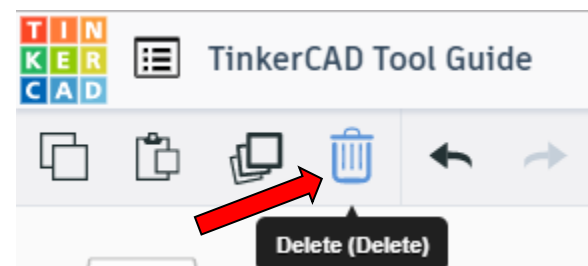
Duplicate:

Similar to copy, but can't copy to other designs.
Select shape.
Click duplicate or use ctrl + d
It will appear as if nothing happened, but if you move the shape you will see then duplicate underneath.



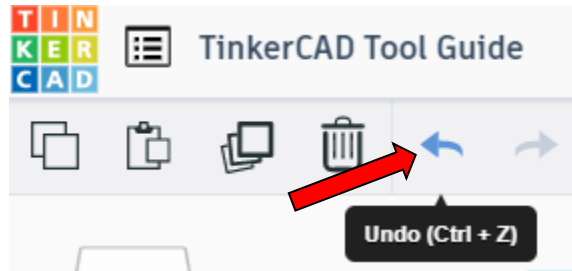
Delete:

Select shape.
Click delete or delete key.



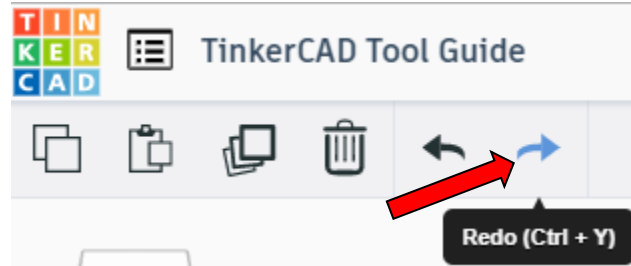
Undo:

Click undo or use ctrl + z
This will undo your last command.
This can be repeated.



Redo:

Click redo or use ctrl + y
This will redo your last undo command,
can only be used after using the
undo command.



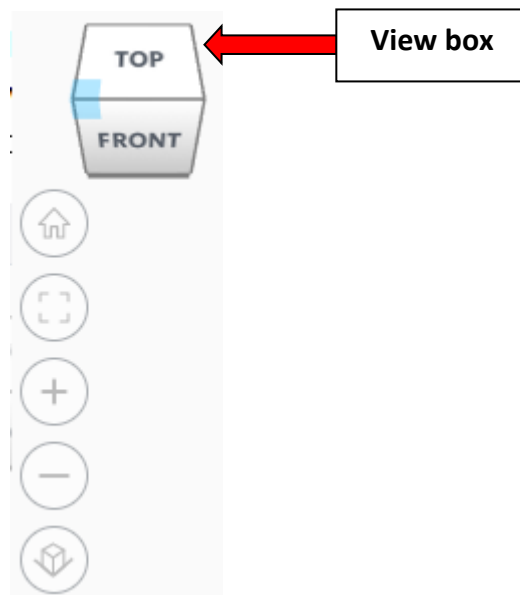
Change View:

To change view with mouse:

Right click and hold anywhere in work area. While holding right mouse button move mouse.
This will change the view of the work area.

To change view with icons:

Left click on view box.
Where you click determines
the view shown.

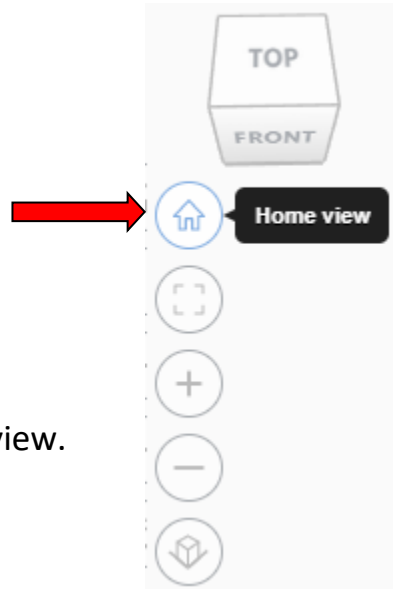


Change view to home view:

Most TinkerCAD Tutorials only work while in home view.

Click on home view icon to go to the home view.

You can also use the view box between the top and front view to change to the home view.



Fit all in view:

If you lose an object off the screen, you can click on Fit all in view to un-zoom to see all objects.

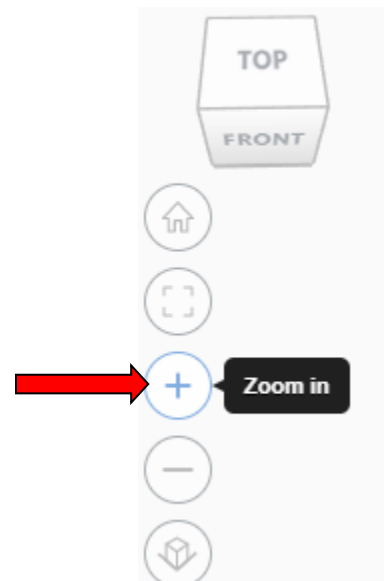
Fit one or more object(s) in view:

If you want to only see one or more object(s) in the view then select the object(s) and click Fit all in view or click the "f" key. This will zoom in on the object(s).



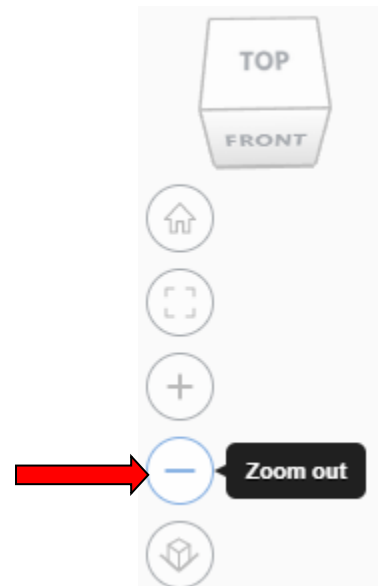
Zoom in:

Click the Zoom in icon or click the "+" key to zoom in.



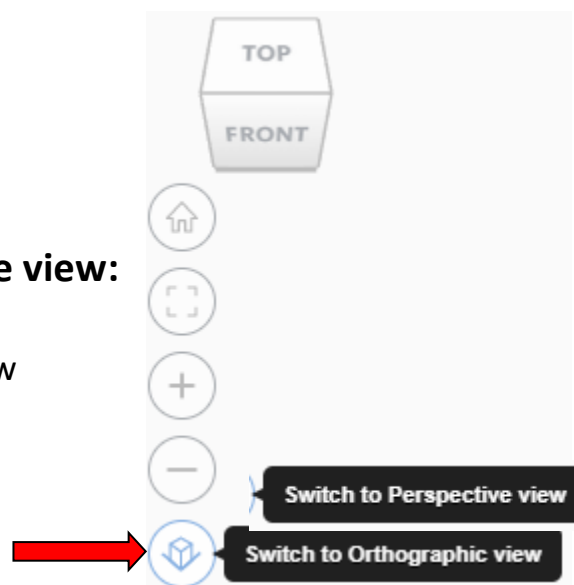
Zoom out:

Click the Zoom out icon or click the “-” key to zoom out.



Switching to orthographic and perspective view:

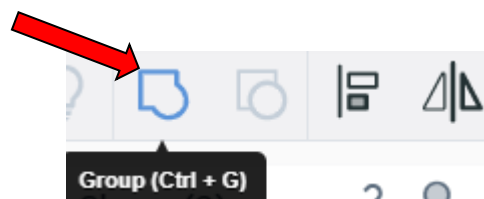
Click the Switch to orthographic/perspective view
To change to your preferred view.



Group:

To combine two or more objects into one object.

Select the objects to combine and click the
Group button or click ctrl + G



Ungroup:

After group objects, this will ungroup the object
back to separate objects.

Select the objects to ungroup and click the
ungroup button or click ctrl + shift + G



Align:

To perfectly center objects to each other or
To line up objects along their edges then use align.

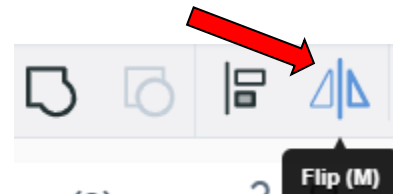
Select the objects to align and click the
align button or click "L"



Flip (Mirror):

This is mainly used for symmetric builds,
you create one half, duplicate it, then flip it
and move it in place and group it.

Select the objects to flip and click the
flip button or click "M"



Full list of Keyboard Shortcuts

MOVING OBJECT(S)

(Using keyboard)

Move along X/Y axis	← / ↑ / ↓ / →
Move along Z axis	Ctrl + ↓ / ↑
×10 Nudge along X/Y axis	Shift + ← / ↑ / ↓ / →
×10 Nudge along Z axis	Ctrl + Shift + ↓ / ↑

KEYBOARD + MOUSE SHORTCUTS

(Press and hold the keys, then click and drag the mouse)

Duplicate dragged object(s)	Alt + Drag left mouse button
Select multiple object(s)	Shift + Left mouse button
45° rotation	Shift (Hold while rotating)
Scale in one direction	Alt + Hold side handle
Scale in two directions	Alt + Hold corner handle
Uniform scale	Shift + Hold corner handle
Uniform scale in all directions	Alt + Shift + Corner handle
Uniform scale in all directions	Alt + Shift + Top handle

VIEWING DESIGNS

(With the help of a mouse or a mouse pad)

Orbit the view	Right mouse button
Orbit the view	Ctrl + Left mouse button
Pan the view	Shift + Right mouse button
Pan the view	Ctrl + Shift + left button
Zoom the view in or out	Mouse scroll wheel
Zoom-in	+
Zoom-out	-
Fit selected object(s) into view	F

OBJECT SETTINGS

Transparency toggle	T
Turn object(s) into Holes	H
Turn object(s) into Solids	S
Lock or Unlock object(s)	Ctrl + L
Hide object(s)	Ctrl + H
Show all hidden object(s)	Ctrl + Shift + H

TOOLS AND COMMANDS

Copy object(s)	Ctrl + C
Paste object(s)	Ctrl + V
Duplicate object(s) in place.	Ctrl + D
Delete object(s)	Del
Undo action(s)	Ctrl + Z
Redo action(s)	Ctrl + Y
Redo action(s)	Ctrl + Shift + Z
Group object(s)	Ctrl + G
Un-group object(s)	Ctrl + Shift + G
Align object(s)	L
Flip/Mirror objects(s)	M
Select all object(s)	Ctrl + A
Place a Ruler	R (Shift toggle midpoint/center)
Place a Workplane	W (press Shift to flip direction)
Drop object(s) to workplane	D