algodoo

CREATE SCENES WITH ALGODOO

Target	Teachers, students
Description	Getting familiar with the Algodoo environment, the tools and menus by creating a scene and interacting with it.
Learning objectives	Getting familiar with the Algodoo environment
Time frame	30 – 60 min
In class	Let the students explore the possibilities of Algodoo. Browse through the menus to see what is in there. By choosing **File:Load scene** you can load different scenes. The simulation can be started and stopped at any time. The accelerometer can be turned off and on. While the simulation is running you can pull objects by using the hand tool. You can add new objects any time. Your simulation is saved by choosing **File:Save scene.**

CREATE YOUR SCENE

1   Create planes, one on each wall/floor/ceiling.

2   Use at least two boxes

3   Use at least two circles.

4   Use at least one spring.

5   Make at least one free form.

6   Tilt the device to make use of the accelerometer.

7   Use the CSG-tool to create an object.

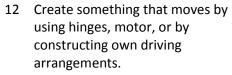8   Use the knife to cut objects into pieces

9   Change properties (color, material) of one of the objects.

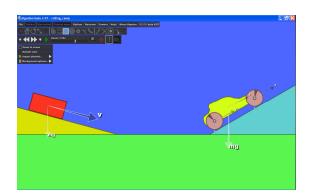10   Take a snapshot with the camera and add the object to your scene

11   Add a hinge and assign a motor to it.

12   Create something that moves by using hinges, motor, or by constructing own driving arrangements.

13   Add a pen to an object in order to follow its trajectory

14   Turn on force and velocity visualization

15   Interact with the objects by pulling them.

16   Add new objects.

17   Turn one of the objects into water.

18   Turn off and on gravity.

19   Turn off and on air drag.

20   Save your scene.

ALGORYX

MULTIPHYSICS AND 3D SIMULATION