

Project: Robot

Transforms: Translate

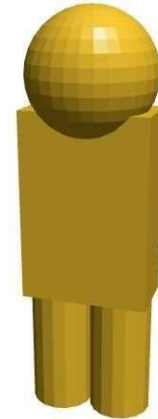
Translate basic 3D Shapes to make a Robot!

Getting Started:

Do you want your robot to have a body shaped like a sphere, a cylinder, a cube, or a torus? Start with that shape! (Hint: if you use a cube, select **centered**.)

Select other 3D Shapes for the head and legs.

Use the **translate** block to move the head to the top of the body and the legs to the right and left.



Use These Blocks!



Think About It!

- What axis do we use to translate a shape up? How can we translate down?
- How would you add arms, or eyes, or a hat?

Now Try This!

