Project: Snowflake Generator

**Loops**

Begin your project at https://www.blockscad3d.com/

Can you make a snowflake generator?

Getting Started:

1. Create a variable called **number of shapes**
2. Create a variable called **angle**
3. Set the **angle** variable to **360 ÷ number of shapes**
4. Create a square frame shape that you'll rotate with your loop (see picture)
5. Create a ring using a loop
6. **Hint:** Set your loop to **count with i from 0 to 360 by angle** (the angle variable you created!).

square frame:

Use These Blocks!

Rotate X 0° Y 0° Z 0°

+ ▾

set item ▾ to

count with i ▾ from 1 to 10 by 1 (hull ⬭)
do
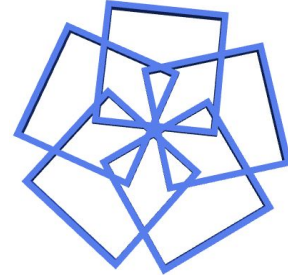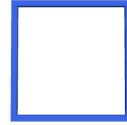
Difference

minus
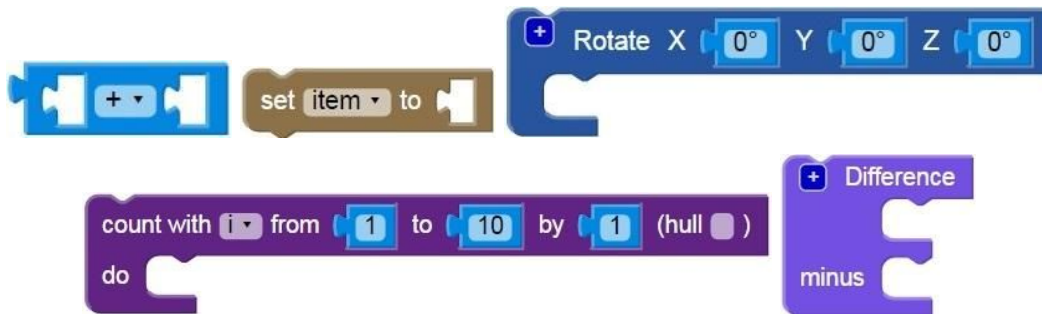
Think About It

- How does the snowflake change if you change your rotation angle?
- What happens when you change how far you translate your square frame?
- What would it look like if you rotated a different shape?
- What happens if you rotate around more than one axis?

Now Try This!

BlocksCAD