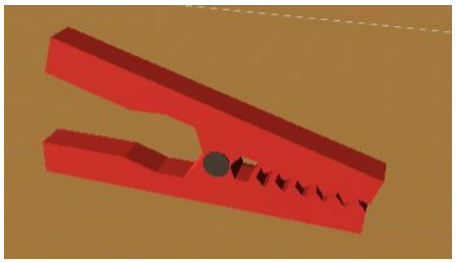
4.3 Change the Cube into a Clamp

Activities:
Step 1: Change the Mesh



Length:	10 minutes
Overview:	Change the Cube shape into a Clamp shape
Project Outcome:	The cube now looks like a clamp.
Learning Objectives:	The students will be able to: - Expand and select the correct components - Identify the correct mesh of the clamp
Prerequisite:	Previous tutorial steps (Sections 1-3)
ISTE Student Standards	6d “customize the medium for the intended audiences”

Video https://vimeo.com/349085181

OR

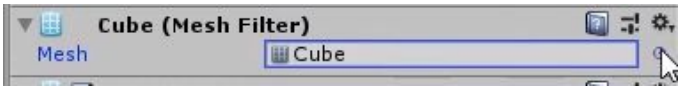
Step 1: Change the Mesh

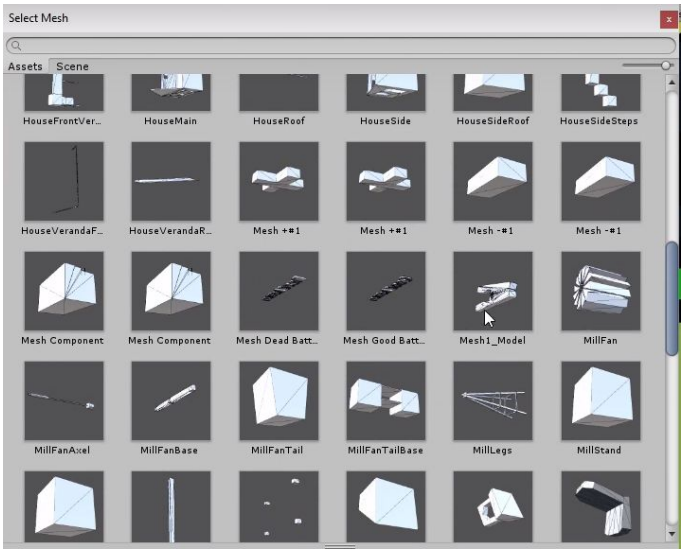
1. In the Hierarchy, expand the Interactable.Primary_Grab, then expand the Meshes to reveal the DefaultMesh. Select the DefaultMesh.
2. In the Inspector, locate the "Cube (Mesh Filter)" component. Click the tiny target circle

- **Explain** A “mesh” is actually a set of triangles arranged in 3D space to give the appearance of a 3D object.

on the right, then select the clamp mesh (Probably called "Mesh1_Model").

3. The model should now look like a clamp in the scene.





End of Lesson

Recap

Key concepts:

- An object's mesh can be changed to alter the 3D shape.

Key skills:

- Navigate to the correct object ("DefaultMesh") of the Interactable Prefab
- Modify the mesh component to be the clamp mesh.

Key terms:

- **Mesh:** A set of 2D triangles arranged in 3D space to give the appearance of a 3D shape.