Entry Task:

Date: \_\_\_\_3/04/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The process to creating physical prototypes as quickly as possible and inserting them immediately,

It’s a good skill because it ensures that models are being picked into production as soon as possible, and not being left out and getting unused.

Date: \_\_\_\_3/05/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

When you are dealing with negative space like trying to make a hollow pipe,

You shouldn’t use it when the object doesn’t have any exposed negative spaces.

Date: \_\_\_\_3/06/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_3/07/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_3/08/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_