3D MODELLING

Skill Tree: Color in the boxes and level up your skills

Use for individuals or as a group by picking a colour each and coloring in a part of the box. Everyone's journey is different and you can interpret the goals flexibly. The aim is to inspire you to learn and try new things. Not everything needs to be completed.

ADVANCED

(set your own goal)

(set your own goal)

(set your own goal)

(set your own goal)

(set your own goal)

Make something for AR

Create an instructable, hackaday page or Hackster.io page on a project

Make something for VR

Teach a class on 3D Printing or 3D modelling

Create a 3D platformer game in a game engine

Animate something you've sculpted

Make a puzzle based 3D game

Use mathematics to create a 3D model
eg. Grasshopper with Rhino 3D software

Sell something you've 3D modelled

Use generative design

Learn more than three softwares for 3D modelling

Learn a game engine

Rig something you've sculpted

Learn two or more sculpting softwares

Design, print and assemble something with multiple parts

Animate an engineering CAD model

Teach a friend how to 3D model

Get 3D scanned or 3D scan something

Animate a crane rig

Use a Slicing Software for prepraring to print a model

Design a custom model for cosplay

Iterative design: Make improvements to a 3D model

Create a customizable model in OpenSCAD

Assemble a 3D model with free assets

Make a CAD Model of your room, work or home

Animate a 3D rig from a free online model eg. ball or pendulum rig

3D model a character

Sculpt something from a reference photo

Design something to be printed in flexible TPU material

Reverse engineer something in CAD software

Retopologise a 3D object / character

Use an SVG file to make part of a 3D model

Design an articulating or print in place model

Create a texture in a texturing package,
eg. Substance Painter, Blender, Muxbox

Texture a 3D model with realistic texturing

Design something to be printed in two colors or materials

Stress test a model in an engineering CAD software

Capture a texture from the real world

Design a model to embed electronics or magnets

Design something flat to be made in folded material
eg. sheet metal, papercraft

Make a model in a sculpting software
eg. Blender, Z-brush, MudBox, etc

Light and render a 3D object turntable

Render a model in an engineering CAD software

3D Model something and upload it under an Open Source licence

Design a tool of some kind

UV unwrap a complex object (UDIMs)

Create a model in an engineering CAD software
eg. Fusion 360, FreeCAD, Solidworks or others

Rig a crane object with FK/IK system

Create a 3 point light setup

Model and make something that solves a problem

Design a custom model for a friend

Create a 3D model from a 2D schematic

Modify edge normals for low-poly asset design

UV unwrap a low-poly object

Draw a detailed sketch with dimensions before 3D modelling

Edit a texture in an image-editing software

Texture a low poly object

Upload a remix of a 3D model

Create a model in MeshMixer

Make a 2D schematic of a 3D model

Design something for 3D printing

Know how to check size in 3D software

Create a model in TinkerCAD

Make a low poly model

Use the revolve tool in 3D software

Use boolean tools in 3D software

Learn to navigate a 3D interface with pan, orbit and zoom

Use the extrude tool in 3D software

BASICS

START HERE

1 tile = 1 point

Total Score

Name: _____

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