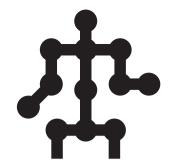
## **3D MODELING**

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

Use for individuals or as a group by picking a color 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.



Make something for VR

(set your own goal)

• •

Use generative

design

钞

FREE

Retopologise

a 3D object /

character

Capture a texture

from the real world

///

Design a tool of

some kind

Create a 3D model

from a 2D schematic

Create a model

in MeshMixer

Animate something you've sculpted

> Rig something you've sculpted

> > Teach a friend how to 3D model

Use a Slicing Software for preparing to print a

> Assemble a 3D model with free assets

3D model a character

Create a texture in a texturing package eg. Substance Painter. Blender Mudbox

Make a model in a sculpting software

Rig a crane object with FK/IK system

Draw a detailed

sketch with dimensions before 3D modeling 

Know how to check

size in 3D software

Use boolean tools in 3D software Ŷ

(set your own goal)

Make something for AR

4

Make a puzzle based 3D game

Learn two or more sculpting softwares



Design a custom model for cosplay



Sculpt something from a reference photo



Texture a 3D model with realistic texturing



Light and render a 3D object turntable



Create a 3 point light setup



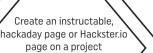
Edit a texture in an image-editing software



Create a model in TinkerCAD



**START** 



:

Learn more than three softwares for 3D modeling



3D scan something



, Make a CAD Model of your room, work or home



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



Design a model to embed electronics or magnets



UV unwrap a complex object (UDIMs)



Modify edge normals for low-poly asset design



Make a 2D schematic of a 3D model



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



Teach a class on 3D modeling



Use mathematics to create a 3D model



Design, print and assemble something with multiple parts



Iterative design: Make improvements to a 3D model



Design something to be printed in flexible TPU material



Design something to be printed in two colors or materials



Render a model in an engineering CAD software



Model and make something that solves a problem

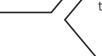


Texture a low poly object



Make a low poly model





tool in 3D software

Use the extrude



(set your own goal)

Sell something you've 3D modeled



Learn a game engine + +



Animate a crane rig

(set your own goal)

Create a 3D

platformer game in a

game engine



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

or print in place model

Create a model in an

engineering CAD software

eg. Fusion 360, FreeCAD, Solidworks or others

UV unwrap a

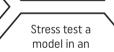
low-poly object

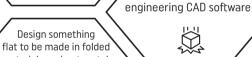
Design something

for 3D printing



something in CAD software Design an articulating













friend









1 tile = 1 point

**Total Score** 

Name: .

github.com/sjpiper145/MakerSkillTree

MADE BY STEVEN MOHR & STEPH PIPER - MAKERQUEEN AU

**HERE** 

Icons by Icons8.com

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