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 or AR

Sculpt something

from a reference

photo

Use deformers

to animate a model

3D model

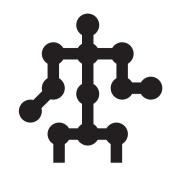
Retopologize

camera settings when

rendering

Use HDRIs to create

realistic lighting



(set your own goal)

Try out a game

engine

Create a simple 3D game

(set your own goal)

Animate something you've sculpted

Rig something

you've sculpted

小

Use bones &

weight painting

to rig a model

Animate a crane

rig

0

Rig a crane

object with FK/IK

小

Animate a 3D rig

from a free model

eg. ball or pendulum rig

Modify edge

normals for low poly

asset design

火

Make a low

poly model

Create a 'toon' shader

Texture a 3D model with realistic texturing

///

Create a texture

in a texturing package, eg. Substance Painter. Blender Mudbox

> UV unwrap a complex object

(UDIMs)

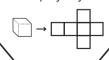
Capture a texture

from the real world

///

Edit a texture in an image-editing software

low-poly object



Apply a material type to a 3D model

///

Know how to check size in 3D software

0/

Light and render a 3D object turntable

point light setup 0-

Learn about different 3D model

.STL .PLY .3MF...

file types

Upload a your project and workflow online

5

(set your own goal)

Make a CAD model of your room, work

or home

M

Sell something

3 a character

> Design a custom model for cosplay

a 3D model

Make a model in a sculpting software 27 Change the

> Teach a friend how to 3D model

Get 3D scanned or 3D scan something

Use boolean tools in 3D software

Assemble a 3D model with free assets

FREE

Choose a 3D

software and install

(set your own goal)

Teach a class on 3D modeling

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

Design, print and assemble something

with multiple parts

you've 3D modeled

Iterative design: Make improvements to a 3D model | V2

Design something to be 3D printed in specialized 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

Export a 3D model when complete

.STL .PLY .3MF...

Create a model in MeshMixer or TinkerCAD

(set your own goal)

Design a compliant

mechanism

(B)

Create a customizable

model in OpenSCAD

<>

Animate an

engineering

CAD model

Reverse engineer

something in CAD

software

Design a model

to embed electronics

or magnets

Make a 2D

schematic of a 3D

model

Design a custom

model for a

friend

Stress test a model in an engineering CAD software

3D Model something

and upload it under an Open Source license 孙

Design an articulating

or print in place model

Design something

to be assembled with different materials

Design something

to be made from a flat material eg. sheet metal, papercraft

Design something for 3D printing

Create a model in an engineering CAD

software

Use an SVG

file to make part of a 3D model

Use the revolve tool in 3D software

Use the extrude tool in 3D software

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

before 3D modeling

Draw a detailed

sketch with dimensions

1 tile = 1 point

Total Score

CC BY-NC-SA 4.0

Icons by Icons8.com

Name: .



START