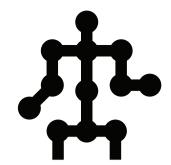
3D MODELLING

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.

(set your own goal)



(set your own goal)

Make something for AR

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

5

(set your own goal)

Make something for VR

Teach a class on 3D Printing or 3D modelling

Create a 3D platformer game in a

game engine

(set your own goal)

Animate something you've sculpted

Make a puzzle based 3D game

Use mathematics to create a 3D model

Sell something you've 3D modelled

Use generative design

(set your own goal)

Learn more than three softwares for 3D modelling

Learn a game engine

Animate a crane

rig

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Rig something you've sculpted #

Teach a friend

how to 3D model

Learn two or more sculpting softwares

Design, print and assemble something with multiple parts

+ +

Animate an engineering CAD model

Use a Slicing Software

Design a custom model for cosplay 3D scan something

Get 3D scanned or

Iterative design: Make improvements to a 3D

model

V2

0

Create a customizable model in OpenSCAD

for prepraring to print a

Assemble a 3D model with free assets

FREE

from the real world

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

Design something to be printed in flexible TPU material

from a free online model eg. ball or pendulum rig

Animate a 3D rig

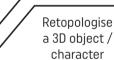
Reverse engineer

something in CAD

software

<>

3D model a character



from a reference photo

Sculpt something

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

Design something to be

printed in two colors or

materials

Design an articulating or print in place model

Stress test a

model in an

engineering CAD software

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

///

Make a model in a

sculpting software

Rig a crane

object with FK/IK

system

⇎ Capture a texture

3D model with realistic texturing

Light and render

a 3D object

turntable

point light setup

Texture a

Design a model to embed electronics or magnets

P

Render a model in an engineering

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

Design something

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

Design a tool of some kind

Create a 3

a complex object (UDIMs)

UV unwrap

Model and make something that solves a problem

CAD software

engineering CAD software eg. Fusion 360, FreeCAD, Solidworks or others

UV unwrap a

low-poly object

Create a model in an

Design a custom model for a friend

Upload a remix of

a 3D model

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Draw a detailed sketch with dimensions before 3D modelling

Know how to check

size in 3D software

Create a model

in MeshMixer

Use boolean tools

in 3D software

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Create a 3D model

from a 2D schematic

Edit a texture in an image-editing software

///

Create a model in

TinkerCAD

Make a 2D

schematic of a 3D

model

Learn to navigate

a 3D interface

with pan, orbit and zoom

Modify edge

normals for low-poly

asset design

Texture a low poly object

///

Make a low

poly model

⇎

Design something

for 3D printing

Use the revolve tool in 3D software

Use the extrude tool in 3D software

1 tile = 1 point

Total Score



HERE

Name: .

github.com/sjpiper145/MakerSkillTree

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