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.

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
Teach a class on 3D modeling
Make something for VR
Create an instructable, hackaday page or Hackster.io page on a project
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 modeled
Use generative design
Learn more than three softwares for 3D modeling
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 preparing 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
FREE
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, Mudbox
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 license
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 modeling
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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