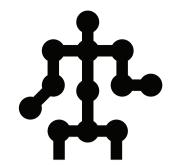
3D MODELLING

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

Use mathematics

(set your own goal)

Make something for VR

Teach a class on 3D Printing or 3D modelling 5 Create a 3D platformer game in a

game engine

(set your own goal)

Animate something you've sculpted

Make a puzzle based 3D game

Learn more than

to create a 3D model

Sell something you've 3D modelled

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Rig something you've sculpted #

Use generative

design

(set your own goal)

Learn two or more sculpting softwares

three softwares for 3D modelling

Design, print and assemble something with multiple parts

Animate an + + engineering

Teach a friend how to 3D model

Get 3D scanned or 3D scan something

Animate a crane rig

Learn a game

engine

CAD model

Use a Slicing Software for prepraring to print a model for cosplay

Design a custom

Iterative design: Make improvements to a 3D model

V2

0 Create a customizable model in OpenSCAD

Assemble a 3D model with free assets

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

Design something to be

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

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3D model a character



a 3D object /

character

Sculpt something from a reference photo

Use an SVG

file to make part of

a 3D model

printed in flexible TPU material

Design an articulating

Reverse engineer something in CAD software

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

Texture a ⇎ 3D model with realistic texturing

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Design something to be printed in two colors or materials

Design something flat to be made in folded

or print in place model

Stress test a model in an engineering CAD software

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Capture a texture from the real world ///

Light and render

Design a model to embed electronics or magnets

Render a model in an engineering

material eg. sheet metal, papercraft

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

sculpting software

Make a model in a

Design a tool of

some kind

a 3D object turntable

UV unwrap a complex object (UDIMs)

CAD software

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 3D model

from a 2D schematic

Create a 3 point light setup

Modify edge

normals for low-poly

asset design

Model and print something that solves a problem

UV unwrap a

Design a custom model for a friend low-poly object

Draw a detailed sketch with dimensions before 3D modelling

Edit a texture in an image-editing software

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Make a 2D schematic of a 3D

model

Texture a low poly object **///**

Design something for 3D printing

Upload a remix of a 3D model رع

Know how to check size in 3D software

Use boolean tools

in 3D software

P

Create a model

in MeshMixer

Create a model in TinkerCAD

Learn to navigate a 3D interface with pan, orbit and zoom Make a low poly model

> ⇎ Use the extrude tool in 3D software

Use the revolve tool in 3D software

START



Name: _

HERE

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