



PRINT THAT THING'S

SKILLS **CHECKLIST**

Become a 3D Print Designer
within 30 days.

WEEK #1

- ☐ Setup Blender for 3D Printer + 3D Print Add-Ons
- ☐ Move, Rotate, & Scale Basics
- ☐ Editing Geometry Basics
- ☐ 3D Print Workflow + 8 Powerful Modifiers (Effects)
- ☐ Export for 3D Print & Slicing Basics (FDM + SLA)
- ☐ 3D Print Studio - Real-Time Renders with Eevee
- ☐ Box Modeling Basics

WEEK #2

- ☐ Using Photos inside Blender (Custom Lithophanes)
- ☐ Adding a Base Stand to 3D Photos
- ☐ Learn to Lathe (Custom Pottery)
- ☐ Solidify Modifier & Easy Effects for Pottery
- ☐ Making Wearable Rings
- ☐ Adding Custom 3D Text
- ☐ Rest Day - Share Your Progress!

WEEK #3

- ☐ Subdivision Surface Modeling (SubSurf)
- ☐ Extrude & Inset Tools + Overhang Mesh Analysis
- ☐ Print-In-Place Designing (Toy Car)
- ☐ Adding Details with Advanced BoolTool Workflows
- ☐ Slicing Large Designs into Parts (The Easy Way)
- ☐ Exporting Multi-Part Objects with 3D Print Toolbox
- ☐ Rest Day - Share Your Progress!

WEEK #4

- ☐ Intro to Sculpting for 3D Print
- ☐ Adding Sculpting Details
- ☐ Make a 3D Product for a Phone (Measurements & Base Mesh)
- ☐ Sculpting with Box Modeling Workflow
- ☐ 3D Print Studio Setup
- ☐ Export HD Photos & 360 Product Renders
- ☐ Finished - Keep Growing with Intermediate Lessons

