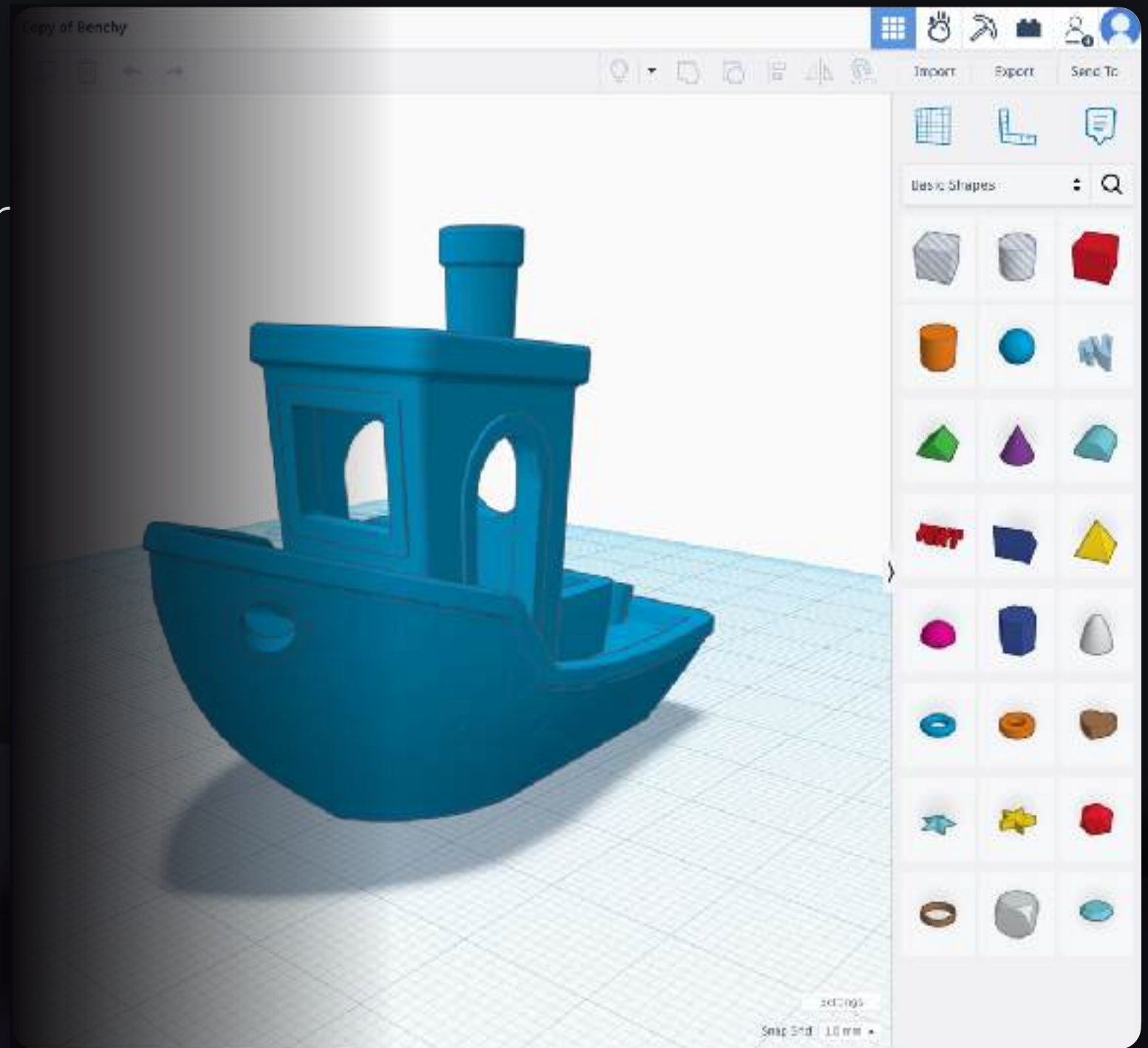


Remixing 3D models

What is a 3D model

- Digital representation of an 3D form
- Mass distributable
- No material or physical constraints



Browse 3D models created by other people

Google

3d print models free



Thingiverse

 **TURBOSQUID**
by shutterstock

 **Printables**

 **Sketchfab**

 **Cults.**

Browse 3D models created by other people

The logo for Thingiverse, featuring the word "Thingiverse" in white text on a blue rectangular background.

https://www.thingiverse.com/?page=1&category_id=73



<https://www.turbosquid.com>



<https://www.printables.com/>

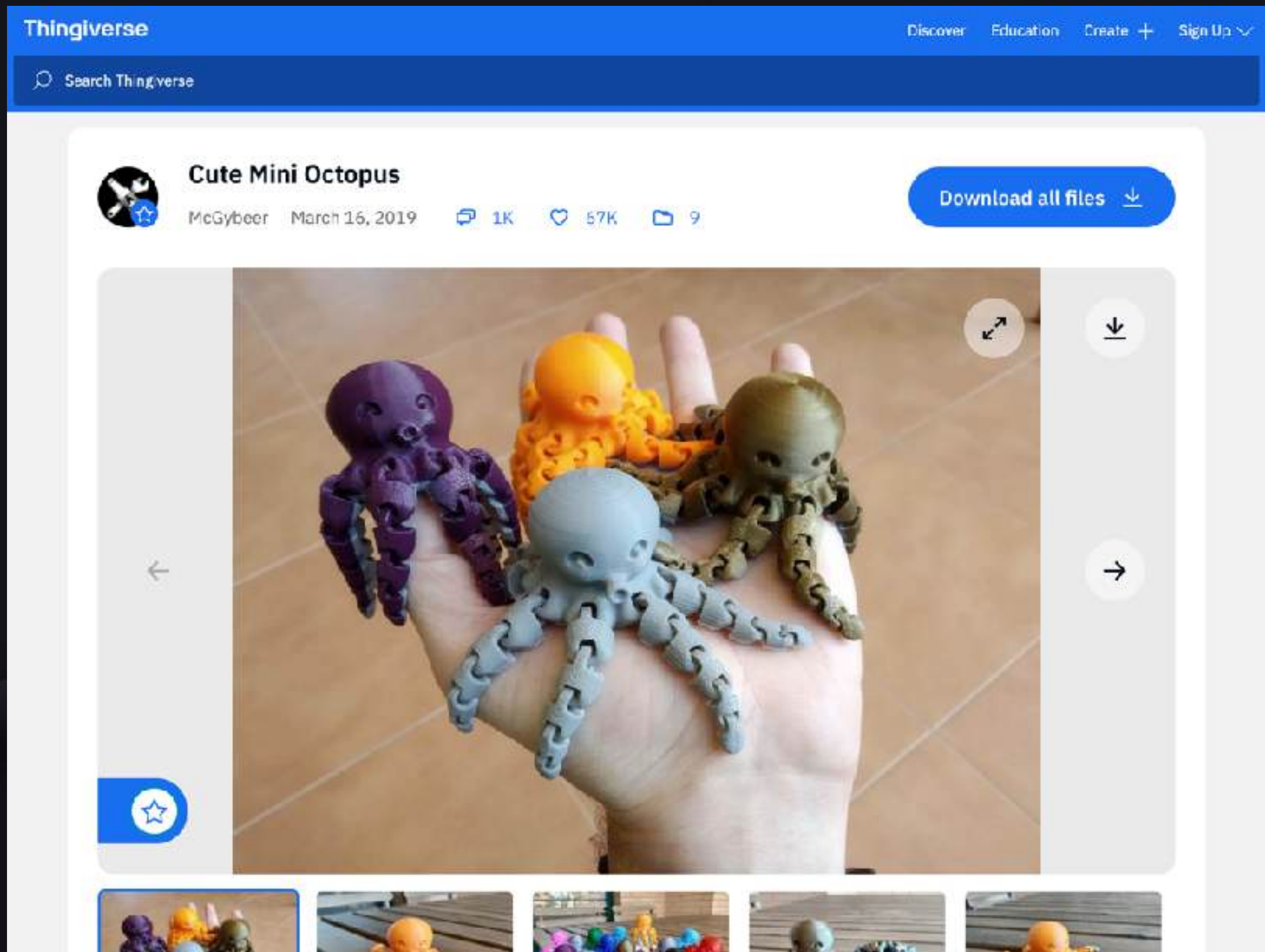


<https://sketchfab.com/features/free-3d-models>

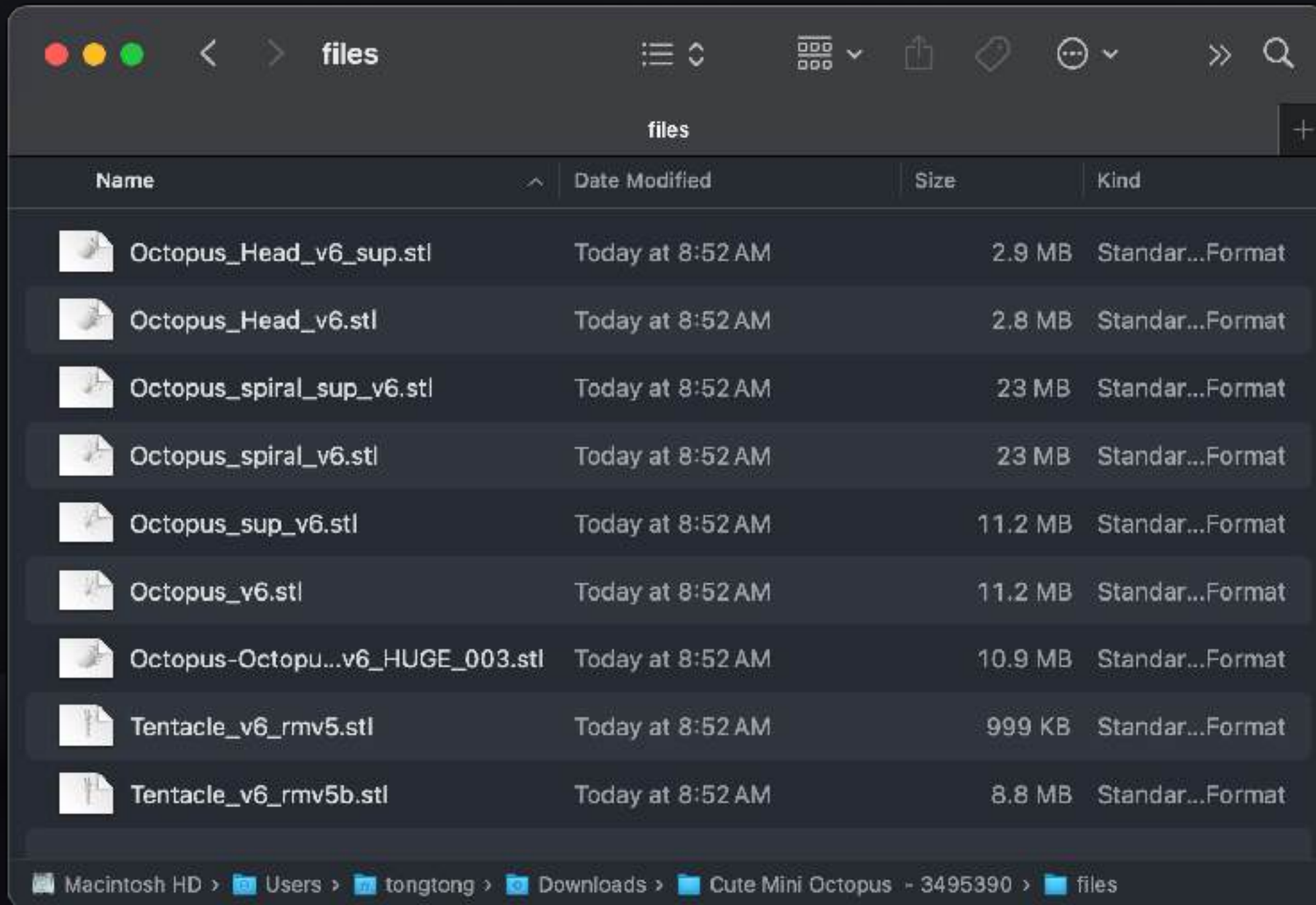


<https://cults3d.com>

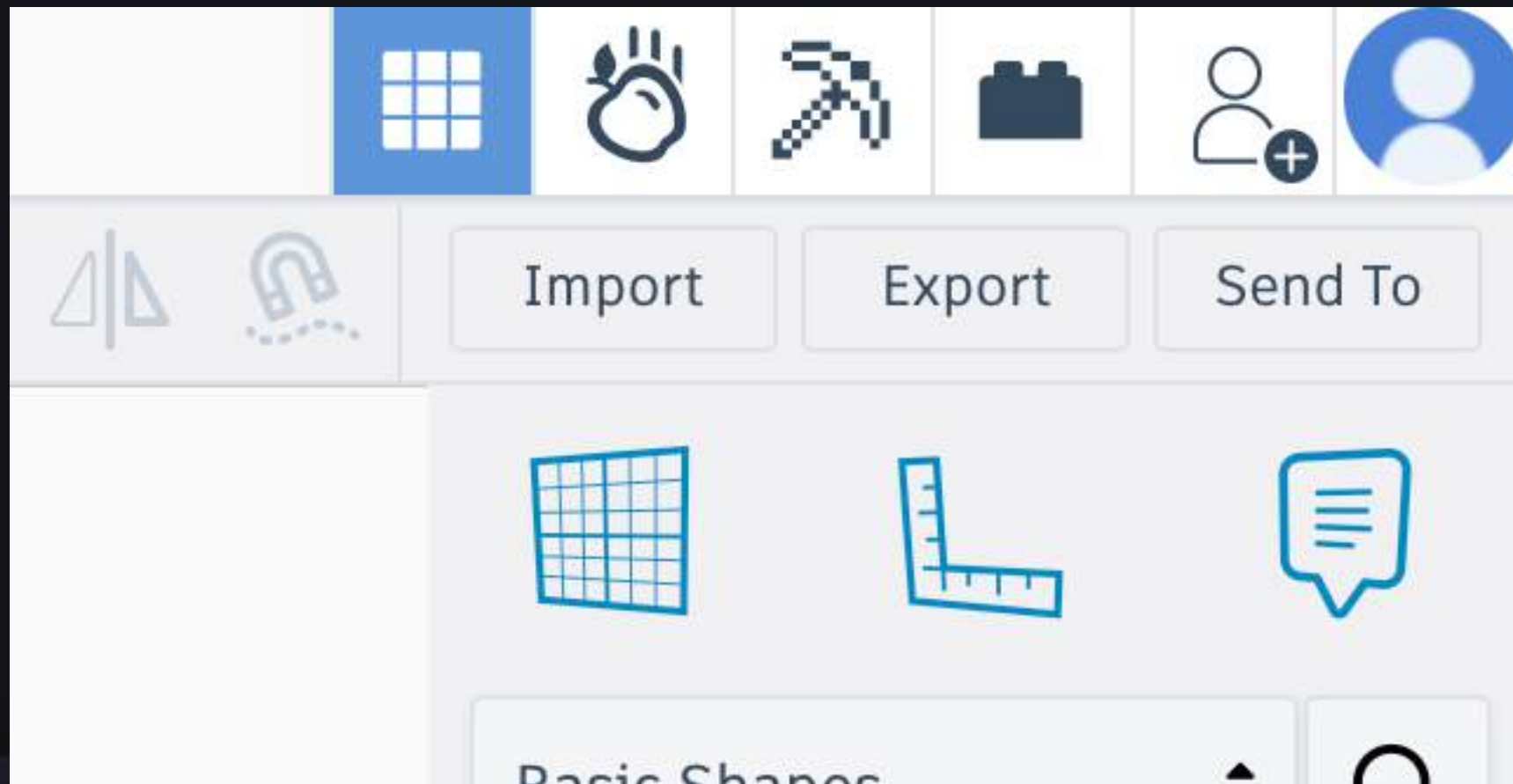
Browse 3D models created by other people



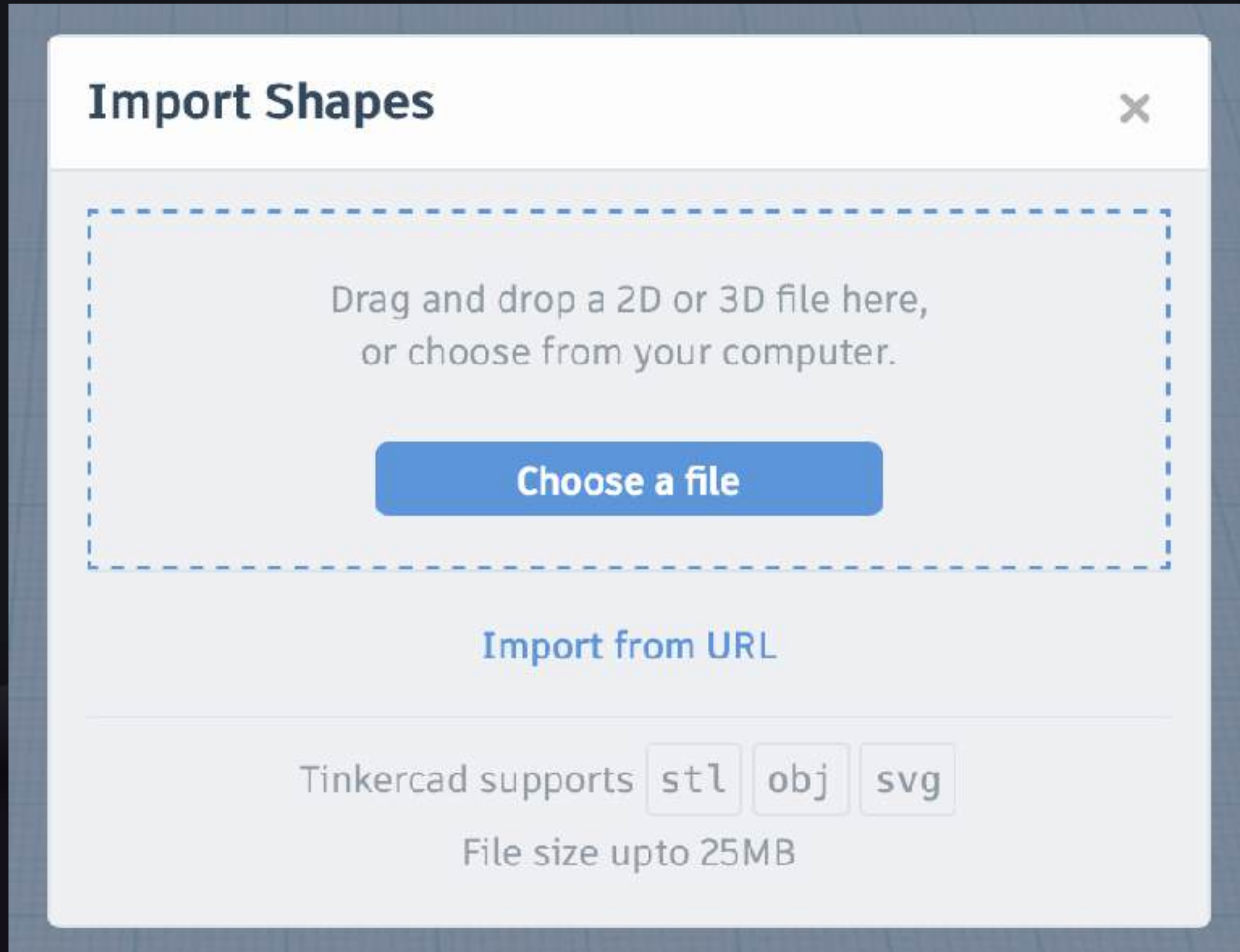
Download files and import to Tinkercad



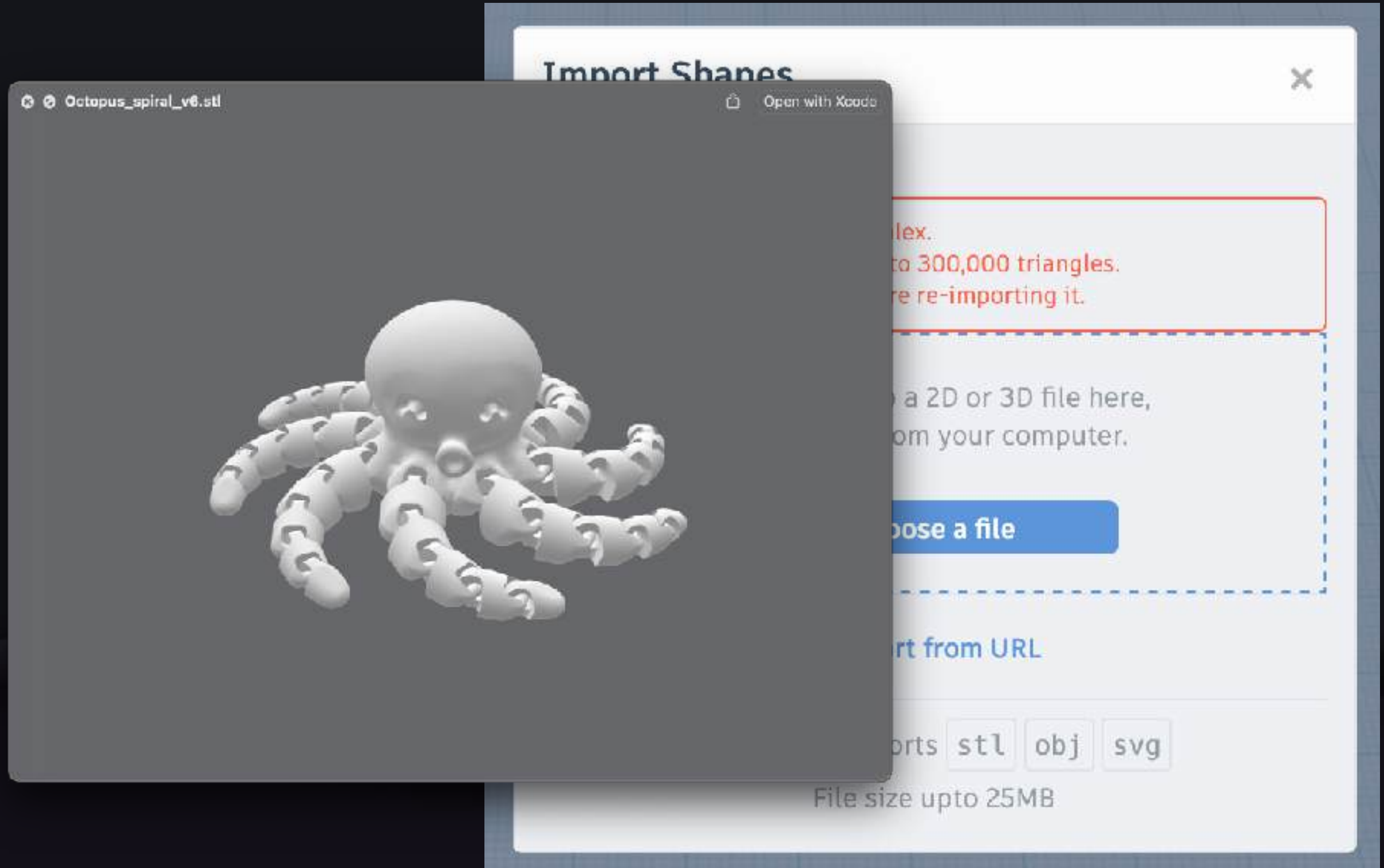
Download files and import to Tinkercad



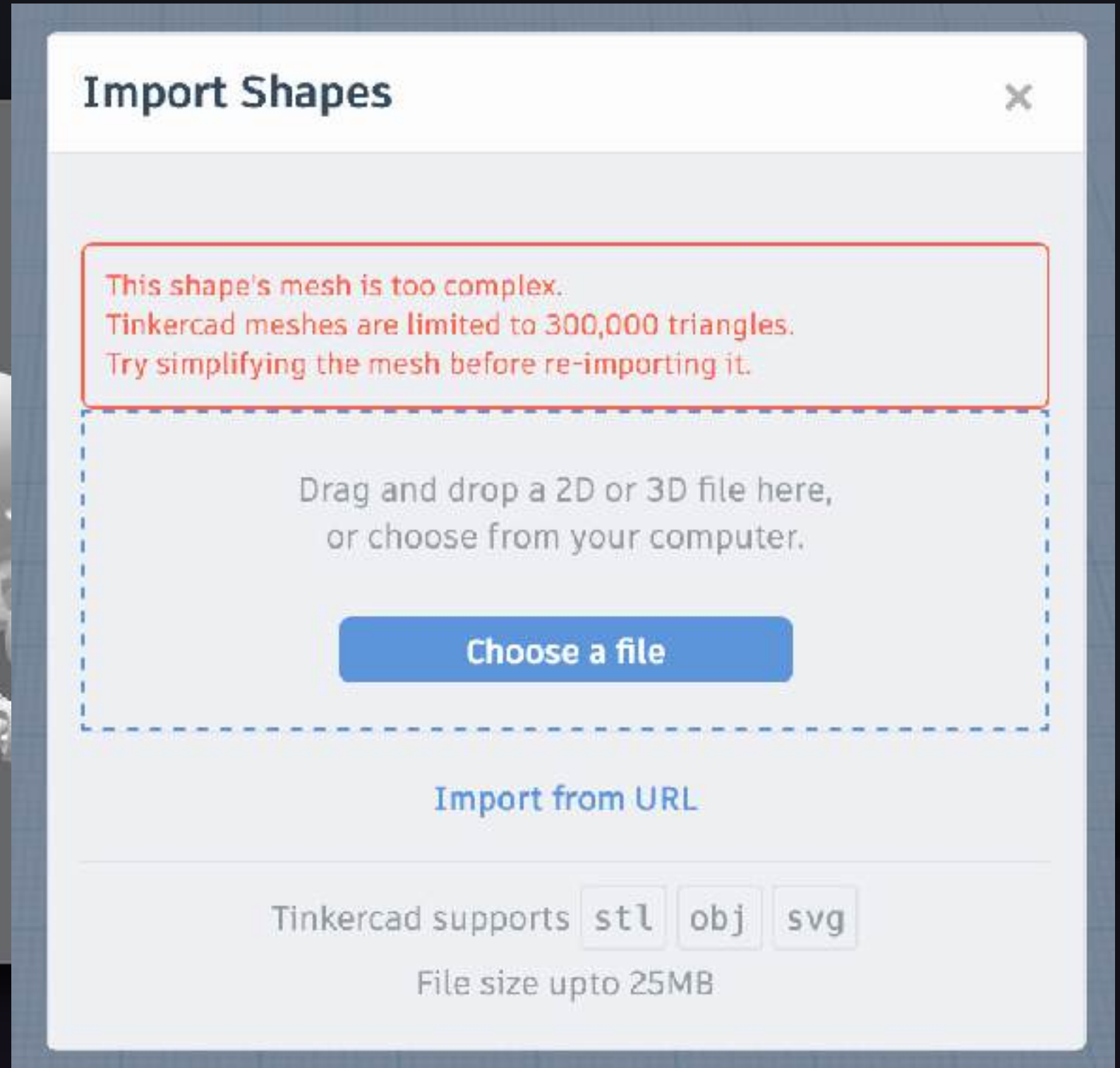
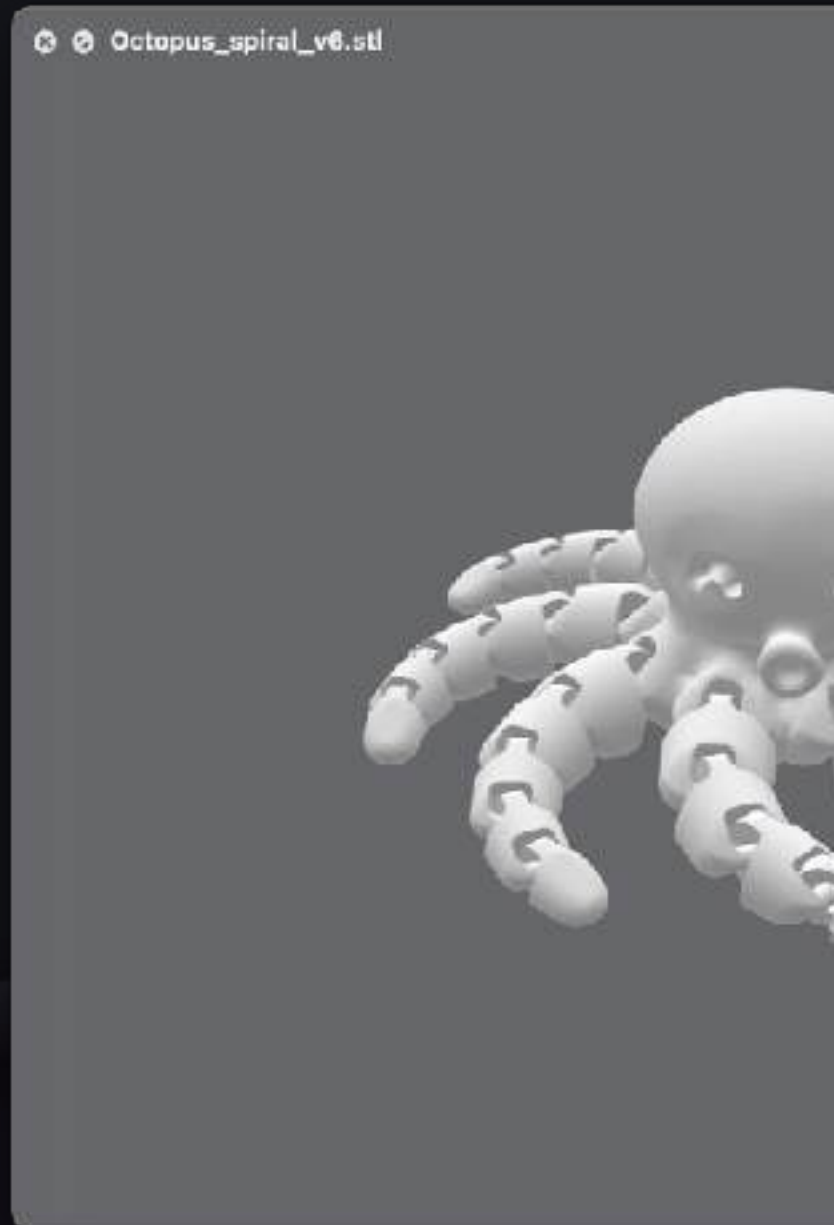
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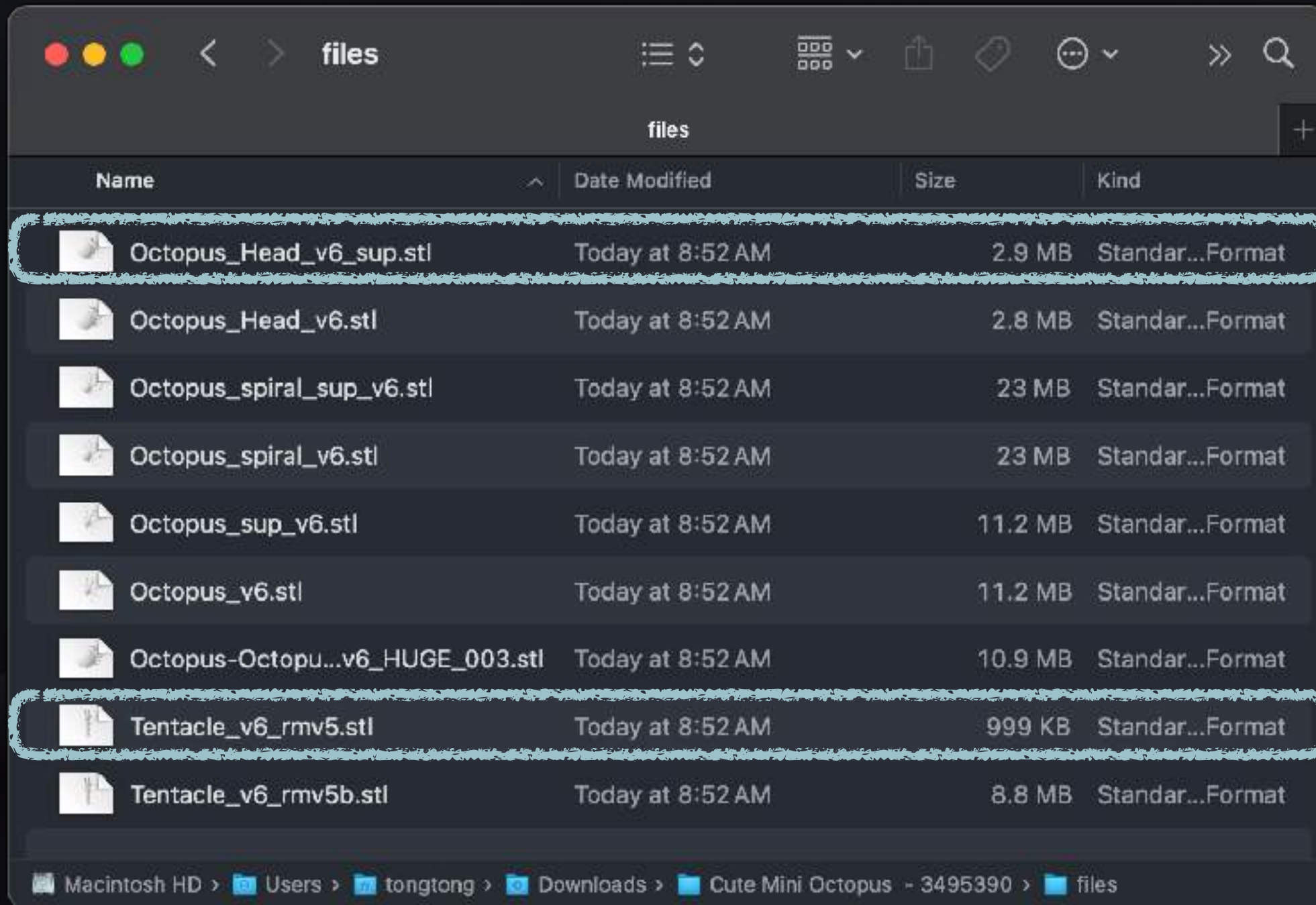
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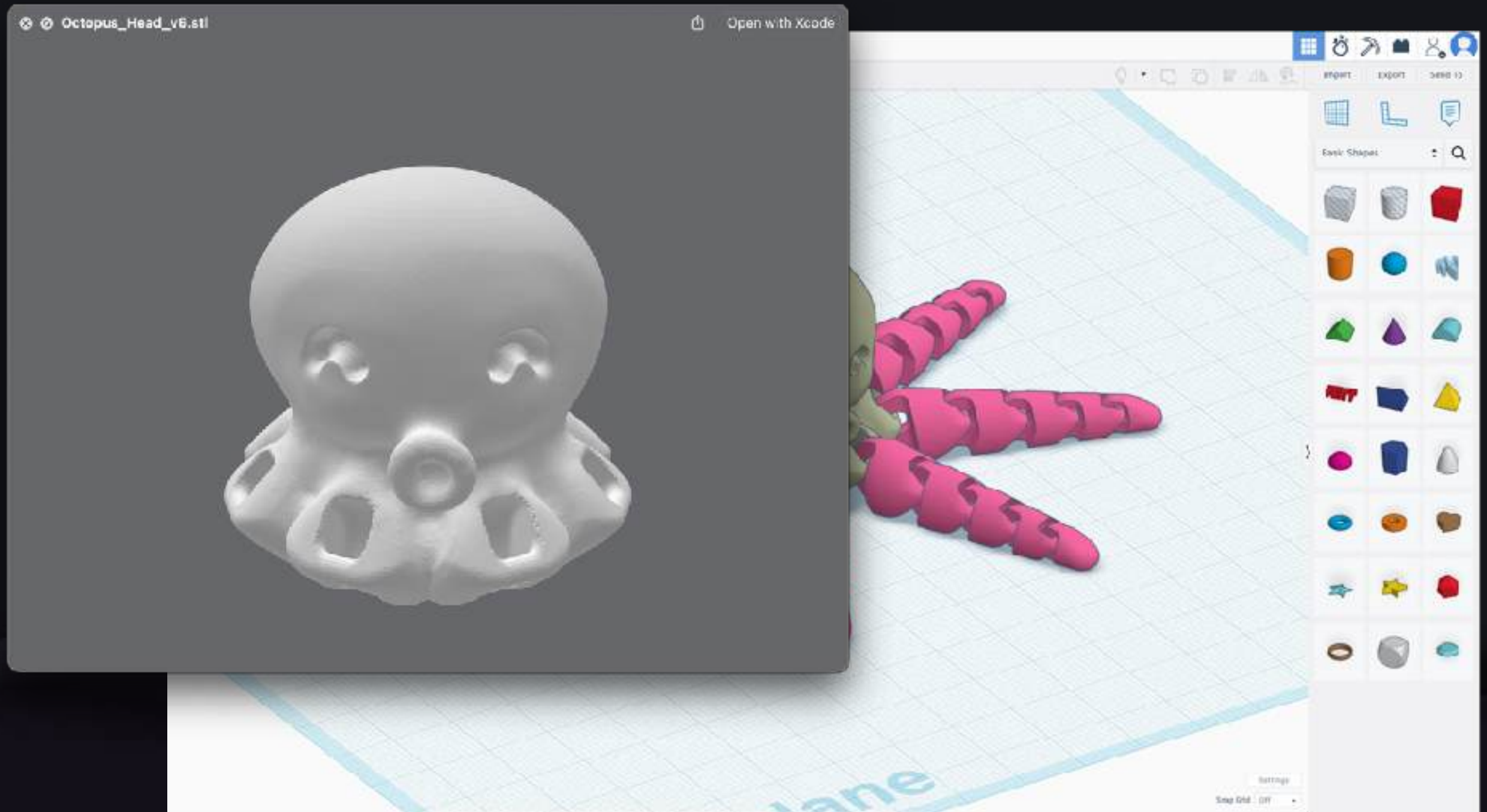
Download files and import to Tinkercad



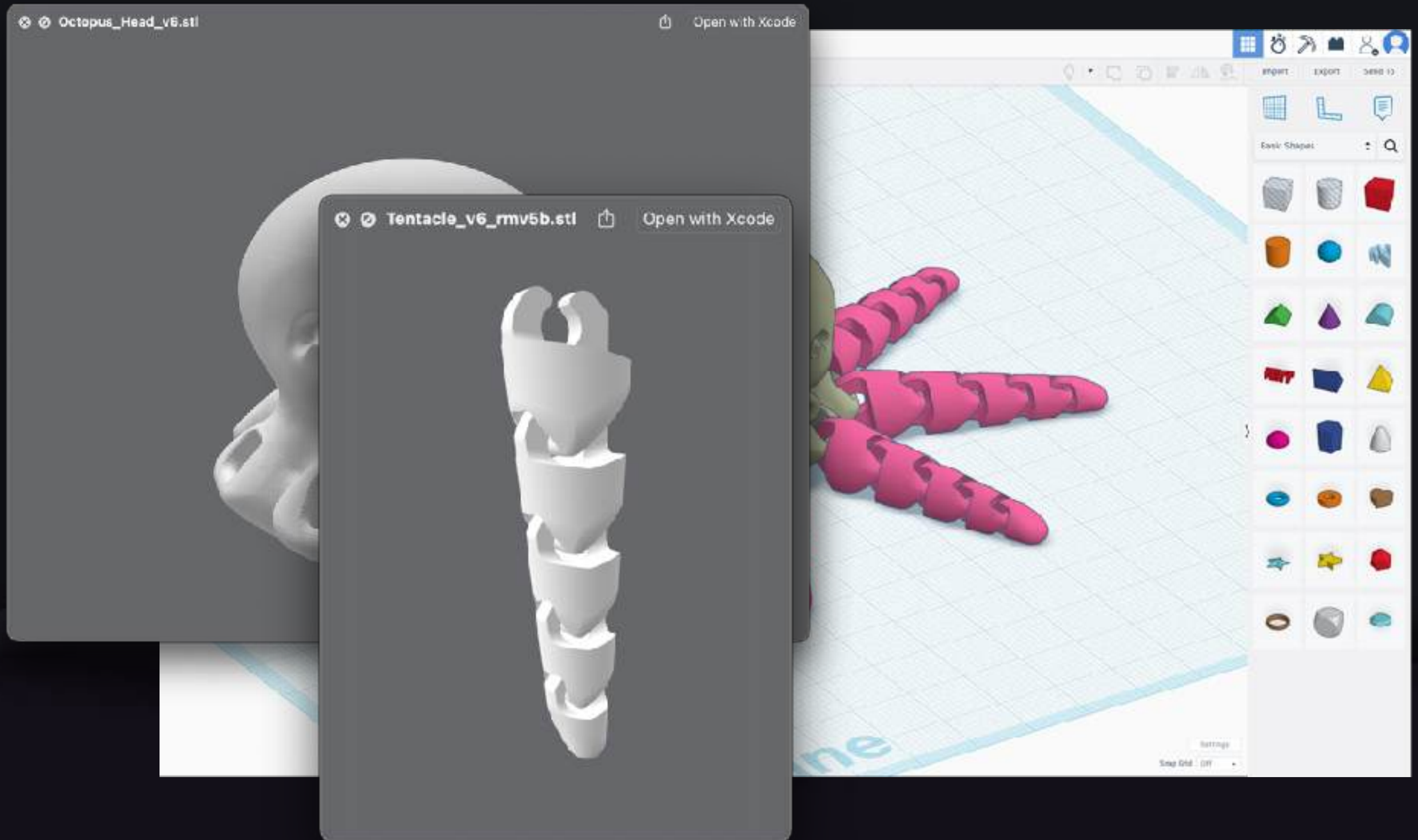
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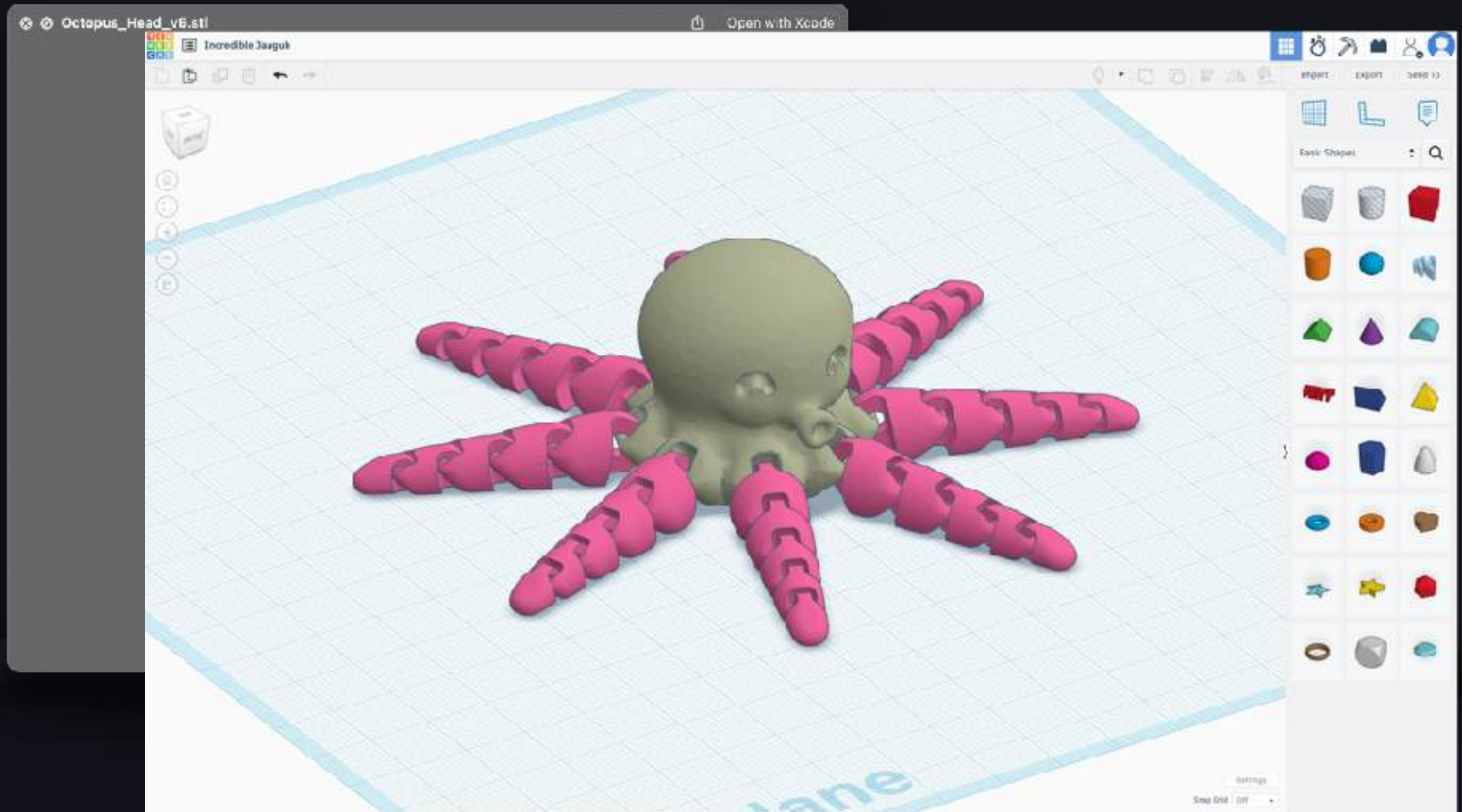
Download files and import to Tinkercad



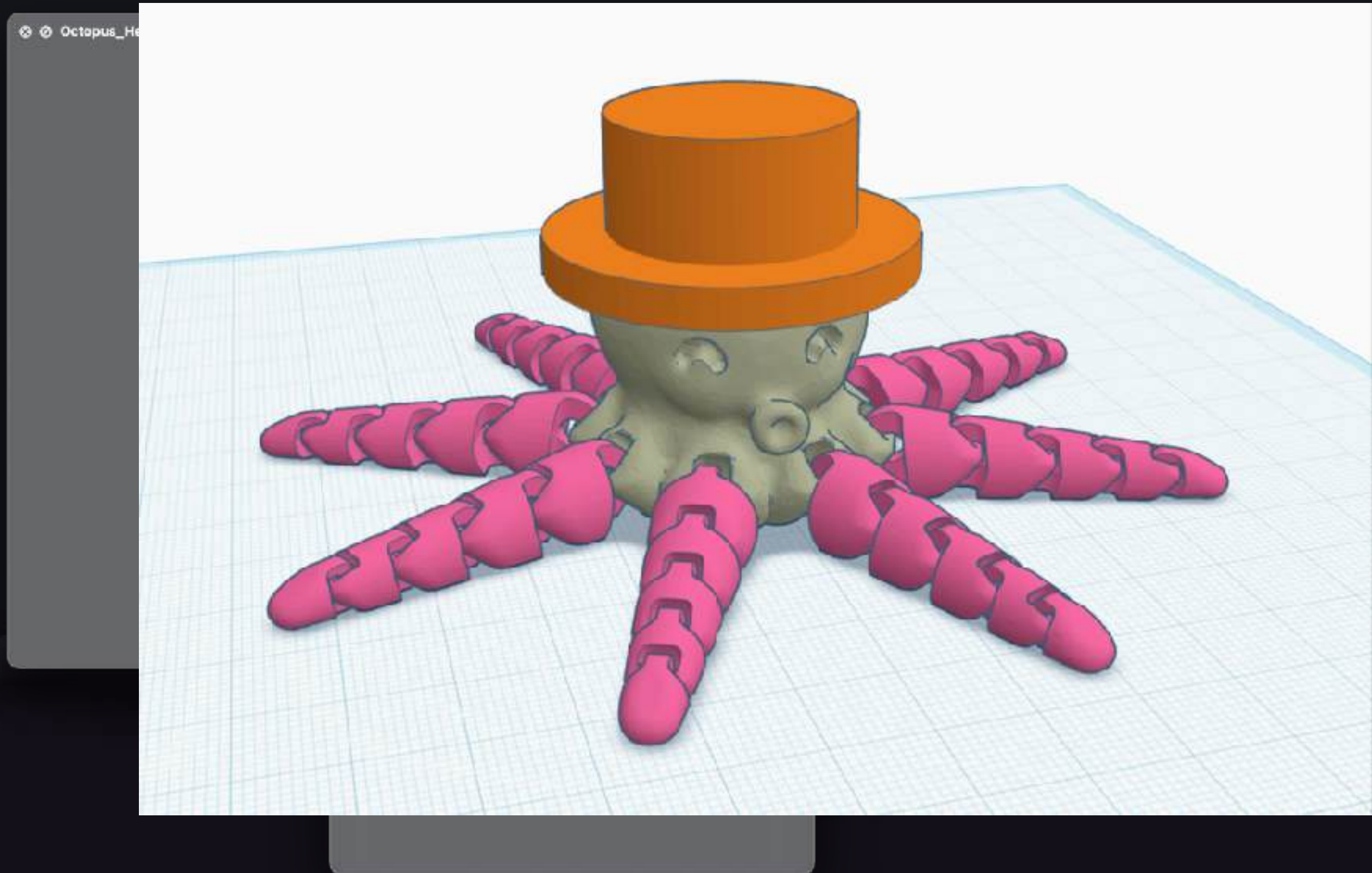
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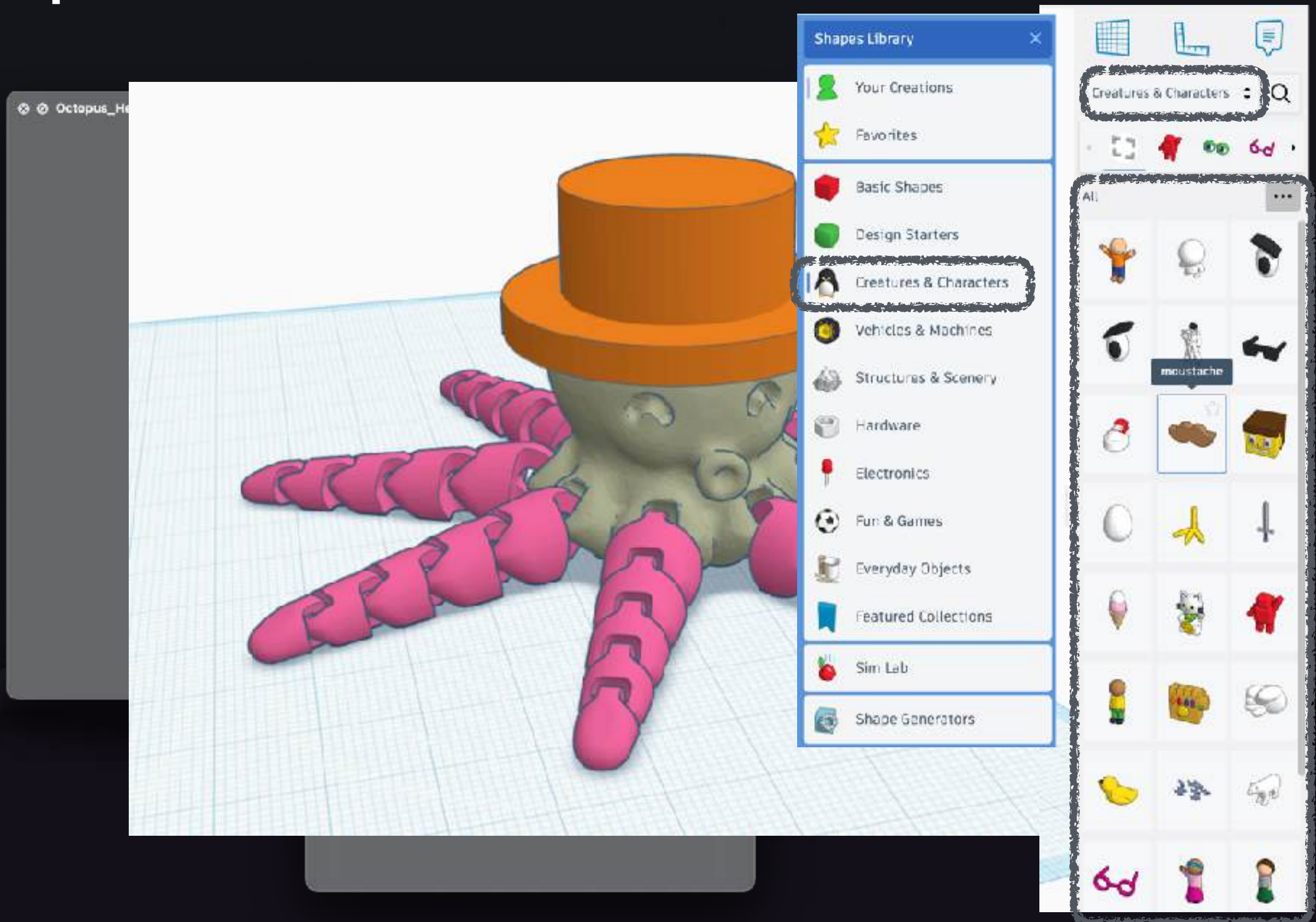
Import to Tinkercad



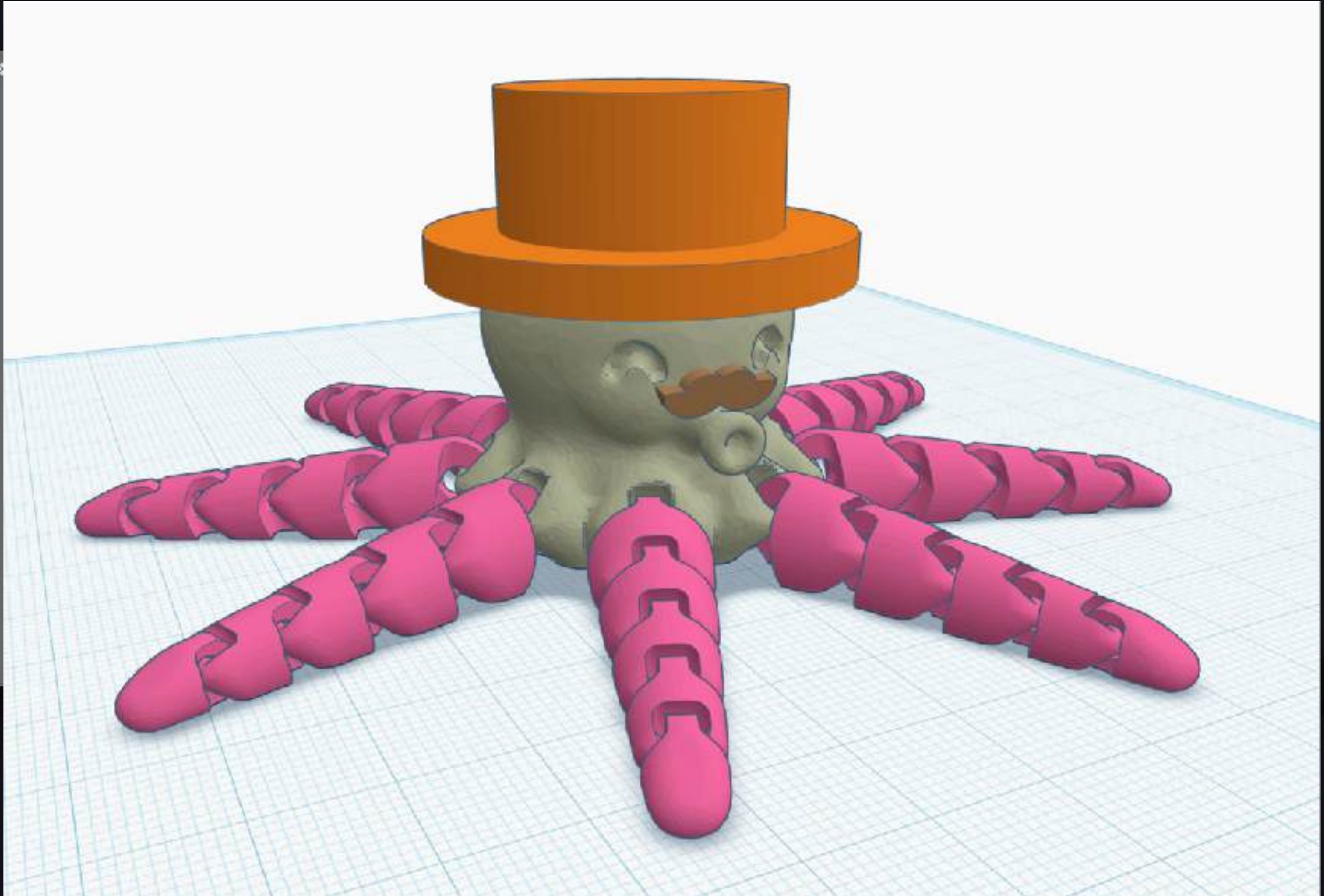
Import to Tinkercad



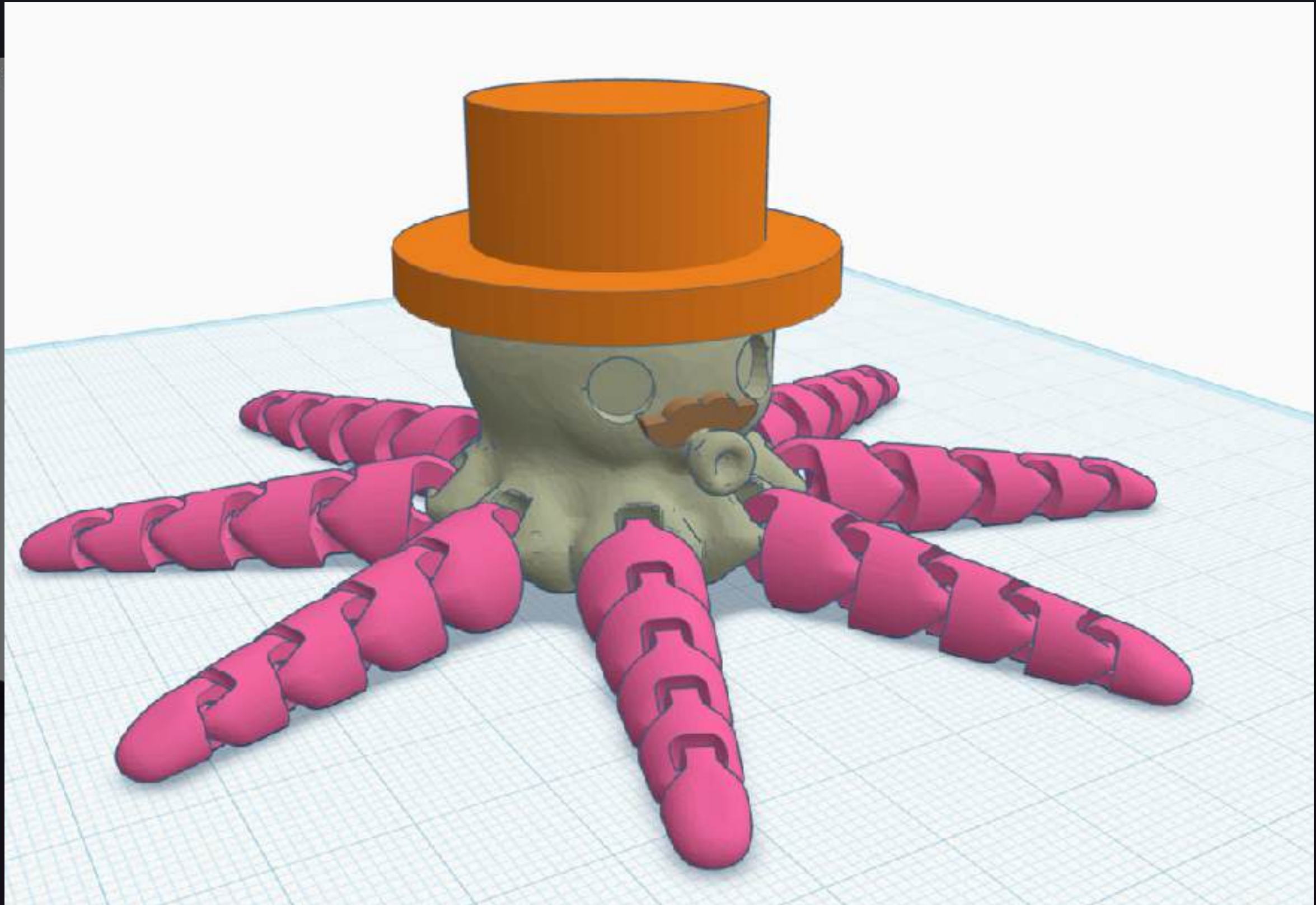
Import to Tinkercad



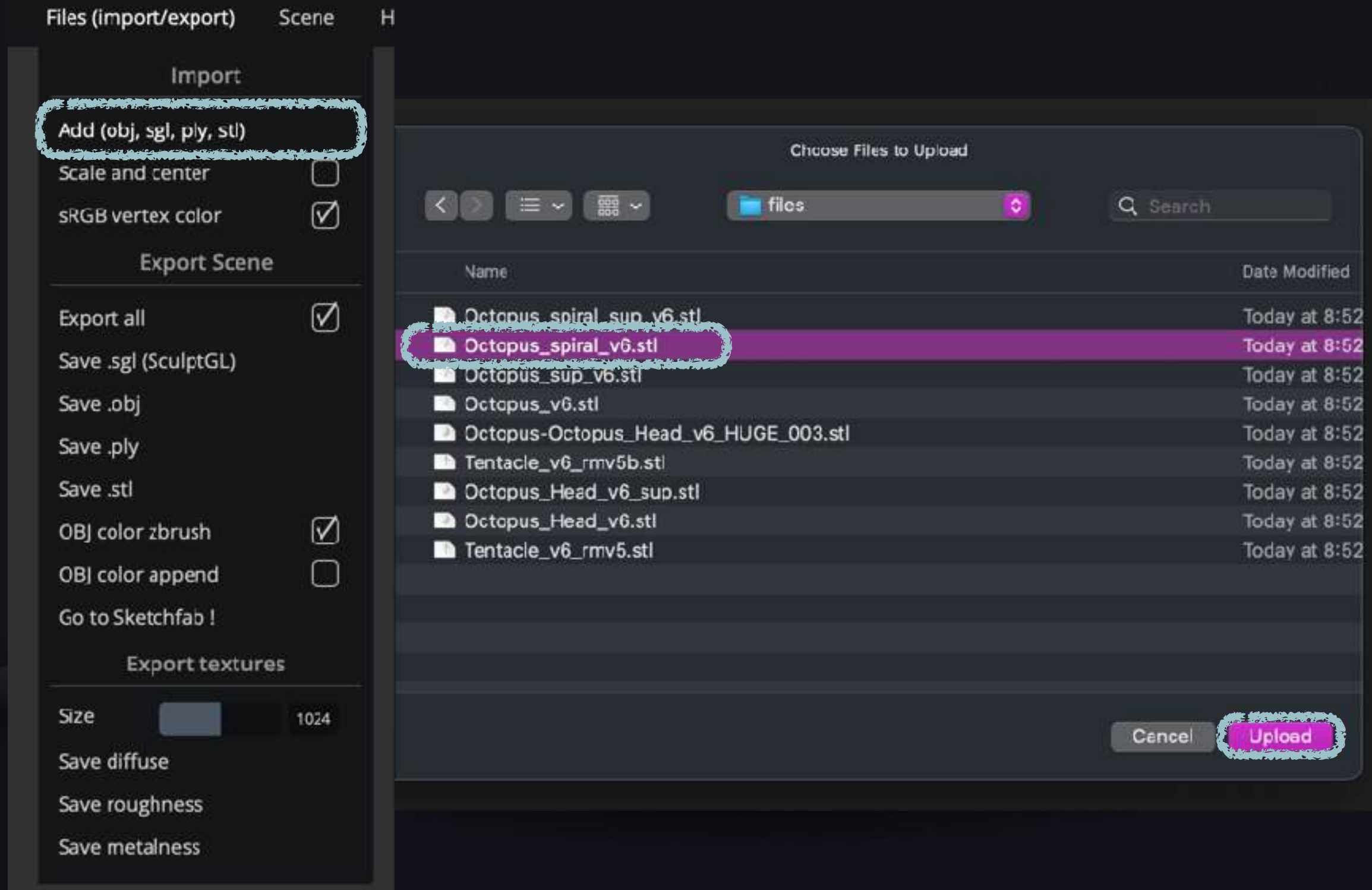
Import to Tinkercad



Import to Tinkercad



Import to SculptGL to edit details



Import to SculptGL to edit details



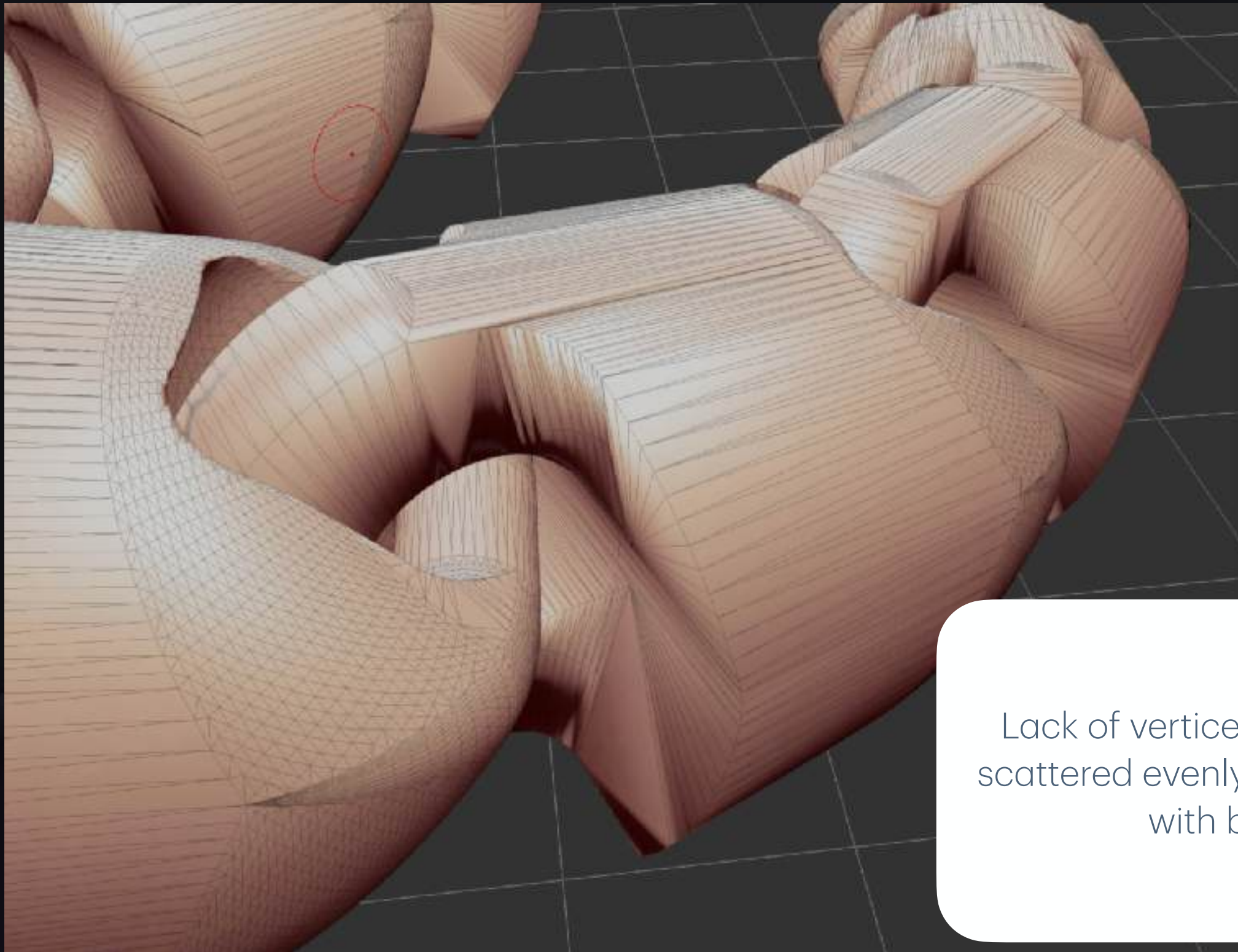
Import to SculptGL to edit details



Import to SculptGL to edit details

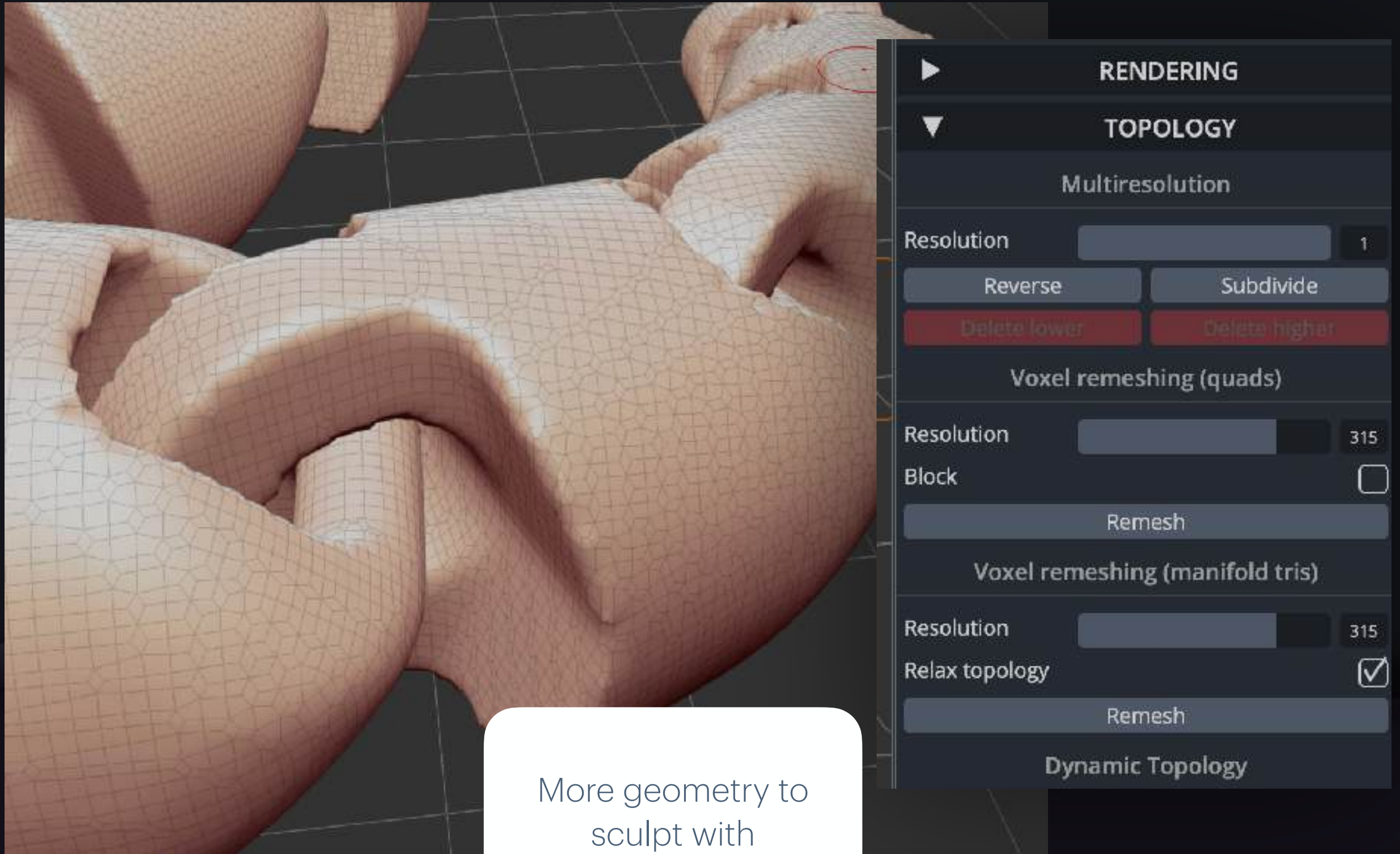


Import to SculptGL to edit details

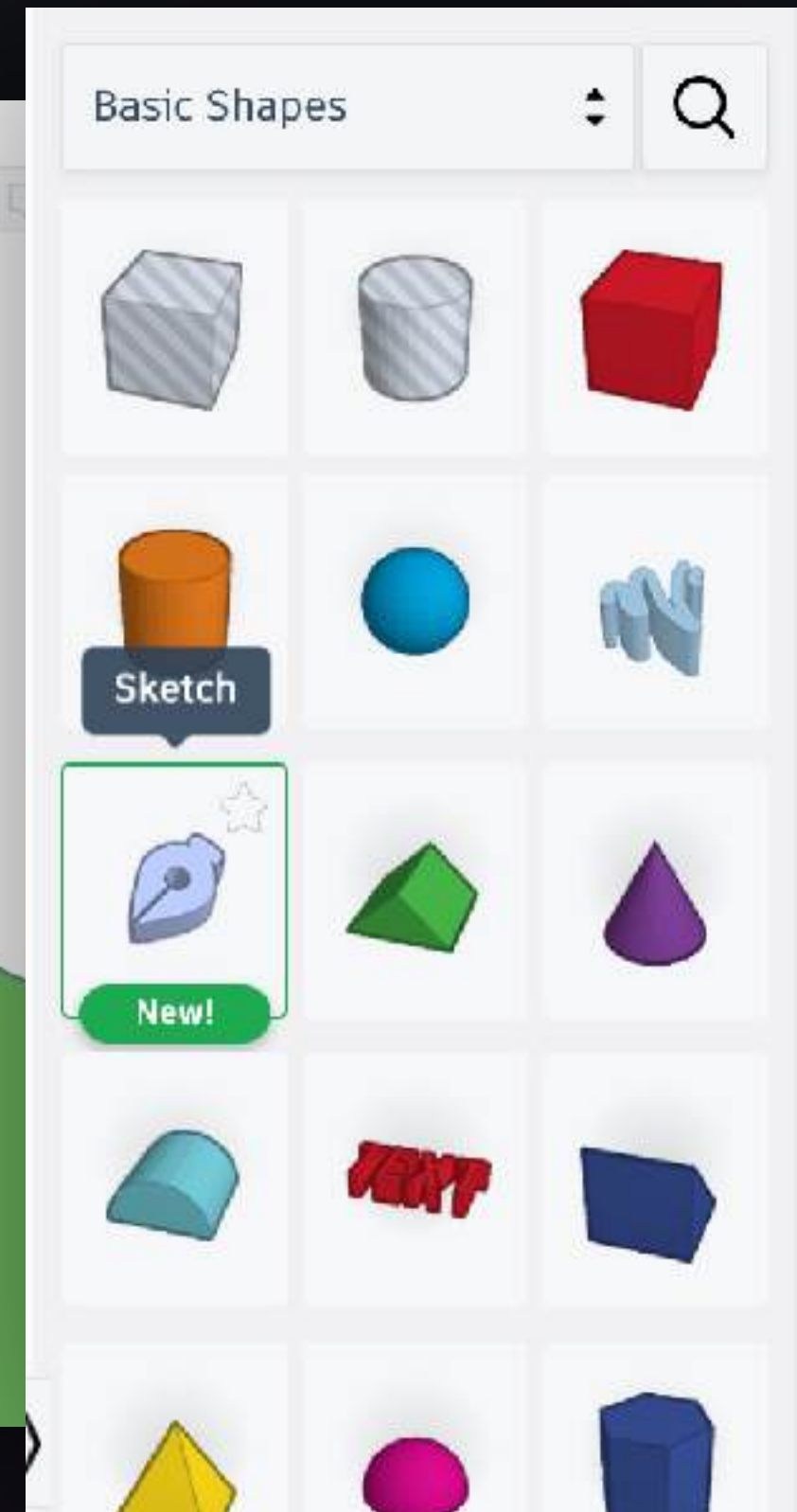
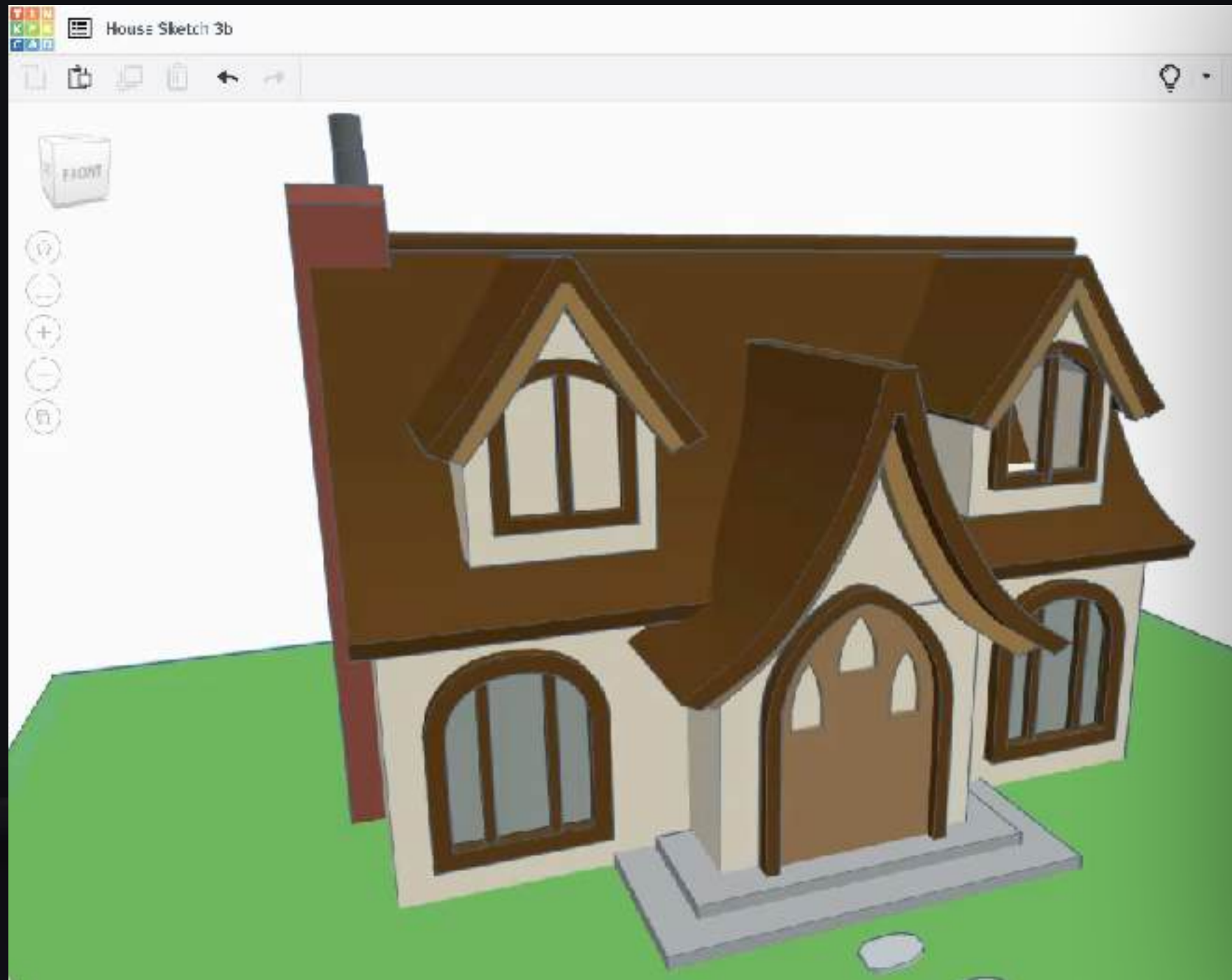


Lack of vertices in mesh, not scattered evenly, hard to sculpt with brush

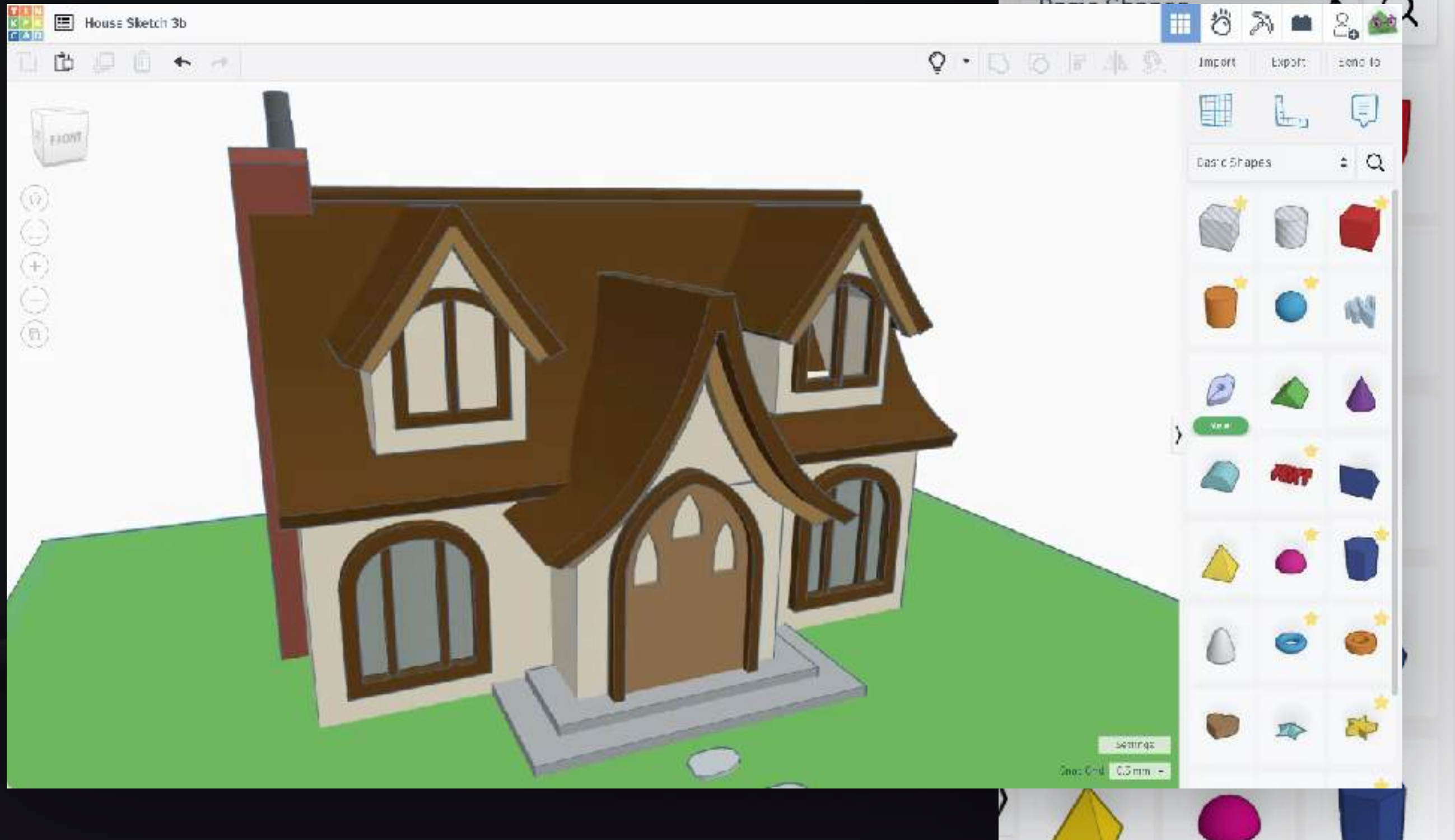
Import to SculptGL to edit details



Tinkercad New Tool



Tinkercad New Tool



What you could do:

- Find 3D models online
- Import into SculptGL or Tinkercad
- Modify the models and export
- You could import it back to another software to modify further
- Try out the new Tinkercad sketch tool

