
Subject: Hi everyone
Posted by [Stanleys](#) on Mon, 06 Aug 2012 08:43:55 GMT
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Hi!

I'm Stanley and I'm new here and I want to know more about 3d designing and to share my knowledge about it also.

Subject: Re: Hi everyone
Posted by [Matthew_Bailey](#) on Mon, 06 Aug 2012 14:36:44 GMT
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You and me both...

Nice to meet you.

I know a little bit about 3D prototyping with CAD-CAM Mills, but I am trying to streamline the operation by including a more purely digital pipeline (my boss, being old-fashioned, and not knowing the technology beyond what he uses, is resisting).

I'm trying to figure out which programs are best to use, and for what.

I currently use AutoCAD pretty well (even as far as learning to use the Render Engine provided).

According to "Autodesk" (although I have discovered they tend to conflate their product's abilities somewhat) CAD is capable of doing almost everything (and more) that Maya, or 3ds Max is capable of doing (yeah, try doing an edge-ring selection in AutoCAD - it isn't nearly as easy as it is in Maya).

What Apps do you use?
