

---

Subject: Hello, new to Shapeways

Posted by [Matthew\\_Bailey](#) on Mon, 06 Aug 2012 14:44:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am new to Shapeways, although I have known about it for a while.

And since I am back in school (at a rather late age - I'll be 50 by the time I get my degrees - two of them), I am trying to incorporate as much 3D design and 3D printing into my studies as I can (hard to do with a Cognitive Science degree, less difficult with the Cybernetics degree - I'm at UCLA).

So, it seemed natural that I join Shapeways and try to get some of the 3D models I have created produced.

If anyone can tell me which Apps are best for Shapeways, and if the models produced here can be used as production masters for white-metal casting... I'd appreciate it.

I currently know AutoCAD pretty well, but have been told there are better Applications for 3D printing.

I have been learning Mudbox and Maya as well, but they seem to be more geared for Video and Film.

I hope the file I attached is visible. It is an example of something I want to produce as a miniature, for gaming.

#### File Attachments

---

1) [Higher Quality Chariot.bmp](#), downloaded 83 times

---