
Subject: Greetz From The Reverend
Posted by [randomblink](#) on Mon, 20 Jul 2009 21:04:35 GMT
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Just figured I'd say hello...

I'm a digital art hobbyist who has been watching the 3D Printing Press over the last 5 years. WAITING for this moment... but sadly, I think I never thought it would come...

I've got several years of Microstation 2D CAD experience and now that I have found Shapeways, I plan on getting into 3D for fun and profit.

I think I'm going to go with an industry standard, Discreet 3DS MAX for my development, I'll start at Lynda.com for my training for now. But I hope to start developing pieces here soon.

I've quite active online, depending on the day and the mood. Feel free to catch me on [twitter.com/randomblink](#) if you are so inclined.

I have NEVER created a 3D model before, but I'm not skeered... I hope to start having fun SOON. If you know where the best place here to learn is? Please point me!!!

Looking to learn, willing to be stupid, and I believe that covers it.

Subject: Re: Greetz From The Reverend
Posted by [Youknowwho4eva](#) on Tue, 21 Jul 2009 12:57:48 GMT
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The easiest 3D learning software I know of is Sketchup. I don't know about all the stuff people say about inverted faces which seems like a hassle when related to shapeways but it will still get you into the third dimension. Then try to move on to blender or truespace. Both free and fairly advanced. I use Keycreator 7 because it's what I have at work and what I know best. 6 years ago it would have been AutoCAD. I haven't had time or the drive to learn blender or truespace, but there are hundreds of free tutorials out there for them.

Subject: Re: Greetz From The Reverend
Posted by [Dalhimar](#) on Fri, 24 Jul 2009 16:55:21 GMT
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Welcome to the community!

As for programs, Sketchup is easy, though not always as flexible as other programs. Personally i like 3D studio Max, Its simple, flexible, and if you have materials to work with, easy to learn
