Subject: I'm just getting started and need all the help and input I can get.
Posted by coollynx on Mon, 28 Jan 2013 17:21:21 GMT
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I'm just getting started and need all the help and input I can get. For now, I first need to get 3D software uploaded. What software works well and is preferably free?Thats all for now.

Subject: Re: I'm just getting started and need all the help and input I can get.
Posted by stonysmith on Mon, 28 Jan 2013 19:16:24 GMT
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http://www.shapeways.com/tutorials/supported-applications

Subject: Re: I'm just getting started and need all the help and input I can get.
Posted by Fredd on Mon, 28 Jan 2013 22:53:07 GMT
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If you have a paint program that can save a black and white jpeg you can begin immediately, well give or take a few minutes
 http://www.shapeways.com/creator/2d_to_3d/
 I like the combo of Blender and GIMP. Gimp for paint capabilities, and svg exports, Blender as a good all around modelling platform with decent export/import setup and several tools that are of great use creating a model for 3D printing .Sketchup I am beginning to admire.

Subject: Re: I'm just getting started and need all the help and input I can get.
Posted by patrickownzya on Mon, 28 Jan 2013 23:22:46 GMT
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Hi Coollynx,

I prefer using Blender 3D, which is open source and free to use. If you get used to the hotkeys you'll be making stuff in no time. It also has lots of tutorials on how to use it.

Subject: Re: I'm just getting started and need all the help and input I can get.

Posted by coollynx on Wed, 30 Jan 2013 02:01:37 GMT
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Ok, thanks for the recommendation. Now where do I find this software and the tutorials?

Subject: Re: I'm just getting started and need all the help and input I can get.
Posted by Tjsolo on Wed, 30 Jan 2013 03:26:30 GMT
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Blender.org
 I use this too, Actually I prefer this to the paid softwares. I think like the others said there are tons of info on it.. Youtube it. the latest version at this point is Blender 2.65 I think. So when you search on youtube be sure to search the type you download.