Subject: Back of Napkin to Model
Posted by McRob on Tue, 19 Feb 2013 02:47:51 GMT
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Okay, I'm sure you've heard this before: I have a dozen "back of a napkin" ideas that I want to prototype in 3D and pitch. How can I get my sketches from the napkin into tangible 3D models? I'm an older dude with pretty good skills, but far from what you would consider a designer or maker. Although I'm proficient with digital audio and visual media, (I'm a filmmaker) I don't use any design software, but could learn.
Please, your input is valuable, please steer me in the right direction.
Thanks, Rob

Subject: Re: Back of Napkin to Model
Posted by stonysmith on Tue, 19 Feb 2013 05:15:00 GMT
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You might start with something simple like Sketchup http://www.sketchup.com/

Subject: Re: Back of Napkin to Model
Posted by AmLachDesigns on Wed, 20 Feb 2013 15:14:41 GMT
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If you learn Blender it also has (was actually designed for) tools to create images/movies/animation which might tie in with your background. Like Sketchup it is also FREE!

I don't know Sketchup and how easy it is to get to grips with: Blender is a little intimidating to begin, but you can soon produce something printable if you persevere.

People produce good models with both packages.

Subject: Re: Back of Napkin to Model
Posted by McRob on Wed, 20 Feb 2013 16:00:26 GMT
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Thanks for these tips. I downloaded Sketchup and am looking at the tutorials. I'll check out Blender too. Other suggestions are welcomed! Thanks - this seems to be a great community.

Subject: Re: Back of Napkin to Model
Posted by Tjsolo on Mon, 25 Feb 2013 19:54:47 GMT
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I haven't really used sketchup before .. But have heard good things. I have used a few different programs, Even tho blender is a free software , with its latest few versions I prefer it to some of the other known... You can now do so much more with blender and getting them modeled and print ready . I agree with AmLachDesigns, its a little intimidating .. but there are tons of tutorials on line. and is well worth the learning process