Subject: Organic modeler needed, Rhino/T-Splines preferred
Posted by Bathsheba on Sat, 09 Mar 2013 09:41:29 GMT
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I need someone to make a lot of simple-ish organic models in Rhinoceros, preferably with T-Splines. The theme is "appendages": tentacles, eyestalks, beaks, antennae, tube-feet, spines, rhinophores.... More soft-bodied than arthropod but there's room for both. The right person to work on this enjoys invertebrate animals.

It's a slightly creative project, I'll give you the template and the ones I've done and say "do 20 like these but different...ok, 20 more". You'll need to be in touch with printability considerations as these must work in different sizes and materials. I don't mind helping with that, if you don't mind learning on the job. If you are able to color the models -- and especially if you can teach me how to do it -- that's a plus.

There's not a huge budget: unless you're super fast or charging the "fun" rate I can't afford a seasoned professional. On the plus side the models won't need detail or texturing, it's more cartoon than realism. This is work for hire, if the project works out you'll have a credit, but I need to own the models.

NB: a mesh modeler such as ZBrush won't work for this project, as dimensions must be precise and surfaces must be smooth, not lumpy or clay-like.

Please reply to b@bathsheba.com. And please don't panic if it takes me a day or two to get back.

Thanks!

File Attachments

1) Capture.JPG, downloaded 203 times

Subject: Re: Organic modeler needed, Rhino/T-Splines preferred
Posted by Ming on Sat, 09 Mar 2013 10:09:46 GMT
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hi ,
i specialised in organic and able to do it using tsplines.
i'm a 3d modeler for over 15 years and have done many modelling for shapeways members
i can model almost anything similarly based on references provided

you may view my works at my website :

http://www.its-ming.com/servicegallery.html
http://www.its-ming.com/2000/html2000/portfolio2005/main.htm l

if interested, please email so that we can discuss the job further .

thanks
ming

Subject: Re: Organic modeler needed, Rhino/T-Splines preferred
Posted by CADNinja on Sat, 09 Mar 2013 12:35:01 GMT
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