Subject: The best 3D app for MAC?
Posted by enrique on Fri, 04 Jun 2010 21:17:24 GMT
View Forum Message <> Reply to Message

Hi! I'd like to create 3D models to print it but I'd like to know whats is the best application for Mac to print and export 3D models to Shapeways.
Thanks!

Subject: Re: The best 3D app for MAC?
Posted by gfaherty3 on Fri, 04 Jun 2010 22:00:20 GMT
View Forum Message <> Reply to Message

Best is a pretty subjective term, it really is more a matter of what you want to do. You can use Maya, C4D, Blender (free btw), Zbrush and Mudbox on Mac. Some maybe more suited for 3d printing than others. I find it easier to create my base mesh in Maya and then sculpt in details in Zbrush and Zbrush has a plug-in that helps to export for digital printing. Mudbox might as well. You can download trials of most software, download them and try them out but be aware that most applications have a pretty steep learning curve. I have been using Maya for over 6 years and am only just starting to feel like i really know it. Zbrush for over 2 years and I still don't know it as well as I would like.
good luck

Subject: Re: The best 3D app for MAC?
Posted by Mid7night on Wed, 21 Jul 2010 20:17:49 GMT
View Forum Message <> Reply to Message

I prefer to use AC3D, but I tend to do more mechanical things, less organic. Blender is also good, but much harder to learn.

A GREAT FREE sculpting program is SCULPTRIS. I just learned about it a few weeks ago, and it's awesome! And it's free! Check out sculptris.com