
Subject: Hello

Posted by [tessman](#) on Wed, 20 Jul 2011 20:32:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi! I just discovered SW recently. I've been designing games for many years now (but haven't really tried selling any yet). I have several abstract game designs that I'd like to make custom parts for. I'd particularly like to use the flexibility of WSF for some snapping/unsnapping parts, if it turns out to be feasible. The only 3D program I've used is POVRay, but I'm starting to learn Blender. I have made a preliminary estimate that my first design may cost around \$60-\$70 for the whole game, but I'll have to see as things progress. I'll post my preliminary models when I get them together.

Nice to be here!

Larry

Subject: Re: Hello

Posted by [ana](#) on Wed, 20 Jul 2011 20:43:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Larry, welcome!

So the orders you placed were in WSF, right? I'm looking forward to seeing your photos when you receive the models in the mail.

Subject: Re: Hello

Posted by [tessman](#) on Thu, 21 Jul 2011 02:38:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Ana,

I just have the design on paper and in my head right now. I still have to create the models (no brain to print interface yet?), and then I'll order the WSF.

Cheers,

Larry

Subject: Re: Hello
Posted by [ana](#) on Thu, 21 Jul 2011 21:47:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:no brain to print interface yet?

All in good time

Subject: Re: Hello
Posted by [BAROBA](#) on Tue, 26 Jul 2011 22:00:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can ask a pro like me for a quote via PM.
Saves you a lot of time and trouble and gets your product to market or your livingroom years faster.

Cheers,
Rob

Subject: Re: Hello
Posted by [tessman](#) on Sun, 14 Aug 2011 17:53:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks, Rob, I'll keep you in mind. It looks like OpenSCAD will work for me, at least for now (it's an easy transition from POV-Ray, as it involves combining basic solids).

Larry
