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Subject: Hello World

Posted by [David81](#) on Sun, 31 Jul 2011 19:01:27 GMT

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Just thought I would say hi. I have been a long time 3d modeler for mostly the video game modification scene in the past. I have been trying to get back into 3d after a long hibernation, and stumbled across this site.

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Subject: Re: Hello World

Posted by [Youknowwho4eva](#) on Wed, 03 Aug 2011 17:11:39 GMT

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Welcome, you must be a programmer. I believe every instruction book on programming starts with a Hello World program lol. The transition from games to printing can be tough, as games and the software used to make them don't require a closed mesh. But if you have any troubles, we have a very helpful community that will get you up and running.

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Subject: Re: Hello World

Posted by [David81](#) on Thu, 04 Aug 2011 13:52:45 GMT

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I messed around with C back in the day, I think the 'Hello World' was the only thing I could get to work!

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