Subject: Hello and some advice needed
Posted by BorisKarloff on Sun, 04 Sep 2011 21:46:46 GMT
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Hello
I am new to shapeways and computer modelling. So I was wondering what software would people recommend that is free. Have browsed through the forums and Blender seems to be quite popular as a free one.
I am planning to have a go at making vehicles and star ships if that has a bearing on what software I should use.

Thanks

BK

Subject: Re: Hello and some advice needed
Posted by ana_xyz on Wed, 07 Sep 2011 21:07:50 GMT
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Welcome, Boris!

I'd recommend Google SketchUp in this situation. It's not the most refined, or the most flexible software, but it's free and is one of the most accessible to beginners.

Subject: Re: Hello and some advice needed
Posted by Youknowwho4eva on Thu, 08 Sep 2011 13:25:50 GMT
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I've also see lots of praise for Autodesk 123D. And if you want to go advanced, there is Blender, Sculptris, and many others.

Subject: Re: Hello and some advice needed
Posted by BorisKarloff on Sat, 10 Sep 2011 10:47:18 GMT

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Thanks for all the suggestions I have currently downloaded blender and am working my way through that using their on-line guide.

Have made a list of the other suggestions and will work my way through the others. If I dont get to grips with blender.