Subject: Hello everyone!
Posted by figurebang on Mon, 26 Dec 2011 18:53:43 GMT
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Hi, my name is Grant and I live in the SF Bay Area. I'm a cartoonist, animator, and 3D artist and I love toys and sculptures so with the help of Shapeways and you all in the 3D printing community I plan on making lots of crazy things!

Subject: Re: Hello everyone!
Posted by Youknowwho4eva on Tue, 27 Dec 2011 13:55:06 GMT
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Welcome Grant! What software will you be using for your cartoons and sculptures?

Subject: Re: Hello everyone!
Posted by figurebang on Tue, 27 Dec 2011 16:28:12 GMT
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Always start with pencil and paper, then for animating I will use Plastic Animation Paper (download for free!) and a Wacom tablet. For 3D modelling, I use Lightwave with the occasional light dusting of Zbrush.

Subject: Re: Hello everyone!
Posted by Youknowwho4eva on Tue, 27 Dec 2011 16:31:32 GMT
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I meant for 3D stuff , although you can scan your paper for image popper. I've been playing with sculptris the last week (owned by the makers of zbrush) And loving it so far.

Subject: Re: Hello everyone!
Posted by figurebang on Tue, 27 Dec 2011 16:34:26 GMT
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I'll check it out!

Subject: Re: Hello everyone!
Posted by Youknowwho4eva on Tue, 27 Dec 2011 17:02:09 GMT
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Just so happens I made this today http://www.shapeways.com/forum/index.php?t=msg&goto=4080 8&#msg_40808 in case you need any help.

Subject: Re: Hello everyone!
Posted by figurebang on Tue, 27 Dec 2011 17:07:03 GMT
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Thanks! That looks great (I'll try it out on a model I want to print in full color sandstone!)