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Subject: hi folks

Posted by [kurahee](#) on Sat, 28 Jan 2012 09:35:00 GMT

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Hi all,

Looking forward to working and creating out here, and getting advice and guidance from the members here. I've seen some amazing structures which inspired me to join. I just hope I can add a bit of value to the site.

Cheers!

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Subject: Re: hi folks

Posted by [Youknowwho4eva](#) on Mon, 30 Jan 2012 14:10:54 GMT

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Welcome, tell us more about you. Where are you from? What software do you intend on using? all that good stuff.

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Subject: Re: hi folks

Posted by [kurahee](#) on Tue, 31 Jan 2012 04:13:49 GMT

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I'm here to learn right now, so I can't answer your questions on software, etc. I will try the software shapeways offers, but I'm curious to see what others do with other software packages.

I am a n00b for sure, but I stumbled onto this site by accident and had a hard time moving away from it.

I have a degree in mathematics, so I'm interested in the minimal designs. I'm also interested in the puzzles,

Perhaps someone could take pity on me and tell me a good place to start. I've seen CAD mentioned a couple of times as a tool, should that be the one I focus on learning?

Cheers, and look forward to getting to know many of you, and learning from all of you.

kurahee

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Subject: Re: hi folks

Posted by [Youknowwho4eva](#) on Tue, 31 Jan 2012 14:02:52 GMT

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Any software that you use for Shapeways would be considered CAD. It used to be CADD or Computer Aided Drafting and Design, but is now just Computer Aided Design as drafting often isn't needed any more (such as with Shapeways). A good place to start with software is here [http://www.shapeways.com/forum/index.php?t=thread&frm\\_id=87](http://www.shapeways.com/forum/index.php?t=thread&frm_id=87) as which software has been discussed a thousand times over. You just have to find one that you are willing to learn. Some are easy to pick up and make a usable model. Others are much more complicated but with more complication comes more amazing results.

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Subject: Re: hi folks

Posted by [JACANT](#) on Tue, 31 Jan 2012 20:35:40 GMT

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Wellcome

Seeing you are a real noob but a math genius you may like to start with this site, <http://k3dsurf.sourceforge.net/> for a bit of fun, you can export what you create as an .obj file, but be warned they have no 'thickness'. You will have to import it into the likes of <http://www.blender.org/> to give it substance so you can upload it to Shapeways as an .stl. I would also suggest trying <http://sketchup.google.com/> there are a lot of Utube tutorials about.

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Subject: Re: hi folks

Posted by [kurahee](#) on Tue, 28 Feb 2012 03:50:19 GMT

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I do have one question for everyone before get started....

Let's say I want to make a plastic bezel for a car, and lets say I have an old part to use as a guide.

1) could I take that part and make a perfect replica? I'd also like to make it in chrome, or cover it with chrome. Would I have to design the piece in CAD and load it in first?

I hope this is clear. Long day today, and I'm not sure this will be coherent.

PS, I am NOT a math genius. I am not even a math geek.

I DID major in math, and I have an advanced degree, but don't let that fool you.

Thanks!

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Subject: Re: hi folks

Posted by [JACANT](#) on Tue, 28 Feb 2012 20:06:57 GMT

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Try this <http://www.123dapp.com/catch> and search Google for 'metallizing' for a chrome finish on plastic.

All models in Shapeways have been designed in one way or another by Cad.

It may help you if you look at these links.

<http://www.shapeways.com/tutorials/>

[http://www.shapeways.com/about/how\\_does\\_it\\_work](http://www.shapeways.com/about/how_does_it_work)

<http://www.shapeways.com/tutorials/supported-applications>

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