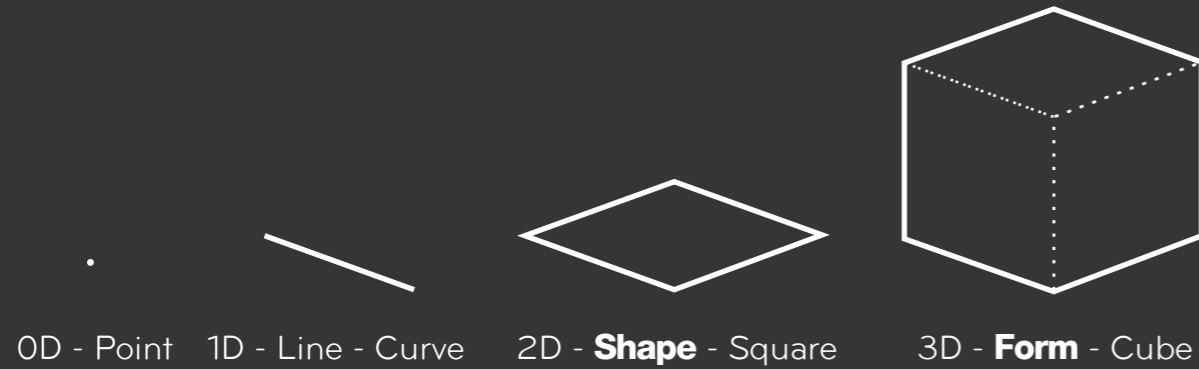


Top Five Skills to Master when 3D Modeling

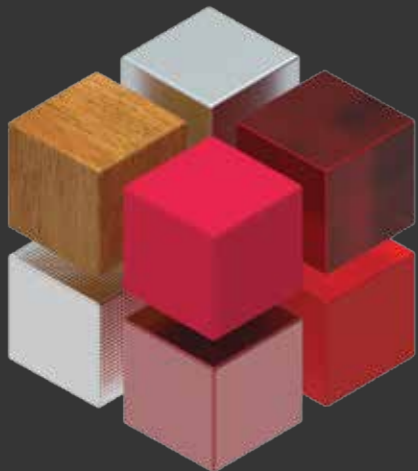


Understand “**Shape**” vs. “**Form**”.



Remember that “shape” refers to a 2D representation while “form” represents a 3D version of the concept. This is important when communicating ideas as it changes the context of your message an entire dimension!

Accurately represent materials.

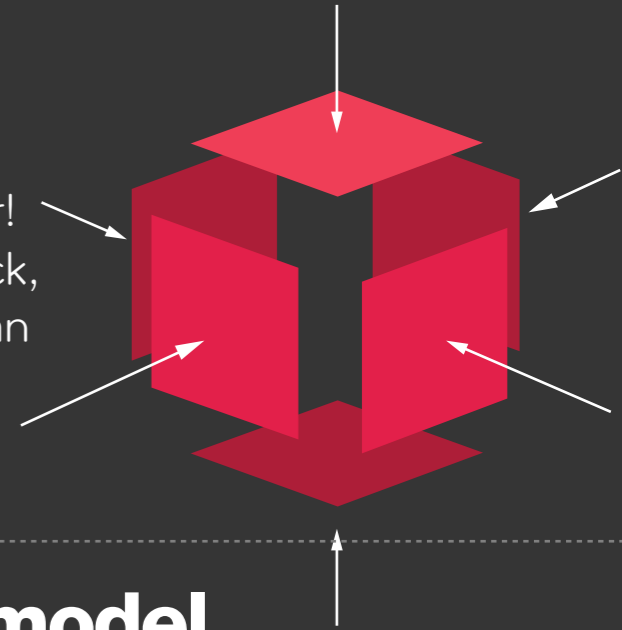


The more accurately you can render your concept, the better of an understanding you’ll have how certain materials relate to one another.

KeyShot is a great tool to quickly apply materials as well as modify them to your specific needs.

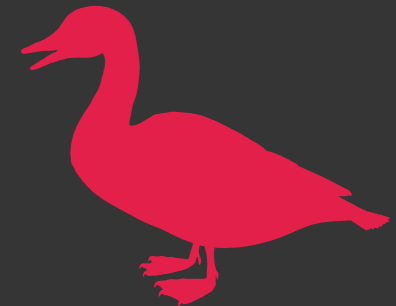
Draw from **all angles**.

It’s great that you can draw that cool car! Can you draw it from the top, front, back, and side? The more information you can provide yourself, the better your 3D models will turn out.



Critically **assess the model** for clear communication.

Learn to critically assess whether the model you’re creating is faithfully representing the idea and if it is still a good concept. The quicker you can kill a bad idea, the better.



Elephant

Understand **the context** of why you are modeling.

Have a solid understanding of the context of the model. Is it for rendering, 3D printing, or production? It will inform your work flow and software choices!

