



Preparing sculpts for 3d printing

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Preparing sculpts for 3d printing: In this tutorial, I'll guide you through the steps of preparing digital sculptures for 3D printing. The focus will be on efficiently dividing the figure into keyable parts, considering crucial factors such as achieving a flawless print and facilitating the painting process.

I'll explore various workflows for preparing 3D files suitable for prototypes and production. The tutorial will delve into workflow distinctions tailored for different materials, including resin, vinyl, and PVC.

The initial phase thoroughly analyzes the figure slated for splitting and 3D printing preparation. The content is presented across 23 user-friendly videos, ranging from 5 to 20 minutes. Notably, all videos are recorded in real-time without any sped-up segments. The transparency extends to the tools and methods demonstrated.

While ZBrush is the software used in this course, the techniques shared apply to any digital sculpting software you are comfortable with. The course provides a comprehensive workflow for obtaining optimal parts for your figures and toys.

Key topics covered in the 3D printing preparation course include:

- Dynamesh
- Subtools
- Merging Subtools
- Append
- Subtool Master
- Live Boolean
- Dynamic Subdivisions
- Digital Calipers and resizing figures precisely
- Keying for prototype and production
- Arranging all figure components to visualize necessary merges or splits
- Merging and cleaning parts in preparation for the boolean process, ensuring a perfect fit
- The course encompasses every facet of the process, guiding you through preparing digital sculpts and exporting them into clean STL files, ready for prototype testing and full-scale production.



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