

1. How did you get into 3D modeling?

I have done my graduation in Mechanical Engineering and Post graduation in Production Engineering. I got in touch with 3d modelling during my college days in early 2000. Since then, my interest in 3d modelling and product design only grew.

2. Why did you choose to start making instructional videos?

I became a Stay at Home mom in 2007 after delivering a baby girl. I resumed back to my core field in 2018. As I wanted to earn by working from home, this was one of the best options as I could balance my passion and family.

3. Does the money you make from these videos contribute in a notable way to your income?

No. I earn moderately with Udemy courses. But my youtube channel still did not reach 1000 subscribers for getting monetized. I believe we should keep doing what we love to. I got good recognition through my courses. I have been a speaker at Autodesk Fusion 360 Academy event in India. I also get offers for teaching online one on one. But, due to time issues, I haven't done yet. I have got few product design jobs because of my online presence..

4. Why did you choose to work with Fusion 360?

When I wanted to get back to my core field, I came across Fusion 360. I had used Inventor previously. As the student edition is free, I could download and get back on my feet within a month. I loved it because of its cloud sharing capabilities, easy interface and numerous tutorials available.

5. Whose tutorials do you watch yourself to learn Fusion 360 or other things?

Other than the official Autodesk Fusion 360 channel, I used Lars Christen Sen and Desktopmakes channel on Youtube. I like others too like Productdesignonline and Sparkplug

6. What type of objects and shapes do you usually use as examples to demonstrate the software?

I use real life components like pen stands, photo frames, keychains and what not. My Udemy course <https://www.udemy.com/course/learn-autodesk-fusion-360-part-modelling-from-scratch/> teaches each tool with example of real model.

7. What is your impression that your followers are using 3D-modeling for?

Yes, some definitely are. They get back to me while designing their products with queries.

8. Can you say something about the maker community where you come from, are there many people using digital fabrication to produce their own designs?

Maker community in India is the new buzz word. I am not currently a part of it.

9. Do you yourself ever turn these models into physical objects?

Currently No. But, yes planning to change many into physical products and bring them into market.