

1. How did you get into 3D modeling?

base on my background education from mechanical engineering

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

To share my knowledge into people

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

Absolutely yes

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

It's good software with the best features and easy to use than the others apps.

Also with low price

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

Autodesk Channel

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

All of them like mechanical part

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

very happy and also many can people learning new things and waiting for the next video tutorial

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?

Yaa, many of them use it. Like with 3d printer and cnc machine

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

For now i'm using 3d printer to turn model into physical object. Just for prototype to presentation