1. How did you get into 3D modeling?
   My Mother works for an engineering company, so I was introduced to design and 3D modeling at a very young age (about 10 years old). That helped pique my curiosity and led me into the world of design. Coupled with my love of woodworking and building things with my hands, I went on to study Industrial (Product) Design, which incorporates digital technologies with the making of physical goods.

2. Why did you choose to start making instructional videos?
   I was required to take a Solidworks class while studying Industrial Design at the University of Illinois. I was fortunate enough that my background with Inventor and Creo made it easy to transition to Solidworks. I spent most of the class time helping others, which led to me teaching classes (in the Illinois Makerlab) to college students and community members. After graduating, I missed teaching others more than anything. I decided to start making instructional videos as a way to teach more people.

3. Does the money you make from these videos contribute in a notable way to your income?
   Not at the moment. In some ways, greater than the money, the videos have opened doors to new connections and other resources that I didn't have before.

4. Why did you choose to work with Fusion 360?
   I explored Fusion 360 in its early years because I was excited to have a professional CAD package for Mac. For several years I used Solidworks and Fusion 360 but ultimately made the switch. I love Fusion 360's modern UI, accessible licensing approach (for hobbyists and students alike) and the ability to run it on a Mac.

5. Whose tutorials do you watch yourself to learn Fusion 360 or other things?
   I spent a lot of time in my early years of CAD following books and just simply practicing. CAD packages have a lot of features, and I truly believe one of the best ways to learn is to practice and learn from your failures. For the most part, the transition from Solidworks to Fusion 360 was easy. I keep track of Fusion 360's new feature announcements and occasionally watch the Autodesk YouTube videos to make sure I'm informed of the latest features.

6. What type of objects and shapes do you usually use as examples to demonstrate the software?
   Most of my beginner tutorials focus on “every day” or common household objects. I’ve found this to be beneficial as a greater number of students have a visual perception of the object. Things like screwdrivers, legos, etc… objects that are used globally.

7. What is your impression that your followers are using 3D-modeling for?
   I target my tutorials more towards hobbyists and educators. Most of them are learning for 3D printing and woodworking projects. A lot of the educators are High School or University teachers that are transitioning to Fusion 360 from another CAD package.

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?
   I’ve been a part of several “makerspaces” over the last few years. Lately, I do most of my personal projects in my own home workshop.

   Overall, I feel there is a good presence of the Maker community through the United States. Every major city and even small metro areas have some sort of makerspace or community workshop. A lot of library systems have even incorporated maker spaces into their building. Consumer-level 3D printers have been a big part of the community in terms of increasing the number of people who are into hobbyists’ projects.

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

   I enjoy woodworking as a hobby and like to CAD furniture before I build it from scratch. Lately, a lot of my “free time” has been devoted to making tutorials and content for my website, so I haven’t done as many projects as I have in the past.

   I also do client-based projects, acting as a consultant for CAD and manufacturing.