



# ARCHIVES 3D

## (3D Model Sneakers)

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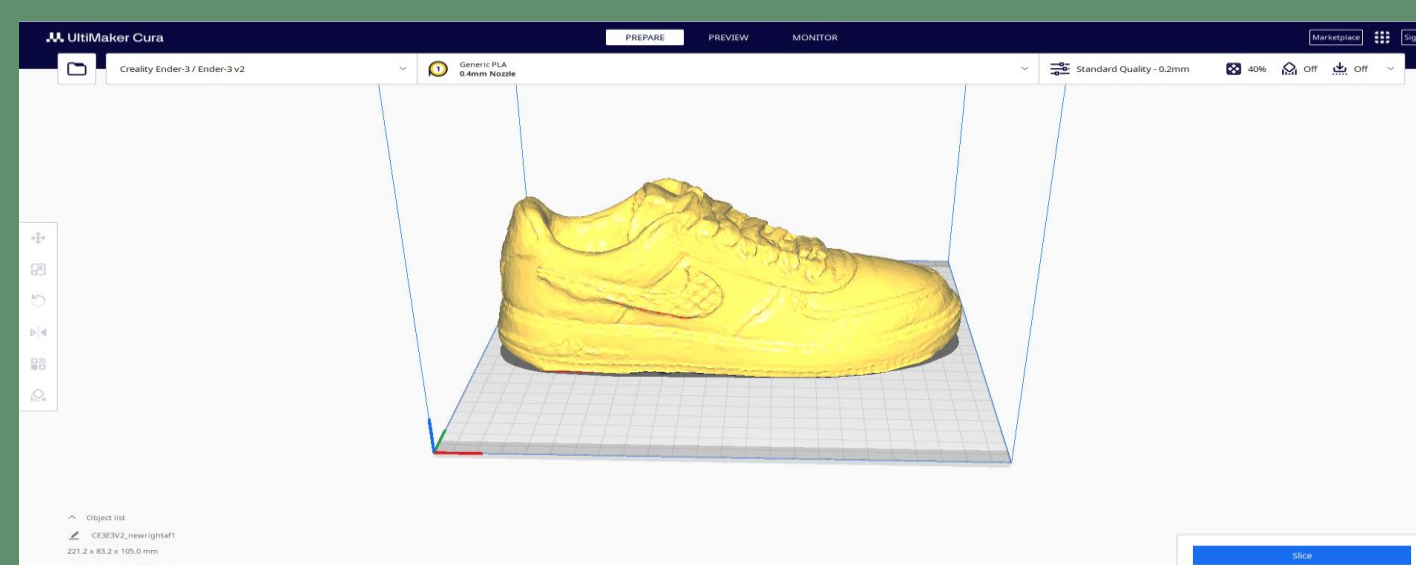
### Introduction:

I have always had a passion for collecting exclusive sneakers. This ultimately led me to create a way for others to experience these designs without having to spend a substantial amount of money. To achieve this, I used tools such as Blender, UltiMaker, a 3D printer, and the Kiri Engine app to design and produce a model of the 3D printed sneakers. These prints are polished and painted to closely resemble the real-life shoes. To share this process, I have developed a website where users are not only able to view the final product but also explore the steps involved in 3D scanning, modeling and printing.



### Skills Used :

- Slicing / Preparing file for 3D printer
- Modeling the 3D scan in blender
- Editing and making OBJ file into a STL file using Blender
- Painting and polishing final 3D object
- Working on the website creating visuals and adding my work into it



### Hypothesis:

1. How will the scan of a physical shoe appear as it is being transformed into a 3D model all while using my 3D skills and showcasing the entire process on a website?
2. How will the 3D printed sneaker come close to the physical shoe ?

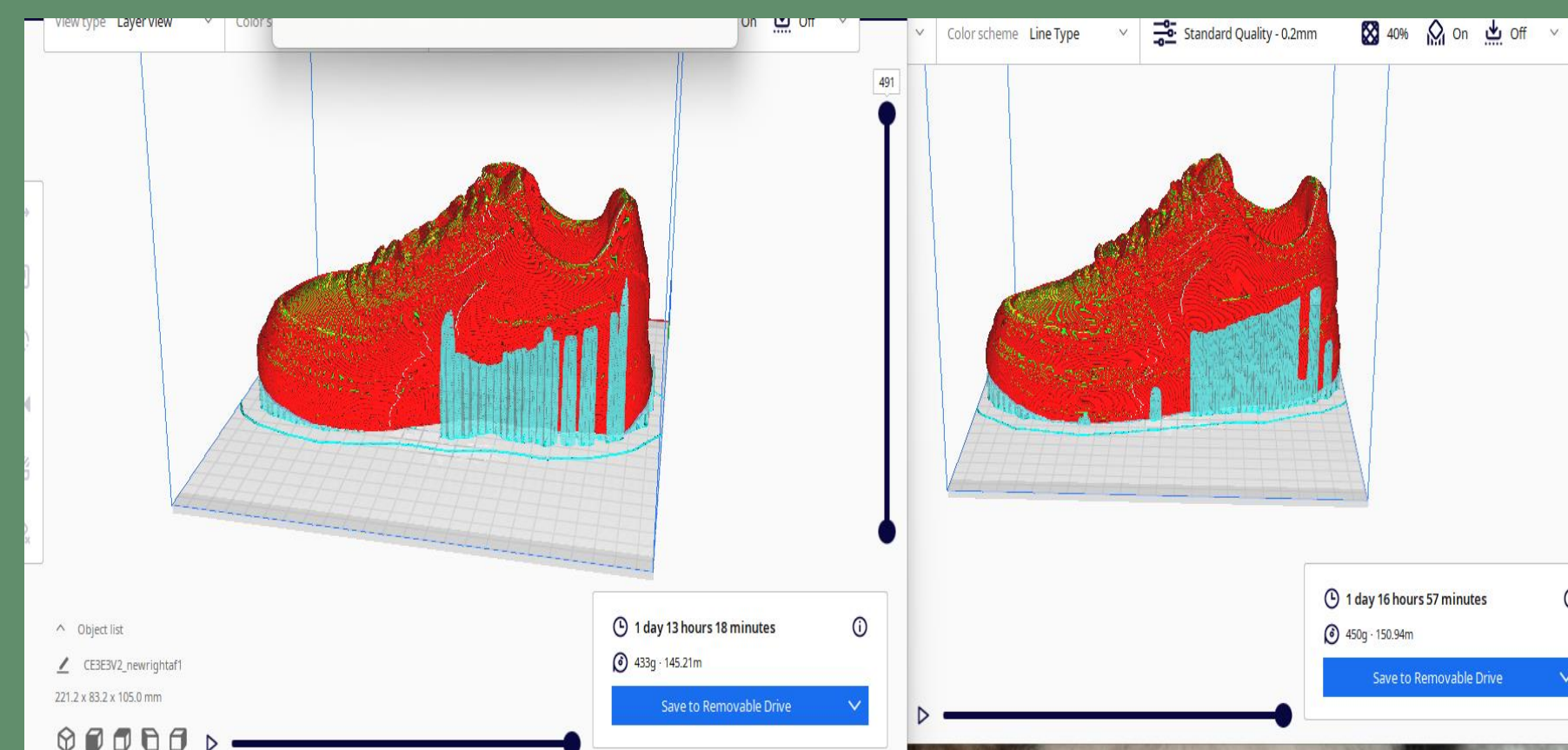
### Method:

#### 1) Schedule Timeline

- Choose shoes to 3D Scan
- Use the Kiri Engine app to scan my shoes
- Import my files of my scans into Blender and fix them up using the tools in blender
- Learn and research about how to properly use Blender and their tools
- Use ReadyMag for my template-based website and add content to the website
- Ask for advisement and opinions

#### 2) Prototyping

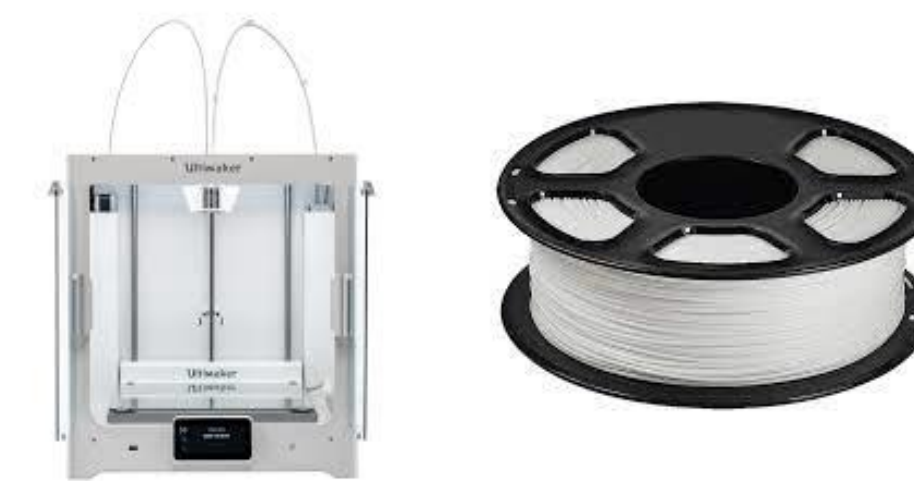
- Print smaller versions of my shoes just to test out how it came out
- Sand down and paint my prototypes to give it a realistic touch



### Materials:

#### Equipment

- Kiri Engine App
- Blender.org
- USB
- 3D Printer
- Acrylic Paint
- UltiMaker Cura
- Ready Mag



### Results:

1. Overall, I did have to scale my scope of the project from initially five sneakers to having two. An obstacle I had was not knowing how to 3D model in blender , but I was able to overcome this obstacle with research and getting accustomed with the tool's blender had to offer. My main learning point was for me learning how to 3D model and as well as polishing and painting my 3D sneakers.
2. I am very pleased with the outcome of my website. Especially with the way I designed and layered the images and texts it matches how I envisioned.
3. I feel accomplished with this project and consider it a success. It has laid a strong foundation for me to explore new ideas and reach additional milestones.



### Conclusion:

With my project, I aim to help users understand the process of 3D scanning and modeling while also showing an appreciation for the sneaker culture and the stories behind them. I created an engaging and aesthetically pleasing website that encourages users to explore 3D printing and modeling. I have incorporated everything I've learned throughout college into this project. My goals is to inspire others creativity with technology and push the user to learn about 3D printing and modeling and incorporate them to print one of their hobbies—just as I've chosen sneakers for this project.

### References:

- [Tools Used in Blender](#)
- [How to use the KIRI Engine App](#)
- [How to Sand and Paint 3D objects](#)

### Acknowledgments:

- Department of Entertainment Technology at New York City College of Technology
- Peers In Class ENT 4501 FW2024
- I would also like to thank all my professors who helped me along the way Joshua Corn, Allison Berkoy, as well as Dimple and Rudy Guerrero.

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