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 definiftly 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.

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

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.