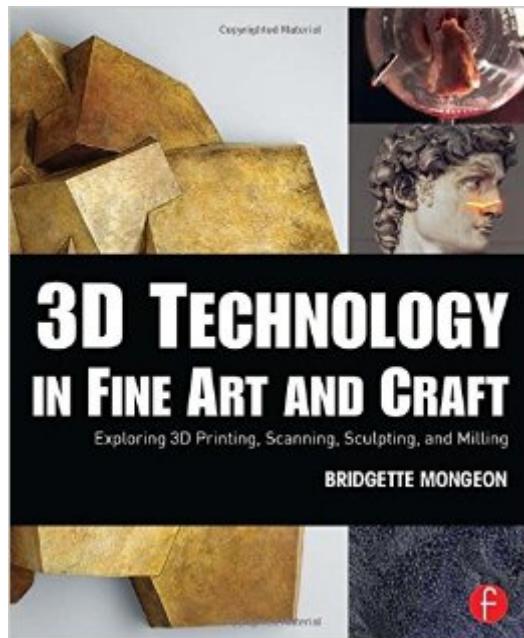


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# 3D Technology In Fine Art And Craft: Exploring 3D Printing, Scanning, Sculpting And Milling



## **Synopsis**

The possibilities for creation are endless with 3D printing, sculpting, scanning, and milling, and new opportunities are popping up faster than artists can keep up with them. 3D Technology in Fine Art and Craft takes the mystery out of these exciting new processes by demonstrating how to navigate their digital components and showing their real world applications. Artists will learn to incorporate these new technologies into their studio work and see their creations come to life in a physical form never before possible. Featuring a primer on 3D basics for beginners, interviews, tutorials, and artwork from over 80 artists, intellectual property rights information, and a comprehensive companion website, this book is your field guide to exploring the exhilarating new world of 3D. Follow step-by-step photos and tutorials outlining the techniques, methodologies, and finished products of master artists who have employed 3D technology in new and inventive ways. Learn how to enlarge, reduce, and repurpose existing artwork and create virtual pieces in physical forms through a variety of mediums. Research your options with an accessible list of pros and cons of the various software, 3D printers, scanners, milling machines, and vendors that provide services in 3D technology. Listen to podcasts with the artists and learn more tips and tricks through the book's website at [www.digitalsculpting.net](http://www.digitalsculpting.net)

## **Book Information**

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## **Customer Reviews**

This is a remarkable book, for a remarkable time in the arts, by a sculptor and writer uniquely suited to the task. In 3D Technology in Fine Art and Craft: Exploring 3D Printing, Scanning, Sculpting, and

Milling, Bridgette Mongeon undertakes the prodigious task of providing a broad overview, and up-close examination, of the 3D digital scanning, sculpting, and printing tools (software and hardware) which are revolutionizing the traditional techniques of sculpture: armature building, hand modeling, pointing up enlargement, and investment casting. With her twenty years of experience in figurative sculpture; a Master of Fine Arts degree in combining 3D Technology and Fine Arts from Goddard College; and hands on practice with many of the digital tools she discusses, Mongeon manages to bridge the old and new in sculpture. While an enthusiastic advocate of these new tools, with their power and versatility, she is sensitive to the appeal of hand craft: its grounding in the manipulation of physical material, with all the sensory richness which pertains to this, and she recognizes the trade offs. Her effort, in this book, is to show how the two can be integrated in a sculptor's work flow. She is frank about the difficulties sculptors are likely to encounter in learning the new digital tools, but just as frank in showing, by example, how liberating these tools can be. Though 3D Technology in Fine Art and Craft is solidly technical, it is not simply a manual. The hard information of text is illuminated by how it's done sequences of photographs, and numerous other photographs of the incredibleâ "no, astounding--sculptures and architectural constructions, large and small, created by some of the most creative digital artists in the world.

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