

ART **MULTIPLES**

217 **intro to 3D printing**

Overview:

This project goal is to:

1. Create sculpture using multiples of the same object.
2. Learn to use 3D printing software.
3. Create at least 3 objects using 3D printing to use in a sculpture.

Problem:

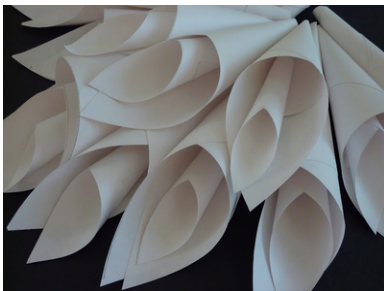
Using multiples of the same object created via 3D printing technology, either alone or with other objects made or found, to create a meaningful sculpture.

Using the silhouette cutter, or hand cutting, create a backdrop or paper element to add to the 3D object.

Process:

1. Read these instructions and look at artist examples.
2. Review artists on website. Make notes about the artwork, the artist's ideas and make sketches in sketchbook of works you particularly like.
3. Brainstorm ideas to solve the problem. This should include notes and sketches of at least 20 different possibilities.
4. Choose 3 options to develop more.
5. Choose the most successful and develop in Tinkercad software.
6. Prepare files for printing.
7. Print one piece and revise as needed.
8. Clean piece and arrange in sculptural form.
9. Write the self-evaluation as assigned.

See examples and artists on website



Evaluation

Evaluation is based on your process, the piece and your ability to talk about the work.

1. Sketchbook-- Evidence of artist research, sketches, brainstorming, sketches – bring to next class for critique and discussion.

2. Ideate in sketchbook and collaborate on a solution.

3. Learn Tinkercad or other 3D printing software to make piece.

4. format file for effective printing.

5. Sculpture indicates understanding of multiples and artists studied.

6. Write a self-evaluation based on criteria provided.

