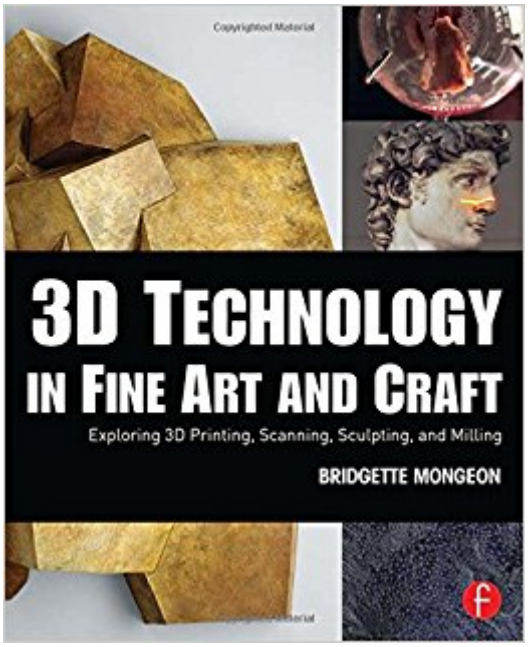
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3D Technology In Fine Art And Craft: Exploring 3D Printing, Scanning, Sculpting And Milling



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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 andÃ Â 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

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Customer Reviews

Bridgette Mongeon is a master sculptor with over 20 years of experience in figurative sculpture. She writes and often lectures about the arts, technology and marketing in the arts and holds a Master of

Fine Arts degree in combining 3D Technology and Fine Arts from Goddard College. She is a contributing author of Digital Sculpting with Mudbox: Essential Tools and Techniques for Artists and is the host of the Art and Technology podcasts.

This is the only complete overview of making the physical art object with digital tools that I am aware of. I use many of the processes the author describes to assist others in producing their work, and I recommend this book for practicing artists. As well, it would be good for collectors to understand these things, as work produced this way is already in their world.It’s easy to lose time simply by not knowing where to start. This book speeds you to the questions to consider, how to prepare and what to do next. Ms Mongeon dispels the notion that with a few taps on the screen, suddenly your work is good. Art making is as difficult as ever. This book does help with understanding the nuts and bolts both of traditional methods, and the soon to be traditional methods.

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 incredibleÃƒÂ¢Ã â ¬Ã â •no, astounding--sculptures and architectural constructions, large and small, created by some of the most creative digital artists in the world. Indeed, with its large format and pleasing layout, 3D Technology in Fine Art and Craft can be a delightful coffee-table book. The final chapter, on the subject of patents and intellectual property

rights, provides interesting historical background, and sections on the Orphan Works Act and Fair Use, which are highly pertinent. The physical book itself is wonderfully complemented by Mongeon’s excellent and wide-ranging website, www.digitalsculpting.net. I found her podcasts especially interesting, even exhilarating. In these podcasts, she interviews pioneering artists, engineers, and service bureaus working at the cutting edge of the revolution in sculpture. As certain of these artists and engineers point out, 3D digital tools have been around--and have been experimented with--for decades. But it is only within the past few years, due to the dissemination of various user-friendly 3D modeling tools available for free download, and the availability of affordable 3D scanning and 3D printing devices, that their use has exploded, creating a second wave revolution, and it is into this great current of new activity, that Mongeon has set her book afloat, like a lighted buoy. I was cheered by the fine quote from Erwin Hauer which Mongeon chose to begin Chapter Two, A World Turned Upside Down: It is an important token reminder for the younger generation and their tutors, that above and beyond the abundance of electronic marvels, the human vision and imagination remains the most important element, and that its nurture should not be replaced by excessive reliance on devices. In short, 3D Technology in Fine Art and Craft is a marvelous book, which has the specificity and breadth to appeal to professional artists and engineers, and novices alike. It is encompassing, and yet accessible, and fills a wide gap, bridging old and new ways of making, and conceiving of, sculpture.

I am what you could call "old school". As an art student my focus was exclusively on painting and drawing, my mediums of choice were charcoal and oil paints. After I got hold of this book I couldn’t wait to dive into the latest techniques sculptors are using to work digitally. The book is extremely clear and well written. Every topic is presented in a straight forward manner, the reader needs no prior knowledge of the field or the equipment used. Throughout the book examples of work are presented from a wide variety of artists showcasing the endless possibilities of this medium. The appendix is a goldmine of useful information (including where to get a hold of free software).A great book for any type of craftsman or artists who is curious about using digital technology in their work.

Bridgette is the master of 3D technology and art. Her books is an easy read and is full of helpful tips. This book has it all, there is so much great content and it is well organized and easy to use. A great buy

So informative, with great examples of fine art being done digitally.A lot of helpful technical

information.

I recommend this book to a wide range of readers; from anyone new to the subject all the way to seasoned pros. It is a very easy read flowing in a conversational narrative style. Despite being fairly knowledgeable, I was frequently surprised by how much I learned. Every chapter is sprinkled with precious little gems of information. The range of contributors sharing their own trade secrets is testimony to the authorÃƒÂ¢Ã â ¬Ã â„¢s quest for insights and her ability to forge collaborations. The most fascinating chapter to me is ÃƒÂ¢Ã â ¬Ã Å“The Foundry of the Future.ÃƒÂ¢Ã â ¬Ã Â• The book has high production values with beautiful layouts and numerous color photos of the best in 3D art and craft. The author clearly has mastered all facets of this subject matter and by the time you finish reading this book, you will too.

This is an absolutely wonderful book that you can learn from regardless of your level of experience with art or technology. The author has an ability to break down complex topics and processes into bite-sized explanations that are very easy to understand and follow. Whether you want to learn how innovative artists make things in the 21st century just to satisfy your curiosity, or you want to dive a little deeper and get your hands dirty with a real project, this book is for you.The book is full of real examples of breathtaking art projects from all over the world, and it features detailed explanations of each artist's process, from concept to fabrication. Not only will you learn about a wide variety of different artistic media and technologies including 3D printing, laser scanning, laser cutting, CNC milling, and many more of the latest trends in digital fabrication, but you will also learn how to harness the power of these technologies and combine them with traditional approaches. Some of the examples in the book blew my mind. I highly recommend it!

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