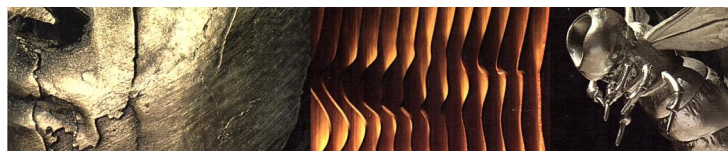


3D TECHNOLOGY IN FINE ART AND CRAFT

Exploring 3D Printing, Scanning, Sculpting, and Milling

BRIDGETTE MONGEON



"Bridgette Mongeon has taken the complex subject of 3D printing and made its secrets available in clear readable form for the artist and the public ... It is an informative and enjoyable book from start to finish. Her choice in examples gives the viewer some of the most contemporary sculptural works available. An excellent textbook for every level."
—Mary Visser, Professor of Art, Holder of the Herman Brown Chair, Southwestern University

"This is a much needed comprehensive introduction to 'state of the art' digital sculpture ... The text and illustrations are clear and instructive, taking the reader on a step-by-step journey through otherwise difficult to navigate technologies ... Written with the first-time user in mind, it is also an invaluable resource for the professional sculptor and educator ... a must for anyone with an interest in 3D digital creation and fabrication."
—Prof. Keith Brown, Director of Art & Computing Technologies, MIRIAD, Manchester Metropolitan University

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

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.

ANIMATION

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// GALLERY //

CHRISTIAN LAVIGNE

A pioneer in 3D, Lavigne has been working in 3D technology since 1981. His work experimented with both virtual and physical art as well as a variety of tools including water jet cutting, machining, electronic installations, laser cutting, laser engraving, and more. He is also the cofounder of ARS Mathématique (www.arsmathematica.org).



L'Age Du Fer by Christian Lavigne, France
1999–2010. Created with a Minolta 3D scanner, CAD and SLS metal by GM PROD.

3D PRINTING

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