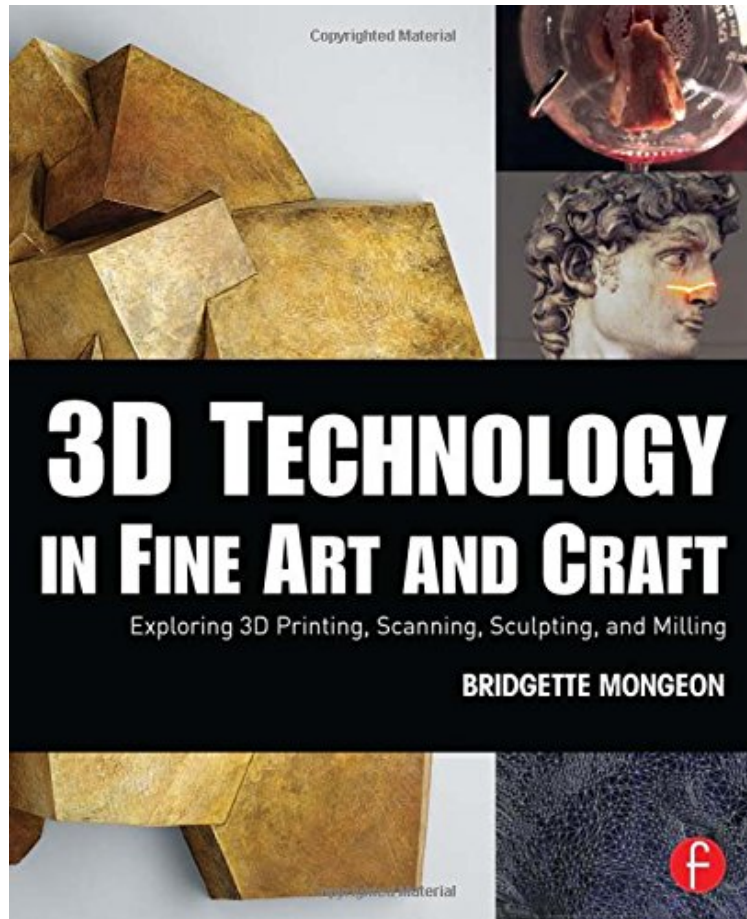


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3D Technology in Fine Art and Craft: Exploring 3D Printing, Scanning, Sculpting and Milling

Bridgette Mongeon

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Bridgette Mongeon : 3D Technology in Fine Art and Craft: Exploring 3D Printing, Scanning, Sculpting and Milling before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Technology in Fine Art and Craft: Exploring 3D Printing, Scanning, Sculpting and Milling:

5 of 5 people found the following review helpful. Art, New Tools: What did the artist know, and when did she know it?By StephenThis 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.3 of 3 people found the following

review helpful. In *3D Technology in Fine Art and Craft* By Lawrence 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 incredible, 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.

1 of 1 people found the following review helpful. Craftsman or Artist curious about digital tech? Read this book!
By Customer 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.

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

About the Author 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.