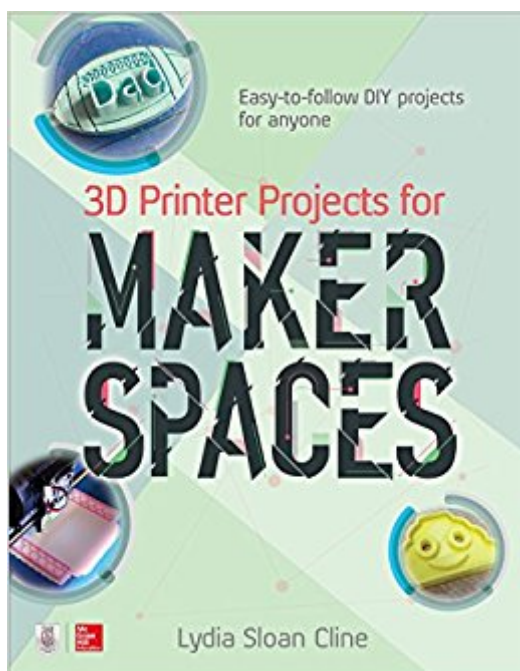


The book was found

3D Printer Projects For Makerspaces (Electronics)



Synopsis

Learn To Model and Print 3D Designs – No Experience Required! This easy-to-follow guide features twenty 3D printing projects for makers of all skill levels to enjoy. Written in a tutorial, step-by-step manner, 3D Printer Projects for Makerspaces shows how to use Fusion 360, SketchUp, Meshmixer, Remake, and Inkscape to create fun and useful things. Scanning, slicers, silicone molds, settings, and build plate orientation are also covered, as well as post-processing methods that will make your prints really pop! Inside, you will learn to model, analyze and print a:

- Phone case
- Coin bank
- Art stencil
- Cookie cutter
- Cookie dunker
- Personalized key fob
- Lens cap holder
- Lithophane night light
- Pencil cup with applied sketch
- Business card with QR code
- Bronze pendant
- Soap mold
- Hanging lamp shade
- Scanned Buddha charm
- And more!

Book Information

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Customer Reviews

Lydia Sloan Cline teaches drafting, digital modeling, and 3D printing classes at Johnson County Community College. She works for architecture firms and judges competitive technology events and science fairs. Lydia is the author of 3D Printing and CNC Fabrication with SketchUp and 3D Printing with Autodesk 123D, Tinkercad, and MakerBot.

First off it's important for parents to know what Makerspaces are. They are a place in which people with shared interests, especially in computing or technology, can gather to work on projects while sharing ideas, equipment, and knowledge. They can be found in classrooms, the library, the community center, the church recreation room or the Y. In this case the book is focused on 3D Printer Projects. The range of hardware and software that this book is targeted to are the most popular ones out there today. The modeling programs are AutoDesk Fusion 360, Meshmixer, Tinkercad, 123D Design, AutoCAD, SketchUp Make & Pro, Inkscape, and Fuel 3D Studio. The four printers used are: MakerBot Replicator 2, MakerBot Mini+, Gcreate Gmax 1.5 XT+ and LulzBot Taz6. Now be aware that I volunteer at the local library and they have just set up a new 3D Printer Room in their Homework and Learning Lab so before I ordered this book I checked that it would be compatible with the technical stuff they had available. In my instruction period to be a volunteer in this area I found the book helpful, indeed, and I actually used it to make several projects on my own, though it was not part of the curriculum. When the day came for the kids to start the program I found several of them actually more knowledgeable than our "expert" and I found some thumbing through my book with interest. There are 20 Projects in all: Architectural Symbol Coaster, Military Insignia Soap Mold, Hanging Lampshade, Reality Capture of a Buddha Charm, Lens Cap Holder, Phone Stand and many others. Each project starts with things you'll need. It then takes you step by step with lots of pictures and illustrations ends with "Print it!" Those expecting to learn how to make prosthetics for war veterans or animatronics worthy of Disney will be disappointed but as they say, you have to start somewhere. Now I have to admit that as an "older" lady I found these projects challenging. The book is also a great starting place for finding websites and resources that will further the learning experience.

This is a guide to making 3D projects with Maker Spaces. It is best used by Technology educators or parents and adults running children's programs for kids. The products are a bit cheesy, one is a poop emoji, created to delight late elementary or middle school kids. The book provides considerable instructions with photos to help the reader create the projects included in the book. Watching a three dimensional printer is cool and fun. Not sure the final products are very useful but I think the point is learning how to program the printer and producing the final project.

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