

PROJECT 2

DUE: April 2

20% of total grade

3-D Printing and Modeling

FMX 213 F • SPRING 2019

INSTRUCTOR: Erica Isringhaus

EMAIL: eisringhaus@ut.edu

CLASS SITE: <https://ericaisringhaus.com/fmx-213f>

FUNCTION

Description

Design and create a model using Maya or Fusion 360 that serves a functional purpose. Your object must be usable in some way and must be your own design. This design will be 3D printed in class.

Create 2 images, a shaded model and a wireframe model

Post the image files to your blog along with a reference photos of the original sketches/ images that you based the design.

Warning: be prepared to start over multiple times. And be prepared to print your model on the days scheduled for printing.

Objectives

Objectives of the project are to further explore and develop:

a workflow for 3D modeling

Meshmixer

Fusion 360

a finished modeled and printed object

Requirements

Your project should include:

- A finished 3D modeled object(s)
- 2 images (min) of your model
- A 3D printed object

On your blog:

- Project Proposal **Due Feb 26**
- Artist Research Assignment **Due March 7**
- Process Posts (min. 3)
- Final images
- Images of your printed object

See the resources page for tutorials, artists, and ideas at:

Project Rubric

Concept Development	10%
Preliminary work (sketches, thumbnails, visual research)	15%
Presentation	10%
Execution of the project	65%
	100%

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PROJECT PROPOSAL GUIDELINES

- create a blog post with photos and sketches, a description of the objects, why you chose the object, and the purpose of the object

ARTIST RESEARCH GUIDELINES

- 2 paragraphs on the artist, a particular work, or body of work (What do you like/do not like about it? Is there something that inspires in the work?)
- The artist's website
- Attach an image of your favorite work of the artist
- See the list on the resources page for artists or find your own