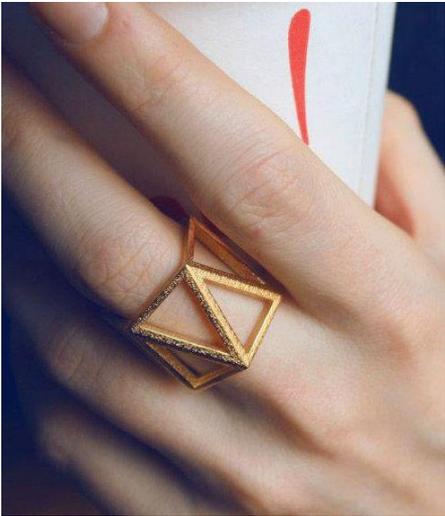


**TEXPO:
Teaching
with
Additive
Manufacture
April, 25th
2017**

Because **3d prints** can be produced in a **wide range of materials and sizes**, encourage students to think about how the products or objects they are designing may have a **wider variety of uses** than the original function.

Example:



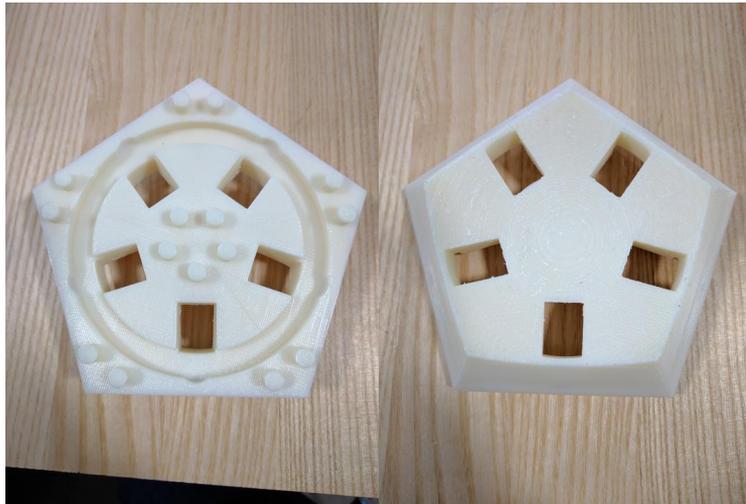
Gold sintered ring - Silver glazed ceramic napkin holder - Plastic FDM bracelet

Whenever appropriate, teach additive manufacturing **alongside** more traditional manufacturing as a way to emphasizing using the **right tool for the job** as well as how the two can **complement** each other

This process enables them to:

- Become more **tool independent** through having a variety of “tools in their tool box”
- Hands on **increases their creativity** and subtle analysis of the objects they design
- Hands on **increases their patience** through the methodical methods of traditional prototyping
- Combining digital technologies with traditional processes (often) **saves money**

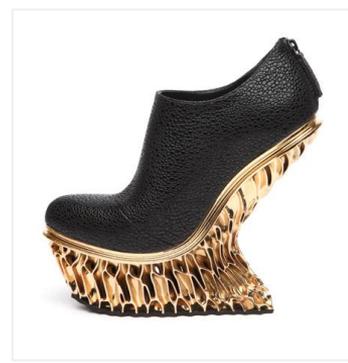
Example: Recently when multiples of a part were needed, students 3D printed the original part, then made the numbers needed using a silicone rubber mold.



Because with additive manufacture, complexity is (for the most part) free, work with students to (re)-integrate **functional patterning** into designs to **increase the effectiveness** of their design with **minimal extra effort**.

Four main pattern themes:

1. **Aesthetic**
2. **Information**
 - a. Text and Symbols
 - b. Knowledge
 - c. Social Distinction
3. **Functionality**
 - a. Comprehension (of use): *Helps the user understand what the function an object is*
 - b. Performance: *Helps the object to accomplish its function*
 - c. Usability: *How easy it is to actively use an object*
4. **Faux**
 - a. Imitation
 - b. Illusion
 - c. Camouflage



Information:
Social Distinction



Functionality:
Usability



Faux:
Illusion

Interdisciplinary work often suffers from **multiple vernaculars** that do not translate easily.

Because additive manufacture as used in many different disciplines, it may be used like a **Rosetta Stone** to facilitate successful interdisciplinary work

Early conversations can be had and **common ground** may be found around additive manufacture; materials, machines, software, culture, process etc.

