

Week 4

This week, I started to dive into 123d Design. On Tuesday, I spent part of my afternoon at the Cal Young lab to work with some of Eric's students. Although I was previously intimidated with starting in 123d Design, seeing these students breeze through the motions gives me hope to being able to learn these new platforms. Learning these platforms isn't too different than learning the Adobe Suite, although 3d design software just has a different set of tools. My challenge is to learn what these tools are used for, and how to apply them to manipulating designs.

While at Cal Young, Eric's students walked me through making a "simple" row boat. I used the term "simple" loosely. There are several steps in making this boat, and each step requires a different set of tools. I was surprised at the ease that these students, not only would collaborate to solve problems together if one was stuck, but also how they were able to reproduce these designs from memory without the use of a YouTube tutorial.

During my lab session, I assumed the role of an observer. I find that it is easier for me to learn things after I'm shown once or twice before I try to take on the challenge myself. It was very helpful for me to see the process in action, and I hope that I will retain some of the skills that were shown to me when I try to create a boat on my own.

During my work session, I learned the difference between a polyline and a spline, extrude and push/pull, fillet and chamfer, and how to add text. These tools seem to be very applicable to a variety of different uses. Most of the students had moved on to creating a working nut and bolt set, which I hope to accomplish in the near future. However, for right now, I will stick to some of the less complicated designs to gain a better understanding of these platforms.

Tasks to Complete:

Try working with 123d Design

Create something that could be attempted to actually be printed

