

Final Reflections:

This term has been a really enjoyable process for me. I had initially had decided on learning the basics of 3D printing due to the fact that I had just applied for a job with the Eugene Public Library's new Makerspace, which has now incorporated a 3D printer. I felt that if offered the position, I would need to have an understanding of 3D printing (Side note: I didn't get the job).

Although, I am not entirely sure when I will be able to use this skill again, I feel that it speaks volumes to my ability to learn new design programs, and my adaptability to challenges. I will say though that learning my new skillset was made much easier with the help of Eric's Cal Young students. I was constantly amazed at their ingenuity and creativity in creating new items. Every visit offered new learning experiences and constantly inspired me to keep trying, even though I was struggling.

One of my biggest challenges throughout this term was to start being able to think in three dimensional space while looking at a two dimensional screen. I consider myself an artist and designer, but have always created 3D objects physically, not digitally. I was always amazed at how I could create something on a computer, and have it come to reality in a few short hours.

Looking back over the term, I consider my greatest success to be my first 3D printed project, Boat McBoat Face. During my first attempt, I didn't combine the objects prior to exporting the file. Upon printing, the oars, bench, and name were missing. After some guidance and troubleshooting, I was able to make the necessary adjustments, which resulted in a successfully printed (and seaworthy) boat. I don't know if there has been any other project that I have ever made where I felt the same pride and satisfaction with my efforts. A close second in the ranks of this term's successes had to be my final project. Although I had hoped that I would have been able to complete this project without the help of a tutorial, I still managed to create a personal design. After exploring the elaborate projects that are available on thingiverse.com, I think I had just expected that I would be able to follow suit. I still have to take into consideration that I am still learning these skills, and can't expect myself to create elaborate, multi-piece projects just yet. Instead, it

is better for me to observe my progress retrospectively, and to see that I have, in fact, come a long way in just a mere ten weeks.