

THE ART OF DIGITAL FABRICATION: STEAM PROJECTS FOR THE MAKERSPACE AND ART STUDIO

IN FO BY Erin E. Riley | PUBLISHER Constructing Modern Knowledge Press | PRICE £29.95 | ISBN 978-0997554335 | URL artofdigitalfabrication.com

It's difficult to open this brilliant book on any page without learning something (ever heard of a 'living hinge'?) or being inspired to start creating something (interactive gingerbread anyone?)

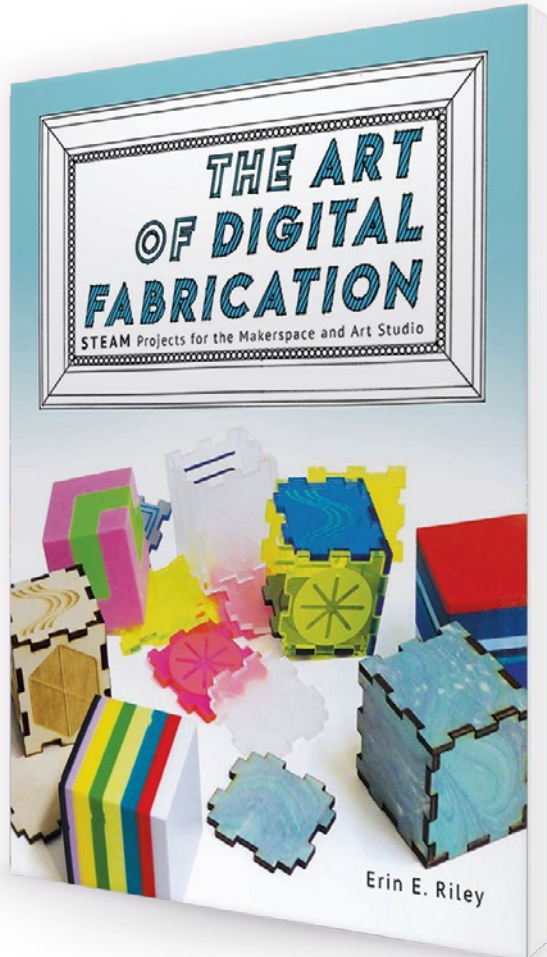
Riley presents 24 projects which bring together software and hardware from the digital world, with ideas and inspirations from the art world.

Before diving into the details of the projects, Riley begins with an introduction on learning, making, and art, and discusses the influences on new media art from fine and modern arts.

Casting with chocolate or concrete?

To make Riley's projects you'll need access to a computer numerical control (CNC) machine, 3D printer, vinyl cutter, digital embroidery machine, and a laser cutter. If you don't have all of these (and who does?), your DT department or local makerspace may be able to help. If this isn't possible, you'll also get ideas for creations that can be made using free software such as Inkscape and the (2D) printers you already own.

The book includes a 'Process Inventory' that has clear instructions for many creative techniques that work well with digital fabrication



machines used in the art studio. As an example, Riley explains how it's possible print a 3D shape, make a mould from that, and use plaster, wax, concrete, or even chocolate to create sculptures.

A useful 'Resources' section includes checklists for working with machines, software, and materials, along with tips to explore common creative software programs such as Tinkercad and Photoshop. **(HW)**