Course Description:
3D printing has seen an explosion in popularity over the past few years and the technology is settling to the point where it is becoming accessible to more and more people. Most people however are still disintermediated from the process -- they find a print online, take it to a printer, and have someone run the print off for them. This is completely wonderful and adequate for most people, but perhaps you’re the kind of person who wants to know more about how prints are made - from the design phase to the magical moment when your object comes off the printer bed. This course will be an introduction to that whole process, with the end result being a print that you designed yourself.

This three-day workshop style course aims to:

- Introduce students to 3D printing design software and hardware.
- Give students an opportunity to apply their knowledge of software and hardware by producing a 3D printed object from start to finish.
- Provide students with a greater understanding of the current and future state of 3D printing.

Course Details:
Instructors: Dale Askey, John Fink
Offering: Spring (Term 2), 2018
Schedule: The course will take place over the following three-day period:
Thursday, 8 February xx-xx SCDS (Mills Library)
Friday, 9 February xx-xx SCDS (Mills Library)
Saturday, 10 February xx-xx SCDS (Mills Library)

Class Size:
- Minimum class size: 6
- Maximum class size: 12

Required Costs:
There are no required costs for this workshop, but it is advisable that students bring either a Windows or a Macintosh compatible laptop if they are able.

Assessment and Course Deliverables:
This course will be graded pass/fail. There will be a total of three assessment variables, all of which must be satisfied in order to pass the course:

- Students will learn the basics of 3D modelling software and use it to create printable models.
- Students will work in groups to create a final project model, present that model to the class, and talk about their development process -- what worked, what didn’t, what they learned and what they might do the next time.
- To document their process, students will upload their final model to Github (and optionally, a 3D model specific site such as Thingiverse or Youmagine), and post a short blog post detailing their experience to the Sherman Centre for Digital Scholarship website. Blog posts will be judged on thoroughness and applicability.