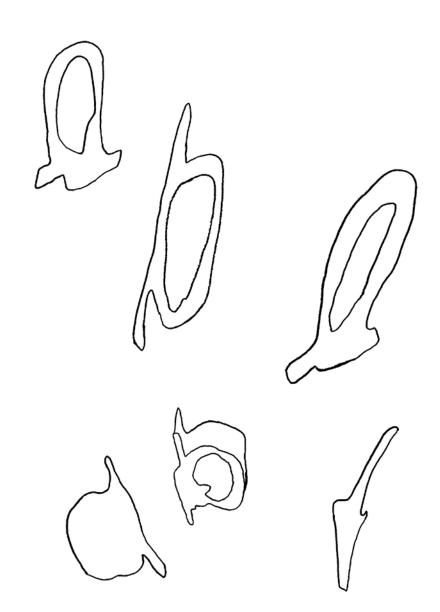
# Textures, Tools, and Time Part 1a: Collaboration

Presented by Elizabeth New & Shalya Marsh

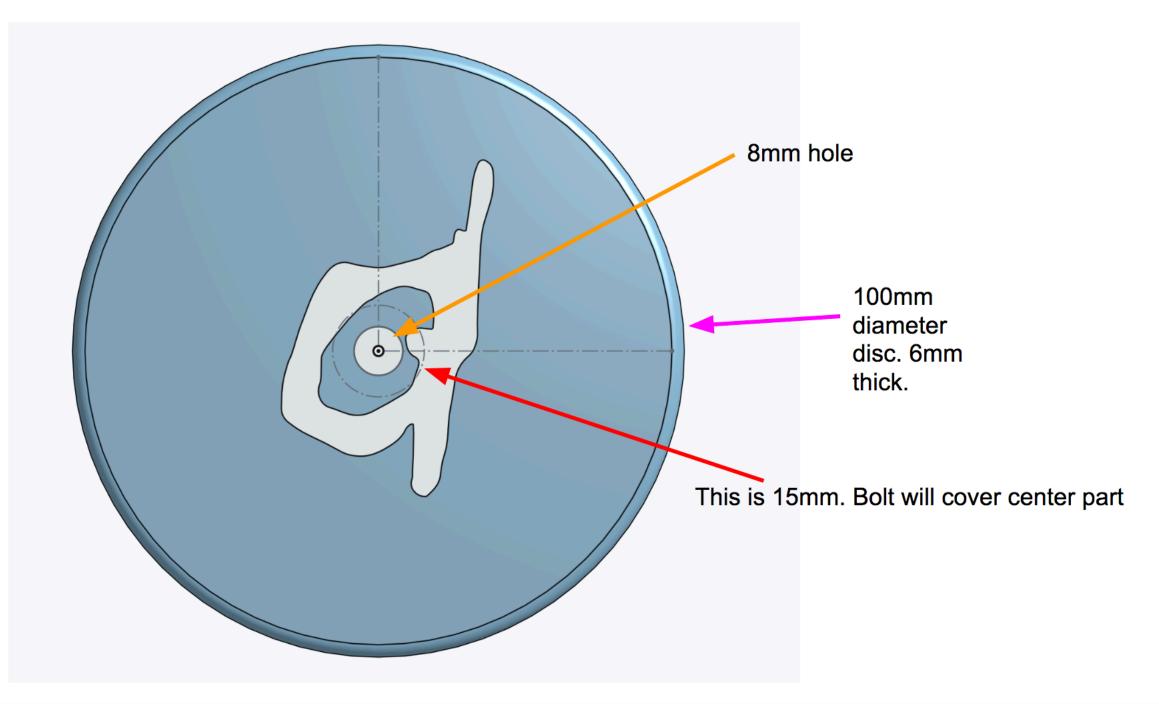




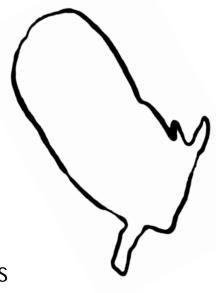
To start our collaboration drawings of shadows were converted to vectors in Adobe Illustrator











The Illustrator Files were then used to model the extruder dies.

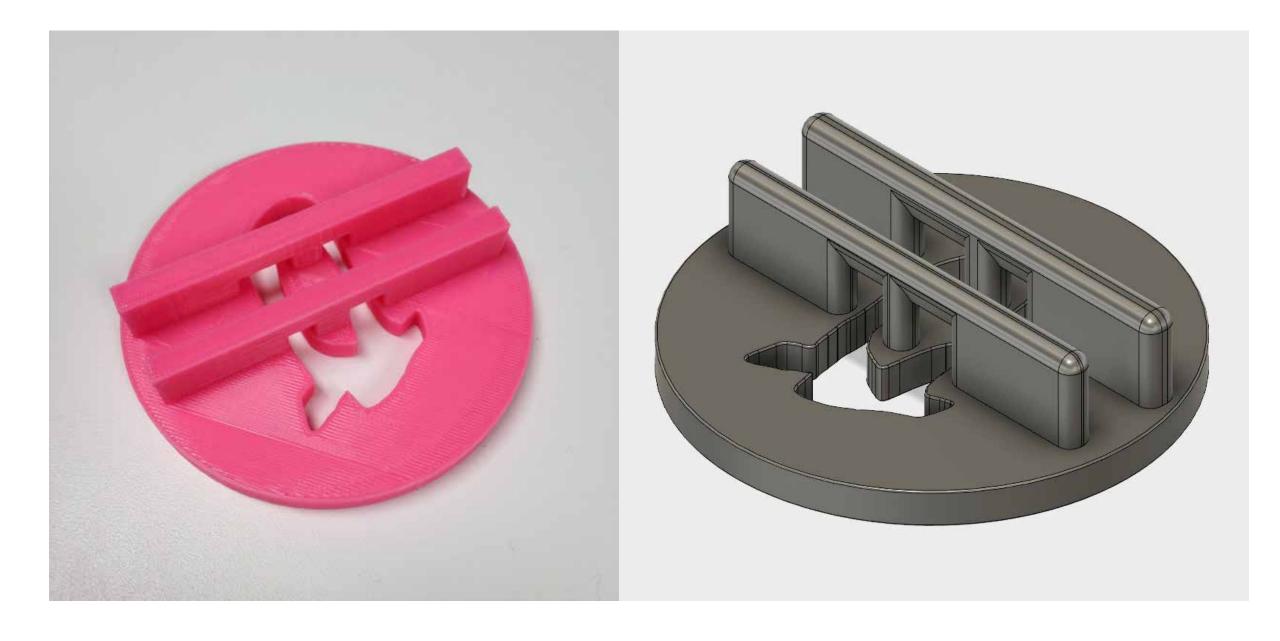






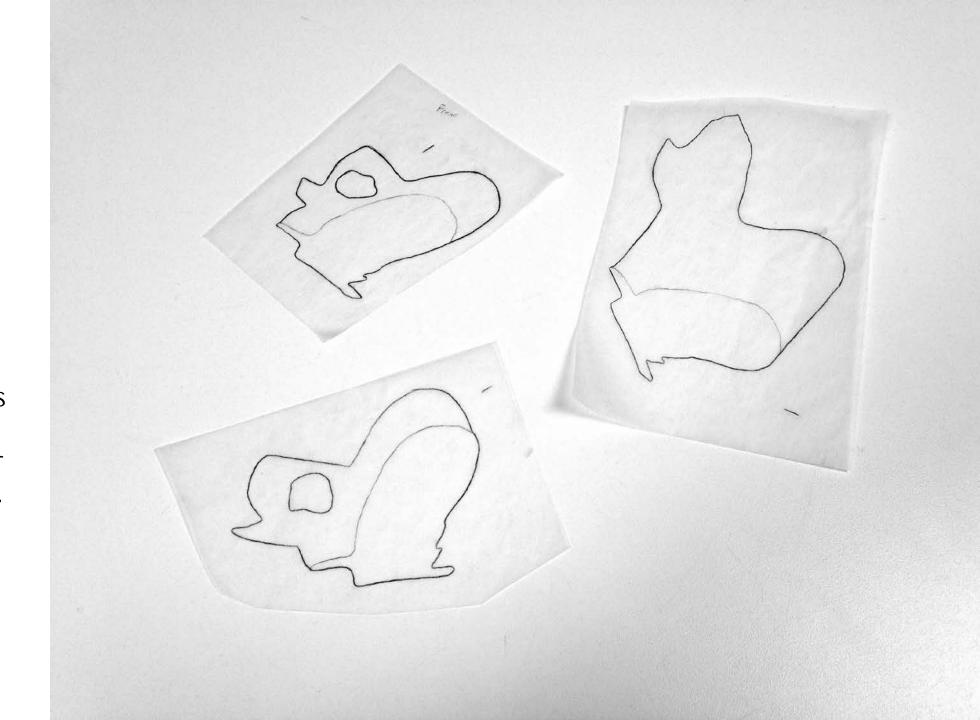






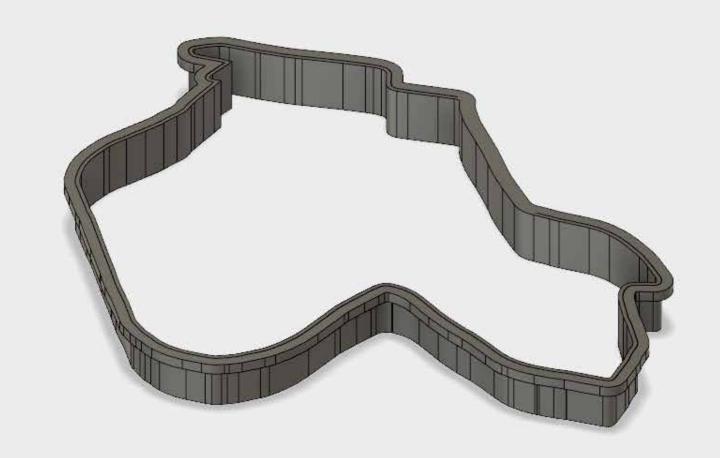


Sketchbook drawings are used as source material for extruder dies and clay cutters.



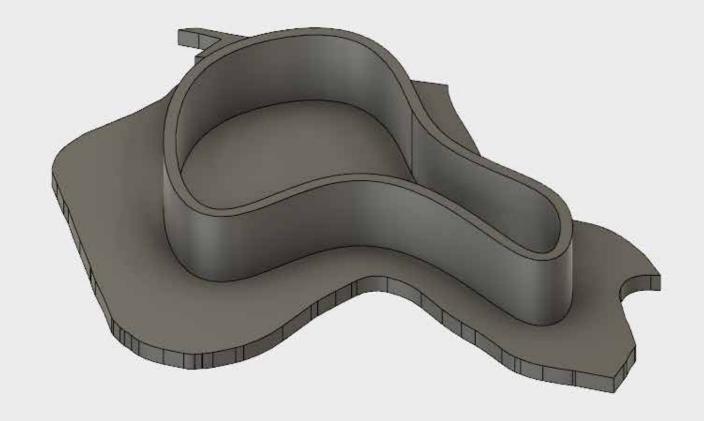


The exterior of the tile cutter model



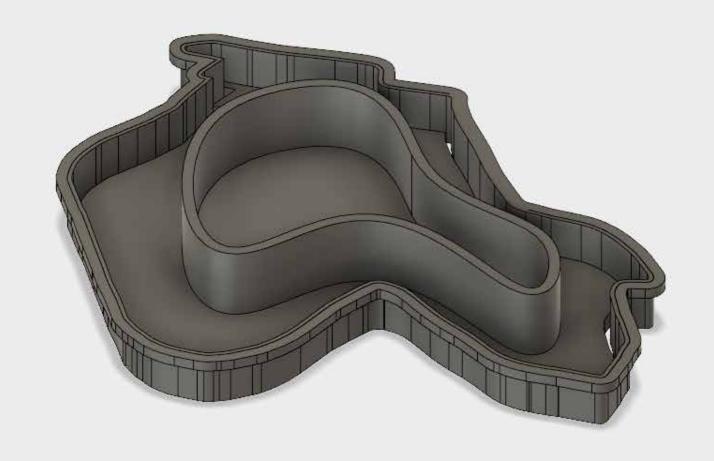


The interior part of the model is used to push the clay from the stamp.





Here you can see both parts together







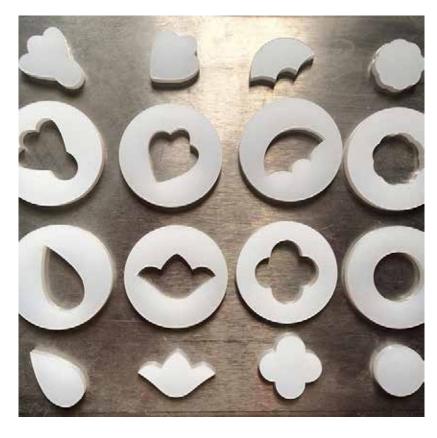






## Textures, Tools and Time Part 1b: Tools In Use









Frances Priest Laser cut Extruder Dies

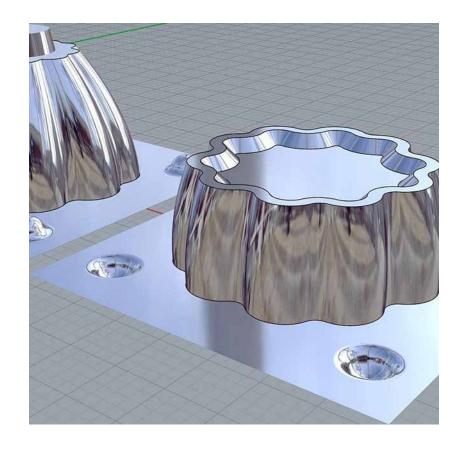


#### Matt Kelleher Alfred Ceramics

This image shows a 3D printed PLA cottle system for making a plaster mold. The Cottle is filed three times with plaster to create mold parts. The yellow tumbler seen in the foreground was made from the plaster molds seen in the back.





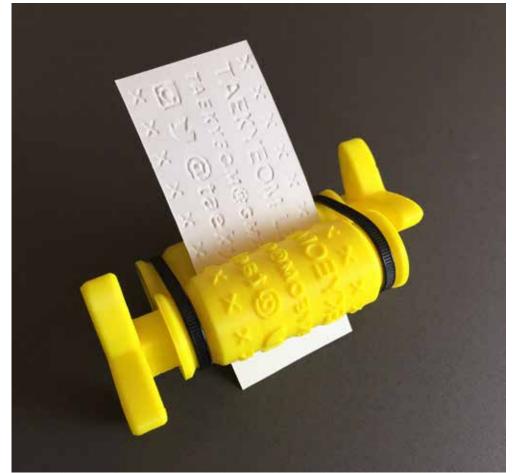




Tyler Lotz CNC milled blue foam insulation for making plaster molds







Taekyeom Lee Stamps and Business Card Printer





Brooks Oliver 3D Printed Drying Jig





Oregon College of Art and Craft Fab Lab

3D printed wood burning tool printed in Steel at shapeways.com



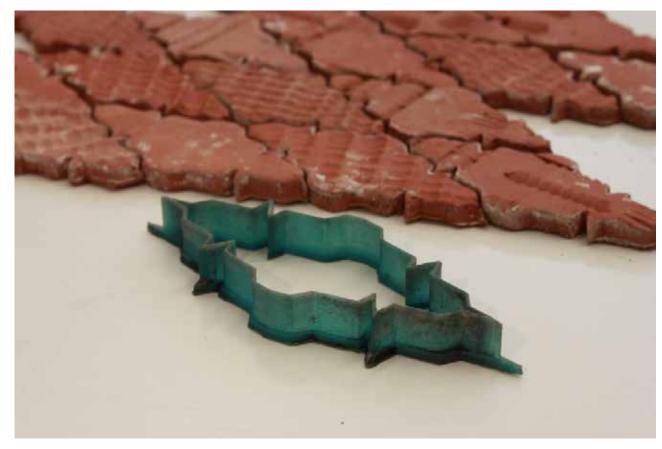


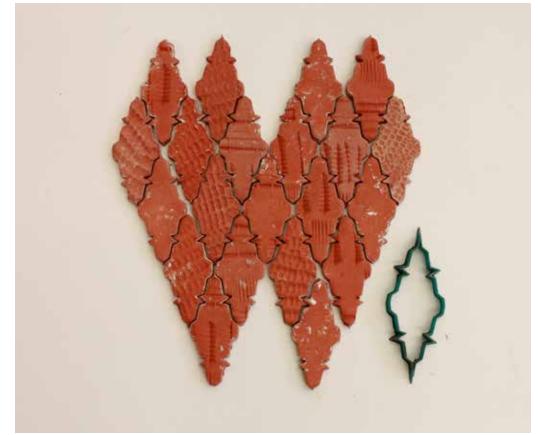




Jo Kamm's digital fabrications class at KCAI Bisqued terra cotta tiles Detail of the 3D printed tool used to make tiles



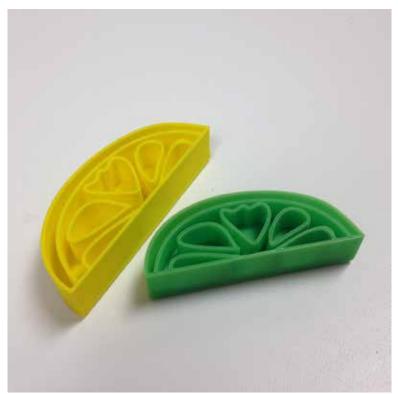




Jo Kamm's digital fabrications class at KCAI Bisqued tiles created by Kendall Hammond Detail of the 3D printed tool used to make tiles









Stamps modeled in Fusion 360 and printed on a Makergear M3
The stamps were then used to make ceramic tile.
The clay is dusted with a thin layer of corn starch to prevent the stamp from sticking.
West Virginia Universities – Art 593 3D Printing





Once modeled the stamp can be scaled to provide variation. West Virginia Universities – Art 593 3D Printing









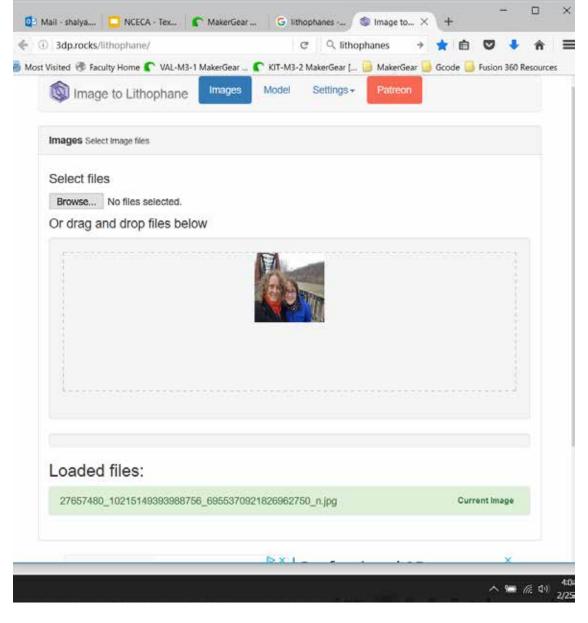
Finished Tiles West Virginia Universities – Art 593 3D Printing

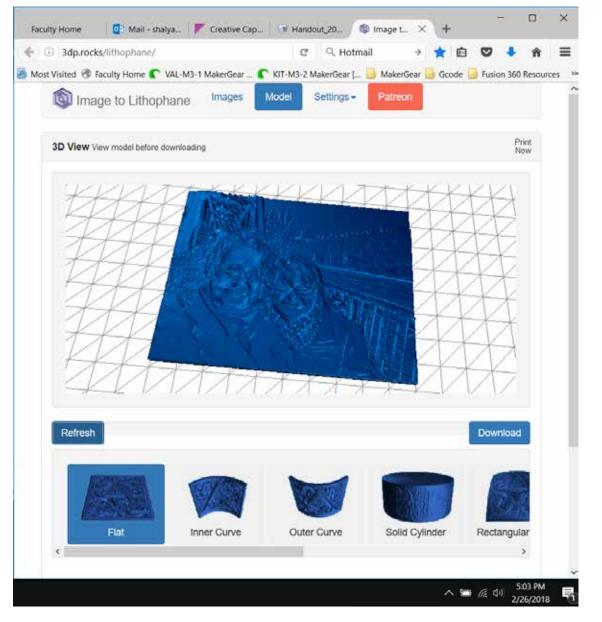




The 3D printed stamps were also used to inlay slip for mishima West Virginia Universities – Art 593 3D Printing

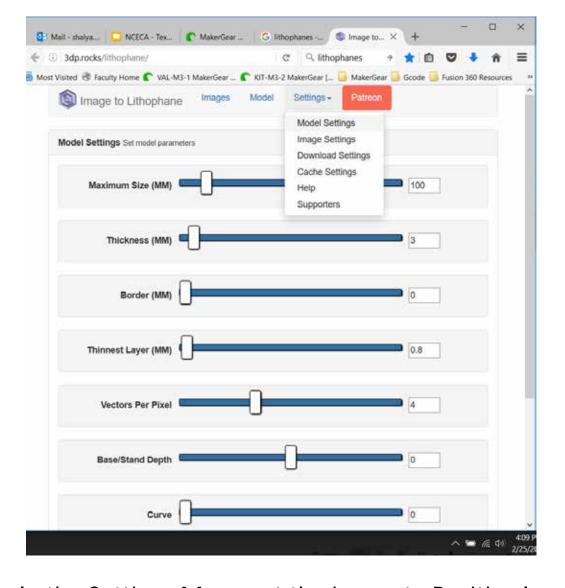


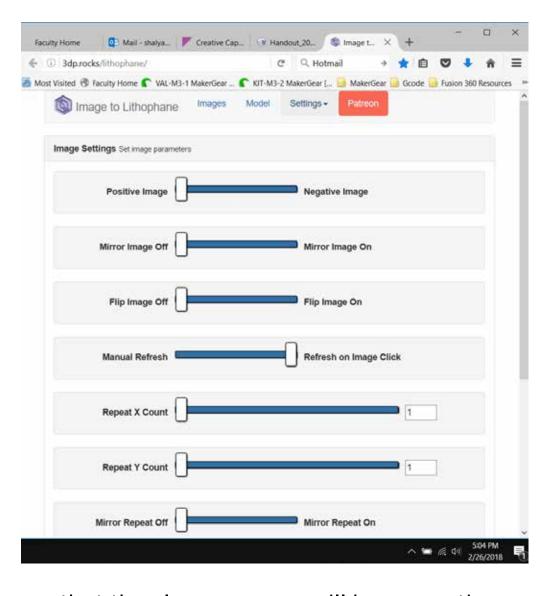




Lithophane Generator: http://3dp.rocks/lithophane/

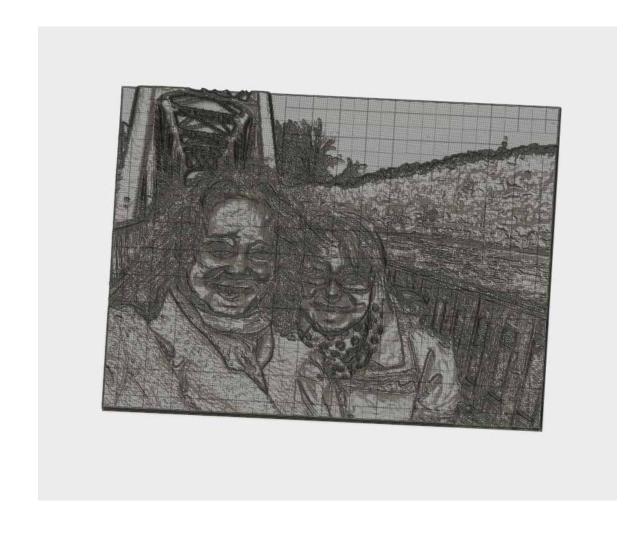


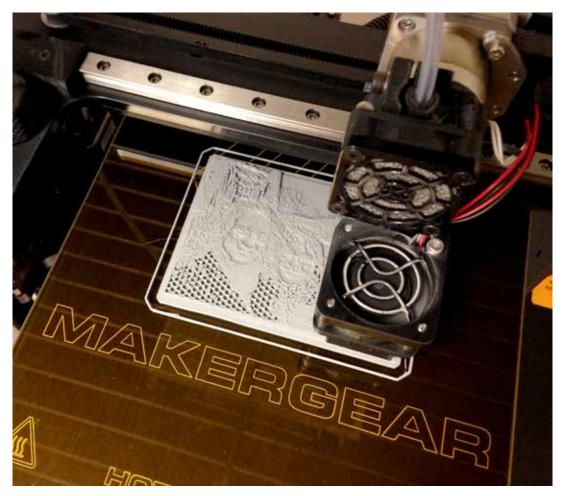




In the Settings Menu set the image to Positive Image so that the clay you press will be a negative Set Thickness to determine how deep the relief is Set the Vectors Per Pixle to determine the amount of detail in the lithophane







You can easily export an STL file for 3D printing



## Textures, Tools and Time Part 2

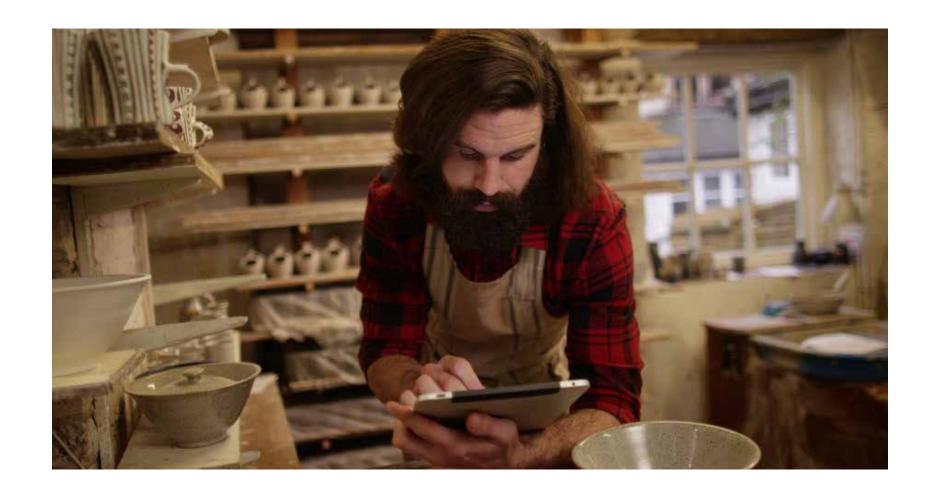
Presented by Elizabeth New & Shalya Marsh

## Free Programs we will be talking about today

- 1. Tileshop- <a href="http://asciiascetic.github.io/projects/ashlar/#">http://asciiascetic.github.io/projects/ashlar/#</a> this software was developed by Colin O-Keefe for Jo Kamm at KCAI to help people create tessellated files
- 1. Cookie Caster <a href="http://www.cookiecaster.com/">http://www.cookiecaster.com/</a> app for making 3D printed cookie cutters that is PERFECT for making simple tiles
- 1. Tinkercad <a href="https://www.tinkercad.com/">https://www.tinkercad.com/</a> simple drag and drop shapes and great introductory tutorials for people who are just getting started.
- 1. Onshape <a href="https://www.onshape.com/">https://www.onshape.com/</a> more complex, but more options.

  Allows you to create shapes on multiple axis using drawings to create your shapes. Free when your files are publicly available, or if you are a student/educator otherwise there is a yearly fee.

### Not everyone uses a computer in the studio



How do I make this stuff?

### Making custom tessellated tiles...







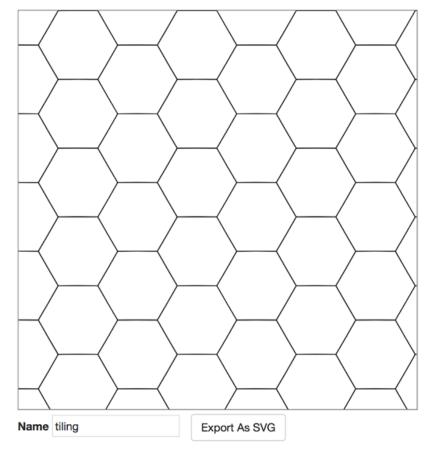
Can you use an app? Then you can make tile cutters!

## Ashlar - Tileshop



#### Ashlar (alpha)

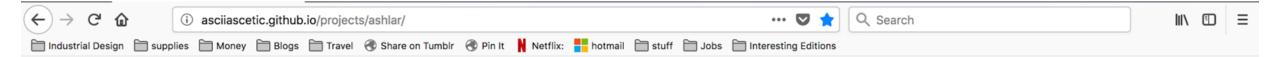




Enjoying the application? Do you have a particular use case in mind? I'd be happy to hear about it . Please do check out the Source on Github

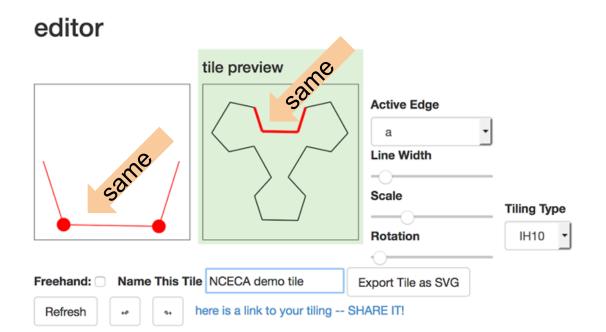
Last Updated Sun Jul 24 09:58:44 CDT 2016

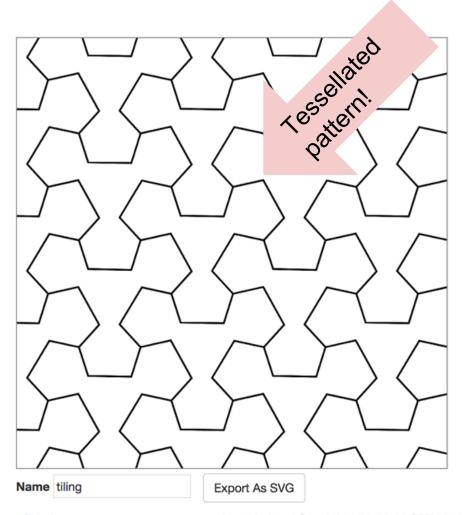
#### Developed by Colin O-Keefe with Jo Kamm at KCAI



#### Ashlar (alpha)

(Ashlar is a work in progress. For best results, please use Chrome)



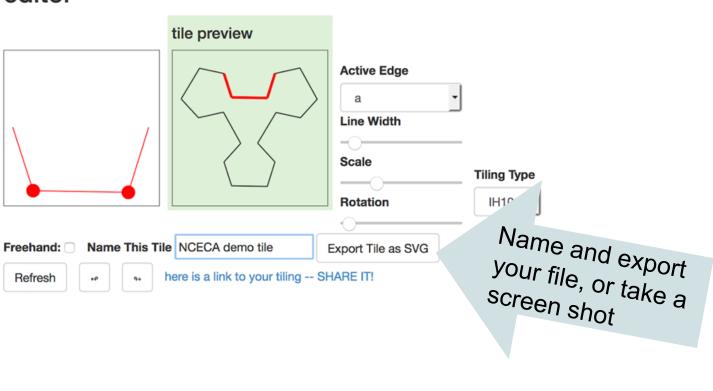


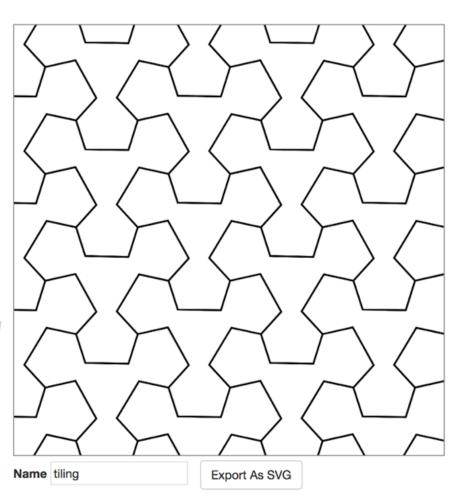


#### Ashlar (alpha)

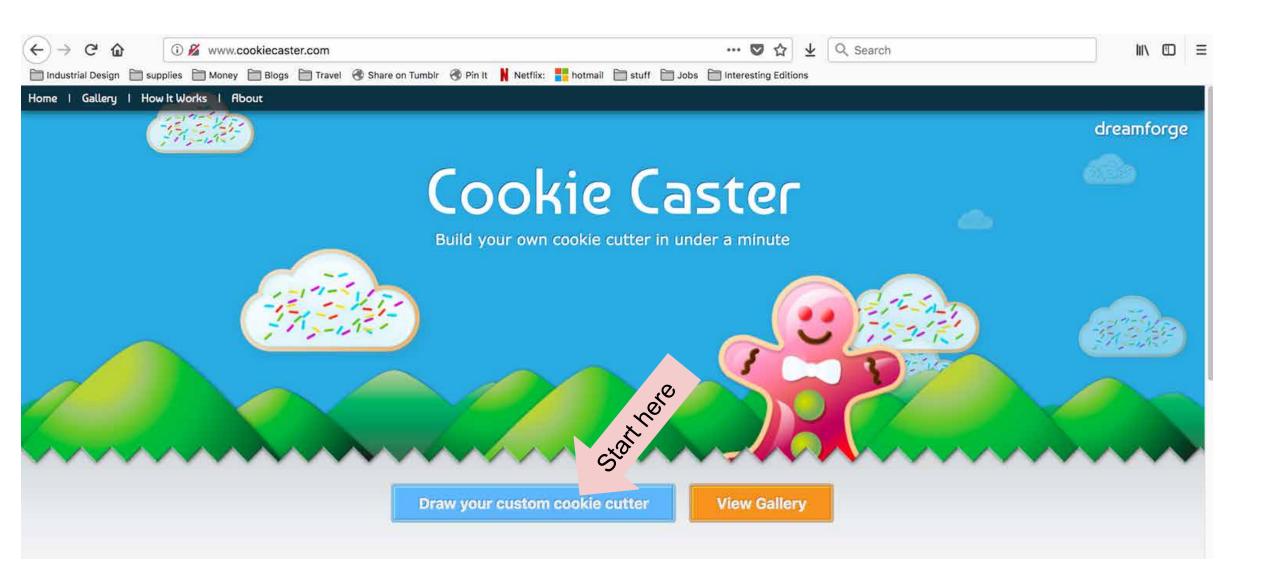
(Ashlar is a work in progress. For best results, please use Chrome)

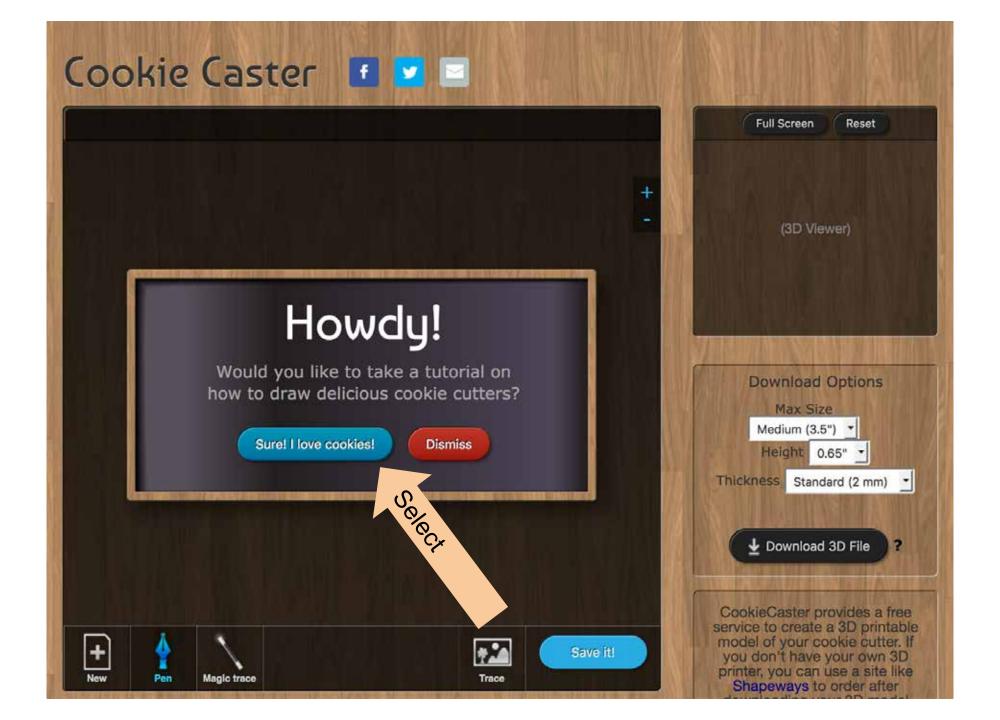
#### editor





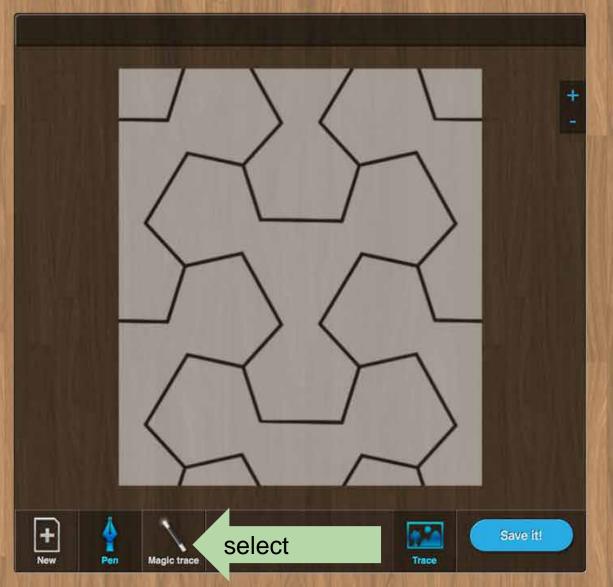
# Cookie Caster - AKA making tile cutters







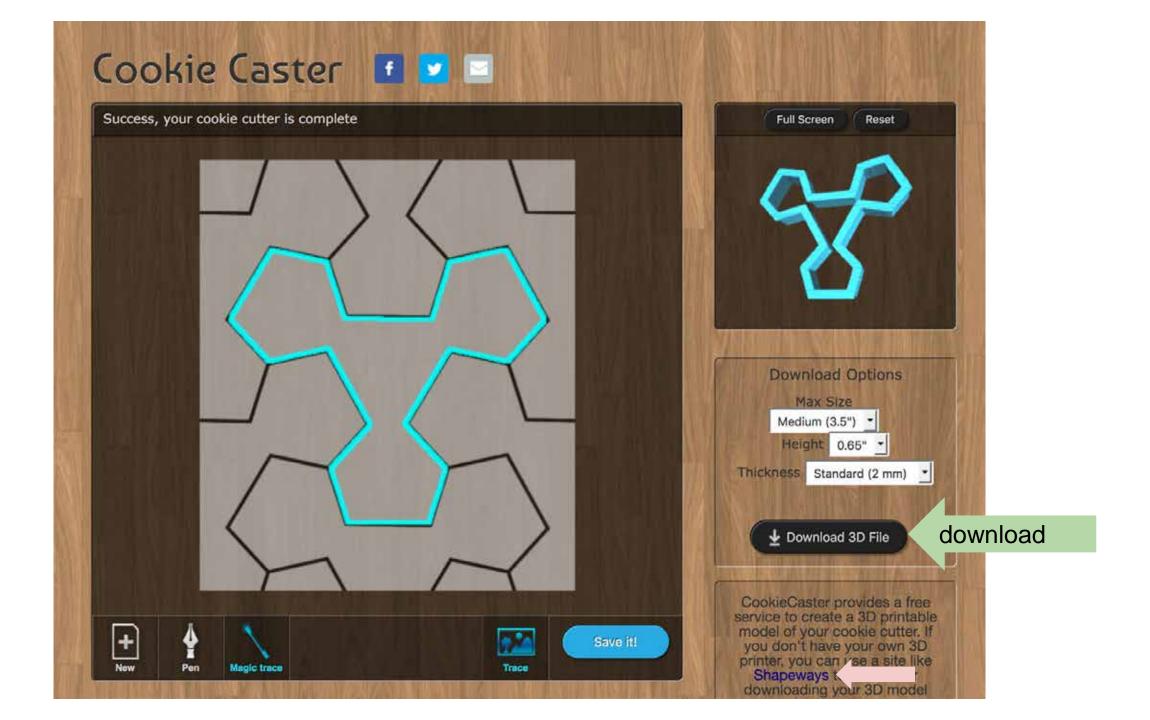
#### Cookie Caster 🔟 💆 📃







CookieCaster provides a free service to create a 3D printable model of your cookie cutter. If you don't have your own 3D printer, you can use a site like Shapeways to order after downloading your 3D model from our site.



# More cool samples from Jo Kamm's workshop...



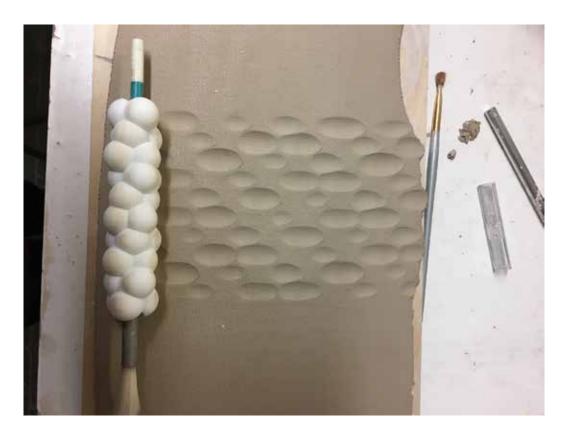






### Making a texture roller

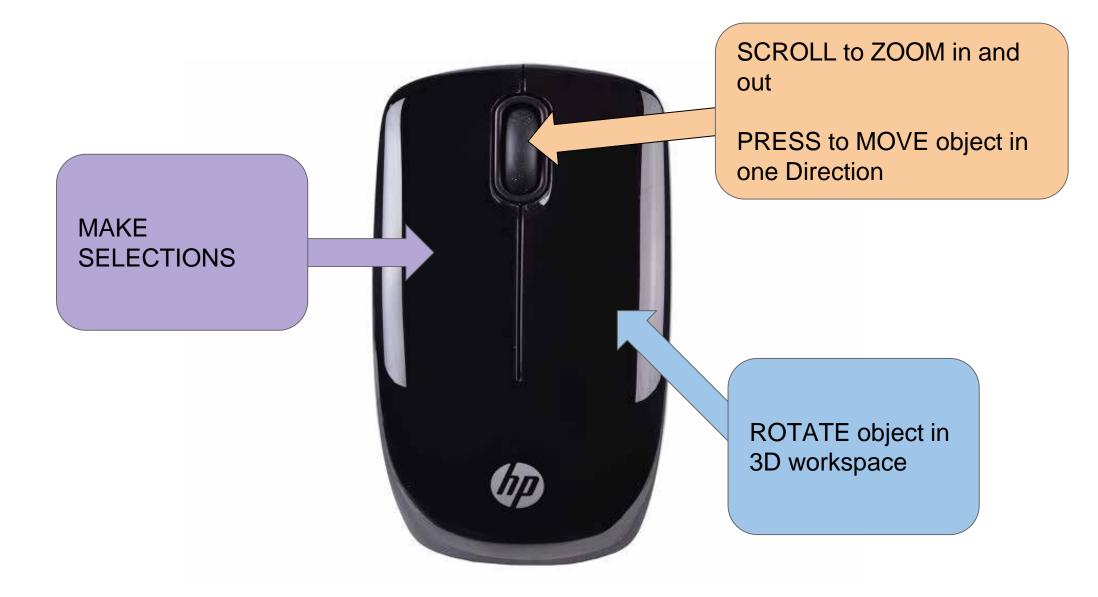




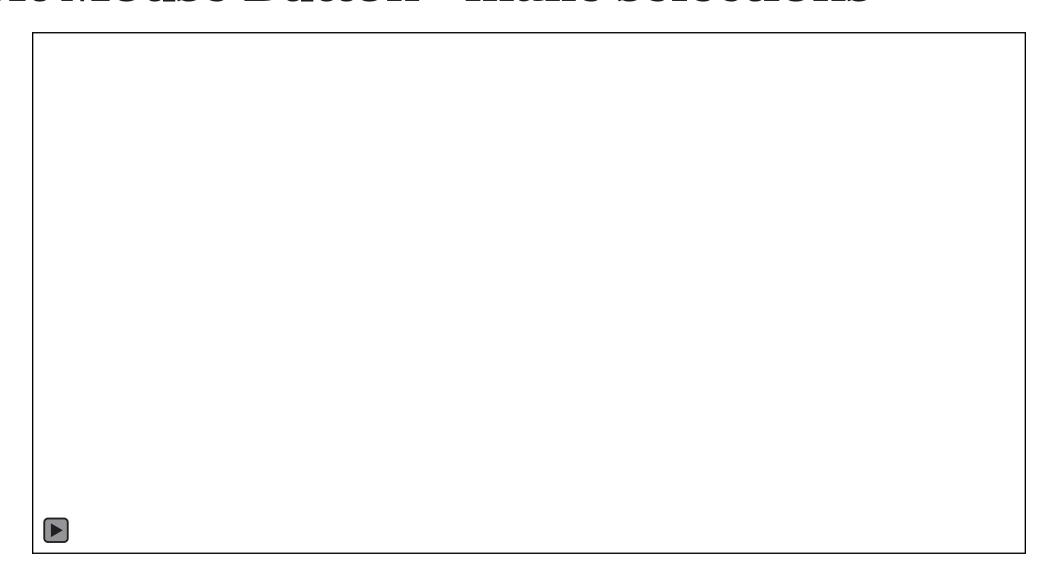


Only slightly more complicated than the cutter

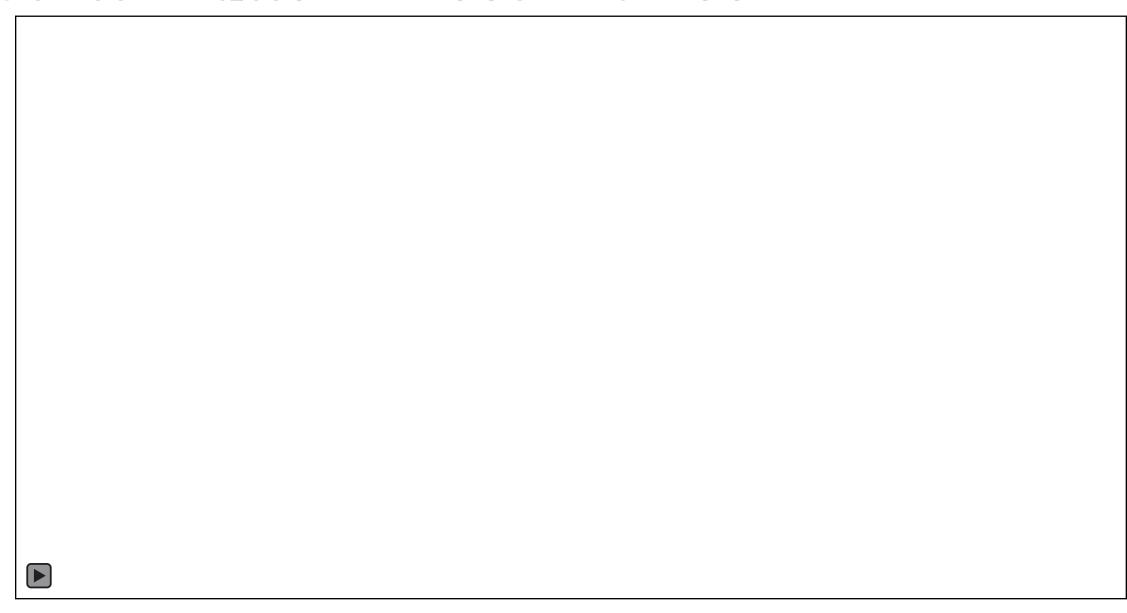
# Your mouse is really important.



#### Left Mouse Button - make selections



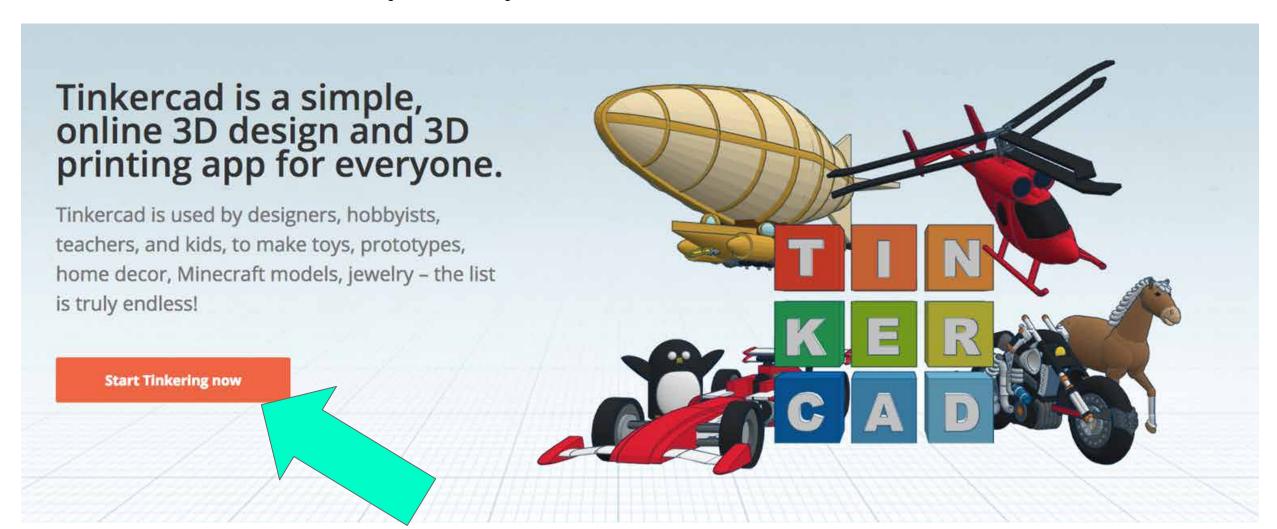
#### **Center Button - Move and Zoom**



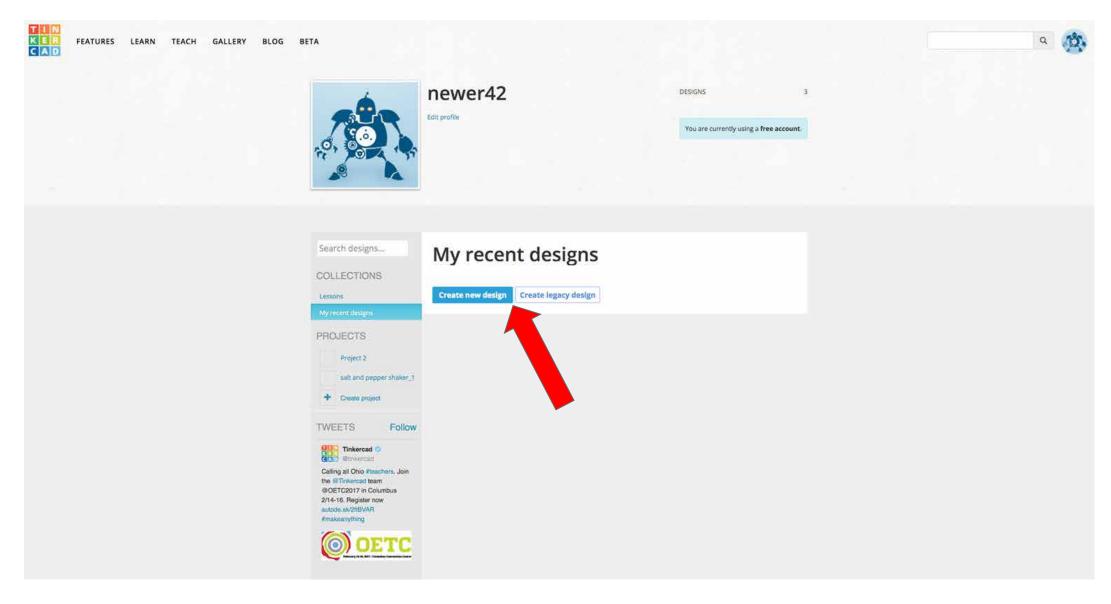
# Right Button -rotate in 3D workspace

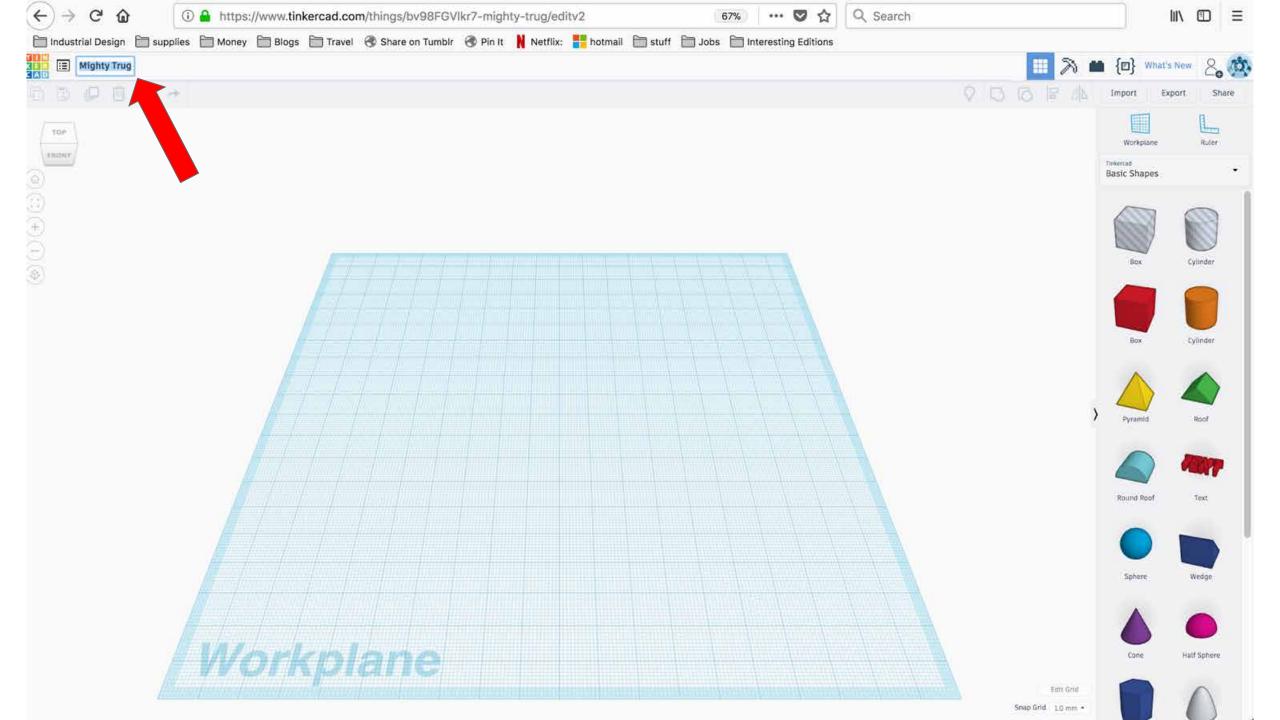
#### **TinkerCad**

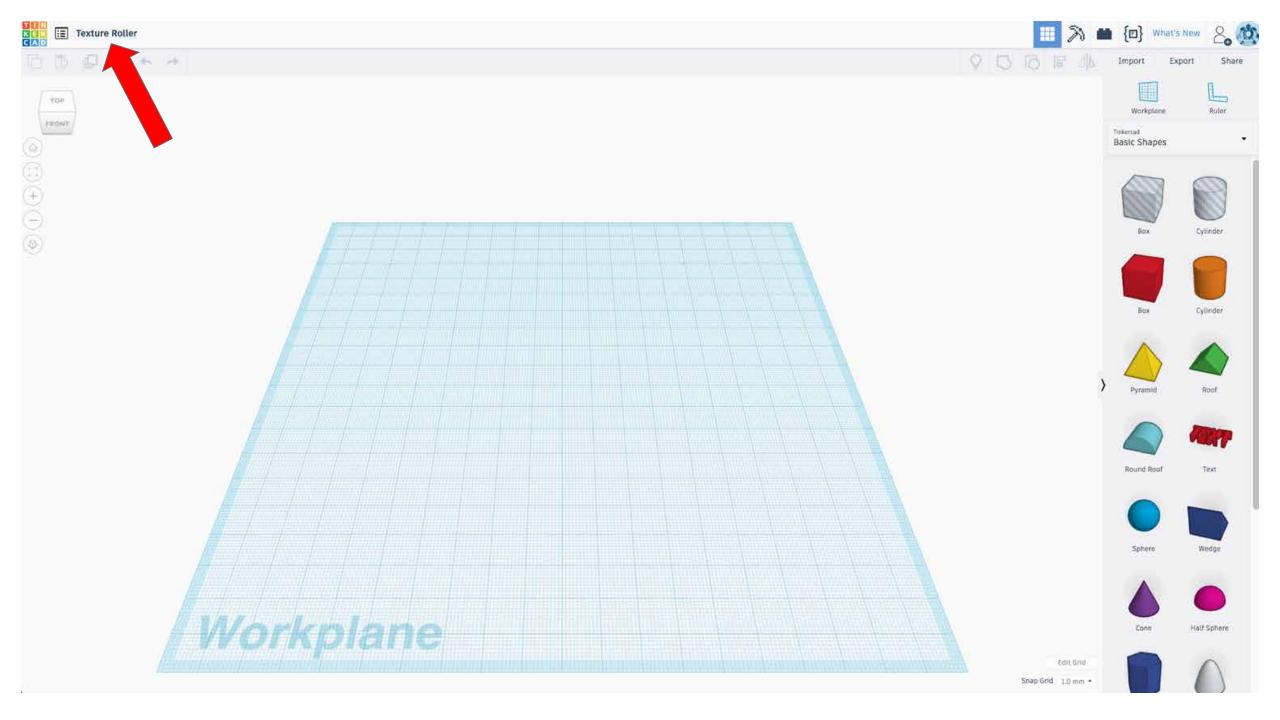
Great free software for your very first 3D models

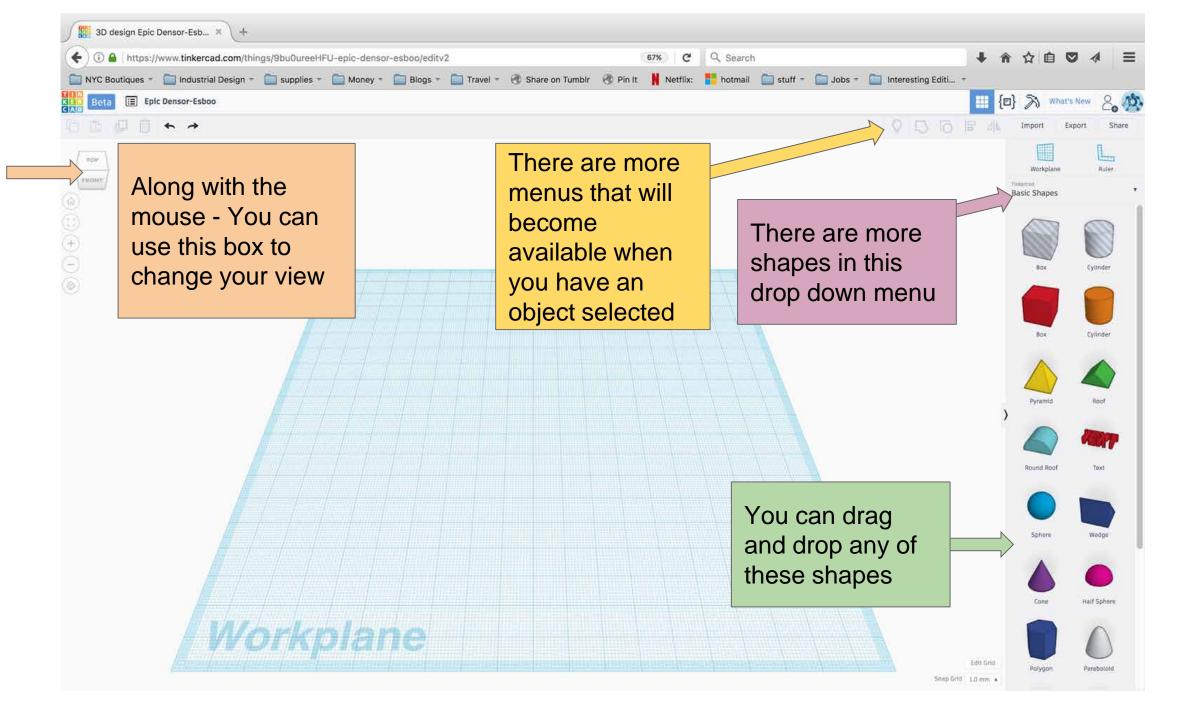


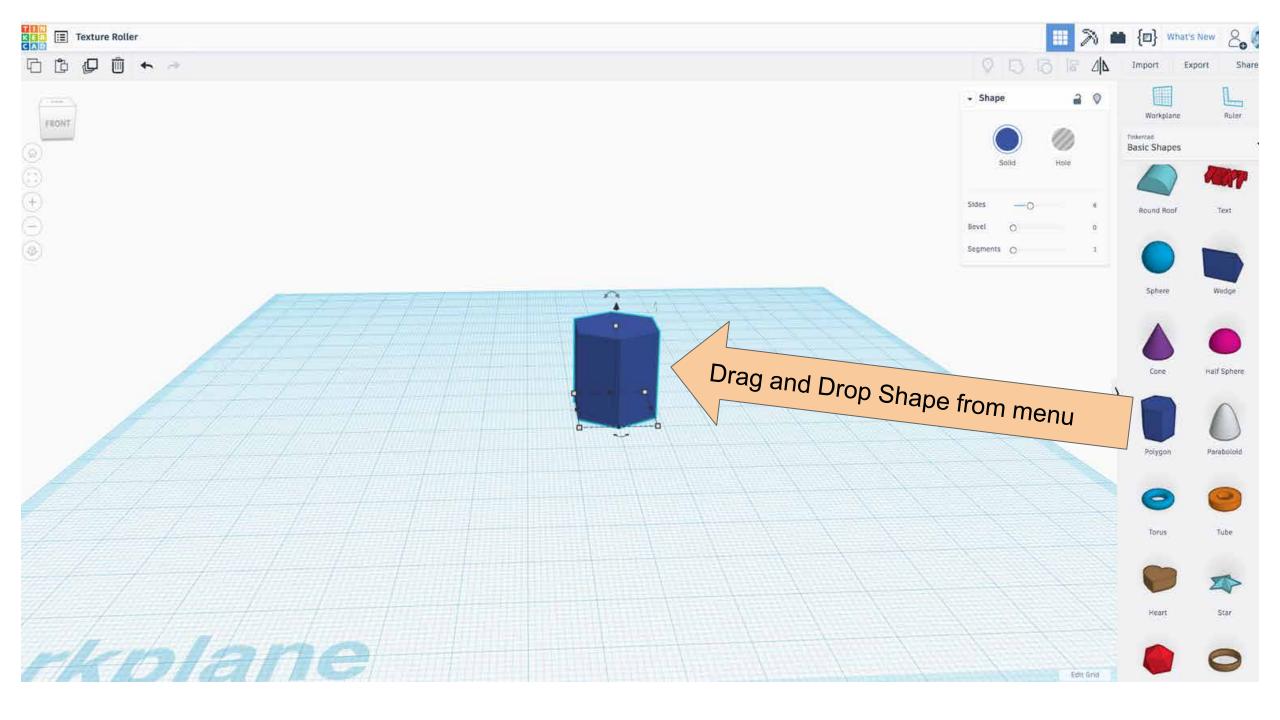
# Lets get started





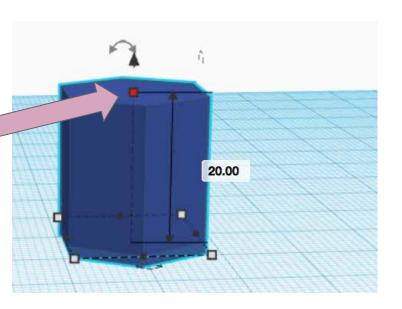




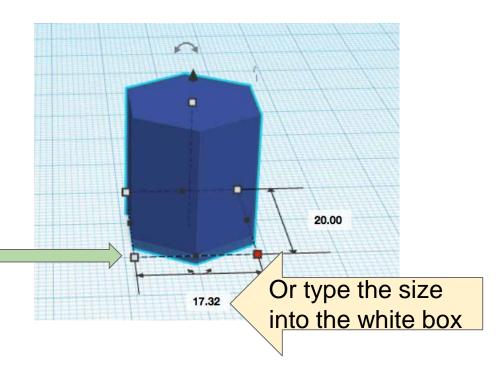


Use this arrow to raise and lower the part

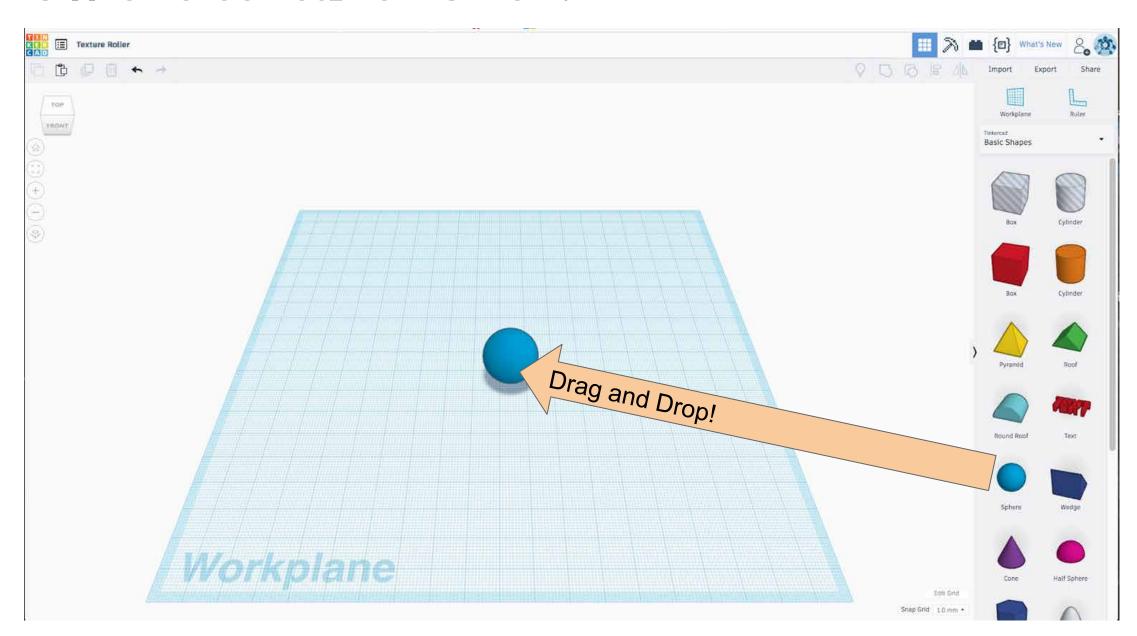
Top Dot will show the height of the object, and allow you to change it by dragging the dot.

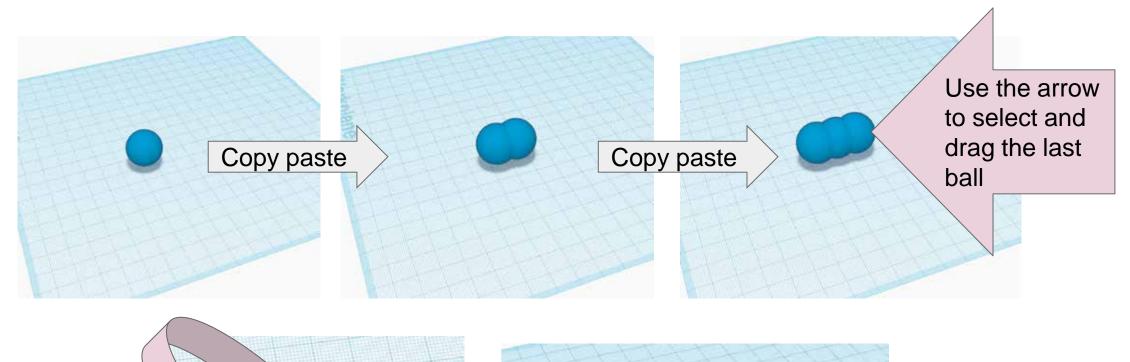


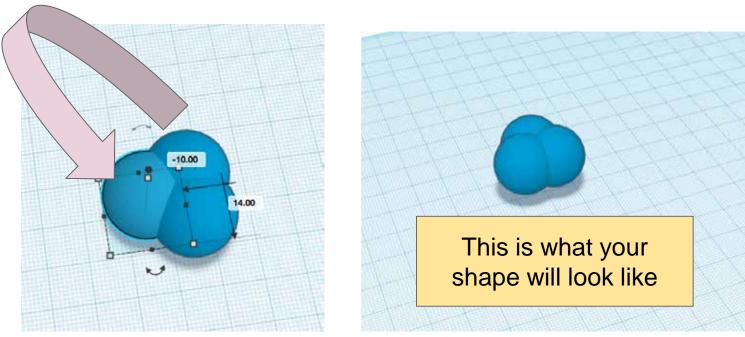
When you hover on these white dots it will give you the length and width of the part. Drag with these dots to change the length and width

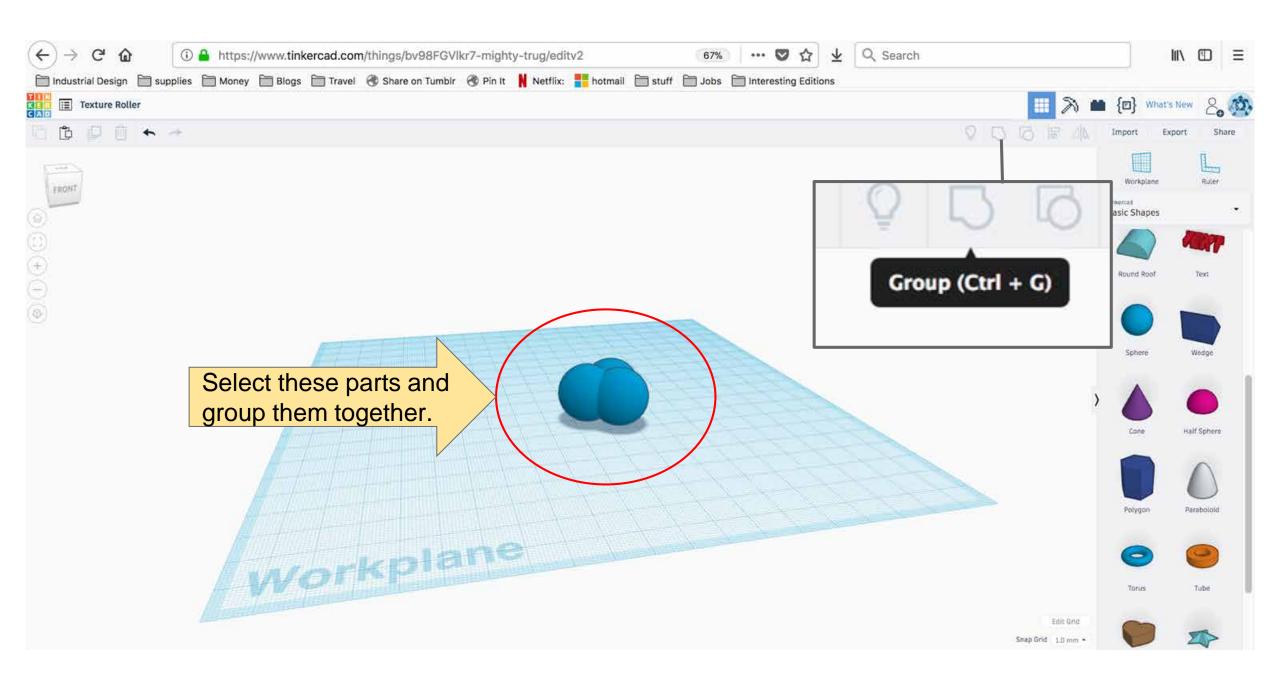


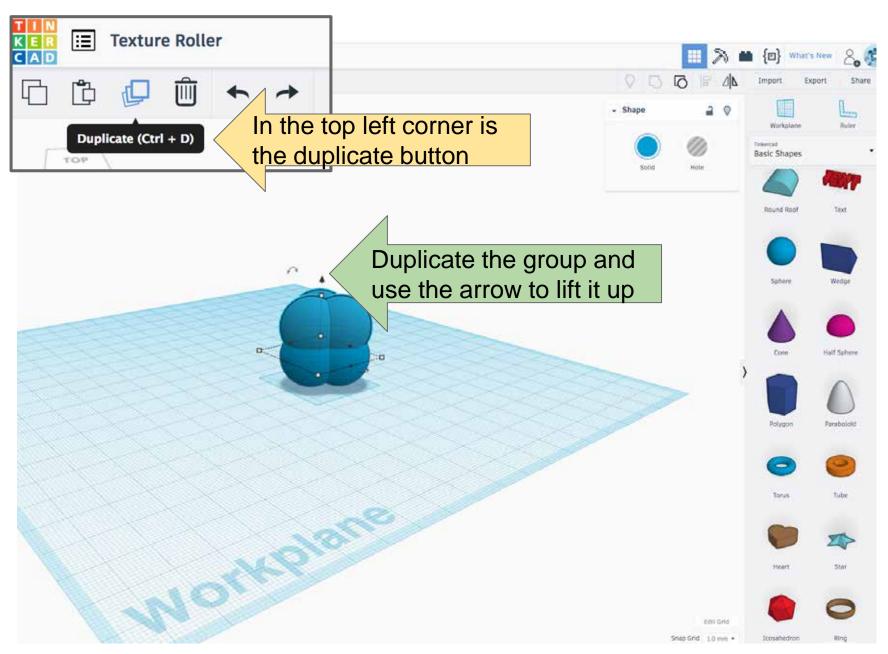
#### Now the texture roller!

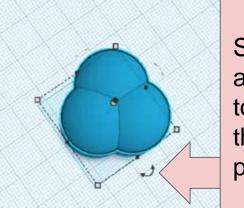




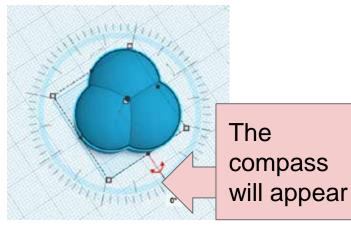


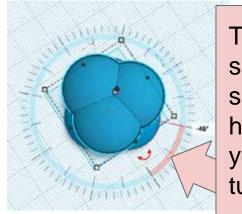






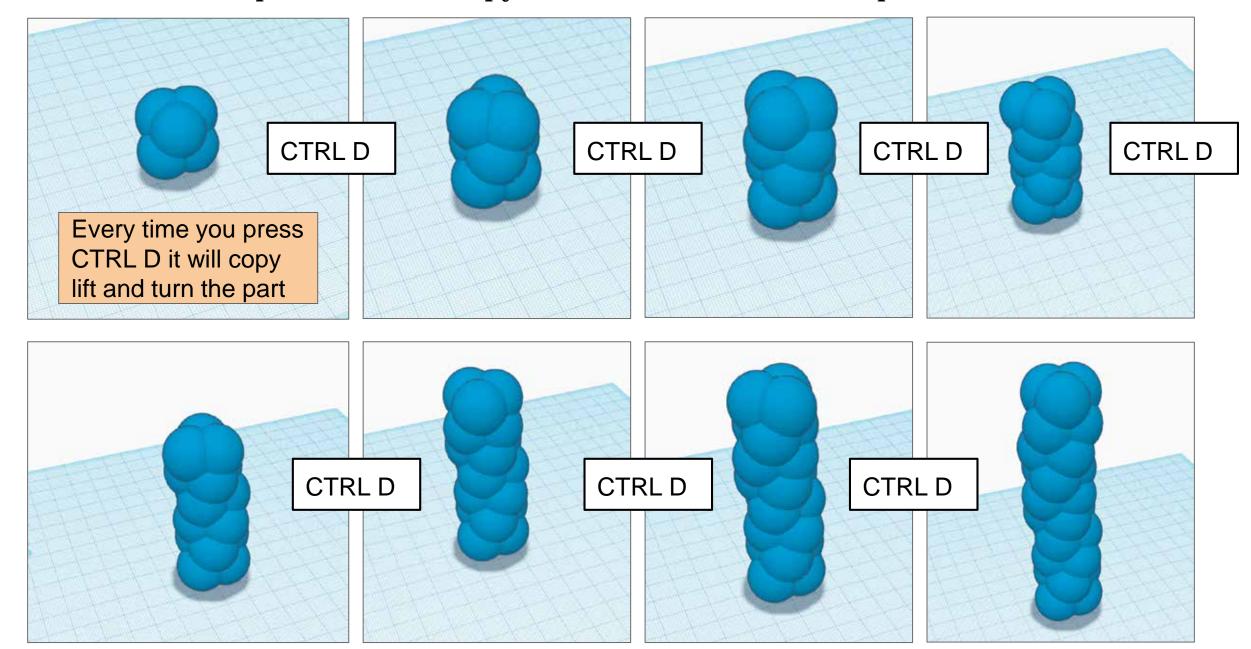
Select arrows to turn the part

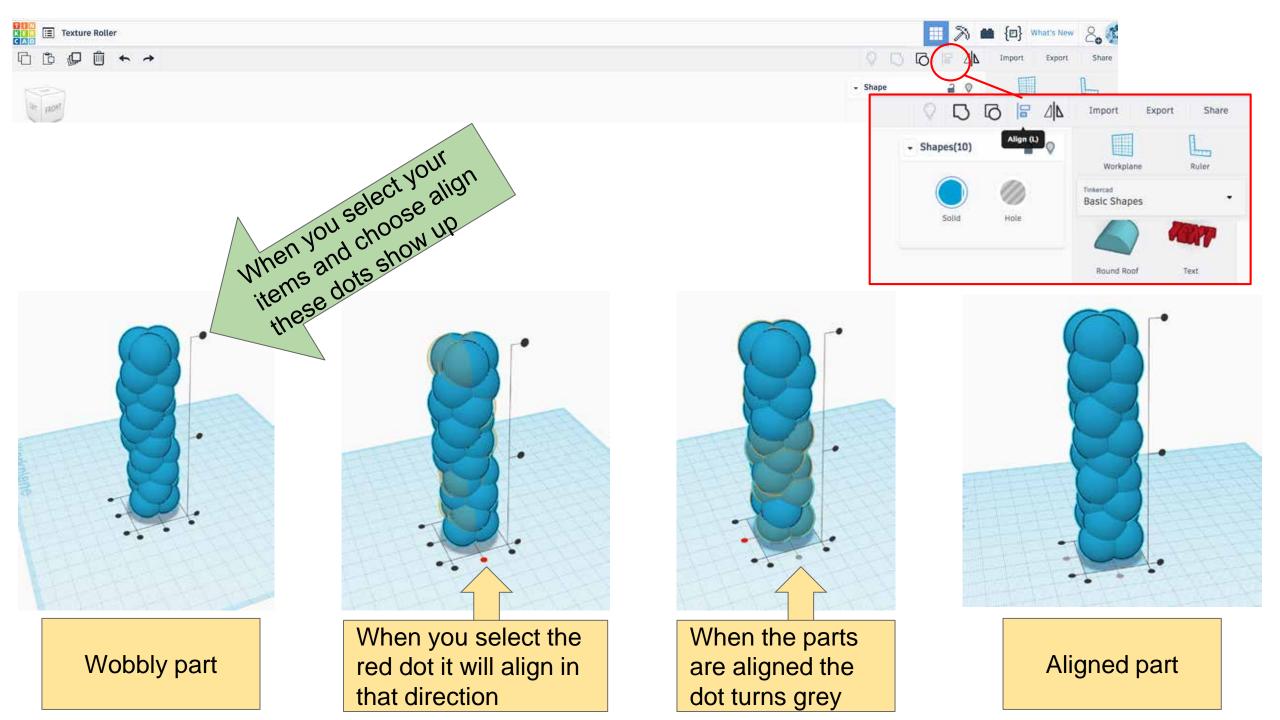


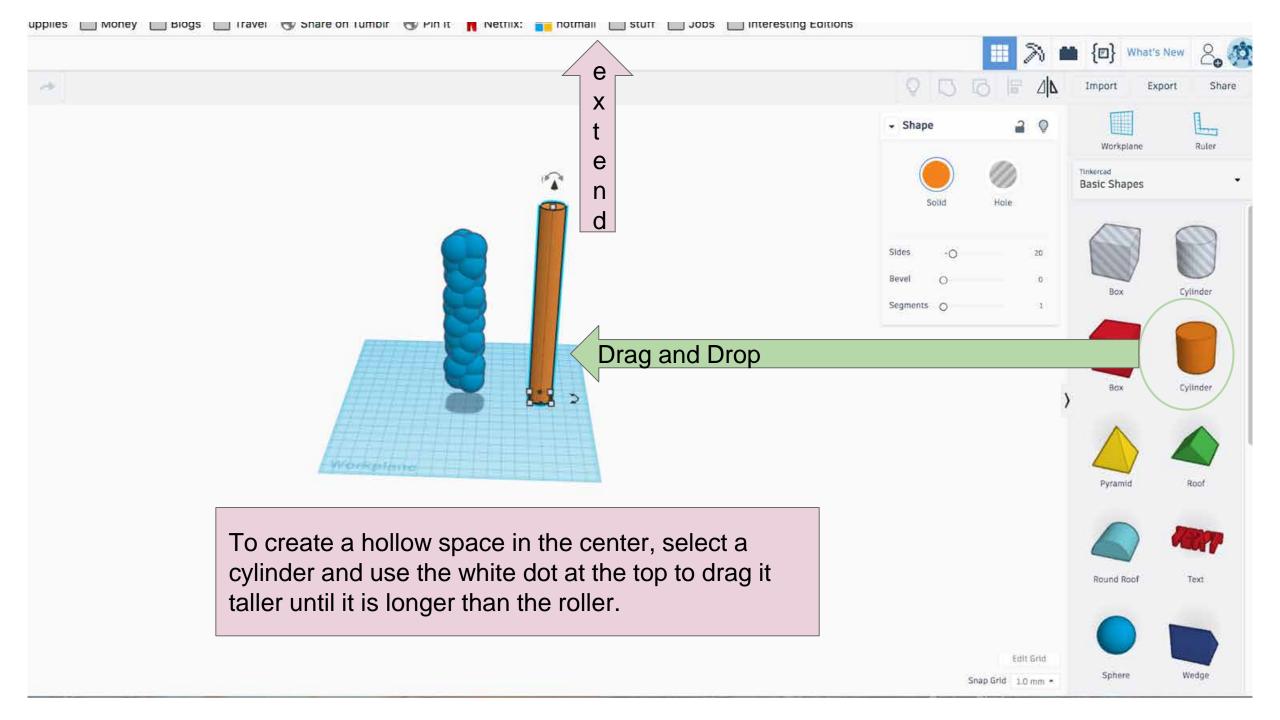


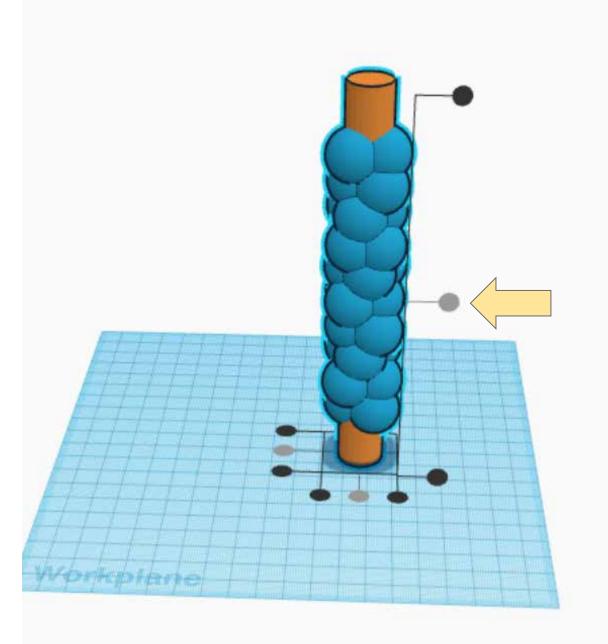
The red section shows you how far you have turned.

#### Control D is duplicate, it will copy an entire action if all the parts are selected!

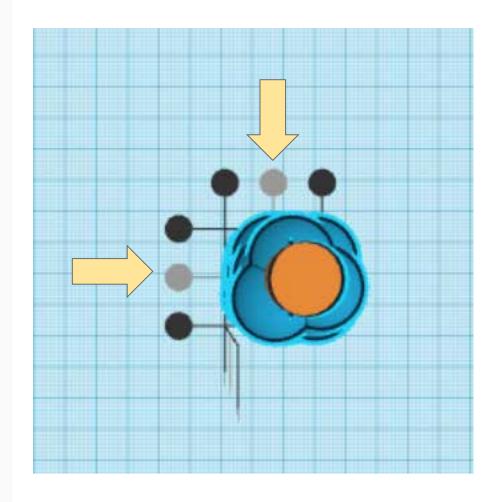


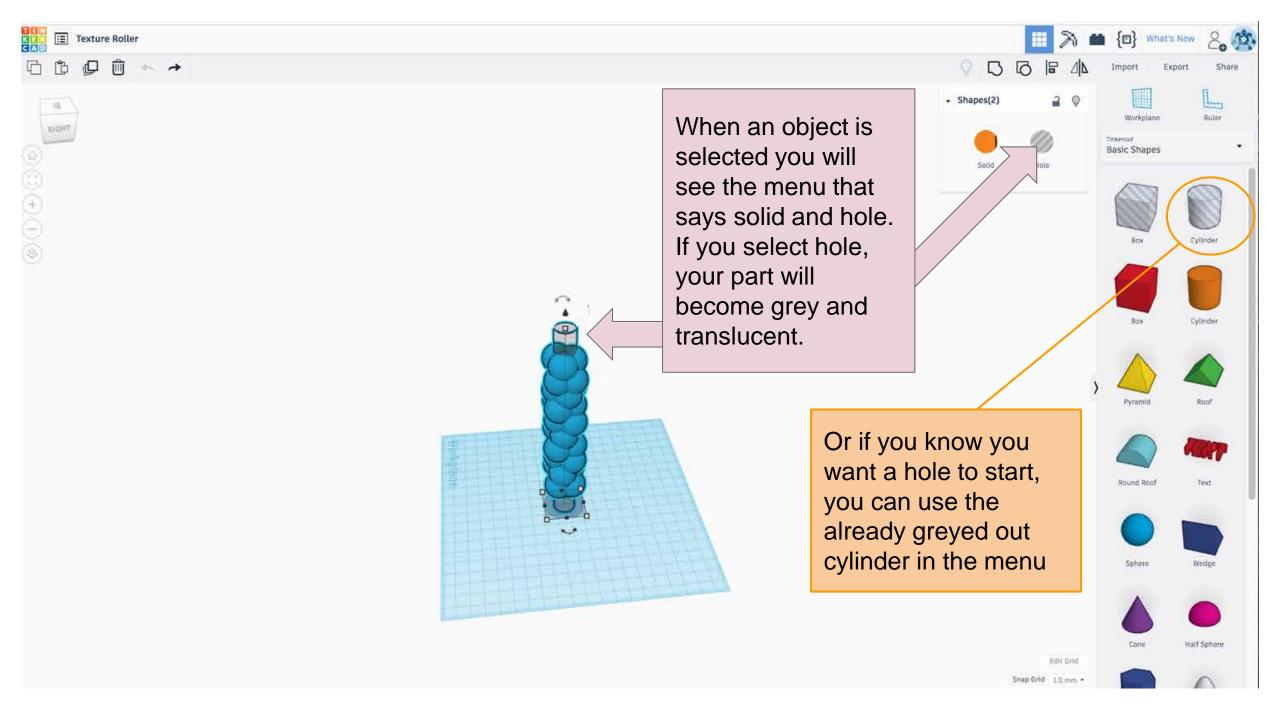


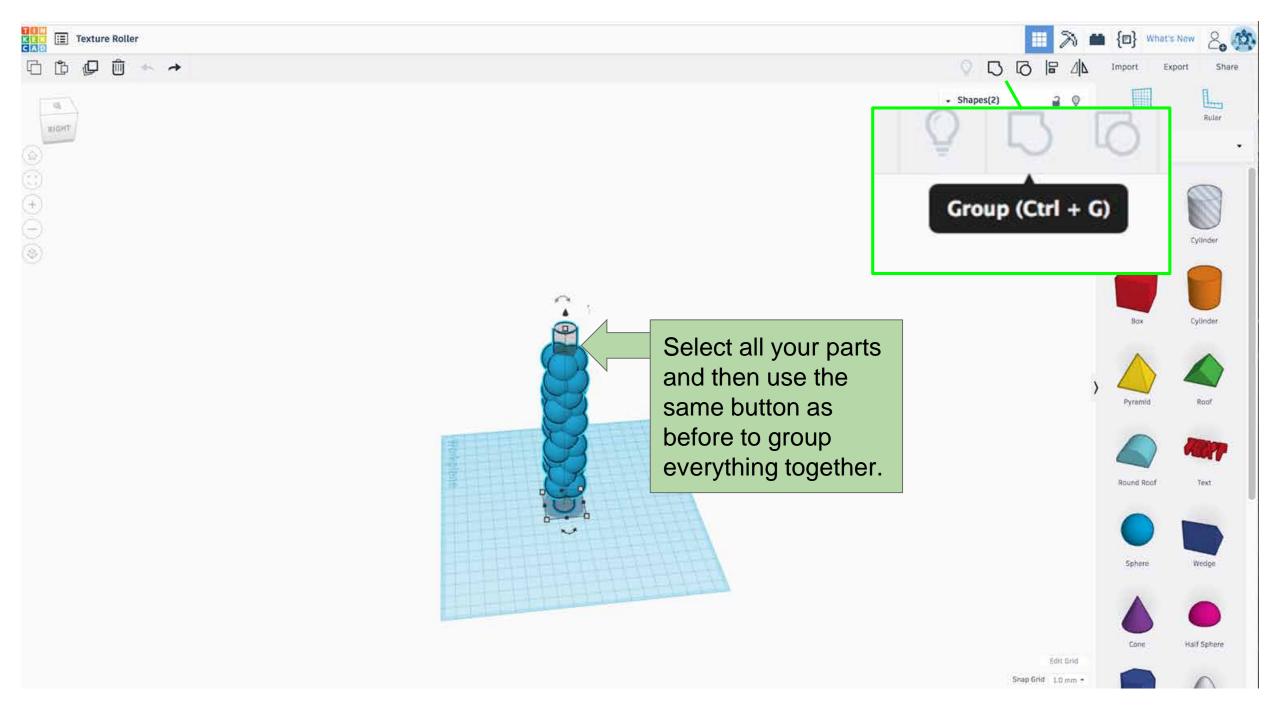


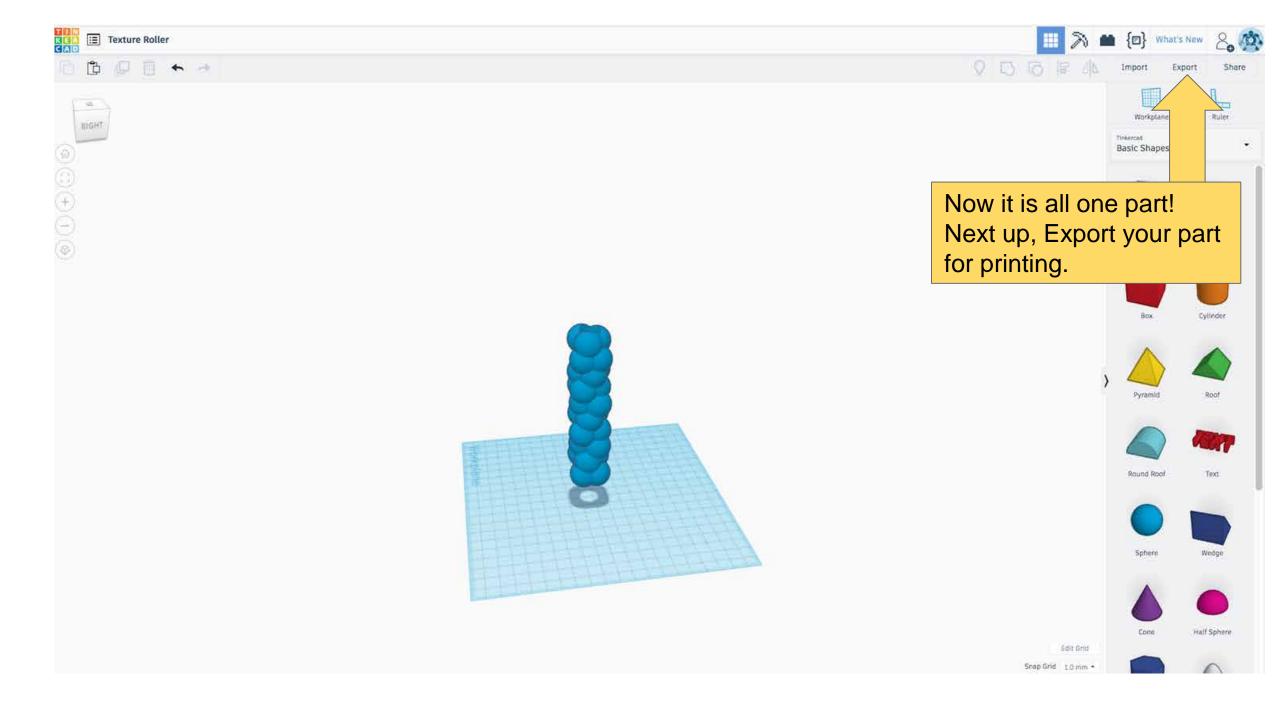


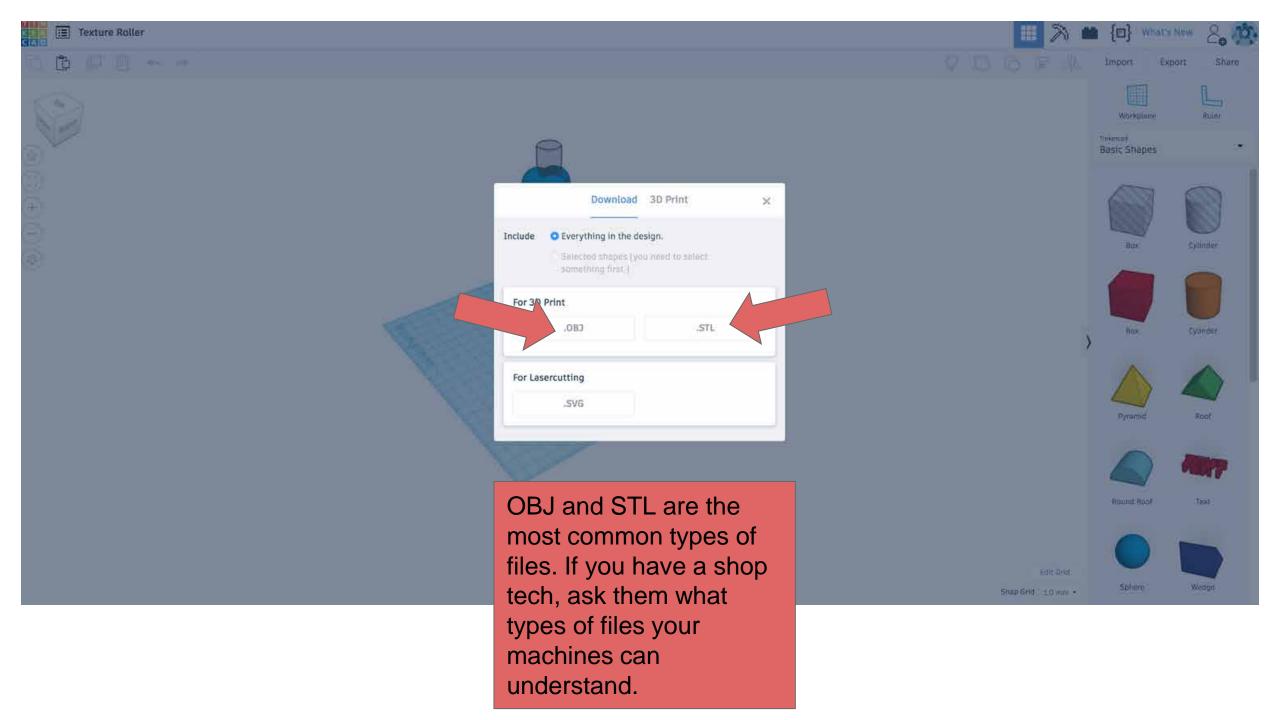
Use the same alignment tools to center the cylinder in the roller.











## Making a custom glaze stencil:



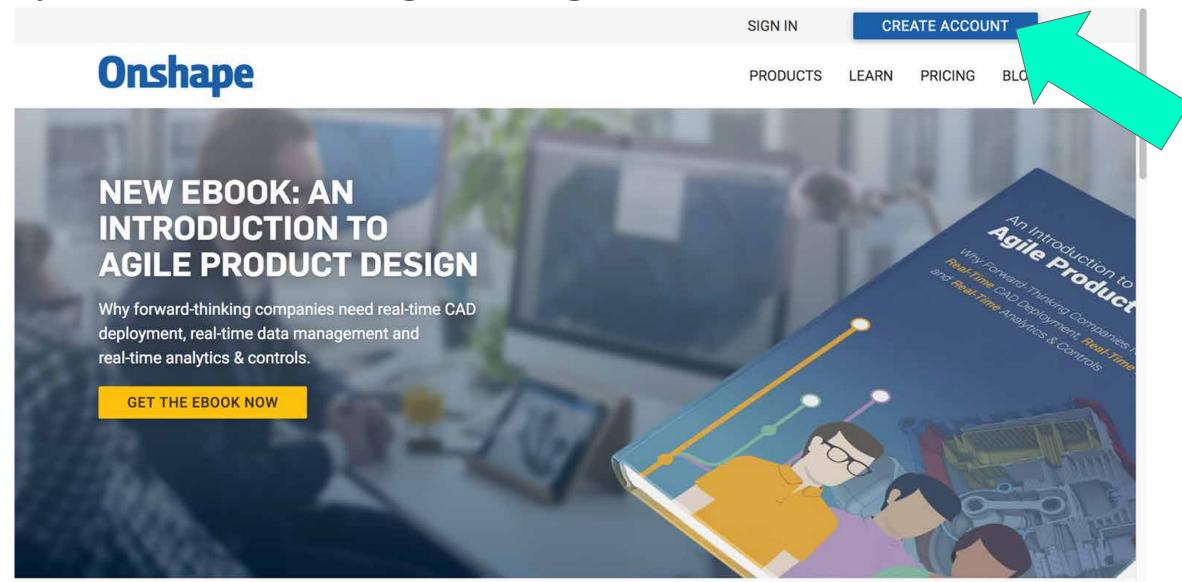




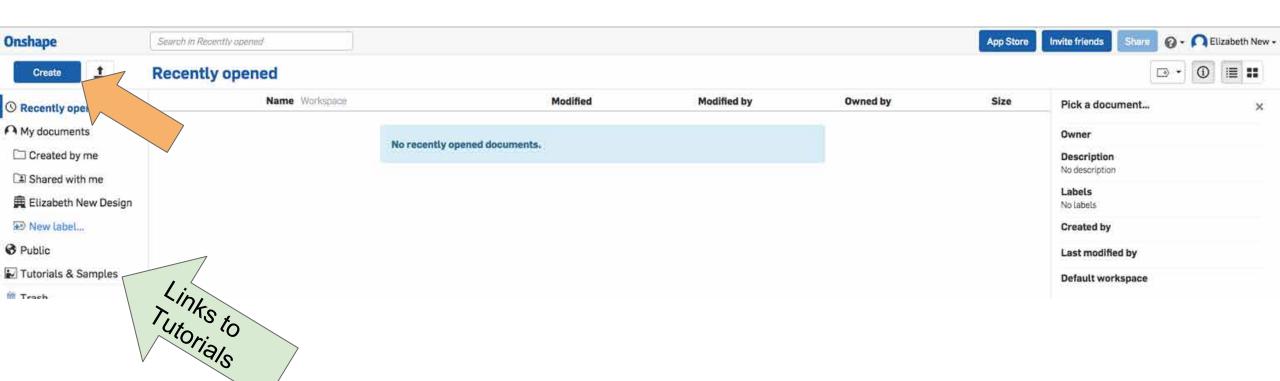
Kinda tricky, but well worth the effort.

# Onshape.

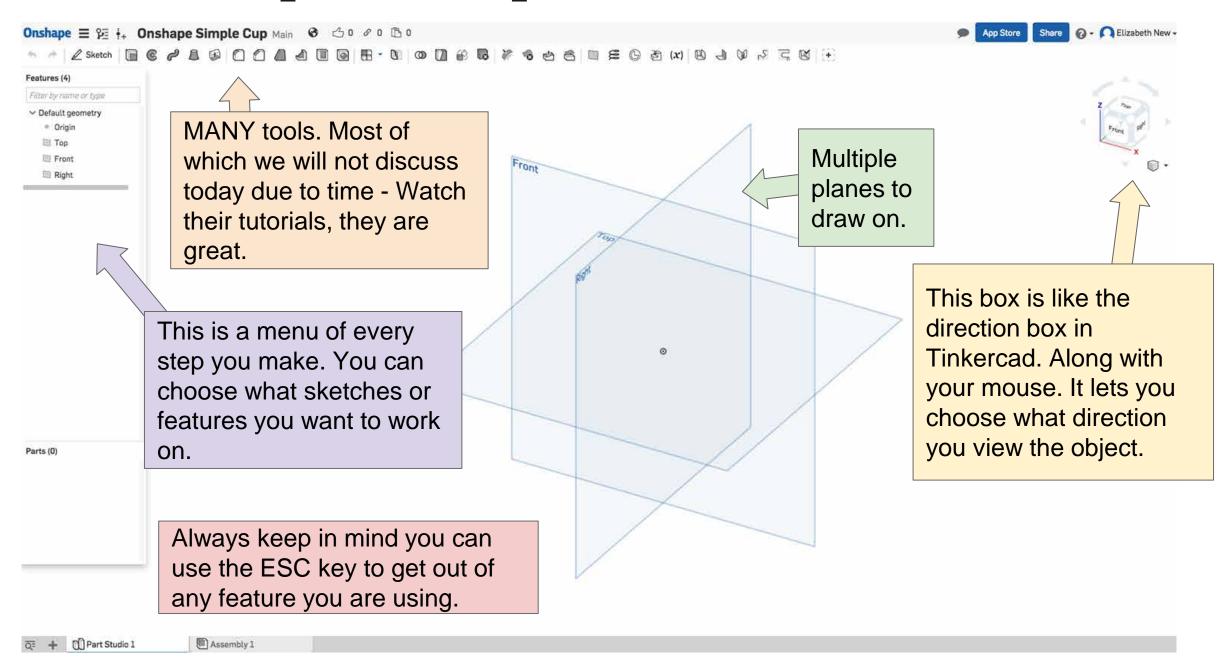
Try this after TinkerCad gets boring.



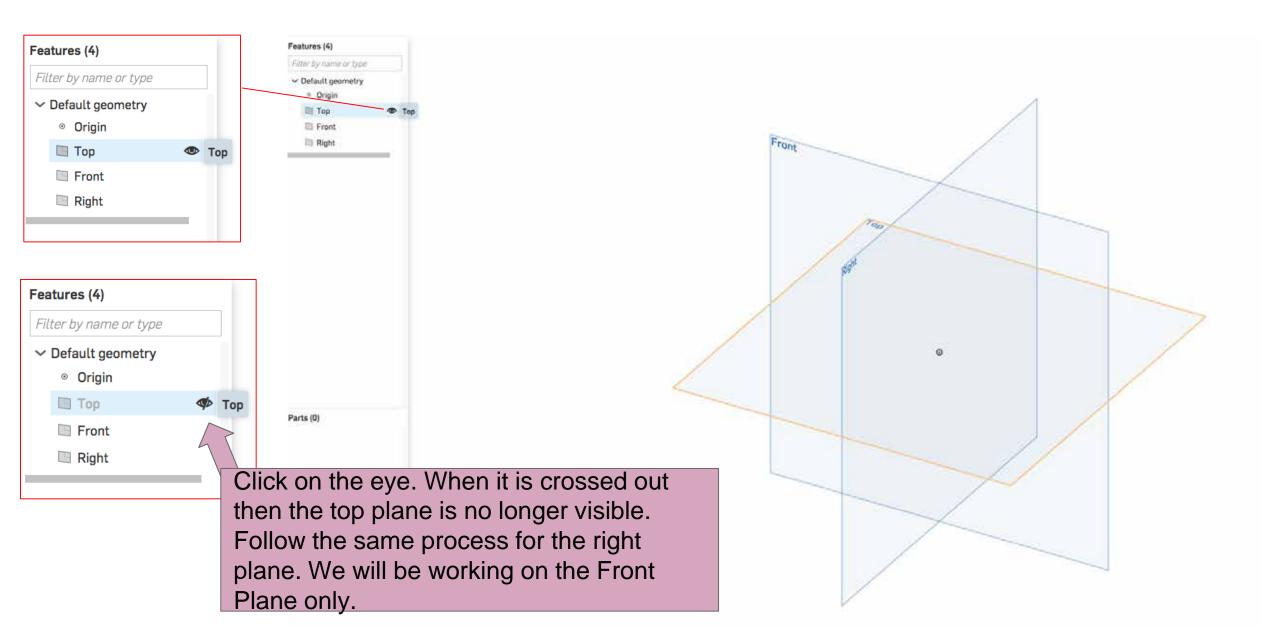
# Opening page - Create a new file



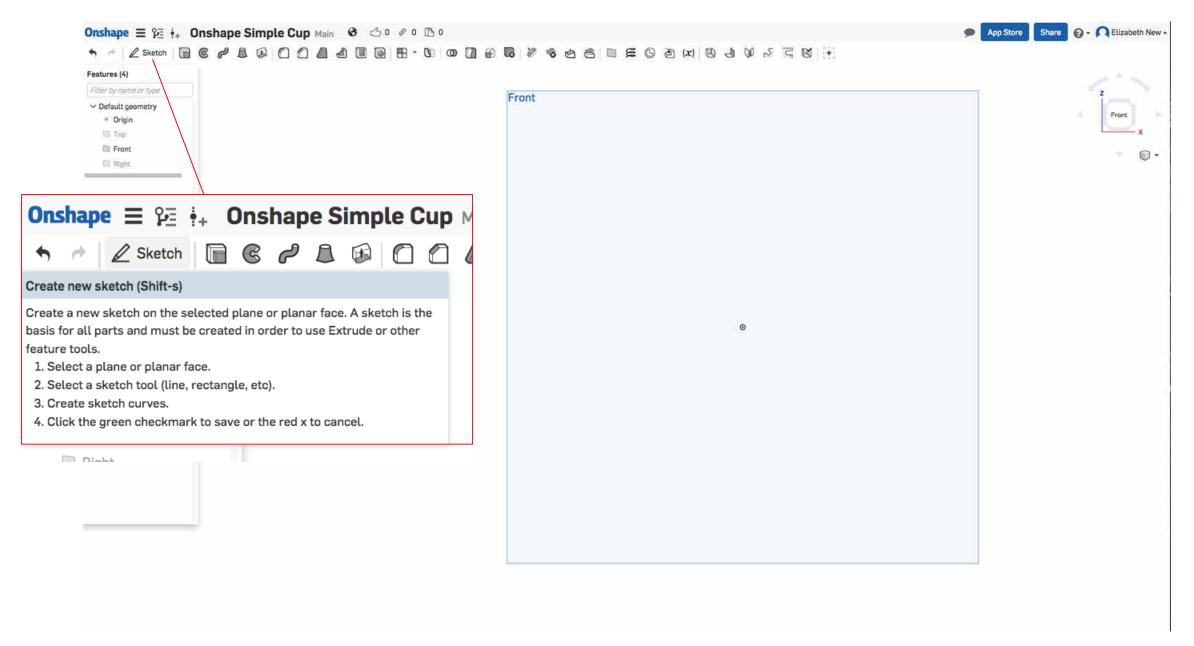
# The onshape workspace



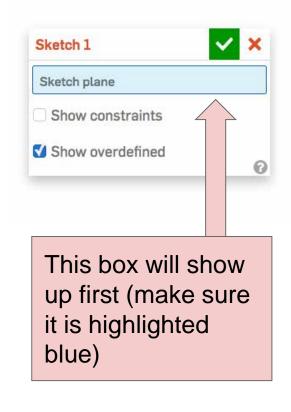
#### Decide what plane to draw on - hide the other ones

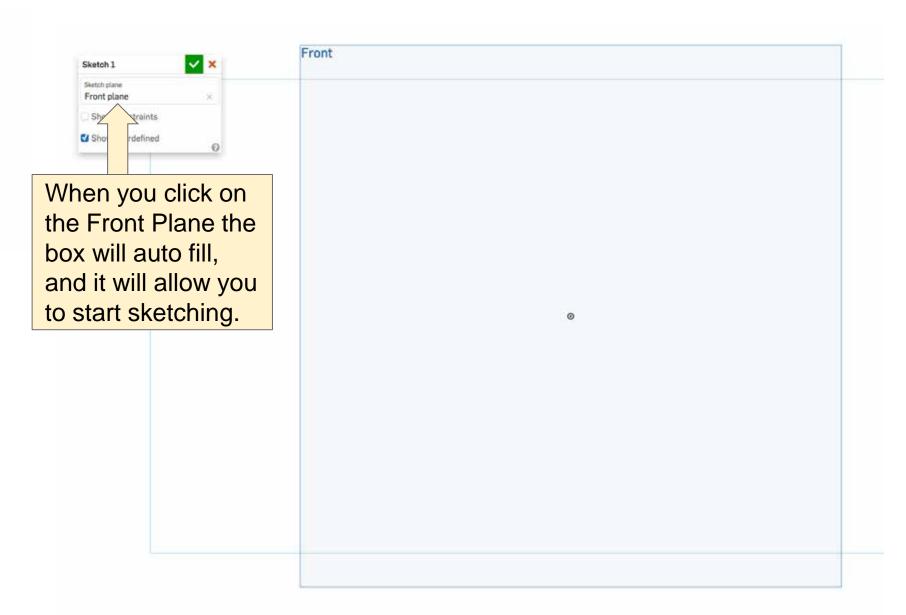


## Start your sketch by clicking the sketch button



# Choose a plane to draw on.





#### Sketch 1 - Practice - make a center line

This is part of the menu at the top left of the screen. We will be using the LINE button and the CONSTRUCTION button



#### Line (l)

Create a line between two points or a chain of lines.

- 1. Click the start point.
- Click the end point.
- Repeat to create a chain of lines or double-click to end.

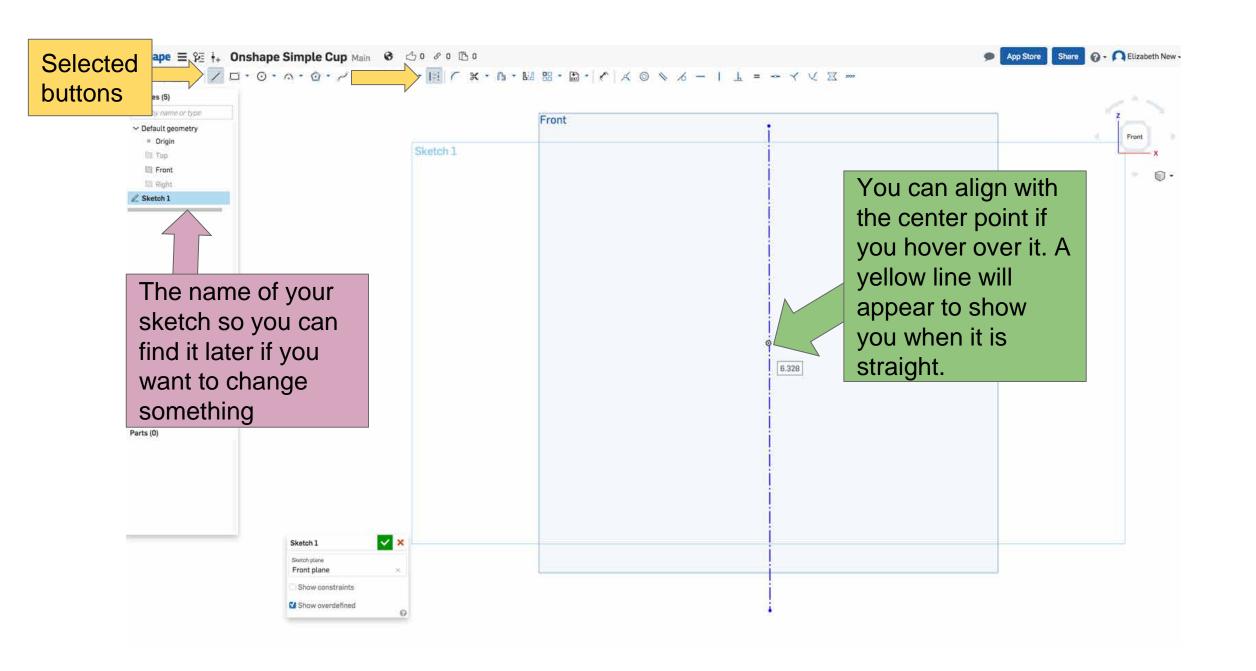
#### Construction (q)

Create new construction geometry or convert existing entities to construction.

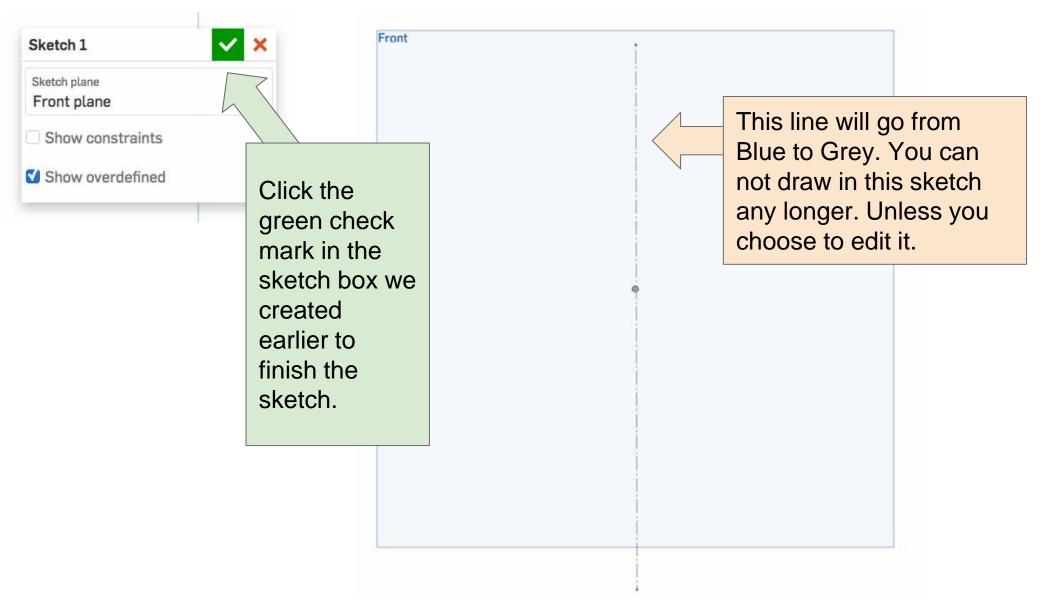
Construction geometry is ignored when the sketch region is used for features.

- Select Construction icon.
- 2. Select a sketch tool to create construction geometry.

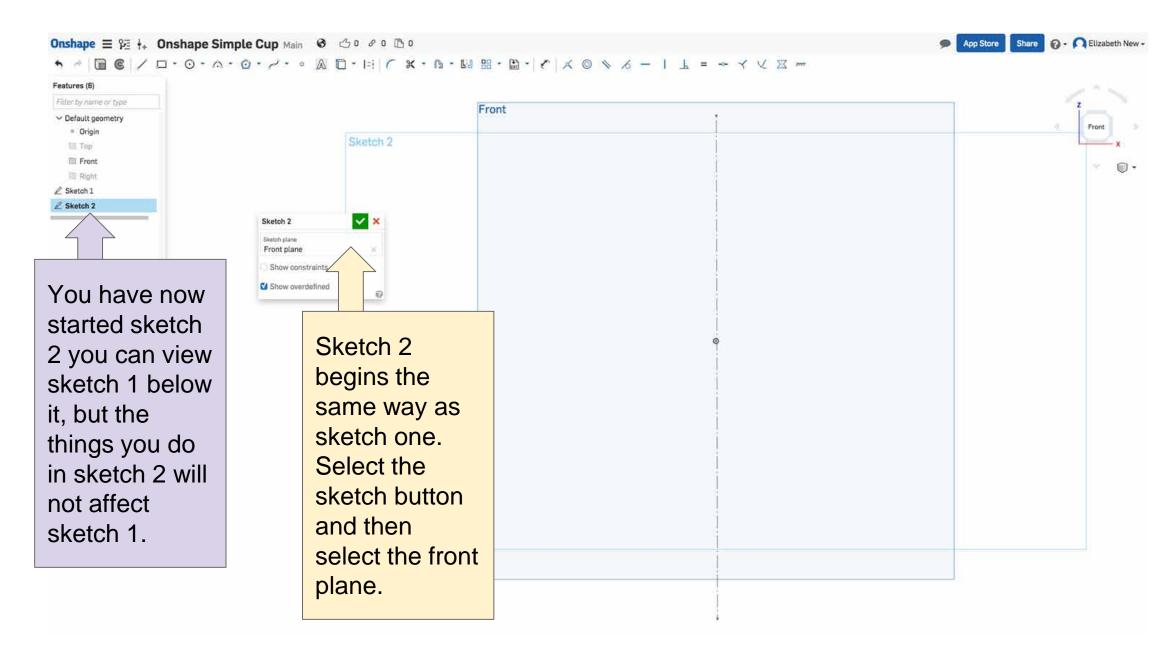
Or, select a sketch entity, then toggle its state by selecting the Construction tool.



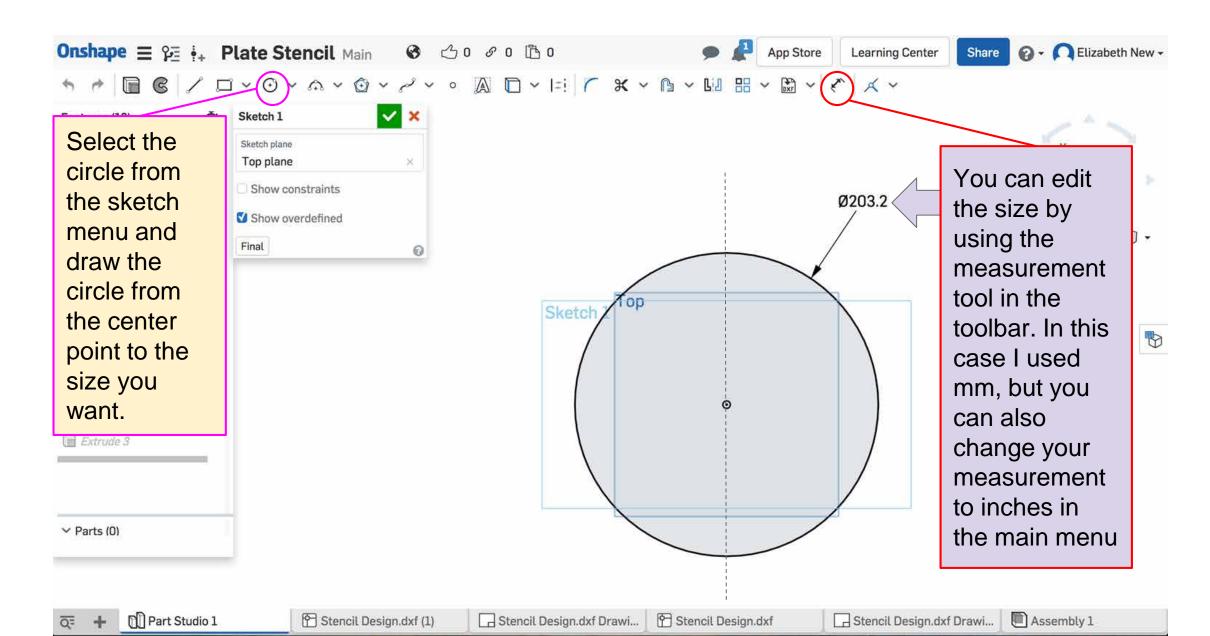
# Finish your first sketch



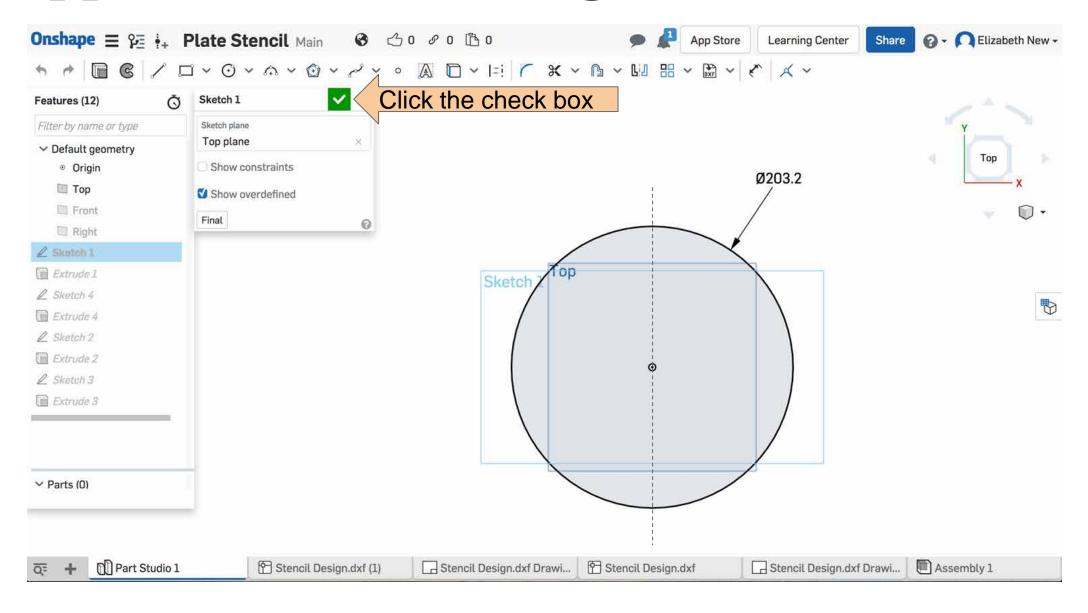
#### 2nd sketch

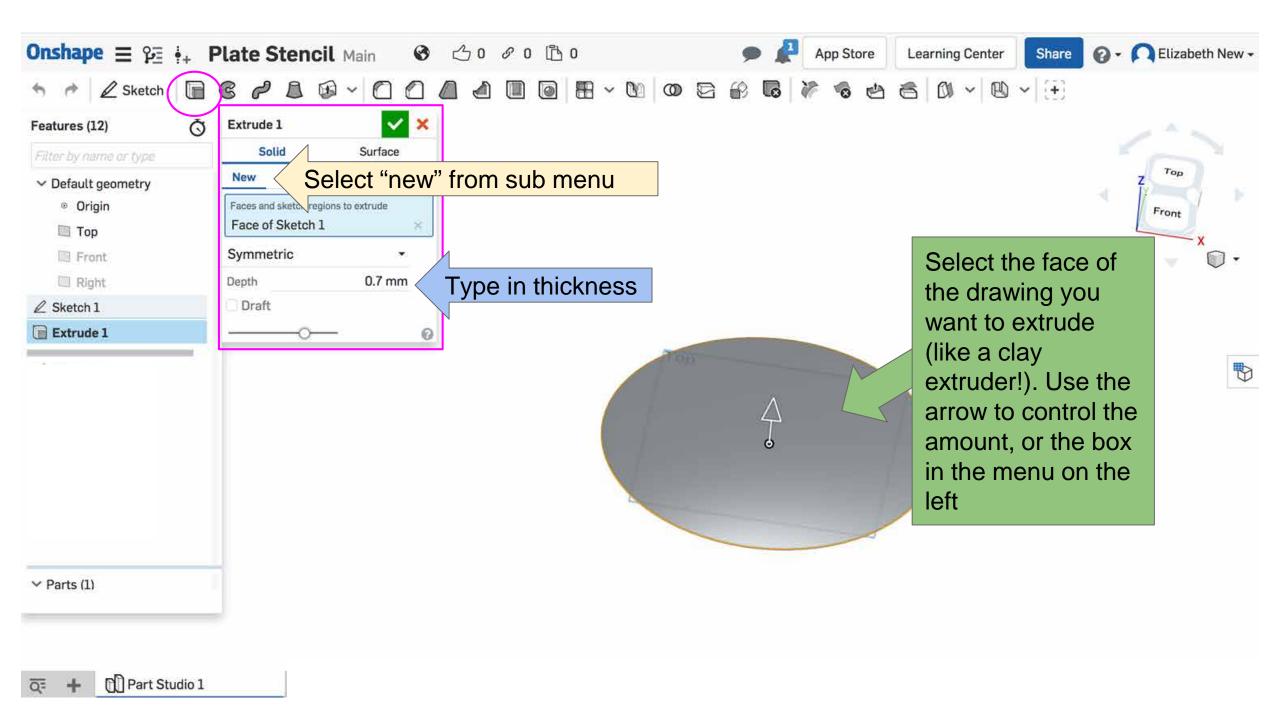


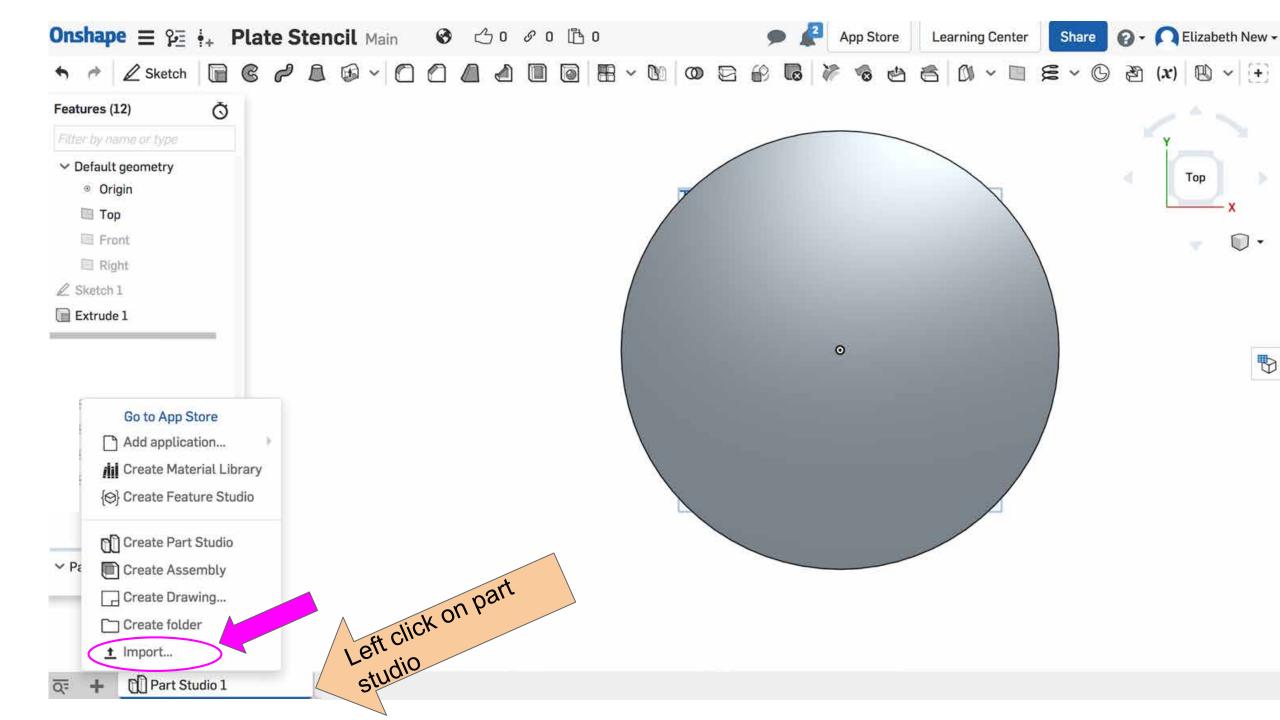
# To get started on the stencil...



# Approve circle drawing



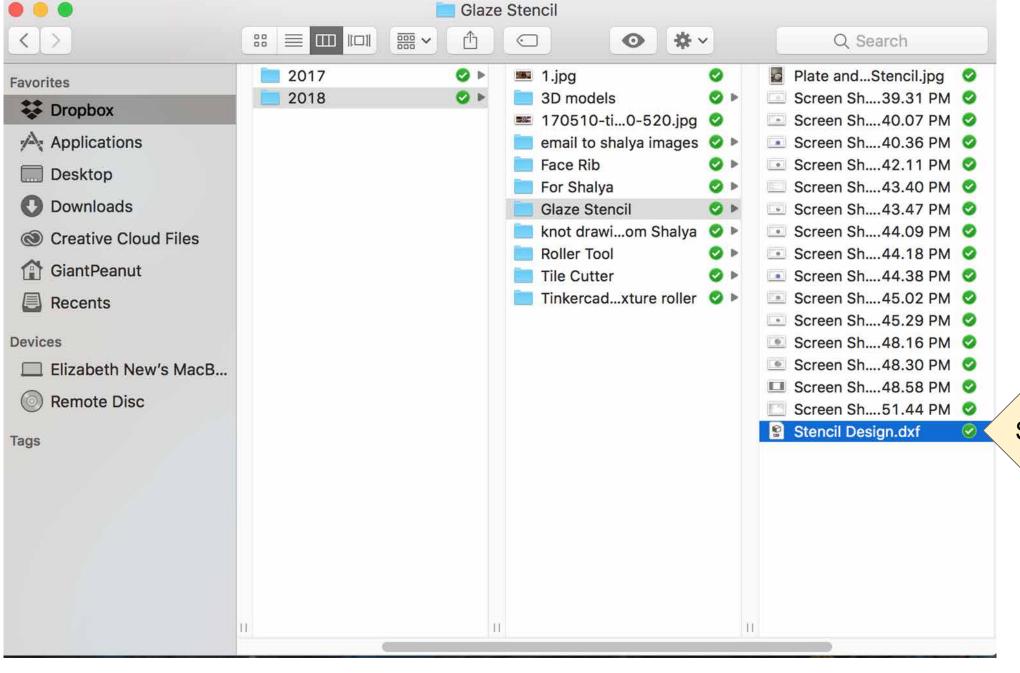




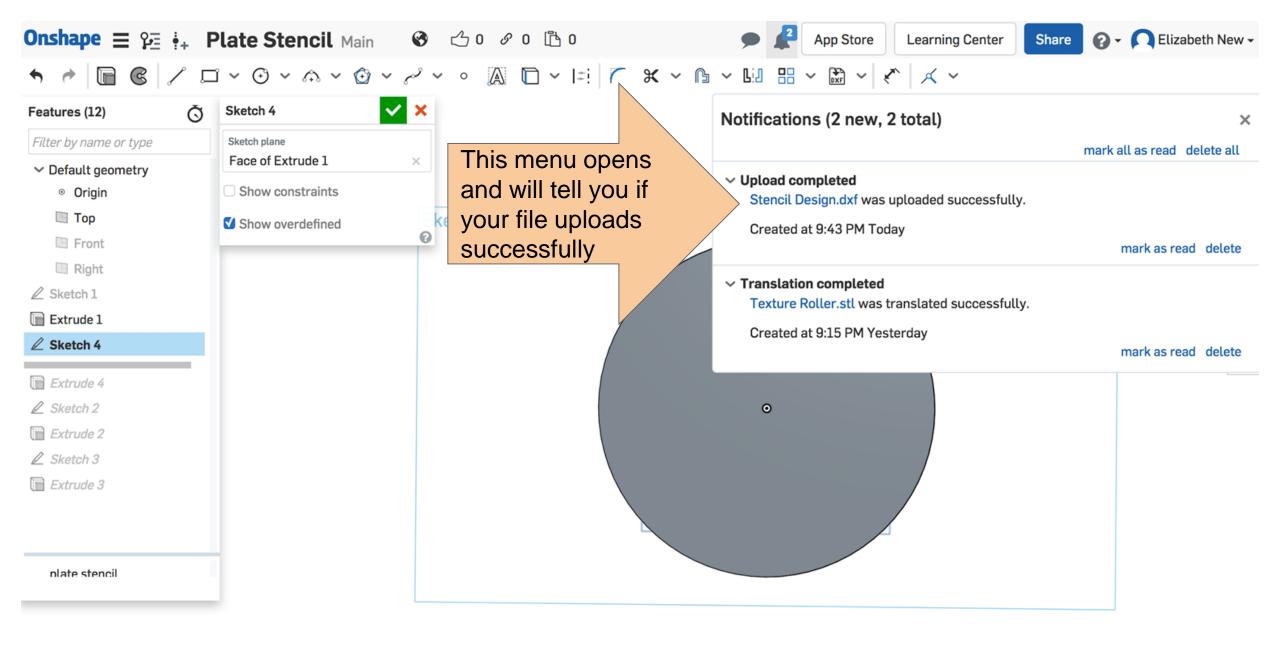
#### You will need a DXF or DWG file

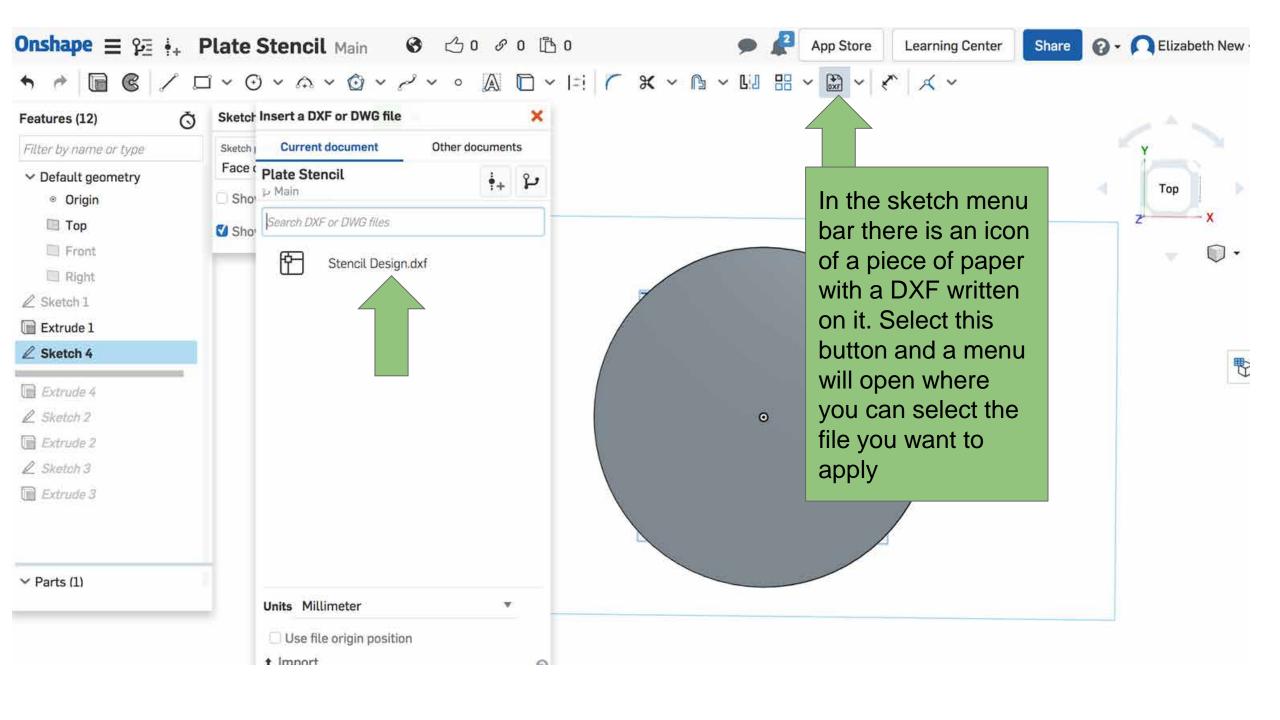


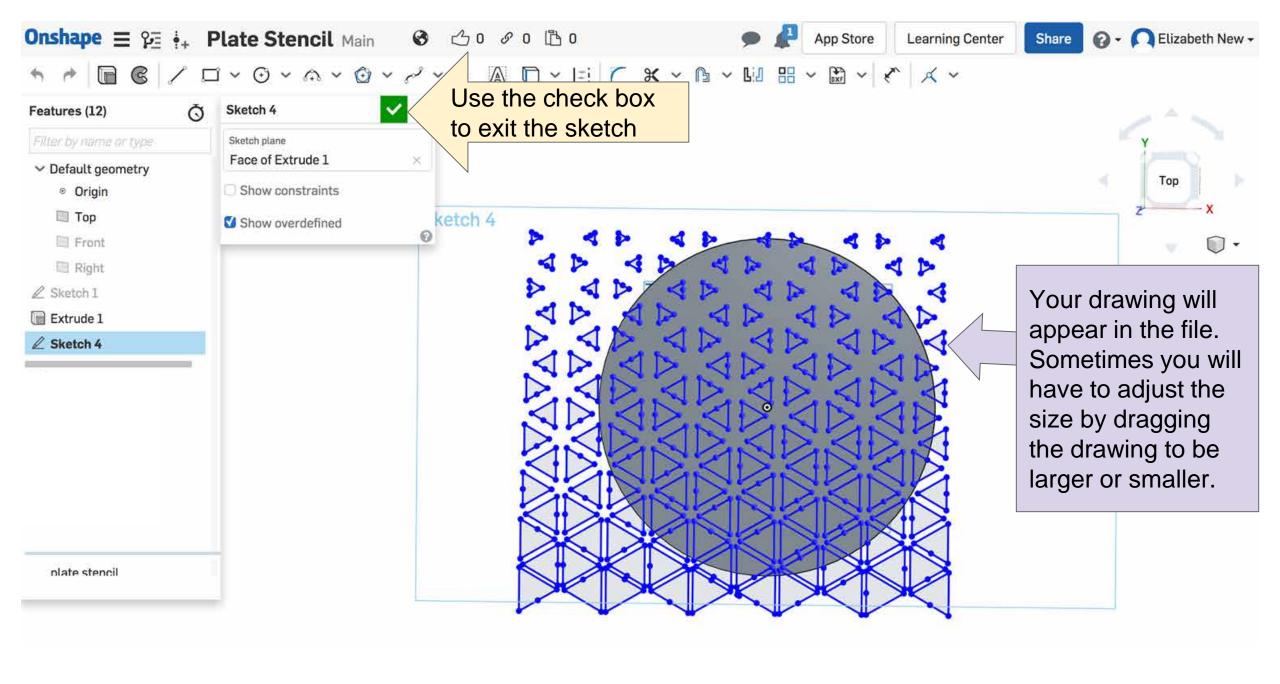
There are free options online but they need some work

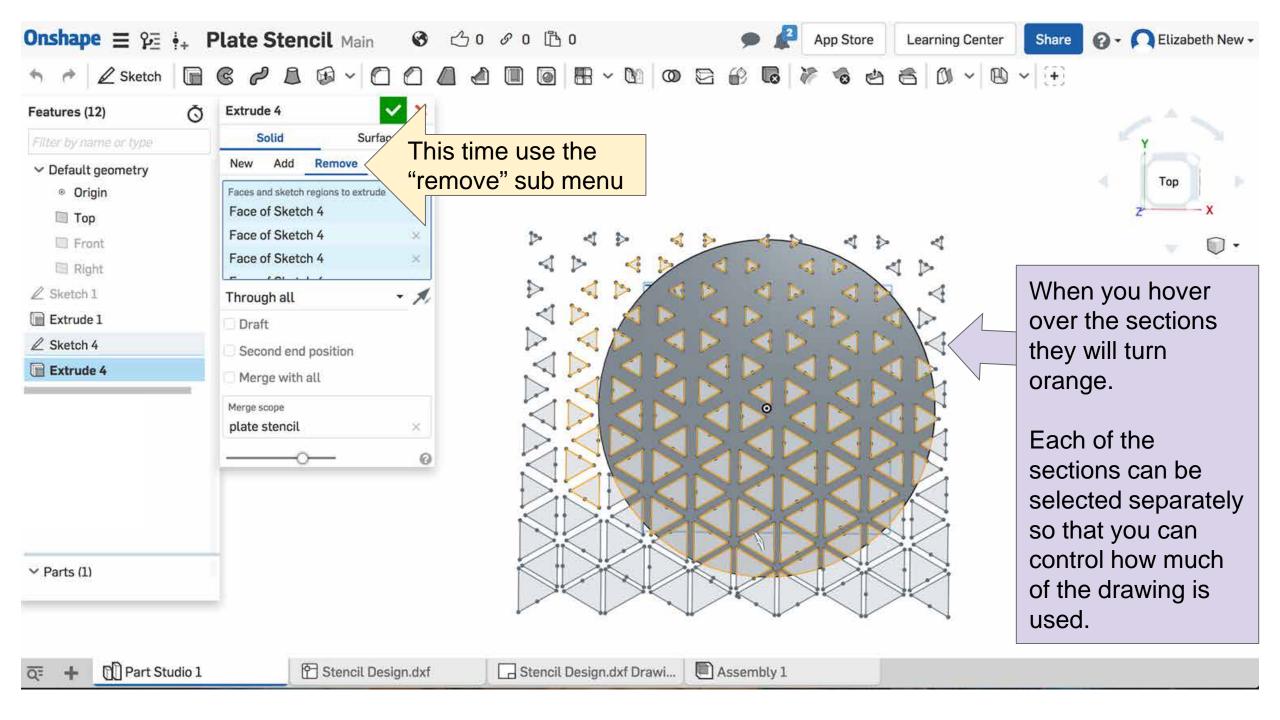


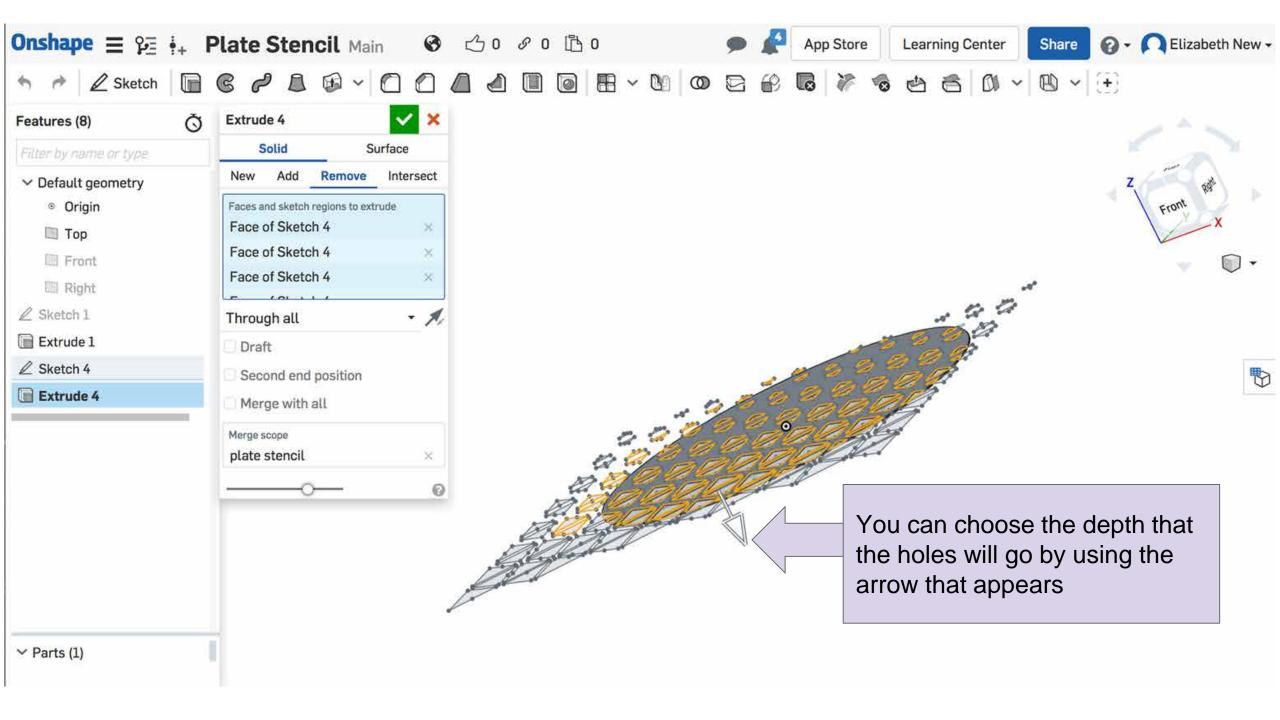
Select your file

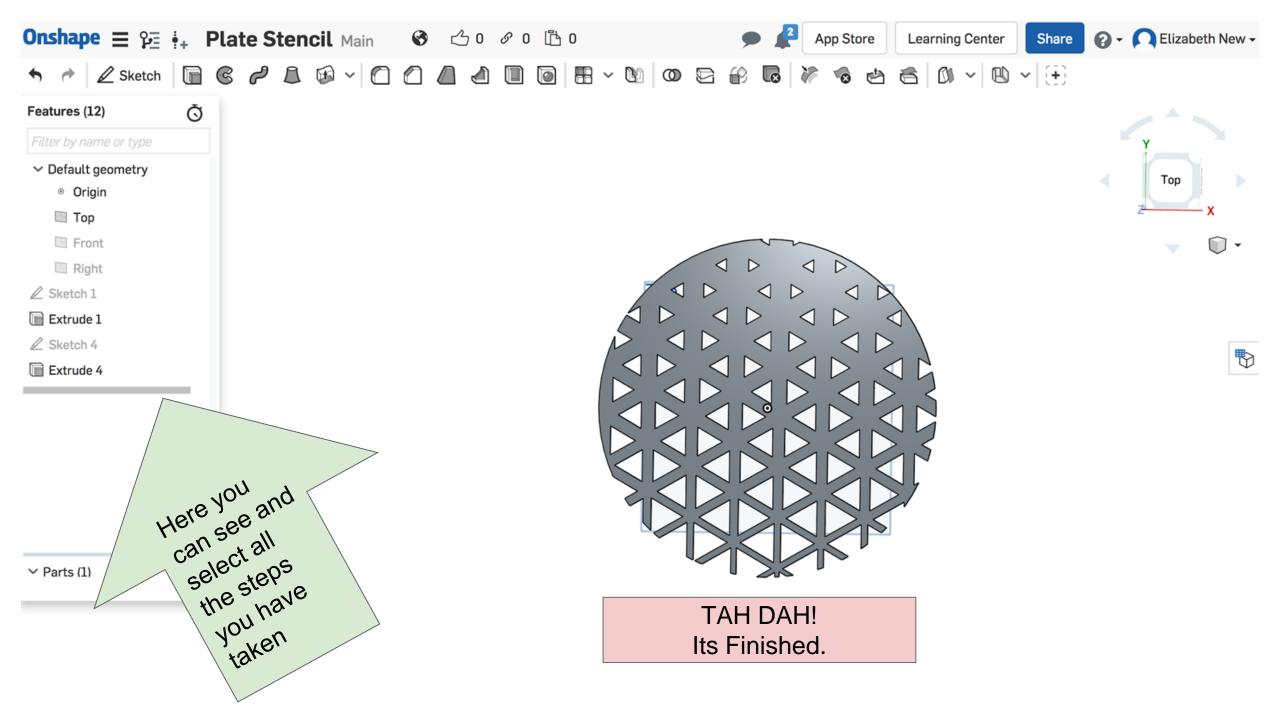


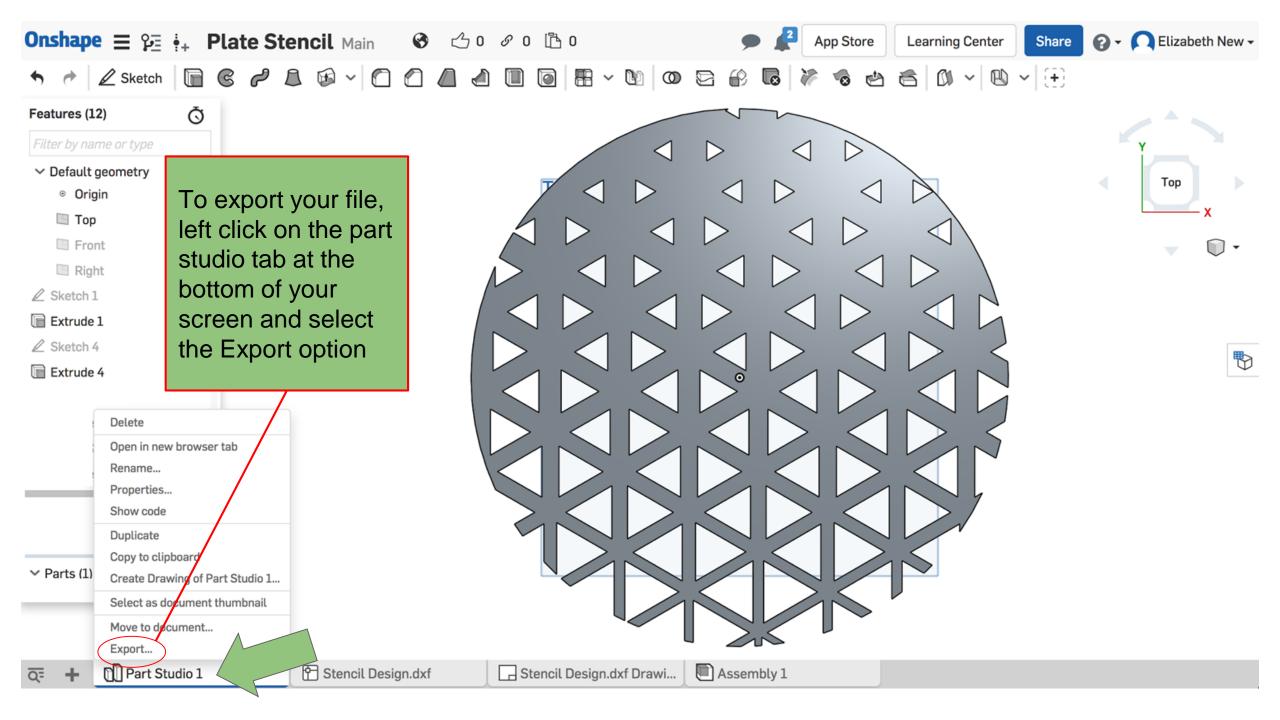


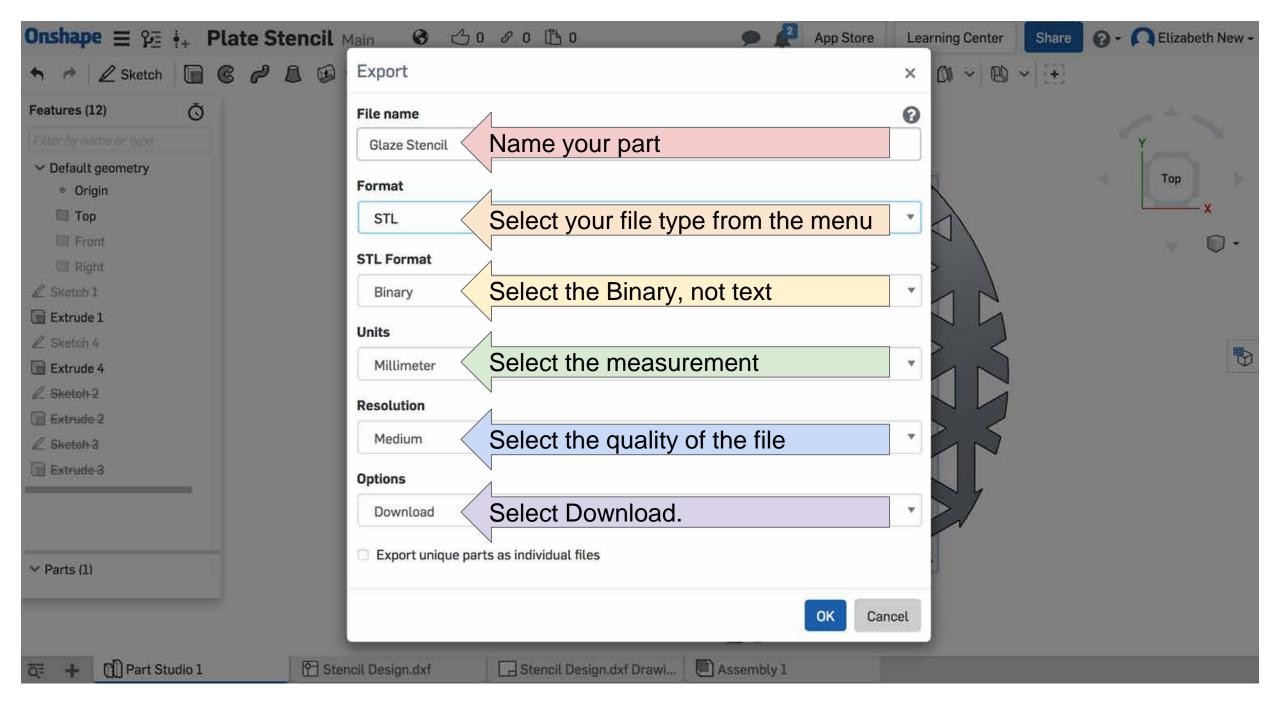












### additional uses...







**Custom face rib** 

## Skull pattern roller







**Different materials = different textures** 

#### Make these tools - files online

TinkerCAD Roller:

https://www.tinkercad.com/things/bv98FGVlkr7

OnShape Glaze Stencil:

https://cad.onshape.com/documents/0908c4d75915e5d3ea932a5b/w/b 9af6cb192f2f2ce782b47aa/e/c12b1055f9364ec4fdf26380

OnShape Face Rib:

https://cad.onshape.com/documents/ca02b8ce3ab7f0f66d4ed38e/w/d7634d6fe46fca737b9e3121/e/0d53b131c8420ab30e83cda0

OnShape Skull Roller:

https://cad.onshape.com/documents/c024a854842259f6dcafbbf6/w/3 4d545cdfb76251443751db7/e/b772574a756569f905859506

# Many thanks! questions?

Email: ElizabethNewDesign@gmail.com Shalya@shalyamarsh.com