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“Invalid Geometry “

(application for Poster Presentation)
Printmaking in the Post-Print Age

I am in the process of completing a six minute animation /interview made from the original drawing in solidworks software ,the completed 3D prints and interview by the animator which is centered on my work in rapid prototyping. The animator has worked with me to produce , Kevin Coldgate I commissioned to produce a short animation and interview to explain my approach and visualize the process of the formation and creation of individual works -that were then printed in a high resolution HP 3D Printer .In the video the back up drawing printing and final objects are visualized through animating from the original virtual drawings and sources. The interview formed from an edit down of a

45 minute interview into a direct summation of the ideas ,processes and

2

position taken to the work as a form of contemporary printmaking . I take the position that the results produced from the printer are the work –that the 3D print should be seen as the completed printed art work. I also connect long history of my desire to create a printed work in three dimensions. This I had previously produced by printing transfers on to found forms or objects . Using the 3D printer created the first possibility of creating a thought directing in to a drawn form which holds it method of printing with the structure of the final 3D prints. For many the materials used for rapid prototyping are seen as least noble , merely the product of the process of its production . But for me the recording of the printing process and the formal qualities produced by the layering method of the printing .The archaeology

on the surface of the finial print is highly
import to this new means of printmaking.