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Invalid Geometry

I am in the process of completing a six minute animation /interview made from an original drawing in solid works 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, I commissioned Kevin Coldgate 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 finial 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 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 artwork. I also connect the 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 its method of printing with the structure of the finial 3D prints.

For many, the materials used for rapid prototyping are seen as lest noble , merely the product of the process of its production. But for me it is 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.

无效几何图形

我正在完成一部用 Solid Works 软件制作的以原创绘画为基础的六分钟的动画／采访，这是一些完整的 3 D 打印品以及动画师对我的快速成型工作的采访。动画师一直在和我一起创作，我委托 Kevin Coldgate 制作一部简短的动画和采访，以诠释我的方法，并且让人看到我的那些用高分辨率的 HP 3D 打印机打印的创作过程，在视频中为我们展示的是绘画的印刷品和最终打印的实物是如何从原始素材中受启发从而最终形成可视化的作品。这是一个被剪辑成四十五分钟的采访，它集中了我所有的对我的当代版画的创作形式的想法、过程和工作。我认为由打印机打印出来的那些印刷品是作品——由 3D 打印机打印的印刷品是完整的打印艺术品。我也完成了我一直以来的用三维的方式创作版画的愿望，我以前曾在实物上印刷，3D 打印机用它的印刷的方法和最终的 3D 印刷成品，使以绘画的形式直接的创造思想第一次变成可能。

许多用于快速成型的材料被认为是一种为了避免昂贵的选择，所以仅仅是生产过程中的产品。对于我来说，印刷过程记录和正规的品质是在版画的分层制作的过程中产生的。最终的印刷品表面上的考古学对版画印刷新方法的产生具有重要的作用。

（翻译：杨婷婷、徐琳）