

## Resources from today's MeetUp: 4/20/16

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### *UWM Digital Craft Research Lab*



The Digital Craft Research Lab's goal is to foster innovative, creative research in the areas of design, craft, and art by combining advanced digital technology with traditional craft practice in an effort to educate students for the future. The DCRL fosters interdisciplinary design research, material research, and innovation through making. It is envisioned as a facilitator for partnerships between UWM researchers and regional businesses, nonprofits, arts organizations, other universities and schools.

<http://www.frankieflood.com/dcrl/uwm/home.html>

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### *Equipment and Technology*

While it might be hard to imagine having a DCRL in your school, there are many low cost versions of equipment and open source software that could help you get some digital design processes up and running in your classroom.

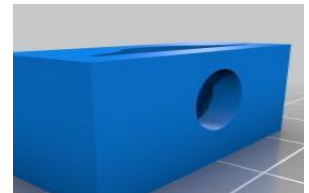
#### Equipment

- Vinyl Cutter: US Cutter Laser Point II, \$600
- 3D Printer: Printerbot Metal, \$600
- CNC Milling Machine: Taig CNC Desktop, \$2,500
- CNC Router: Mini CNC Shapeoko, \$1,000
- Laser Cutter: Full Spectrum, \$3,500
- 3D Scanner: Sense Scanner, \$400

#### Software

- Autodesk Software: Fusion 360\*, FREE for Educators – *includes modeling, design, 3D rendering and animation features*
- Makerware, Repeatier, Cura – *3D Printer Slicing Software*, FREE
- Rhino 3D Modeling Software, \$1,000
- Rhino CAM for CNC\*, \$1,500
- Adobe Design Software License, \$4,500

*\*Fusion 360 may be used in place of Rhino CAM for writing CNC code*



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### *Artist Connections:*



- **Nervous System** is a design studio that works at the intersection of science, art and technology. <http://n-e-r-v-o-u-s.com/index.php>
- **Arthur Hash** works from a commitment to participate in the contemporary exploration of what jewelry is and can be. <http://www.arthurhash.com/>
- The **Pier 9** Artist In Residence (AIR) program gives artists, makers, and fabricators a chance to work in the digital fabrication workshops at Autodesk in San Francisco. <http://www.autodesk.com/artist-in-residence/home>