

The goal of the project is to create small scale wearable scenes on my fingers. I used 3D models of myself and some other objects I made scanned by Kinect and 123D Catch on rings I made in OpenSCAD. One of the set is a knuckle ring with me in boxing poses on it and the other ones are portraying more dream like situations. I also played with the color changing and printing them in different angle to create different textures. In the end, I give some of the rings away to friends.