

Joshua Nolan  
Art 102, Section 1

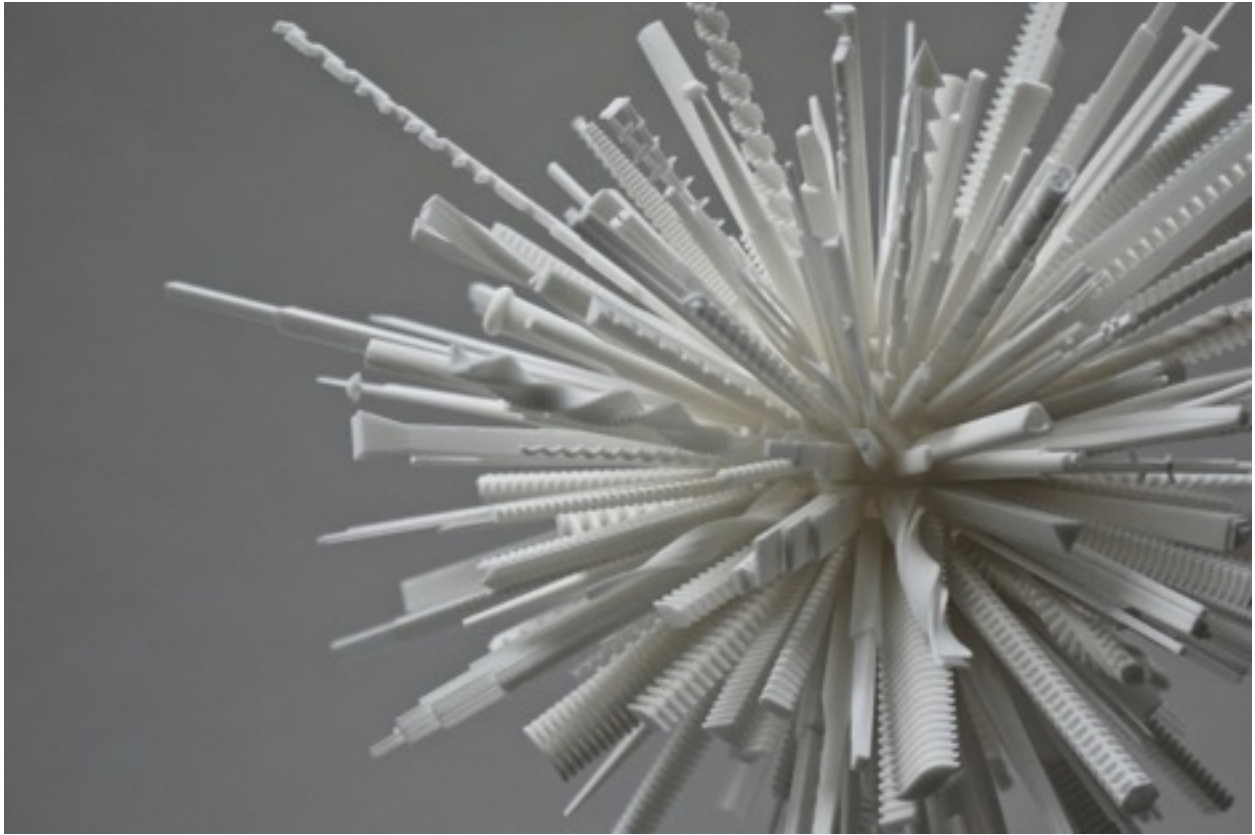
### Reading 1

Claudia Hart's article *Under Fire: Animation Pedagogy and Industry Complicity in New Media Education*, made me question which type of "student" I am when it comes to my ideas in 3D animation and printing. My first experience with 3D printing was in art 74, in minecraft; and I decided to make the golden snitch from Harry Potter. However, I do not feel like that satisfied my curiosity. I have had an interest in things that serve a purpose, I want my 3D creations to have some form of use in reality. This is where my question of which student I am comes in, Hart mentions the difference in her students and I seem to fall in the first group of 3D animation students. Although this article has inspired me to think larger than practical items! The image of Angel Delgado's piece immediately took me back to childhood, dreaming of being an astronaut. Yet Mitchell Chan's work sparked my visions of character design. This is a brand new art form to me and I am incredibly excited to see how my creativity with the medium will expand over time. After some google searching I find myself drawn to the creepier uses of 3D printing. Also its use as a special medium has me very intrigued; I started in illustration and sculpture so a possible reunion with that past love may be a refreshing adventure.



COLLAGENE, MHOX, in collaboration with EDGELAB S, 2013.

<https://dothemutation.wordpress.com/collagene/>



Sebastian Burdon and Mat Collishaw – All Things Fall, detail