**Let’s talk about your book first.**

Please describe your audience, along with any knowledge or skills that you assume the reader has already.

Anyone who has heard about of 3D printing and wants to know more, but doesn't necessarily know what is possible or how it works.

How would you (briefly) explain your book and its content to someone who knows nothing about 3D printing? (Think non-technical people; this helps us pitch your book to sales reps and the media.)

This book provides a brief introduction to the key aspects of desktop 3D printing from the origin of the Reprap project, designing models for printing and the process of turning these models into physical objects.

How does your book approach its subject matter (format, tone, breadth of coverage, special tools/tutorials, etc.)?

The book uses a hands-on approach to introduce a range of topics as well as various approaches to each topic to provide the reader with multiple ways to approach and learn each subject. The tone is intended to be somewhat informal but clear with limited use of unexplained jargon.

What are some key concepts you hope readers will take away from your book?

Casual readers will come away with an understanding of the key components of working with 3D printing and a general demystification of what the process is capable of today. More interested readers who carry out the examples and projects will gain insight into the areas of 3D printing that are of interest to them, the ability to create models that can be printed and the ability to turn these objects into reality through use of a 3D printer or working with 3D printing services.

What aspects of your book would you highlight as major selling points? Think about what makes your book appealing to readers and what will differentiate it from the competition.

I think the book is most valuable to people who find the subject exciting but don't know where to start. There is a focus on introducing a broad range of subjects through different techniques that allow the reader to pick-and-choose techniques that they find most appealing personally. After reading the book, a reader will have an understanding of the available areas of specialty and opportunities in desktop 3D printing and what areas they might want to pursue further.

Could you describe some of the things that readers will learn how to do with RepRap as part of this book?

The origin of desktop 3D printing

What is a Reprap vs. other 3D printers

The types of Reprap printers available today

The major electro-mechanical components of 3D printers

Creating models that can be printed in several modeling packages

Preparing models for printing

Operating a 3d printer

Using a printing service

Improving the quality of printed objects

If you had to prioritize one over the other, would you say this book is more useful for technically savvy people (like programmers or 3D modelers) interested in beginning with 3D printing technology, or somewhat less-technical people (like LEGO builders) that just have ideas about things to make, and are interested in 3D printing as a means to do that?

I think it's most valuable to the later, the broad range of subjects and the intentionally-limited depth that each is covered is intended to give the reader just enough to sort out what is appealing to pursue further and what is not. I think this appeals more to a less technical audience, although the book could also be used by readers who want to know how their existing skills can be applied to 3D printing.

**Now, tell us a little more about you.**

Could you describe any experience you have that is relevant to the book? (For example, what’s your day job? And how did you learn so much about 3D printing and RepRap?)

I have a wide range of professional experience in software development and systems engineering. I've been working with computers and electronics since childhood and the mechanical, electronic and software engineering challenges of the Reprap project are what drew me to study the subject and build my own Reprap printer. Additionally, my personal interests in technology lie in erasing the line between the physical and digital world, and I see 3D printing (along with virtual reality, telepresense, artificial intelligence and the like) as a key part of eliminating this barrier.

Are there any websites that you write for/contribute to?

I've published most of my work on a personal blog for over a decade (currently at http://jjg.preposter.us which is in the process of migrating old projects) and I've had several of my projects featured on Make Magazine's blog (as well as a recent mention of my Octowatch project (https://github.com/jjg/octowatch) in the most recent Make issue focusing on 3D printing). I've also had work featured on Hackaday, Adafruit, Arduino and 23AndMe blogs, as well as numerous assorted print media, etc. I also have a range of open-source projects hosted on Github (https://github.com/jjg).

Have you done trainings or talks related in some way to the book’s contents, at conferences or otherwise?

I did a DIY CNC presentation at Barcamp Madison (building a laser engraver from scrap DVD drive parts), and a lot of 3D printing demos for schools and social clubs.

Anything you’d like us to say about your involvement in the 3D printing/maker community? Are there any other interesting facts about you that readers should know, academic degrees, professional achievements, or otherwise?

I'm not sure, I've build a lot of systems on many platforms and in many programming languages. I specialize in making things work together that were never intended to do so, and I work to make technology open, accessible and better than closed options. I'm not sure if there's anything specific in this that applies to the book, other than I approach the subject from the perspective of someone who isn't a specialist in just CNC, which I think makes it easier for me to communicate the topic using analogies or other non-specialized language. I'm largely self-taught, have over 10 years of professional IT consulting experience, I've been programming since age 6 and have produced several feature-length & award winning films and musical albums :)

**A few more important questions, for when the book is completely finished.**

Are there any reviewers you think should definitely receive copies of your book? (Include print publications, websites, blogs, and so on (your top 5-10), as well as any personal/professional contacts you think would be a great fit. If you have contact information already, do include that.)

The Reprap project

Make Magazine

Adafruit

Hackaday

Sparkfun

Ultimaker

Printrbot

Are there any relevant mailing lists, professional societies, user groups, and so on, that you would want to announce the release to?

The most active online community I'm involved with is the Google+ 3D printing group:

https://plus.google.com/u/0/communities/117814474100552114108

I'm not sure about other groups, as the book is aimed more at the un-initiated so I think it should favor exposure in places not populated by specialists. Perhaps educational outlets?

If inspiration strikes, please share any other promotion ideas you might have, too!