Contents

1	introduction	1
2	literature review	2
3	methodology	3
4	results	4
5	discussion	5
6	conclusion	6
\mathbf{A}	appendices	8

List of Figures

List of Tables

Abstract This is the abstract of your design thesis. Here you will provide a concise summary of your research, methodology, findings, and conclusions.

introduction

Digital fabrication has revolutionized manufacturing [2].

literature review

Recent work on 3D reconstruction [4] and neural radiance fields [7] shows promising results.

methodology

Following the craftsman approach [6], we developed... Several studies [3, 1, 5] have explored...

results

This is the results chapter.

discussion

This is the discussion chapter.

conclusion

This approach [see 8, p. 15] emphasizes...

Bibliography

- [1] Dave Beech. Art and postcapitalism: Aesthetic labour, automation and value production. Pluto Press, 2019.
- [2] Neil Gershenfeld. Fab: The Coming Revolution on Your Desktop-from Personal Computers to Personal Fabrication. Basic Books, 2007.
- [3] Neil Gershenfeld, Joel Cutcher-Gershenfeld, and Alan Gershenfeld. *Designing Reality:*How to Survive and Thrive in the Third Digital Revolution. Basic Books, 2017.
- [4] Yicong Hong, Kai Zhang, Jiaxiang Gu, Ke Sun, Sai Bi, Yang Zhou, and Feng Liu. Lrm: Large reconstruction model for single image to 3d, November 2023.
- [5] Bruno Latour. Reassembling the social: An introduction to actor-network-theory. Oxford University Press, 2005.
- [6] Richard Sennett. The Craftsman. Penguin Random House, 2009.
- [7] Matthew Tanc, Ben Mildenhall, Pratul P. Srinivasan, Ren Ng, Ravi Ramamoorthi, and Jonathan T. Barron. Nerf: Representing scenes as neural radiance fields for view synthesis, March 2020.
- [8] Janet Wolff. The social production of art. Macmillan Education, 1981.

Appendix A appendices

This is the appendices chapter.