3D Printed

Paper Model

Reflection

Throughout the project I found that I liked working with meshes and NURBS for different reasons. Overall, I would say meshes are better when creating concepts as they can provide massive malleability in the way they can be used. However, for fabrication meshes are very difficult to create even at low poly. I found that the paper model was definitely the hardest part of this project. My low poly version of PenPen still had too many faces and small intricacies that should have been replaced for efficiency. Modeling with NURBS gives typically less options for creating shapes and often takes longer, however fabrication is simpler. When converting I found that typically applying QuadRemesh created a better constructed surface for the mesh than the import. Two commands I will likely not be using are the Triangulate Mesh and ToNURBS from a SubD object. Triangulate Mesh creates a fairly convoluted object so for most applications it is adding complexity when it would be beneficial to have simplicity. For all of my objects going from a SubD object to a NURBS object added strange complexity to the object that was absolutely unnecessary and caused Rhino to slow down whenever I touched the object.

For studio, I am doing parametric fashion, and we utilize a few Grasshopper scripts and one of them outputs meshes. Before now I did not really know what to do with them inside Rhino, now I know I can export the mesh into Blender and be able to work with the mesh in a more fluid way. This is especially useful for my fashion designs as utilizing the edit mode in blender will allow me to move sections off the body into more sculptural elements. I will also likely be 3D printing the hard sections of my design like the extensions that come off the shoulders. I now am far more comfortable 3D printing from Blender, something I had no experience with before this project.