

3D Materials & Prototypes: A practice based researcher experience in design education

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The main intention of the Textiles Surface Futures 3D Digital Lecture is to:

- To communicate and encourage ideas/thinking on and around Textiles & Surface design learner's reflective practice focusing in particular on learning 3D technologies in Textiles and Surface design.

The context of my Lecture and the presentation is a University of Huddersfield funded teaching and learning project. The research data / materials presented in the lecture focus on the tacit and iterative learning experiences of a selected group of Final year Surface Design students using 3D polygon modelling software for the first time.

The main aim of the funded project was to record the practiced based experiences of the final year group using 3D computer graphics modelling and additive prototyping technologies. Analysis of learners experiences is being integrated together in a student focused online learning and teaching resource for all level of learners/practitioners/academics to use for integrating 3D Technologies into their practice in the Department of Fashion & Textiles.

<http://extraordinary-3d-materials.blogspot.co.uk/>

Using the student authored project blog as a framework for the research presentation: I will explain the main stages of designing the research project, the practice based research and basic learning of 3D Computer Graphic modelling and animation software tools (Autodesk 3D Studio Max) and 3D printing with a group of final year BA (Hons) Surface Design students in 2011.

