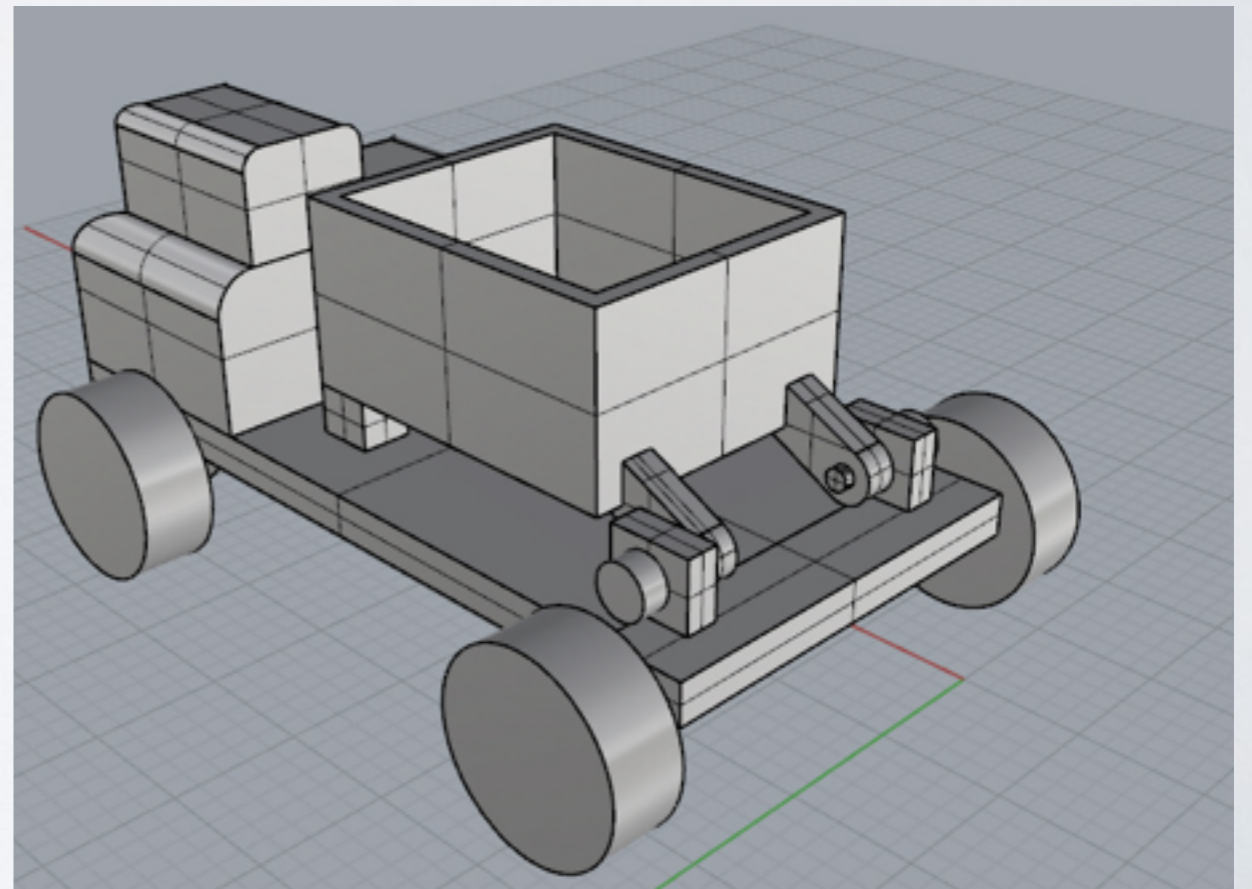
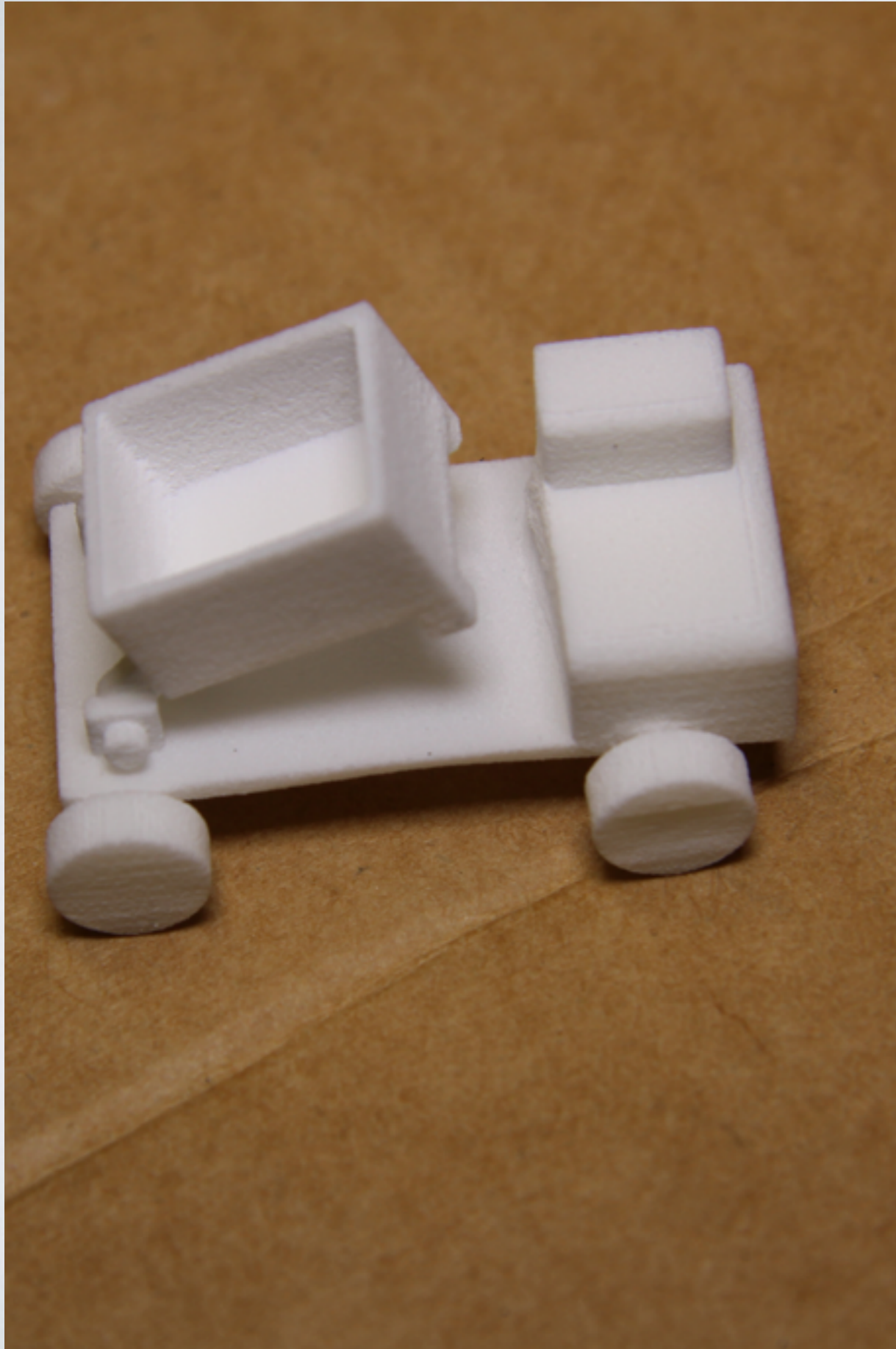


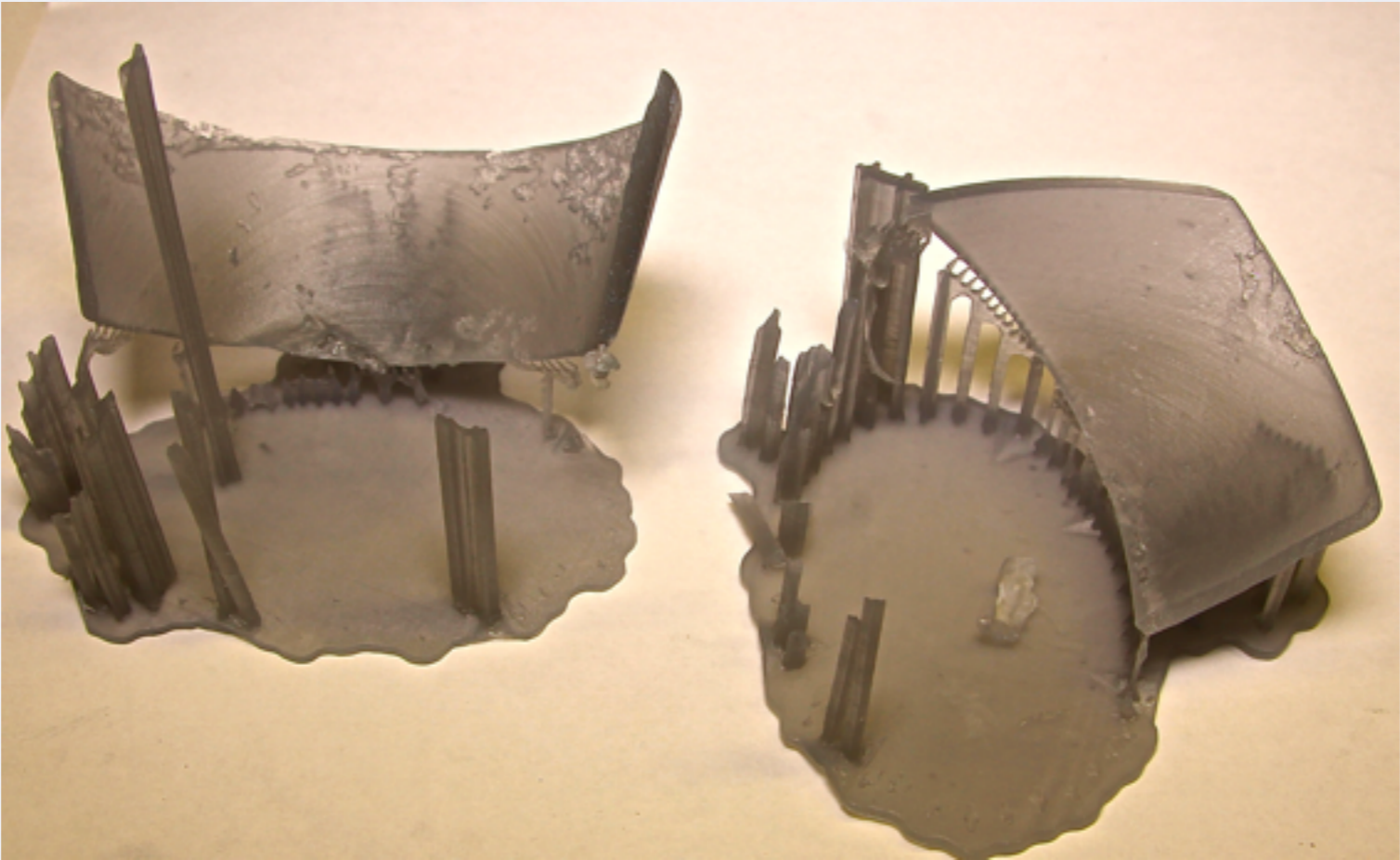
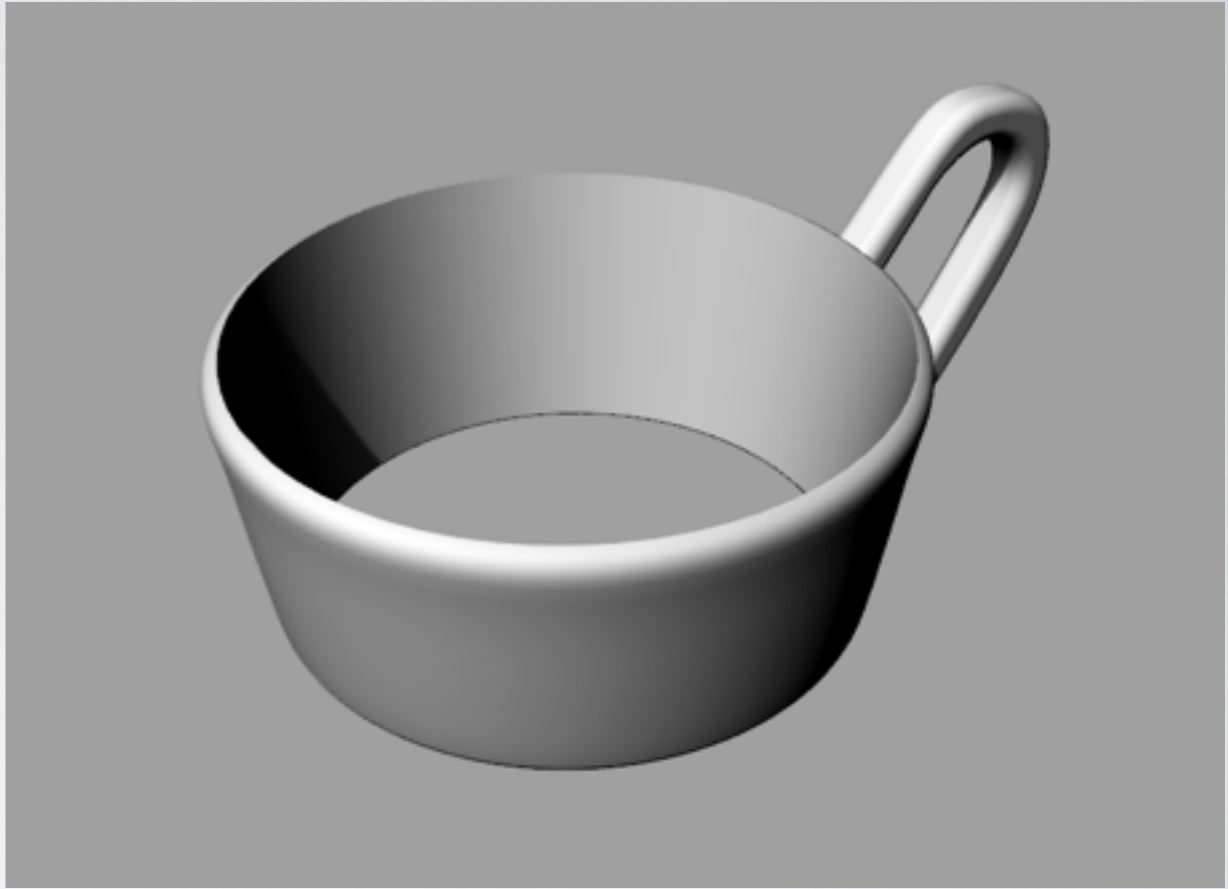
# FINAL PRESENTATION

Artem Dementyev

3D Design for Rapid Prototyping and Rendering







- **Strongest sides as designer**
  - ▶ Experience with engineering designs
- **Weakest sides as designer**
  - ▶ Engineering experience creates rigidity
  - ▶ No art education and experience
  - ▶ Little experience with 3D design software

- **What I learned**

- ▶ Experience using Rhino ,V-ray
- ▶ A lot of experience using Formlab 3D printer
- ▶ Exposure to different 3D printing services and technologies

- **What I am still missing**

- ▶ Designing organic shapes in 3D
- ▶ Making a good quality rendering. Making realistic model is hard
- ▶ Designing moving parts