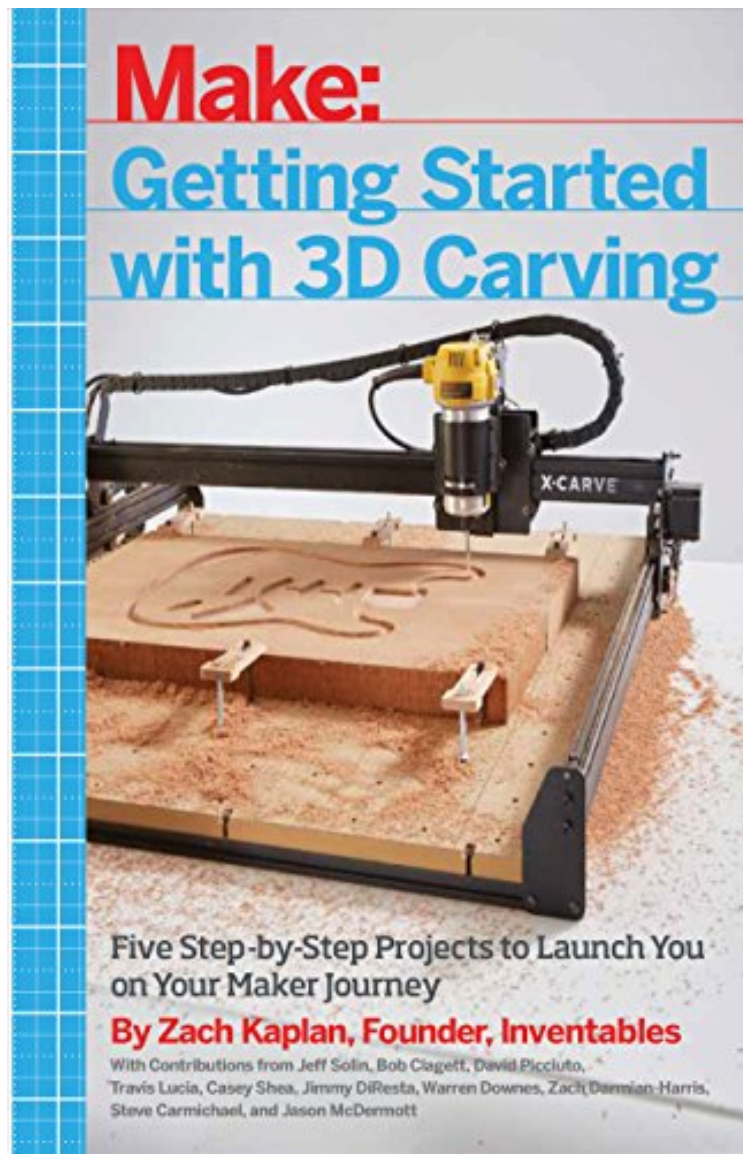


[Mobile library] Getting Started with 3D Carving: Five Step-by-Step Projects to Launch You on Your Maker Journey

Getting Started with 3D Carving: Five Step-by-Step Projects to Launch You on Your Maker Journey

Zach Kaplan

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Zach Kaplan : Getting Started with 3D Carving: Five Step-by-Step Projects to Launch You on Your Maker Journey before purchasing it in order to gage whether or not it would be worth my time, and all praised Getting Started with 3D Carving: Five Step-by-Step Projects to Launch You on Your Maker Journey:

1 of 1 people found the following review helpful. A good guide for getting started with 3D carving--but be aware it does involve computers the InternetBy Si DunnThis book provides a good introduction to 3D carving, using Easel software and X-Carve or Carvey carving machines, all produced by Inventables, a company founded by the author. "Getting Started with 3D Carving" shows the steps necessary to complete five how-to projects inspired by members of the "maker" community. You will need a few additional tools and supplies, such as clamps, wood glue and sanding capabilities. The book's projects start out easy and gets increasingly more challenging. And don't be surprised that everything you need to know is *not* between the covers. "Today, we can use the internet to work together and learn from one another as a community," the author emphasizes. "With this book, I am to be your guide on the side. You'll be the maker of knowledge. You'll read a little, do some experimentation, and [be able to] get feedback from everyone else who is reading the book now or read it before you." Each project in the book has clear, step-by-step instructions and photographs. Each project also has a web page offering more information, plus opportunities to get tips from other makers and participate in an online community where makers can show off their results and display any customized variations -- such as adding the outline of a state or the outline of a food item to the surface of the book's inlay cutting board for the kitchen. The book is written clearly and offers good instructions, with supporting photographs and illustrations. However, if you are hoping to do 3D carving manually, without any involvement with computers or the Internet, you will *not* want to tackle this book, except for project ideas.My thanks to O'Reilly Media for sending an advance reading copy for review.2 of 2 people found the following review helpful. Not 3DBy Joseph A. CoppolaI was disappointed with this book. I preordered it from a description that said it would talk about 3 D carving. All it covers is 2 D carving2 of 2 people found the following review helpful. Two StarsBy Geoffrey YoungNot at all what I expected, project links to YouTube.

This book was written for people who have never used a 3D carving machine. It teaches the basics of designing and making things with Inventables' software (Easel) and 3D carving machines (X-Carve and Carvey). We'll take you step-by-step through five projects you can build yourself as a beginner: an inspiration tile, kitchen cutting board, custom block stamp, fidget spinner, and balsa wood glider. The book also features aspirational projects from makers in the community, like an electric guitar, to show what is possible through 3D carving. The design files and instructions for projects - ranging from beginner to expert - can be found on the Inventables website.

About the AuthorZach Kaplan is the founder and CEO of Inventables, the leader in 3D carving. A maker his whole life, he is on a mission to ignite digital manufacturing worldwide and provide everyone with ambition a way to get started. Inventables' flagship products Easel, Carvey, and X-Carve are used by a new wave of makers carving everything from circuit boards to skate boards. Named a "modern Leonardo" by the Museum of Science and Industry and a 40 under 40 by Crain's Chicago Business, his dream is create a world with 2 million digital manufacturers that have raving fans, not just customers. Kaplan has been featured on National Public Radio and has presented at the TED Conference.