

## **Still Life With Woodpecker**

Create a simple still life, but capture it using 3D design software you have never used before.

## **8bit Glory**

Make a low-poly model of a favorite design.

## **The Great Edge Hunt**

Photo scavenger hunt! Collect as many objects as you can with a fillet, chamfer, or bevel edge.

## **Let's Try That Again!**

Design an object once. Now create it again nine more times in a row. You have to finish and keep every design. Line up all ten of them in a row (virtually or physically) when you're done.

## **After the fact**

Design something with a captive, non-3DP part inserted after 3D printing.

## **Thank you, Duchamp!**

Drop a string on a piece of paper. Doodle around the string. Make an object derived from that shape.

## **Under the Hood**

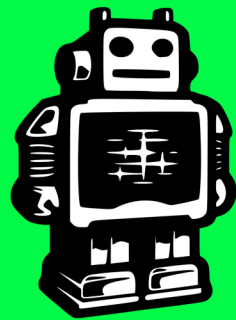
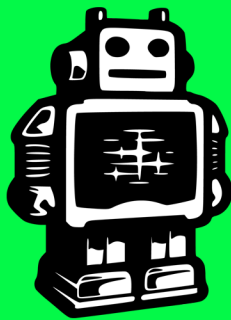
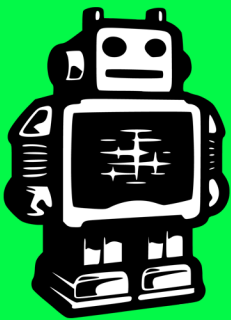
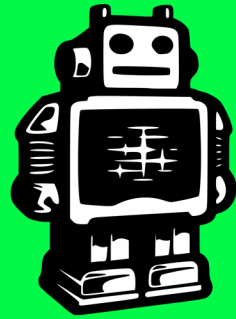
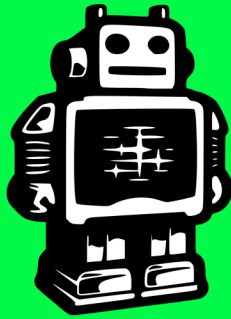
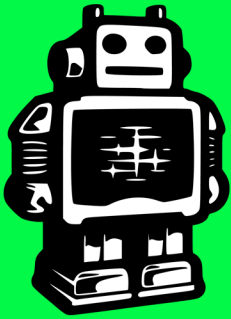
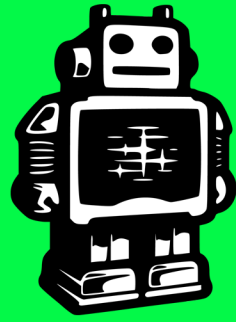
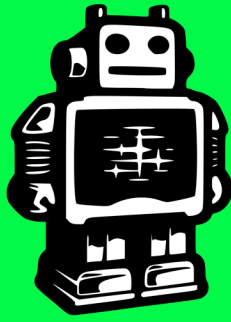
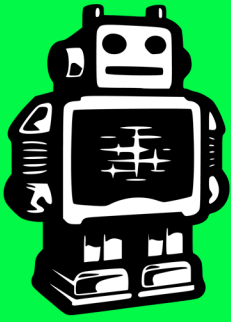
Pick a machine, and design the mechanics that hide inside.

## **Under the Covers**

Arrange a bunch of different sized objects on a table. Now drape a sheet, tablecloth, or coat over all of them. Create a CAD model of just the surface of that cloth.

## **One Good Turn Deserves Another**

Start a 5 min timer, and then get started with a brand new design. When the timer is up, swap seats with another player, who continues the design without any guidance from you. After five minutes, swap back in. Or swap in a third person, and expand the circle.



## **Everybody's a Poet**

Write a poem that explains 3D  
printing to a newbie.

