

3D Printing

Resources Available at Terry James Resource Library

Contact: [TJRC Library](#) to reserve your copy

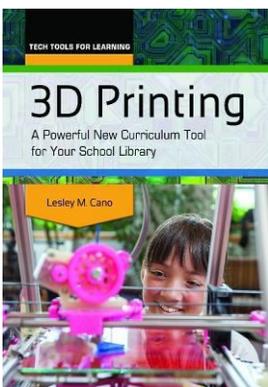
[The makerspace librarian's sourcebook](#)



This hands-on sourcebook includes everything libraries need to know about the major topics, tools, and technologies relevant to makerspaces today. Packed with cutting edge instruction and advice from the field's most tech-savvy innovators, this collection leads librarians through how to start their own makerspace from the ground up, covering strategic planning, funding sources, starter equipment lists, space design, and safety guidelines; discusses the transformative teaching and learning opportunities that makerspaces offer, with tips on how to empower and encourage a diverse maker culture within the library.

[Make : 3D printing projects : toys, tools, and contraptions to print and build yourself](#)

Even if you've never touched a 3D printer, these projects will excite and empower you to learn new skills, extend your current abilities, and awaken your creative impulses. Each project uses a unique combination of electronics, hand assembly techniques, custom 3D-printed parts, and software, while teaching you how to think through and execute your own ideas.

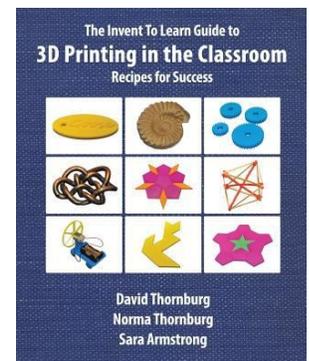


[3D printing : a powerful new curriculum tool for your school library](#)

This fascinating primer illustrates how 3D printing can be used in different curriculum areas to engage and inspire your K-12 students. You'll gain insight into the printing process and learn how to best utilize multi-dimensional equipment in your library. Written in non-technical language, the book introduces the technology, shows how to get started, and offers ideas for creating project-based learning models.

[The Invent to Learn guide to 3D printing in the classroom : recipes for success](#)

A guide for educators interested in bringing 3D printing into their classrooms. Covers the technology, new design software, and advice on purchasing your first 3D printer. Includes 18 step-by-step classroom projects.



Helping you do what you do best.

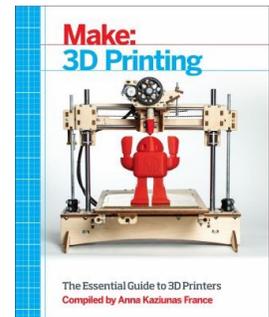
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[Make : 3D printing](#)

The 3D printing revolution is well upon us, with new machines appearing at an amazing rate. With the abundance of information and options out there, how are makers to choose the 3D printer that's right for them? MAKE is here to help. With articles about techniques, freely available CAD packages, and comparisons of printers that are on the market, this book makes it easy to understand this complex and constantly-shifting topic.

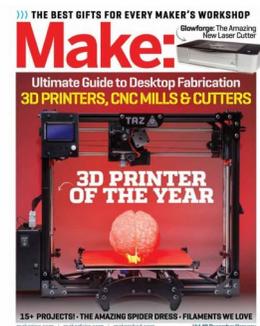


[Makerspaces : top trailblazing projects](#)

In this title discover spaces that have been designed to allow users to create and build tools. From crochet and painting to AutoCAD design software, developing a community around shared use of space and equipment-- a tenet of the makerspace movement-- fits squarely into a library's mission. Bagley examines nine makerspaces in public, academic, and school libraries, describing their design and technical decisions in depth and showing how each is doing something unique and different, under a wide range of budgets and project offerings.

Add yourself to the [Make: Magazine](#) routing Journal List

Make: is the magazine for Makers, which was first published in 2005 and used the word "Maker" to name the community. Now in its 13th year, Make: is published bi-monthly in print and features dozens of DIY technology projects. Called the "bible" for makers, Make: and its companion website, Makezine.com, cover makers, their projects and technologies as well as the communities that grow up around them.



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3D Printing Resources available on Curio.ca



[3D Printing and the \\$350 Robotic Arm](#)

3D-printed robotic arm for six-year old: \$350. The ability to hug mom: priceless. Alex Pring was born missing his right arm from just above the elbow. The cost of a traditional robotic limb, which would have to be replaced as Alex grows, has a hefty price tag. But now, thanks to Albert Manero and his team of aerospace engineering students, Alex can ride a bicycle with both hands. The device is made with a 3-D printer and parts available in hobby stores.

[The Revolution Will Be Extruded](#)

There's a lot of buzz about 3D printing — guns! skin grafts! pizza in space! But as Regina computer scientist David Gerhard discovers, 3D printers, and the people who use them, are about to revolutionize the way we think about manufacturing, and how we get stuff.



[Dinner for Thirty](#)

Over-excited at the chance to use a 3D food printer, Dot accidentally prints far too many dog bones and has to ask for help when her house goes to the dogs.

[Dreams of the Future](#)

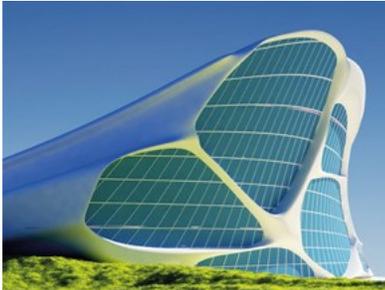
We live in a world where technology is constantly changing, and keeping up with the latest everything can be a challenge. *The Nature of Things* asked Dr. Jennifer Gardy to explore current scientific research that will impact us all in the future. She travels from Toronto to Los Angeles, Tokyo, Munich and back to Vancouver exploring the brave new world of 3D printing body parts, driverless cars, tree cloning and nature deficit disorder.



3D Printing Resources available on Learn360



[Homes of the Future](#)



To inhabit is to have a place of one's own that both resembles and protects us. The home, in and of itself, symbolizes a multitude of universal values : comfort, security, happiness, intimacy and freedom. But we now face a new dilemma : every week, one million people around the world move into cities. At this rate, two thirds of the 9 billion people living on Earth in 2050 will be city residents. The home of the future must therefore respond to new human, social and environmental issues. So what will homes look like in 2050? Will we live in completely modular urban spaces? Will homes be reconnected with the environment? This episode will show how innovations in construction are burgeoning : 3D printing and material salvaging. In cities, homes will be modular and "intelligent", and the growing population will lead us to explore new spaces on Earth and even other planets. A special guest appearance by Philippe Starck, creator, designer & architect

[Fashion of the Future](#)

Unless they opt for life in a nudist colony, the 9 billion people on planet Earth in 2050 will still need clothes. From haute couture to ready-to-wear, the fashion industry will have to deal with multiple problems between now and 2050 : overproduction, poor working conditions in the textile chain, the use of chemical products... What's more, fashion is in full metamorphosis and the scientific innovations technologies being developed promise incredible possibilities. Wardrobes of the future will include environmentally respectful and intelligent clothing worthy of the wildest sci-fi fantasies. What will fashion look like in 2050? What new creative space will new technologies offer designers? What forms will textiles take in the future? Will we all design our own clothes in the future? This episode will reveal how new technologies will transform fashion in 2050: 3D textile printing, intelligent clothes, new fibers, new sustainable materials that adapt to the body's needs... A special guest appearance by JC de Castelbajac, the fashion designer.

