FIRST TRADITIONAL TEABOWL REPRODUCED

1. Original Hand-thrown Teabowl.

2. Rendered version from 3D scans after glaze firing.

3. Wireframe mesh resulting from the 3D scanning.

4. 2D rendering of the model in Maya.
SECOND TRADITIONAL TEABOWL REPRODUCED


2. Second Rendering version from 3D scans after Wood fire.

3. Wireframe mesh resulting from the 3D scanning.

4. 2D rendering of the model in Maya.
IMPOSSIBLE CERAMIC OBJECTS

In order to demonstrate some of the possibilities that ceramic rapid prototyping offers, we have modeled, rendered and fired objects of ceramic that cannot be constructed in any other traditional methods.

1. Ceramic rendering of a channeled cup after bisk fire. with wireframe overlay.
2. Ceramic rendering of a channeled cup after bisk fire.
3. Wireframe mesh of cup with extruded needles from the inside walls.
4. Ceramic rendering of cup with extruded needles from the inside walls, after bisk fire.
WAVES TILE PATTERN

The ability to work on segments in any CAD program will allow for innovations in architectural and ornamental ceramics that were previously impossible or too expensive.

1. Wireframe of the Wave tile mesh.
2. 2D rendering in Maya.
RESEARCH TEST BARS

In order to quantify the specific attributes of the products generated by this research we use a test bar that could be measured and compared to traditional clay recipes.

1. CAD views of the test bar specimen.
2. Multiple Test bars fired with various glaze finishes.