



FROM THE MILL

NEW BEGINNINGS

A new semester means new faces and new projects! The MILL has fielded inquiries from seasoned researchers and prospective students alike, indicating that this semester will be full of making, innovating, and learning. The MILL has added technology since the spring semester; students can now use the professional light box to take pictures of projects, battle robotic bugs, experience virtual reality using the Oculus Go headset, and hone their mending skills with a user-friendly sewing machine.

WORKSHOPS 2019

The MILL workshop series is in full swing! Students started the semester by learning the fundamentals of 3D printing, followed by cutting vinyl decals and creating graphic designs in Canva. The MILL workshop series is updated every month. Workshop topics range from entry-level coding to leather stamping; if you're interested in sharing your skill by leading a workshop, please contact Courtney Pace at cpace@uidaho.edu.



Alpaca vinyl decal

OCTOBER WORKSHOPS

- 10/01: Spooktober at the MILL**
- 10/09: Glass Etching**
- 10/17: Podcasting Pt. 1**
- 10/24: Podcasting Pt. 2**
- 10/30: Adobe Photoshop Basics**

View workshop descriptions and register at

<https://www.lib.uidaho.edu/services/workshops/>



FROM THE MILL



Many patrons paint their projects; pictured above is a 3D printed Bulbasaur detailed with acrylic paint



Student-designed vinyl decal



Vinyl decal



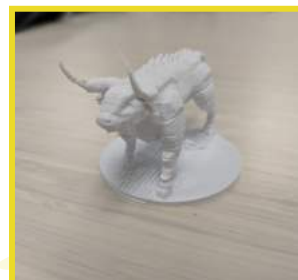
3D printed sandstone sculpture; the file for this model came from the North Carolina Office of State Archaeology



3D printed bull skull



3D printed D&D figurine



3D printed bull