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.

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

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

3D printed bull skull.

Student-designed vinyl decal.

Vinyl decal.

3D printed D&D figurine.

3D printed bull.