



## Using ITC's to preserve European Crafts

Co-funded by the Erasmus+ Programme of the European Union



## Mobility C4 Iceland - European Congress: "DESIGN WITH 3D PRINTING: APPLICATIONS TO ART AND EUROPEAN CRAFTSMANSHIP"

This Mobility C4 Iceland Mobility has been configured as the 4th European Congress: "Design with 3d Printing: Applications to Art and European Craftsmanship" of the Project : Using ICTs to preserve European Craftsmanship. with code 2019-1-ES01-KA219-**065673**

This mobility was originally planned for 04-2020 but due to COVID Restrictions it has been delayed to September of 2021.

In this congress Teachers and students from the different schools of the erasmus project participated in the following activities : cultural activities, formation sessions , exhibitions and Working Sessions.

### Objectives.

Activities of this Block contribute to the achievement of Obj 5 and 6. (Improve 3D technological formation) The project will benefit from the FNV School infrastructures for Metal, wood and crafting and environment

### Contents

In this mobility, we will develop the planned 3D contents , but also we will benefit of the crafts specialization VET studies of FNV school.

- **Traditional Crafts Applied to nowadays**
- Metalware
- Jewellery



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- Woodworking
- Horse Crafts
- **3D Innovative Crafts**
- Printing materials
- -Printing systems
- 3D printing files
- STL or OBJ formats
- Study NETFAB Program
- Checking and correcting 3D models
- Study Slic3r Program
- Conversion to print format
- Scale, size and location on the printer.

## 5) Planning Methodology.

We will apply Benchmarking because the purpose of this international meeting is to transfer knowledge of best practices, around the central theme of the meeting, and its application to the rest of the schools. The Icelandic center has been working with students for years

## 6) Activities developed

- [Workshop: FNV Woodcrafting exhibition by FNV Students](#)
- [Workshop: Modern Craftings: Videogames, Arts & Crafts. A meeting with Myrkur Games.](#)
- [Exhibition: Fish Leather Crafts](#)
- [Workshop: Creating a Jewel in the Forge](#)
- [Workshop: Metal Welding](#)
- [Exhibition Glaumbær Ancient craftings way of live](#)
- [Workshop Horse craftings and Metalware at Vatnsleysu Horse Farm](#)
- [Visit: Vatnsleysu Horse Farm – Icelandic Pedigri](#)
- [Workflow A23: Post-processing after 3D printing](#)
- [Workflow A22: From design to 3D printing](#)
- [Workshop: A21: Materials for 3D printing.](#)
- [Workshop: A20: FDM printing.](#)
- [Workshop: A19: Design 3d Software](#)
- [Workshop: A18: 3D Printing Technologies Workshop.](#)
- [Workshop: VR Virtual Reality applied to Soudarkrokur Puffin museum](#)
- [Workshop: FNV Metalware exhibition](#)



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## Sunday 12 /09/2021

- FNV Organizes the Estonian, Lithuanian, United Kingdom and Czech R. Team pick up at Keflavik Airport which is 400 km away from School (Spanish team rents its own car.)

## Monday 13/09/2021

- 8:30 Opening Ceremony @FNV School .
- 9:00 Introduction to the schools participants and Congress planning
- 10:00 Coffee Break
- 10:30 Get to know FNV Installations
- **11:00 Workshop: FNV Metalware exhibition by FNV Staff**
- **11:30 Workshop: FNV Woodcrafting exhibition by FNV Students**
- FNV has a great experience in the development of Crafts in their VET Studies . In this workshop, FNV profesors and students showed us how they implement this studies and Knowledge.
- 12:00 Lunch at school
- 13:00 Excursion to the Hill of Sauðárkrókur
- 13:30 Activity : Students and Teachers Golf Erasmus Cup
- **14:00 Workshop A25: VR Virtual Reality applied to Soudarkrokur Puffin museum**

VR is a new world of chances for Innovation and entrepreneurship in this workshop. We will discover a real example of this Innovation and entrepreneurship using VR.

The creation of the first world [puffin museum](#) with the inniciative of Mr Árni Gunnarsson .



- 16:00 Exhibition: Virtual Reality museum The battle ol Iceland
- 17:00 Discussions and end program day



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## Tuesday 14/09/2021

Arrive @ FNV: 8:30

### 3D Printing Workshops

8:30 Workshop: A18: 3D Printing Technologies Workshop.

#### Activity A21 Materials for 3D printing



Participates  
Fjölbrautaskólinn  
Norðurlands Vestra School  
Sauðárkrúkur (Iceland)  
13-17 September 2021  
Organization by

#### Activity A19 Software to Design



Participates  
Fjölbrautaskólinn  
Norðurlands Vestra School  
Sauðárkrúkur (Iceland)  
13-17 September 2021  
Organization by

#### Activity A18 3D Printing Technologies

Participates  
Fjölbrautaskólinn  
Norðurlands Vestra School  
Sauðárkrúkur (Iceland)  
13-17 September 2021  
Organization by

- 9:30 Workshop: A19: Software to design Workshop (ThinkerCad)
- 10:30 Workshop: A20: FDM printing.
- 12:00 Lunch
- 13:00 3D printing Workshops
- **A21: Materials for 3D printing. (3d Technologies from Ternal to Slice 3d Printing )**

#### 3D printing Materials



Titanium



PLA Thermo  
plastic  
polymers



Carbon  
fiber





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- **A22: Workflow: From design to 3D printing ( Preparation of 3D files printing STL or OBJ formats ).**
- **A23: Post-processing after 3D printing**
- 15:00 Skagafjörður Herigate : A visit to Giottislaug. the legend natural warm pool.

## Wednesday 14/09/2021

- 8:30 Daytrip around Skagafjörður with visits to interesting places in light of project focus.
- 9:30 Visit: Hofos : Basalt Columns , Thermal waters, Crafts, Entrepreneurship & Tourism.



- 12:00 Lunch  
[Visit: Vatnsleysu Horse Farm - Icelandic Pedigri](#)





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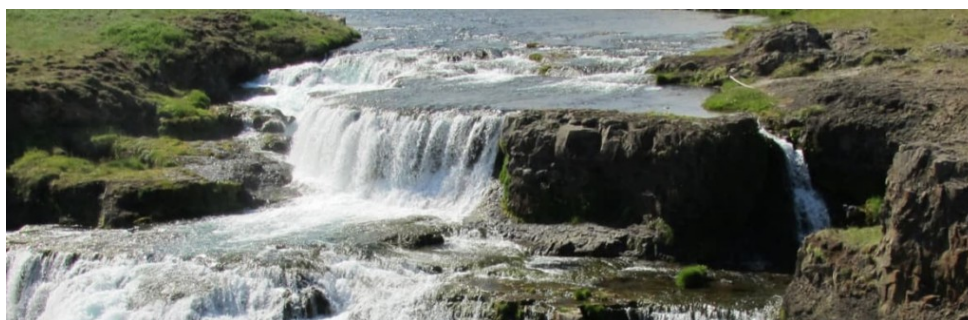


Horse Farming is one of the most important and traditional crafts of Iceland. In the development of the Iceland C4 UIPEC Congress . We visit, **Vatnsleysu** , one of the most important Horse farms of Skagafjörður

- 13:00 [Workshop Horse craftings and Metalware](#)



- 14:00 Visit : Fosslaug Skagafjörður waterfall



- 16:00 Exhibition Glaumbær Ancient craftings way of live
- Northern lights Visualization

## Thursday 15/09/2021

- 8:30 – 12:00 [Workshop: Metal Welding](#)
- 11:00 [Workshop: Creating a Jewel in the Forge](#)







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### 11:30 Workshop : Fish Leather Crafts

Fish Leather crafting is a very specialized technique used in Iceland to create smooth leathers from the fish skin.



- 12:00 Lunch
- **13:00 Workshop A27: Modern Crafts: Videogames, Arts & Crafts. A meeting with Myrkur Games.**



### VR Social 360 Video Workshop

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- **14:00 Workshop A24: Virtual Reality (VR) and Digital Citizenship. 360 Social Sharing of VR Worlds**

Virtual Reality is a challenging technology that offers incredible chances for Innovation but also offers a way to socialize. In this workshops teachers and students will learn how they can create this 360 degree shots and also how they can share them in several platforms like Facebook VR VR Google Street View Kuula.co Theta vr platform

18:00 Closing Dinner

## Friday 16/09/2021

- **Project Benchmarking**
- 8:30 – 9:30 Evaluation & Analysis time: Have we met our goals for the project meeting ?
- 8:30 – 9:30 Improvement proposals for next meetings
- 10:30 – 12:00 Planning next mobilities
- 12:00 Lunch
- 13:00 – 14:00 Meeting certification delivery ceremony.
- Sum up and farewell





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## Dissemination

This congress was disseminated in several ways.

At the Educative level of the School with its inclusion in the school website and in the Social networks of the school

Several Local Media take information of our mobility <https://www.feykir.is/is/frettir/godir-gestir-i-fnv>

We created an Etwinning event : so that many colleagues could follow the activities



<https://live.etwinning.net/events/event/235377>

Finally we created a codeweek event :



<https://codeweek.eu/view/372481/2nd-european-congress-3d-printing-vr-and-programming>