The fall semester has breathed new life into the MILL! Multiple projects have already made their way through the MILL, including an incredibly detailed 3D printed human skull, Pokemon-themed chess pieces, game figurines and more! See page 2 for pictures of recent projects.

As new and veteran patrons alike pour through the library doors, the constant hum of activity is a great reminder of our goal here at the MILL: make, innovate, and learn. We are constantly adding new activities and technology to our space. The MILL now has a 3D pen for designing and mending projects, and two new Ozobots have found a home here as well. To keep up with our ever-developing makerspace, follow @uidahomill on Facebook and Instagram, and visit often!

**WORKSHOPS**

A new semester means another series of workshops! Workshops are a great way to learn or develop a skill; from glass etching to robotics, the MILL offers a wide variety of support.

To take a look at the MILL’s expanding workshop schedule, visit https://www.lib.uidaho.edu/services/workshops/

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**UPCOMING WORKSHOPS**

- 10/04: Intro to Excel Part 2
- 10/11: Glass Etching
- 10/18: Adobe Photoshop Basics
- 10/24: Adobe Spark Video Basics
- 10/25: Zines

Interested in leading a workshop?
Contact Courtney Pace at cpace@uidaho.edu

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These 3D printed bug clips act as low-pressure clamps for delicate projects in the MILL.

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3D printed skull, see page 2 for underside view

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AUGUST/SEPTEMBER PROJECTS

3D printed skull, underside view

3D printed pineapple

This 3D printed maze was designed by a student to determine if slime mold will actively seek out nutrients

Vinyl sticker created by the Silhouette Cameo

Screen printed T-shirt

Rooster constructed via 3D print pen