

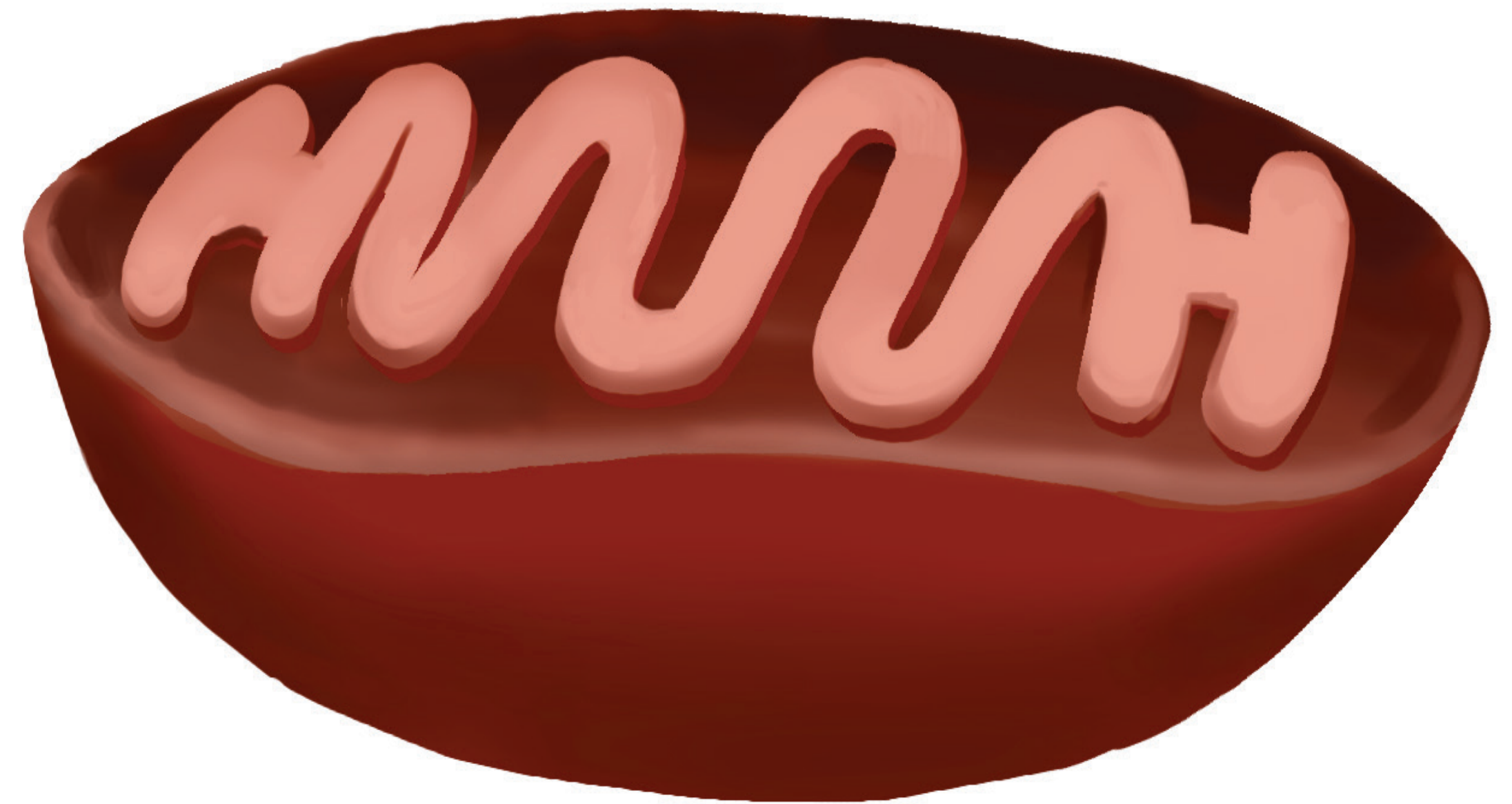
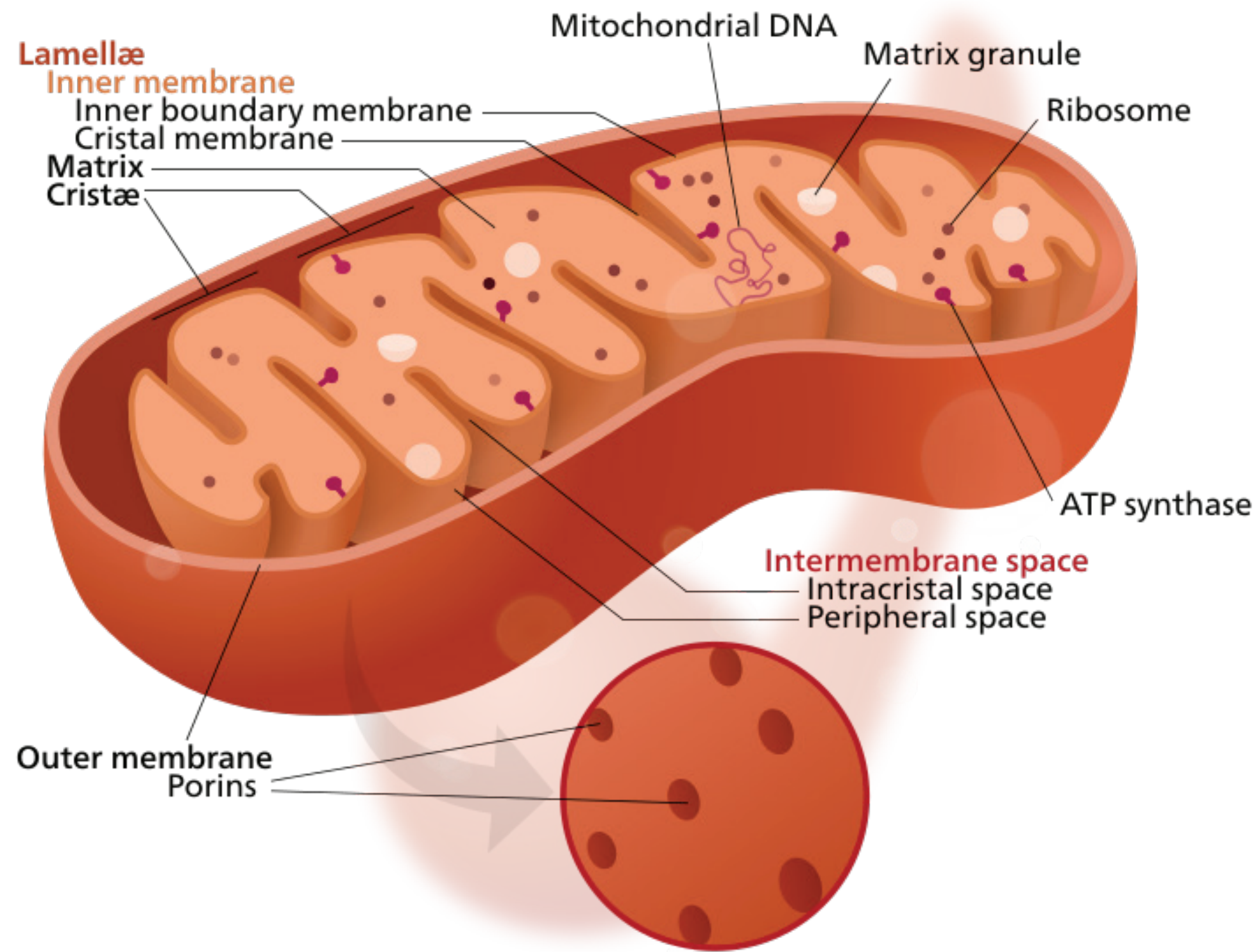
# Artistic design, computer modeling, and 3D printing of cell structures

An ASCB COMPASS Outreach Program by  
Prof. Yizeng Li, Prof. Craig Brasco, and Prof. Keith Smith

## Previsualizing Cell Biology for Digital 3D Scuplting



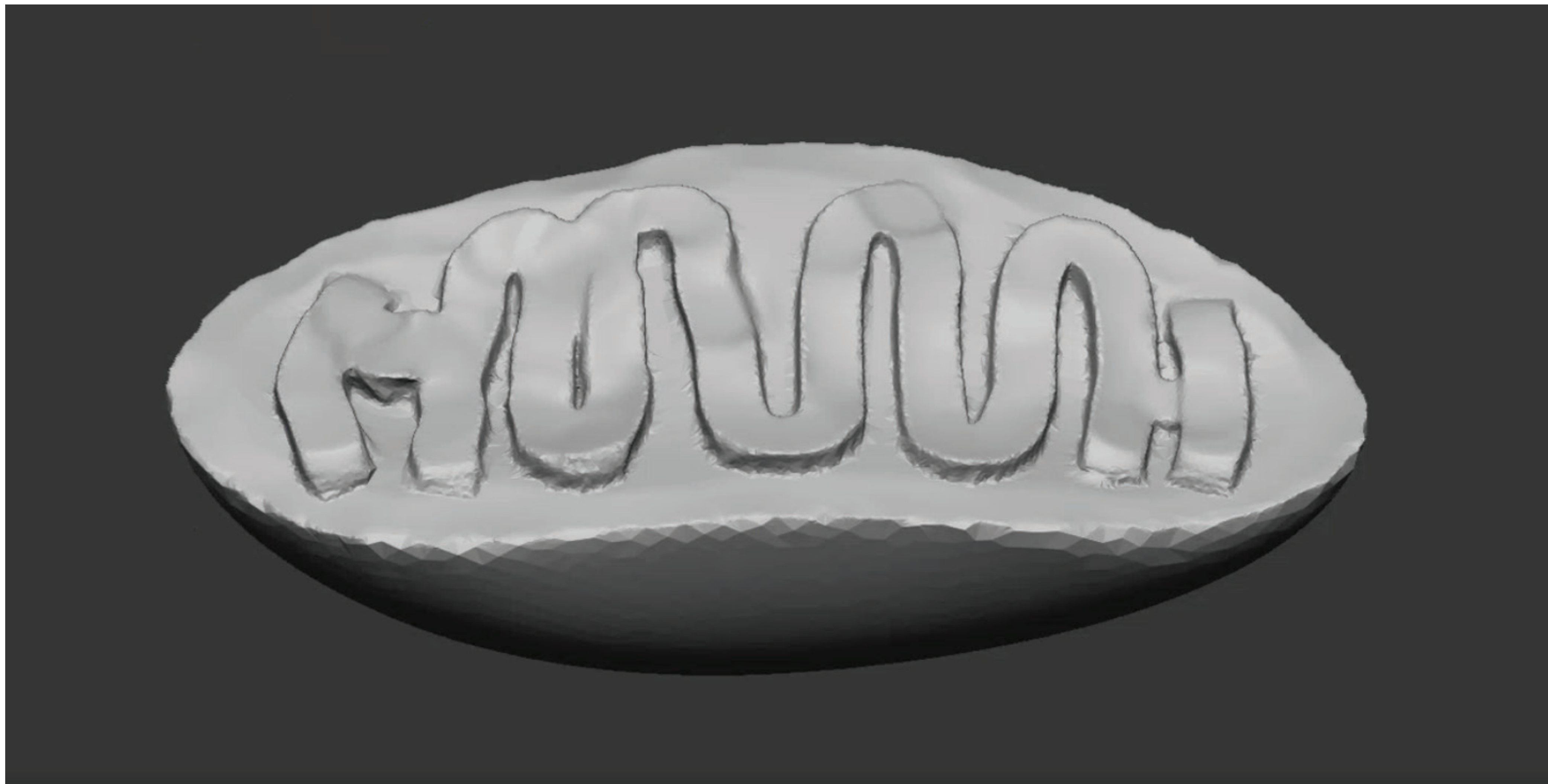
# Mitochondrion - 2D art versions



Typical textbook visualization

Visualization for 3D Sculpting in Zbrush

# Mitochondrion - 3D art version (ZBrush Mini Core)



## Things to consider while discovering and using digital 3D modeling:

- You are trying to visualize the microscopic.
- Don't fret too much about visually referencing 2D illustration concepts.
- Use your imagination where the software can allow as long as you are addressing the known concepts of the organelle in question.

**NOTES:**