

May 2019 Newsletter

From the Maker-In-Chief



Hello Makers,

It was great to see some of you at <u>Makers Central</u> at Birmingham's NEC earlier this month. As an event dedicated to the Maker Community, it was certainly interesting, especially if you like working in wood or follow makers on youtube. There's something I have discovered about myself (repeatedly - nothing like a good science experiment) and that is I can't listen to podcasts AND do electronics at the same time. I accidentally made flames (fortunately only the wires from a battery case as they touched, and I removed the battery at once) and then made many mistakes soldering. So I am back to the sound of silence and the occasional dog snore. Fortunately, I can still multi-task when it comes to drinking a cuppa while I work.

Don't forget that the Guild has a Slack channel and LinkedIn group. If you don't have access to either, please email and we'll sort that out.

On the subject of reminders, don't forget to renew your membership. You can do so <u>here</u>. You'll need to set up a new one because we accidentally goofed up a bit, but rest assured all Founders will keep their Founder number. Also, we have a self-certifying concessions rate, so if you know someone who would like to be a member but couldn't justify the outlay, please do let them know.

I hope you're all having fun in your sheds / back bedrooms / workshops and dining tables.

Lucy

Dr Lucy Rogers Founder, Guild of Makers

@DrLucyRogers

Ten questions with a maker

- Name: Hannah Cass
- Website: <u>sew8bit.com</u> and <u>hannahcass.com</u>
- Twitter: <u>@retroprincess1</u>

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Location: Kent, UK



1. What do you make?

I am a multi-faceted maker. My mum calls me a creative chameleon and that's definitely a good description. Primarily, I sew and draw. My sewing is themed around gaming. For example, this could be things made from a game themed fabric. My other role is an animal portrait artist, both pets and wild animals.

2. What does your making space look like?

A bit of a mess! I am squeezed into a tiny spare bedroom and share the space with my husband's gaming and design bits. I have to put a lot of things in storage and then hunt for them as needed, which can take a while.

3. Where do you sell your makes?

I mostly sell through word of mouth and social media. I have found that being creative with photographs and hashtags on Twitter can be really helpful in gaining some traction with particular makes, especially within the gaming community. It's important to tag things to appeal to their specific interests such as a certain franchise or brand.

4. Who inspires you?

I have been lucky to have networked with amazing people. This will embarrass Tim Nicholls (<u>@Woodpunk</u>), but he gave me the self belief to turn an interest into an income. I would never have taken the first steps without his mentoring and advice. We've become really good friends and often fire ideas off of each other. In terms of my own work, I love the artist Tony Karpinski (<u>@tonykarpinski</u>) for his exquisite attention to detail. Also, Rachel Konichiwakitty (<u>@konichiwakitty</u>) makes the most gorgeous fashion and tech mash ups. One of these days I'll have to learn how to sew lights into things.

5. What's your best failure?

I am not good with failure. However, I would say that through making mistakes I have learned the best ways to undo or re-purpose them. This has sometimes worked to an advantage or looked better than expected. Learning as I go is very rewarding.

6. What's your favourite magazine / podcast / youtube channel / other making related "thing"?

I really enjoy watching the <u>Great British Sewing Bee</u>. I have been so hooked on the current series, it's had some really challenging tasks. I also like to explore some of the hashtags on Instagram from time to time to get inspiration for drawing. I have found some amazing artists and we like to share some tried and tested techniques and tools. For example, on recommendation from an artist I've bought a new sharpener that can get my fragile pastel pencils into an amazing point without making them brittle.

7. Do you meet up to discuss / make with other makers? If so, where?

I don't live locally to any makers but Twitter has been an amazing way to find people with similar interests. I have met lots of maker friends through <u>#makershour</u>.

8. What's been the hardest thing about making for a living for you?

I have chronic illnesses which can make my health unpredictable on a day-to-day basis. This means that sometimes I am unable to work on projects. I do find it very frustrating and have to fit making around my health needs, but I am lucky that my clients are usually very understanding. I find that it works best if I'm honest about it and generous with my time frames. If they then get the product sooner than expected, all the better!

9. What's the best thing about making for a living?

I do something I love all the time. It works around me and makes me happy.

10. Whose work would you recommend that fellow Guild members should check out?

I always love checking out what Sue Archer (<u>@SueArcher6</u>) and Alfred Chow (<u>@Maker_of_Things</u>) have been up to. They are really creative and always have a project on the go, some very wacky.

Events

STEAM POWER MEET UP 13th June

Taking place in the Pop Up Playlab in what was an old record store in Leeds City Centre, <u>STEAM POWER MEET UP</u> is an opportunity to expand the small local meet ups into one large Northern meet up and aimed at anyone working on projects and activities that bring people together across science, technology, engineering, arts and maths (STEAM).

Opportunities for members

UK Country Manager for Fire Tech

<u>Fire Tech</u> is looking for a UK Country Manager to play a central role in launching and leading its tech education programmes for kids aged 9 to17 years old. Apply <u>here</u>.

Trustee for DotEveryone

<u>Doteveryone</u>, a registered charity in England and Wales, is on a mission to champion a

stronger society where responsible technology is the new normal. It is looking for three trustees, with the following specialisms: charitable fundraising; marketing and communications; and technology leadership. Apply <u>here</u>.

Equipment for sale

Supernova Labs has a number of items available in its equipment sale that may be of interest to Guild members:

- <u>GCC Cut Pro 80 W Laser Cutter & Engraver</u>, comes with air filter and additional tooling.
- <u>HTC Vive Virtual Reality Headset</u> & Controllers comes with PC, base stations and cabling
- <u>Cube Pro Duo 3D printer</u>, comes with print user guide and 3 cartridges
- <u>Alpha Robot 1S humanoid robot</u>, controllable through android app.

There are also various project materials available, such as a killer Bee racing drone, a precious plastic grinder and injection moulder, and a demo 3D printed satellite.

If any of these are of interest contact Adam Paigge via <u>email</u> or <u>twitter</u>.

Random other (shameless plug)

The new series of the comedy technology podcast #TheDesignSparkPodcast hosted by Lucy Rogers is out now. All details here: <u>https://www.rs-online.com/designspark/podcasts</u>



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