



BRIDGETTE MONGEON

I am a sculptor, writer and public speaker and love to share information and inspire others in their business and creative direction.

As a sculptor my specialty is bronze portraits, figurines and awards, architectural and landscape elements. In 2008 we expanded my studio tool set to include digital technologies. This extends the range

of projects and materials that I can offer my clients. As author of "3D Technology in Fine Art and Craft: Exploring 3D Printing, Scanning, Sculpting and Milling" I'm becoming known as the resource for those things that relate to 3D tech and architecture, art, and industrial design.

As a freelance writer, I write for several magazines about

creativity, art, business, marketing, technology and faith. I have co-authored "Digital Sculpting With Mudbox: Essential Tools and Techniques for Artists" with Mike de la Flor, and loved being a contributing writer on "The Digital Biomedical Illustration Handbook."

I am thrilled about my new book on 3D technology in fine art and craft, and love sharing my process

along with the processes of others who are using these tools and combining them with traditional art and craft. I'm working on a new book similar to this documenting the art and technology used in creating the monumental work I'm doing on a sculpture celebrating the 150th anniversary of Alice in Wonderland.