

KINETIC AND ROBOTIC ART New trends and applications

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Kinetic Art began with an art movement born in the 1950s in Dusseldorf in Germany and called Gruppo Zero. The main objective of the kinetic art is to completely reconsider the artistic space, making the spectator intervene on one side and the sense of motion on the other, as an innovative element. The thesis work presents both social and technological development contents, as well as contents that can be used in new methods of education, such as the teaching of innovative technological processes based on Additive Manufacturing but also engineering contents such as that of the kinematics of mechanisms and robotics.

Models and technologies for engineering presented in this case are highly interdisciplinary. We present development contents, both social and technological, with particular reference to the design of mechanisms for moving artistic figures, as well as contents that can be used as new educational methods especially through teaching of innovative technological processes, based on the use of 3D printers and Additive Manufacturing