

2.5D printing is not quite 3D

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Digital technologies have irrevocably changed and challenged how we look at, capture, construct and print images and objects. In a rapidly changing print market, additive manufacturing or 3D printing has opened new opportunities for custom manufacturing and reproduction. 2.5D printing - incorporating texture, relief, colour, opacity and gloss - has further increased complexities in the colour printing pipeline, presenting challenges for measurement, modelling and reproduction.

The purpose of the presentation is to explore the relationship between 2D and 3D and that extra half-dimension that is not *quite 3D*, and to ask, 'what is the relationship between textures we see in the real world and reproduction?'