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Additive Manufacturing of glass objects

Since its invention several decades ago, Additive Manufacturing (AM) has evolved to a widely used technique for producing objects of a multitude of materials as polymers, metals, concrete or even ceramics, both in prototyping as well as serial production. Recent works show first signs that glass will follow that road.
Swarovski has invested into an internal venture setup for AM of glass, dedicating cross-disciplinary resources to develop the technology and new applications iteratively and concurrently.
Here, we will present the way from the early vision to recent unprecedented design applications as displayed at Biennale de Venezia 2021 and give an outlook on potential applications in circularity and decentralized production scenarios.

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