

Brisbane South State Secondary College Workshops

SLQ Wiki Fabrication Lab 2026/01/11 22:45

Brisbane South State Secondary College Workshops

BSSSC Workshops

Welcome to the SLQ Wiki page for our Brisbane South State Secondary College student design workshops

Cardboard Relief

Our Pinterest Board for the wall relief - [Wall Relief Ideas](#)

You can find more about the concept here - [Relief Projection Wall](#)

Resources

[Design Experiments Activity](#)

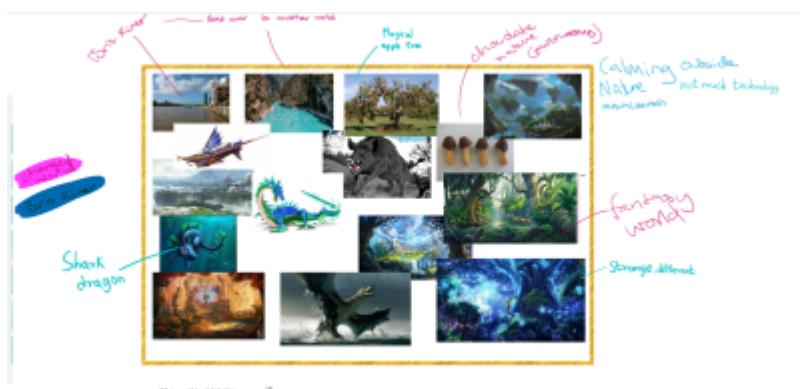
[DIY Paper Cut](#)

Progress

Session 1

In our first session with the BSSSC crew, we developed some concept ideas which were inspired by multiple Imagined Things. Some of the concept drawings and inspiration shared below.

Individual Writing Task									
Imagined thing 021	Imagined thing 022	Imagined thing 023	Imagined thing 024	Imagined thing 025	Imagined thing 026	Imagined thing 027	Imagined thing 028	Imagined thing 029	Imagined thing 030
Kimodo dragon shark	super covid	night vision with infrared	kimodo dragon shark	The grand ship	shy	mask god	shark kimodo dragon	Thing	
sentient being	Marsland	Vetem	humanity lost	wake up	alone	aztec temple	vibrant fish	surprised by croco-dragon	
immersive	giant pig	corridor of home	building technology yester-mere	apple tree	in middle of nowhere	artifact	masked god	bedroom window	
travel from one world to another	bloody knife	fear scared	hybrids roaming the earth	regrowth	wind bought paint	shrine	river	inherited croco-dragon	
crocodile world portal	giant screen		forests	everything is not what it seems	secret garden to raise a big tree	decoded	suspense	helpless small squeak	
new/different/unusual			earn taken back over	chocolate		pile of rubble with mask on top	misaligned for a split into the leaves	worried/ empathy	





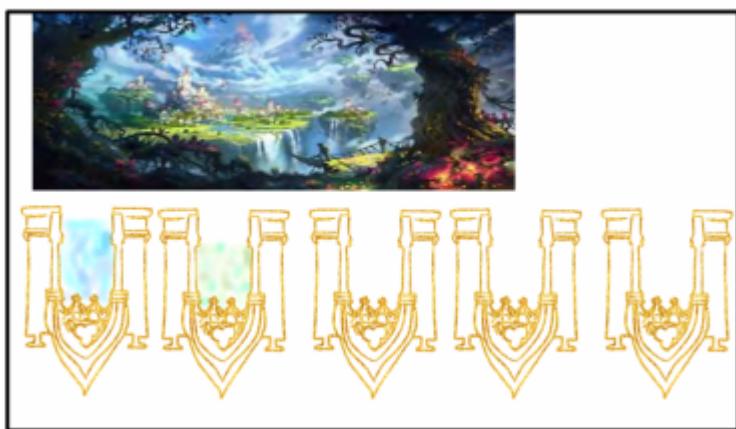
The 3 main group themes from the first session were:

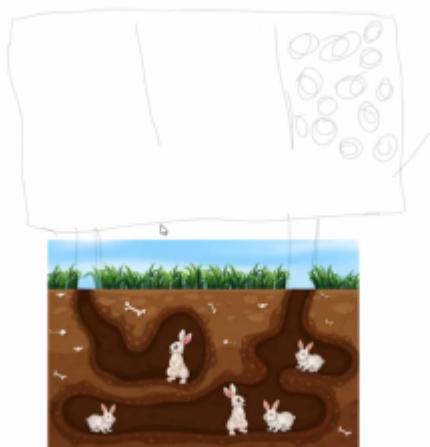
- Group 1: a forest with Hybrids
- Group 2: Forest and River, a summoning place
- Group 3: Labyrinth, giant house or map

Session 2

In this session we fine tuned the conceptual ideas to focus on the idea that our wall relief will consist of an above ground and a below ground. The below ground will feature maze/labyrinth like tunnels, some organic and some man-made.

Some of the concept drawings from the first part of the session below;





Mural design

Wednesday, 23 September 2021 9:56 AM

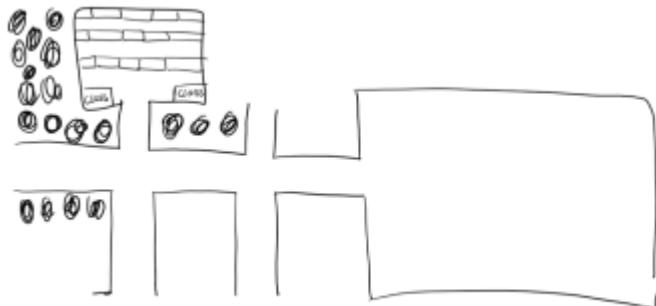
Any thing that is hazy is a projection. Other wise it is card board. Also it is not done will be far more detailed later.



2



Individual drawing table		
magical being	inverted magical being	inverted being
demon dragon	demon dragon	sentient being
sentient being	giant pig	giant pig
—	—	carrot of home
—	—	carrot of home



After we went through these new concepts we decided as a group to focus on an above ground city and below ground tunnels/maze idea, basic quick sketch shown below. Students were then asked to work on making some of these concepts with paper and card they had available in the class room to think about layering and design.



Projection Theme Ideas

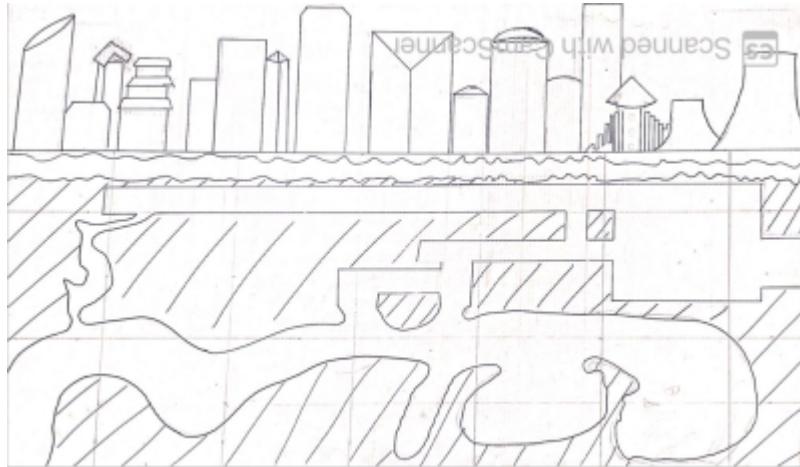
- Civilization is deteriorating due to climate change
- Creatures taking back over
- creatures coming up and out from the underground maze,
- passing of time (sun/day/night) - less lights on in house, more plants growing over the buildings
- small creatures running around
- plants and flowers, mushroom growing out
- could show digging of tunnel a tunnel by a creature
- illuminate the borrows
- light coming through tunnels
- glowing mushrooms - black light ideas
- People walking in the city before climate change takeovers

Imagined Thing

We narrowed down with the group that they are still taking inspiration from #69 The Great Darkness, one of their early group concepts, but also #9 Rabbit Hole is a similar concept to where they have landed.

Session 3

The group worked with Rozina to discuss textures and more narrative ideas, finalising the fabrication design brief.



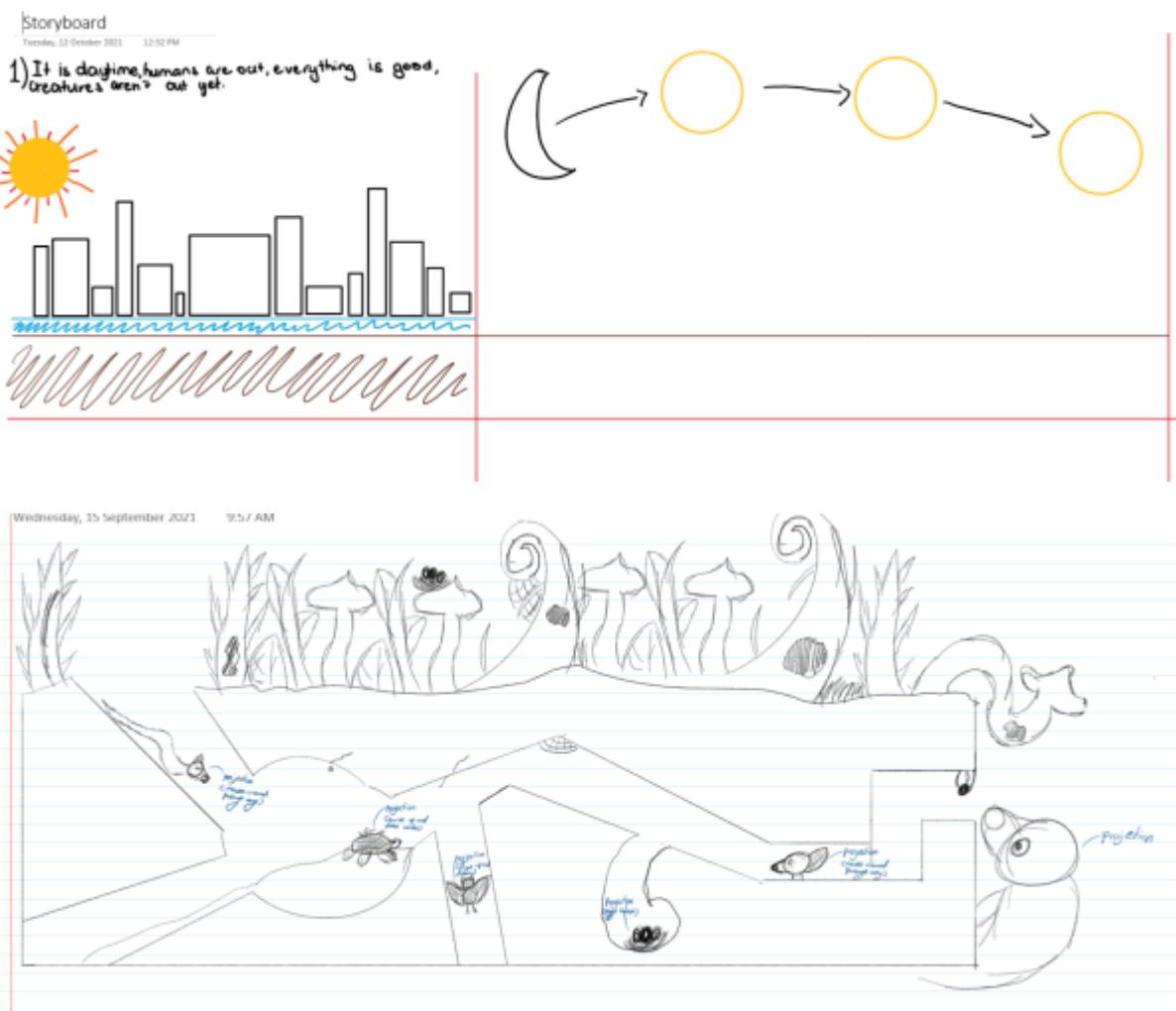
Session 4

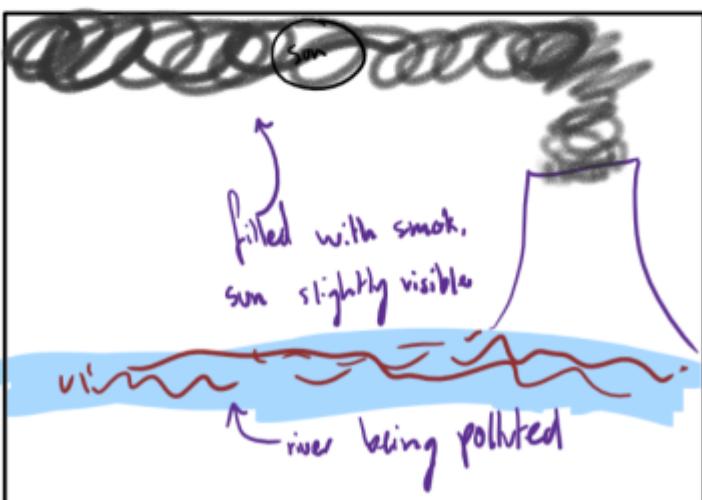
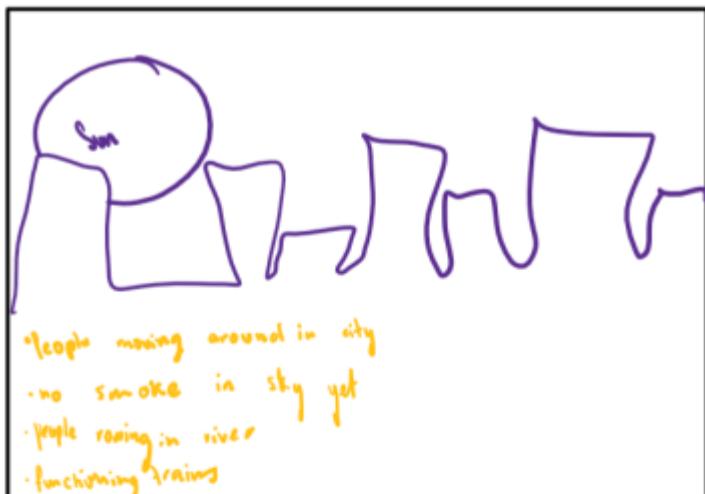
The group worked on making 3d shapes using cardboard to create some building designs that could also be shown to fabricators.

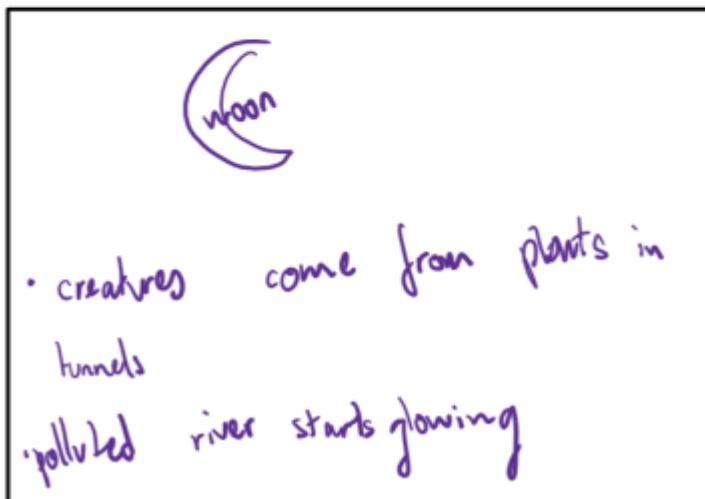
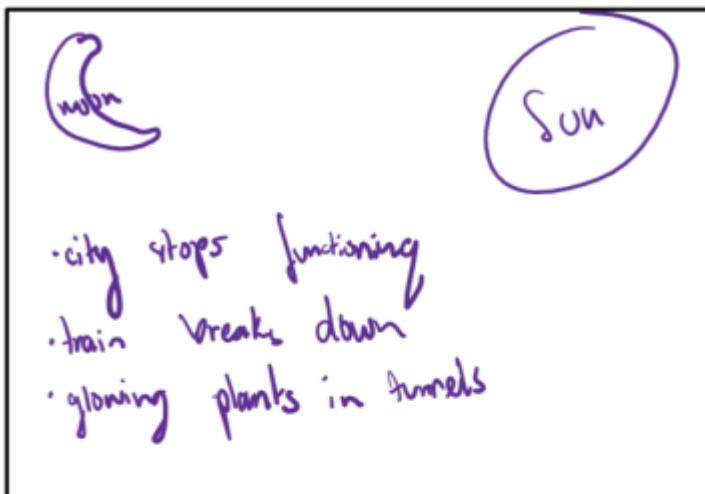
We then worked on storyboarding and getting more idea of how the animation might loop to create the story.

Their main ideas

- For the start of the animation to show the sun rising, humans walking through the cityscape. Trains running.
- The next stage would show the nuclear power plant start to emit green smoke that takes over the entire city (potentially below ground)
- The smoke dissipates and glowing (green) mushrooms start to grow (in the tunnels firstly)
- Creatures come out and eat the glowing mushrooms (maybe they start to glow too)
- Plants and more mushrooms grow, taking over the city, creatures come up into the city too
- Humans start to appear again, the sun starts to set
- Loop back to start!







Humans are moving	Nuclear power plant cracks and release gas and chemicals in the river.	Glowing mush room grow	HH
Creatures take over	Mushrooms grow everywhere creatures eat the mushrooms and glow	Smog clear and humans come back.	

#1 Humans are going about there day in the city	#2 Power plants lift gas into the sky and leak into the river	#3 fungi starts to grow in number and glow from pollution	SB
Plants and animals appear with odd creatures	Earth improves qualities and pollution goes	Cycle back to sunrise to restart frame	

Top section

- Slowly fade from day to night
- Small people in the windows of building, rowing on river or in air balloons
- As day turns to night, show destruction of the city and some creatures in the buildings and river

Bottom section:

- Running train which goes into the tunnel and disappears
- Glowing creatures demolishing the station slowly
- Each pathway made by the creature is coloured differently
- Mushrooms and fungi eating through the wall (glowing)

GP

Making shapes;



Facilitator Section

Please add your session plans, inspiration and tasks to support students.

Please make sure to fill in a reflection form at the end of the workshop if you are facilitating:

[Facilitator Form](#)

Facilitator Session Plans

[BSSSC Session Plan - 19 Aug](#)

[BSSSC Session Plan - 15 Sep](#)

[BSSSC Session Plan - 17 September](#)

Facilitator Workshop Reports

[BSSSC Workshop Report - 19 Aug](#)

[BSSSC Workshop Report - 19 Aug - Michelle](#)

[BSSSC Workshop Report - 15 Sep](#)

[BSSSC Workshop Report- 17 September](#)