



# Designed Things

SLQ Wiki Fabrication Lab 2024/07/20 04:22

# Designed Things

## Grampus Sculpture Overview

As part of our Large Sculpture Workshops with school, Uni and community groups, we've asked them to choose inspiration from where the Imagined Things in The Well might come from (Grampus Land).

One of the deviations from the original plan has been that the progressed Designed Things may be a combination of **2 or more** Imagined Things rather than one.

This is a working page, updates are being made as we progress, you can check back in the older versions of this page if you need to see any former notes.

Updated October 14

## Sculpture 1

### **Name - Wobbly Tooth Shark**

Shark Mouth - AC and Community, under construction

Placement - Gallery Entrance (airlock)

### **Dimensions:**



Read more about the original design from previous Great and Grand Rumpus [here](#).

## Sculpture 2

Name - A little like Alice

**BSSSC** have designed a Back Wall Relief that will be have a projection mapping from a contracted artist.

Imagined Thing - #69 The Great Darkness  
& #9 The Rabbit Hole

This is an outsourced fabrication.

The design provided to fabricators:



The design files can be downloaded

[here](#)

#### **Dimensions:**

8m x 4.5m

Read more about the design [here](#).

## **Sculpture 3**

Name - [Glitch Forest](#)

**QUT** will be working towards 1 sculpture. Inspired by Glitch and mushrooms from The Great Darkness. The sculpture will consist of a collection of pieces to form a portal into a glitch forest vibe. The Glitch forest is made up of Mycelium. Inspired by the movement of a river, the Glitch forest is to be journeyed through. Mycelium is the connector of worlds and the nearest to a glitch of the natural world. It is also the Glitch between plants and animal kingdoms. Sound, movement and lighting will also be considered on the journey through the glitch forest.

Imagined Thing #67 - Glitch & #69 - The Great Darkness

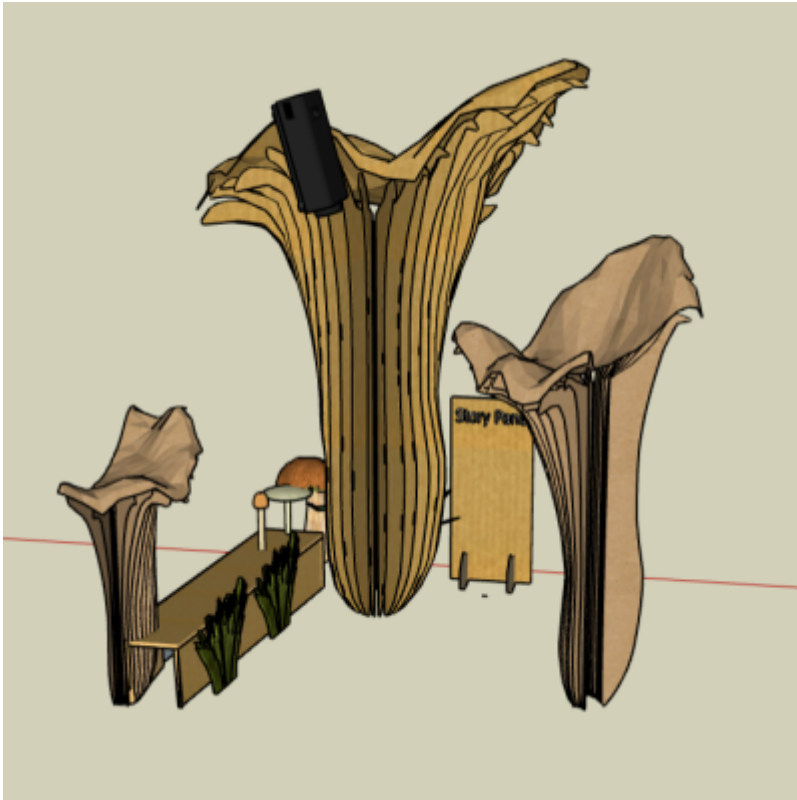
Read more about the design [here](#).

We will not be outsourcing QUT works as this is part of their assessment.

#### **Dimensions:**

**Progress:** 60%

Multiple Objects



## Sculpture 4

Name - [The Dragon and the Koi](#)

**Brisbane State High** will be working towards a combination of Things for their Designed Thing, it includes; Koi fish, Dragon and Underwater Cave.

Imagined Thing #50 - Thing

Imagined Thing #5 - Sharkkomododragon

Imagined Thing #21 - Mask God (Koi)

This is being made all in house now.

Designed Things: Koi, Seadragon and Cave.

Check in on the progress [here](#).

**Dimensions:**

**Progress:** 80% (dragon and cave are nearly complete)



## Sculpture 5

Name - No Name (ROCU)

**Saturday Community Group** will be working towards a hybrid ROCU/No Name skeleton horse/deer.

Imagined Things #76 & #78 - ROCU & No Name

Being made in-house

Check in on the progress [here](#).

**Dimensions:** TBC

**Progress:** 50%



## Sculpture 6

[Name - Angre Cow](#)

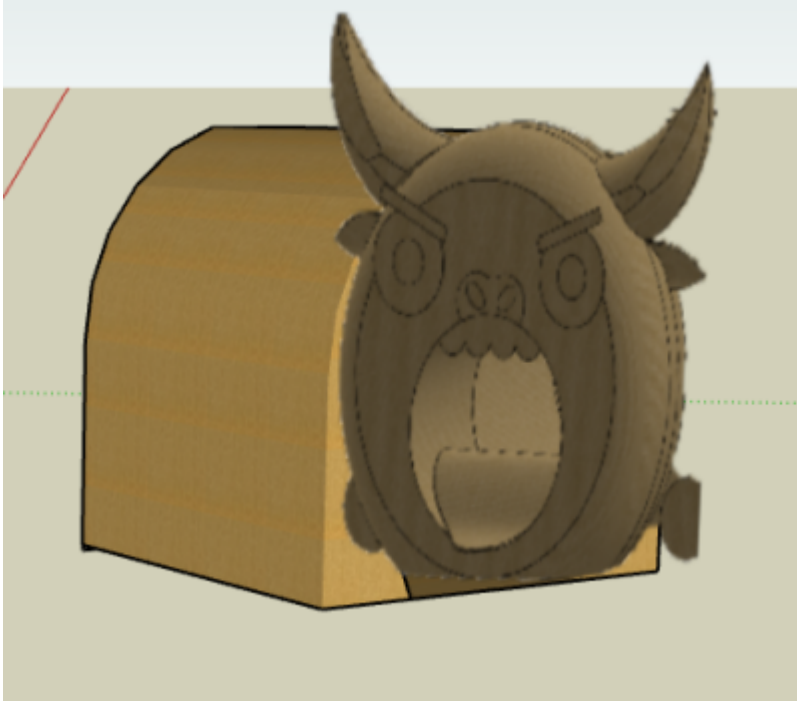
**Griffith QCA Southbank** are working on a version of Angre Cow.

Imagined Thing #14 - Angre Cow

Fabricated by students on site at their Uni.

**Dimensions:**

Progress: 80%



## Sculpture 7

Name -One Eye

**Griffith (Gold Coast 1)**

Imagined Thing #28 - One Eye

This will be facilitated through their own onsite fabrication.

**Dimensions:** Floorspace 4x4m x 4m high

Progress: 90%





## Sculpture 8

Name - Beast X

Imagined Thing #49 - Beast X

**Griffith (Gold Coast 2)** are working towards creating Beast X as their sculpture.

This will be facilitated through their own onsite fabrication.

**Dimensions:** Floorspace 4x4m x 3.7m high

**Progress:** 90%



## Sculpture 9

Giant Sign (Great & Grand Rumpus).

To be placed as the Gallery entry wall (where the usual exhibition signage would live)

This will have 6 screens for each RUMPUS letter displaying the Vis ID visuals.

This will be outsourced fabrication.

**Dimensions:**



## Spirits - 10

There are currently 170 (need to count again) shadow spirits and \*\* general Spirits.

These do not all need to live in the gallery and could live in clusters in other parts of the library potentially (with standard lighting).